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MIL-STD-2525D
10 JUNE 2014

SUPERSEDING
MIL-STD-2525C
17 NOVEMBER 2008

DEPARTMENT OF DEFENSE INTERFACE STANDARD

JOINT MILITARY SYMBOLOGY

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FOREWORD

1. This standard is approved for use by all departments and agencies of the Department of Defense (DOD) and available for use by non-DOD entities (e.g., first responders, United Nations, and multinational partners).

2. This standard provides a standardized, structured set of graphical symbols for the display of information in command and control (C2) systems and applications. A standard method for symbol construction is provided using common building blocks which shall be used to create current symbol sets as well as for creating sets that may be needed in the future. This includes frame, icon, modifier, and amplifier using color, graphic, and alphanumeric representations. It provides requirements for symbol construction and composition with flexibility for special user's needs.

3. In joint military operations, it is imperative to have a common language clearly understood among all users. Graphical representation of objects of interest (e.g., units, installations, equipment, control measures, activities, and meteorological occurrences) are observed and readily understood faster than merely text alone. This is valid even more for a user population with a widely different background of language, component, knowledge, and experience. A common standard of joint military symbols is therefore an important element to enhance efficiency and to contribute to success in joint operations.

4. This revision has resulted in many changes to the standard, but the most significant ones are as follows:

a. Restructuring of the standard to build symbols from components, including frame, icon, first modifier, second modifier, and amplifiers, rather than pre-define all possible symbols.

b. Aligning more closely with North Atlantic Treaty Organization (NATO) Standardization Agreement (STANAG) 2019/Allied Procedural Publication (APP)-6(C), NATO Joint Military Symbology.

c. Realigning appendixes into space, air, land, sea surface, subsurface, activities, control measures, meteorological and oceanographic (METOC), signals intelligence (SIGINT), three dimensional, and cyberspace.

5. Comments, suggestions, or questions on this document should be addressed to Defense Information Systems Agency (DISA) Standards Management Branch (EE32), P.O. Box 549, Ft. Meade, MD 20755-0549, or emailed to disa.meade.EE.mbx.symbology@mail.mil. Since contact information can change, you may want to verify the currency of this address information using the ASSIST [Acquisition Streamlining and Standardization Information System] online database at https://assist.dla.mil/.

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1 SCOPE

1.1 Scope. This military standard (MIL-STD) establishes the rules and requirements to develop and display joint military symbology within the Department of Defense (DOD) and non-DOD entities.

2 APPLICABLE DOCUMENTS

2.1 General. The documents listed in this section are specified in sections 3, 4, or 5 of this standard. This section does not include 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 specified requirements of documents cited in 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 specified, the issues of these documents are those cited in the solicitation or contract.

INTERNATIONAL STANDARDIZATION AGREEMENTS (STANAG)(NATO)

STANAG 1166	-	Standard Ship Designator System
STANAG 1241	-	NATO Standard Identity Description Structure for Tactical Use
STANAG 2019/APP-6	-	NATO Joint Military Symbology
STANAG 2511	-	Intelligence Reports
STANAG 5522	-	NATO Improved Link Eleven (NILE) - Link 22

DEPARTMENT OF DEFENSE (DOD) STANDARDS

MIL-STD-1472	-	Department of Defense Design Criteria Standard: Human Engineering
MIL-STD-1787	-	Aircraft Display Symbology
MIL-STD-2401	-	Department of Defense World Geodetic System (WGS)
MIL-STD-3011	-	Joint Range Extension Application Protocol (JREAP)
MIL-STD-6016	-	Department of Defense Interoperability Standard: Tactical Data Link (TDL) Link-16 Message Standard
MIL-STD-6017	-	Department of Defense Interoperability Standard: Variable Message Format (VMF) Message Standard

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MIL-STD-6018	-	Department of Defense Interface Standard: Integrated Broadcast Service (IBS) Common Message Format (CMF) Standard
MIL-STD-6040	-	Department of Defense Interface Standard: United States Message Text Format (USMTF) Description

(Copies of these documents are available online at https://assist.dla.mil/, http://quicksearch.dla.mil/ or from the Standardization Document Order Desk, 700 Robbins Avenue, Building 4D, Philadelphia, PA 19111-5094.)

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 of these documents are those cited in the solicitation or contract.

JOINT PUBLICATIONS (JP)

JP 1-02	-	Department of Defense Dictionary of Military and Associated Terms
JP 3-0	-	Joint Operations
JP 3-09	-	Joint Fire Support
JP 3-52	-	Joint Airspace Control
JP 3-59	-	Meteorological and Oceanographic Operations

(Copies of these documents are available at https://jdeis.js.mil/jdeis/.)

AIR FORCE HANDBOOK (AFH)

AFH 11-203	-	Weather for Aircrews

(Copies of this document are available online at http://www.e-publishing.af.mil/.)

ARMY FIELD MANUALS (FM) AND TRAINING CIRCULAR (TC)

FM 1-02	-	Operational Terms and Graphics
ADRP 1-02	-	Operational Terms and Military Symbols
ADP 5-0	-	The Operations Process

(Copies of these documents are available at http://armypubs.army.mil/doctrine/Active_FM.html, http://armypubs.army.mil/doctrine/ADP_1.html and http://armypubs.army.mil/doctrine/ADRP_1.html.)

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NATIONAL GEOSPATIAL-INTELLIGENCE AGENCY (NGA) STANDARD

NGA.STND.0033 - Geopolitical Entities, Names and Codes (GENC) Standard

(Copies of this document are available online at https://nsgreg.nga.mil/genc/registers.jsp.)

2.3 Order of precedence. Unless otherwise noted herein or in the contract, 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 and abbreviations used in this standard. The acronyms used in this standard are defined as follows:

AAP	Allied administrative publication
ADP	Army doctrine publication
ADRP	Army doctrine reference publication
AOU	area of uncertainty
APP	allied procedural publication
ASSIST	Acquisition Streamlining and Standardization Information System
C2	command and control
CBRN	chemical, biological, radiological, and nuclear
CIE	Commission Internationale de l'Eclairage
DISA	Defense Information Systems Agency
DOD	Department of Defense
DR	dead reckoning
HSL	hue, saturation and luminance
ISO	International Organization for Standardization
JP	joint publication
JSSG	Joint Service specification guide
METOC	meteorological and oceanographic
MIL-STD	military standard
NATO	North Atlantic Treaty Organization
RGB	red, green, blue
SIGINT	signals intelligence
STANAG	NATO standardization agreement
USMTF	United States message text format
VMF	variable message format

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. Unless otherwise annotated, this publication is the proponent for all terms and definitions found in the glossary.

3.2.1 Amplifier. Optional text or graphics that provide additional information about a symbol and are always located outside the frame area.

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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 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. (STANAG 1241)

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 Boundary. A line that delineates surface areas for the purpose of facilitating coordination and deconfliction of operations between adjacent units, formations, or areas. (JP 1-02)

3.2.7 C2 (Command and Control). The exercise of authority and direction by a properly designated commander over assigned and attached forces in the accomplishment of the mission. Command and control functions are performed through an arrangement of personnel, equipment, communications, facilities, and procedures employed by a commander in planning, directing, coordinating, and controlling forces and operations in the accomplishment of the mission.

3.2.8 Civil support. Department of Defense support to US civil authorities for domestic emergencies and for designated law enforcement and other activities. (JP 1-02) An overarching term encompassing various military missions, tasks and activities conducted inside the United States in coordination with other instruments of national power to maintain or reestablish a safe and secure environment, provide essential governmental services, emergency infrastructure reconstruction and humanitarian relief.

3.2.9 Combat effectiveness. The ability of a unit to perform its mission. Factors such as ammunition, personnel, fuel status, and weapon systems are evaluated and rated. (ADRP 1-02)

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

3.2.11 Contact. In air intercept, a term meaning, "Unit has an unevaluated target."

3.2.12 Control measure symbol. A category of joint military symbology that provides information about objects necessary for battlefield planning and management.

3.2.13 Defended area. An area the Source Track Number (STN) is capable of defending against ballistic missiles, etc, (i.e., the Source TN is operational with ready weapons and has designated the area for defense). (MIL-STD-6016)

3.2.14 Dynamic amplifier. An amplifier 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.

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

3.2.16 Faker. A friendly track acting as a hostile for exercise purposes. (STANAG 1241)

3.2.17 Field. A defined area in which a limited combination of alphanumeric and other characters, amplifiers 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 operational environment geometry.

3.2.18 Frame. The geometric border of a symbol that provides an indication of the standard identity, battle dimension and status of a joint military object.

3.2.19 Friend. A track belonging to a declared, presumed or recognized friendly nation, faction or group. (STANAG 1241)

3.2.20 Geospatial intelligence (GEOINT). The exploitation and analysis of imagery and geospatial information to describe, assess and visually depict physical features and geographically referenced activities on the Earth. Geospatial intelligence consists of imagery, imagery intelligence and geospatial information. Also called GEOINT. (JP 2-03)

3.2.21 Graphic. Any and all products of the cartographic and photogrammetric art. A graphic may be a map, chart, mosaic or even a film strip that was produced using cartographic techniques. (AAP-6)

3.2.22 Hostile. A track whose characteristics, behaviour or origin indicate that it is a threat to friendly forces. Designation as hostile does not necessarily imply clearance to engage. (STANAG 1241) In identification, the designation given to a track, object or entity whose characteristics, behaviour or origin indicate that it is a threat to friendly forces. Designation as hostile does not necessarily imply clearance to engage. (AAP-6)

3.2.23 Icon. The innermost part of a symbol that provides a graphic representation of an object.

3.2.24 Icon-based symbol. A category of joint symbology that provides information about the standard identity, battle dimension, status and mission of an object.

3.2.25 Installation. A grouping of facilities which support particular functions. Installations may be elements of a base.

3.2.26 Interoperability. The condition achieved among communications-electronics systems or items of communications-electronics equipment when information or services can be exchanged directly and satisfactorily between them and/or their users. The degree of interoperability should be defined when referring to specific cases. (JP 1-02)

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3.2.27 Joint military symbology. Symbology used to plan and execute joint military operations in support of C2 functions. These symbols fall into two basic categories: icon-based symbols and control measure symbols.

3.2.28 Joker. A friendly track acting as a suspect for exercise purposes. (STANAG 1241)

3.2.29 Kilo. A friendly track of special interest. (STANAG 1241)

3.2.30 Lollipopping. The placing of a symbol above the ground surface on a map using a marker post. The user can set an arbitrary height above the ground surface and drop down lines connecting the symbol to its ground location without having the symbol actually cover the location on the map.

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

3.2.32 Modifier. A pictorial or alphanumeric component that provides additional information about the icon and are always located inside the frame area.

3.2.33 Neutral. A track or contact whose characteristics, behaviour, origin, or nationality indicate that it is neither supporting nor opposing friendly forces. (STANAG 1241)

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

3.2.35 Operational environment. A composite of the conditions, circumstances and influences that affect the employment of capabilities and bear on the decisions of the commander. (JP 1-02)

3.2.36 Ownship. The visual representation of the ship that the operator is currently occupying.

3.2.37 Pending. Tracks which have not been subject to the identification process but which are available for reporting may be reported with a status of pending. (STANAG 1241)

3.2.38 Point. A position, place, spot, or locality. (Refer to FM 1-02 for the definition of specific types of points.) A symbol that has only one set of coordinates.

3.2.39 Signals intelligence (SIGINT). 1. A category of intelligence comprising either individually or in combination all communications intelligence, electronic intelligence, and foreign instrumentation signals intelligence, however transmitted. 2. Intelligence derived from communications, electronics, and foreign instrumentation signals. (JP 1-02)

3.2.40 Staff. A straight line used as a headquarters amplifier 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 direction or the intended direction of movement of the track or object.

3.2.41 Static amplifier. An amplifier whose size and placement are fixed and remain constant.

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3.2.42 Suspect. A track that is potentially hostile because of its characteristics, behavior, origin, or nationality. (STANAG 1241)

3.2.43 Symbol. A graphic object that presents information.

3.2.44 Symbol identification code (SIDC). A numeric code based on a hierarchical structure that provides the elements required to construct the basic symbol.

3.2.45 Text. Words, alphanumeric information and other American Standard Code for Information Interchange (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 data display console or other display device. 2. To display or record the successive positions of a moving object. 3. The actual path of an aircraft above or a ship on the surface of the earth. (JP 1-02) The course is the path that is planned; the track is the path that is actually taken.

3.2.47 Traveler. A suspect surface track following a recognized travel route. (STANAG 1241)

3.2.48 Unknown. An evaluated track that has not been identified. (STANAG 1241) An identity applied to an evaluated track that has not been identified. (JP 1-02)

3.2.49 Zombie. A suspect air track conforming to air traffic control (ATC) rules or following a recognized traffic pattern. (STANAG 1241)

4 GENERAL REQUIREMENTS

4.1 Command and control symbols. The symbol sets encompass the graphic representation of units, equipment, installations and other elements and activities relevant to joint military operations. They contain the building blocks for joint symbols from the air, land, maritime (sea surface and subsurface) and space physical domains.

4.2 Other symbols. This standard also contains standardized symbols and figures for control measures, meteorological and oceanographic (METOC), signals intelligence (SIGINT) and activities.

4.3 Joint military symbology sets. Figure 1 shows the joint military symbology sets available for planning and conducting joint operations.

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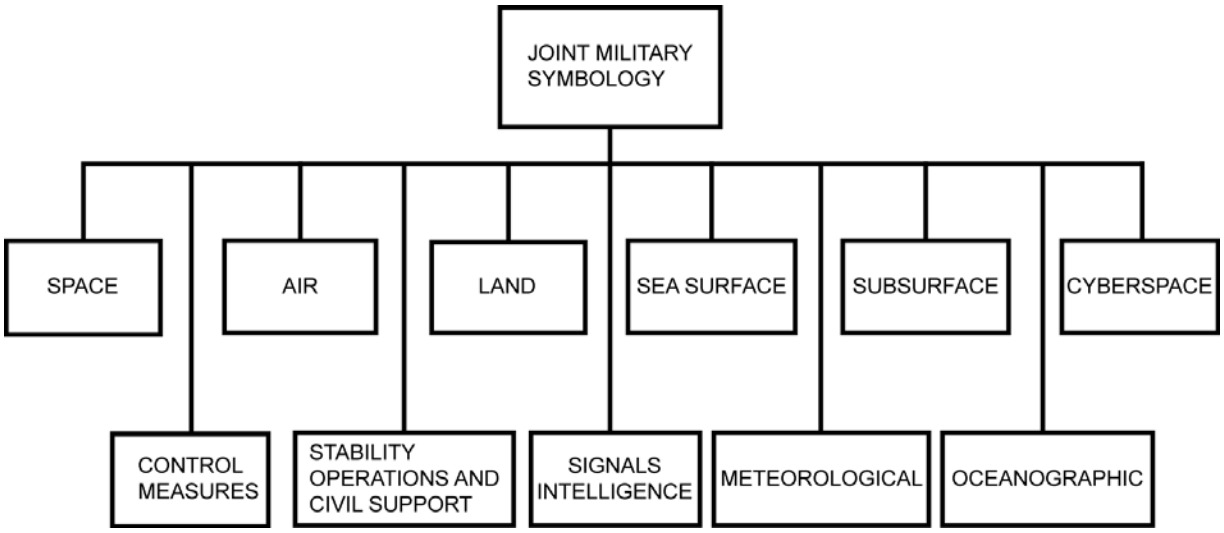

FIGURE 1. Joint military symbology sets.

4.4 Monochromatic and hand-drawn symbols. While the focus of this publication is the display of symbols in modern multi-chromatic electronic systems, all symbols should be usable in monochromatic systems and as hand-drawn symbols.

4.5 Symbol recognition and legibility. When engineering and designing symbols and composing their building blocks, consider human factors; such as, symbol recognition and legibility across a variety of illumination conditions, map backgrounds, symbol sizes, display types and resolutions, and mental and physical fatigue.

5 DETAILED REQUIREMENTS

5.1 Objective. To promote interoperability at the information level within the area of joint military symbology, it is necessary to define a standard set of rules for symbol construction and generation to be implemented in C2 systems. The rules in this standard are considered to be the minimum necessary to ensure that information about joint military 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 control measure symbols 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.

5.3 Icon-based symbols. Icon-based symbols represent units, equipment, installations, activities and meteorological occurrences. An icon-based symbol can be composed of a frame, fill, icon, modifiers and amplifiers (see figure 2). These elements are located within and around a virtual bounding octagon. The components of an icon-based symbol provide information about the standard identity, battle dimension, status and mission of an operational object. The

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placement and display options of the various elements are explained in the following paragraphs. When representing unorthodox platforms, select the most appropriate icon from the standard.

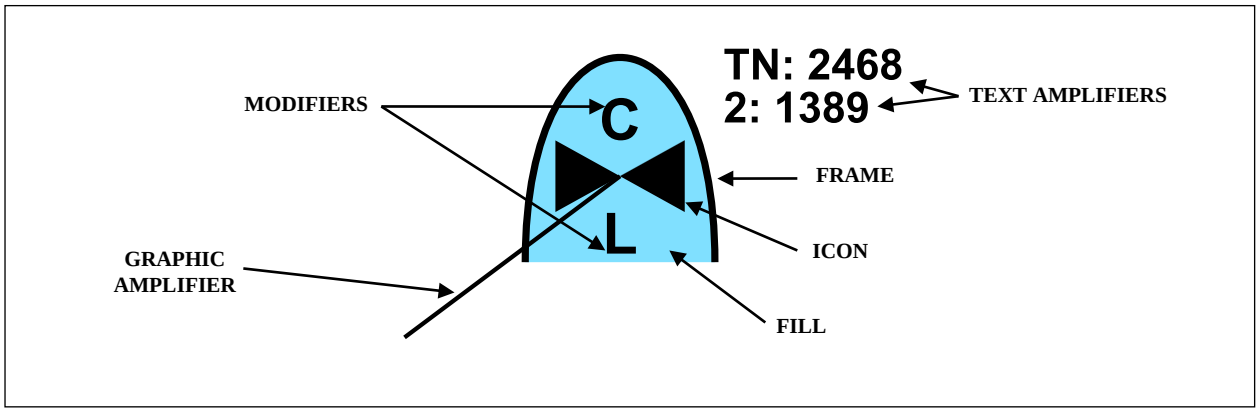

FIGURE 2. Icon-based symbol components.

5.3.1 Bounding octagon. The bounding octagon serves as the spatial reference for the relative sizing and placement of frames, icons and modifiers. The default length and height of the bounding octagon is L (see figure 3). L is measured from point to opposite point in the octagon. The bounding octagon shall not be displayed in a symbol. The bounding octagon appears in example symbols throughout this document for clarification purposes only.

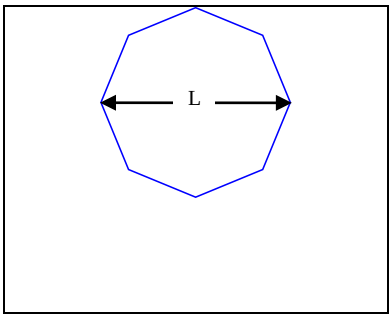

FIGURE 3. The bounding octagon.

5.3.1.1 Bounding octagon and frames. The size and placement of frames shall be determined by the size of the bounding octagon. Frame length and height shall vary from 1L to 1.5L depending on the particular frame. See figure 4 for sizing requirements of the basic frames relative to the bounding octagon. See 5.3.2 for more information on frames.

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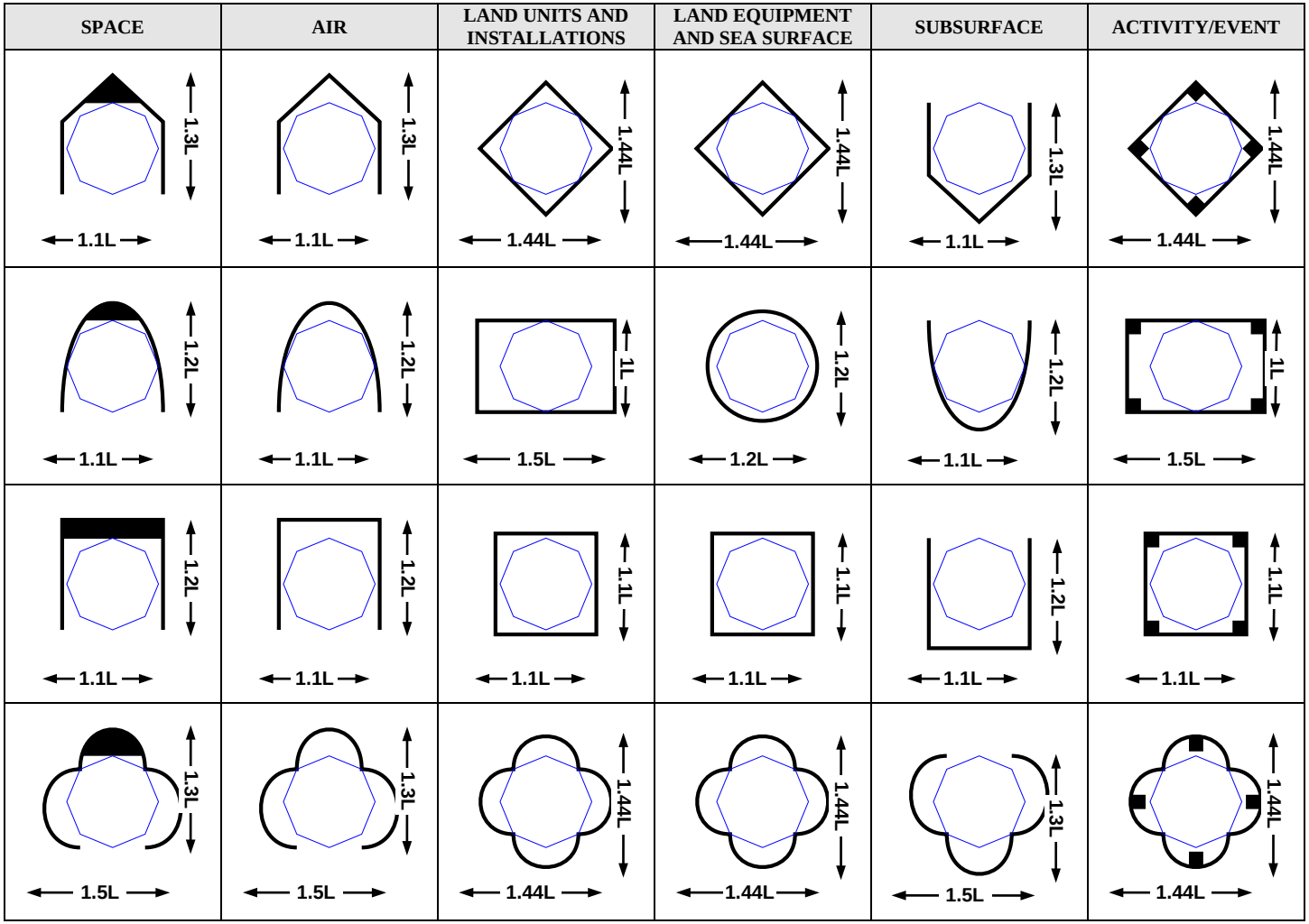

FIGURE 4. The bounding octagon and frame sizes.

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5.3.1.2 The bounding octagon and icons/modifiers. The bounding octagon is divided into three horizontal sectors (main, 1 and 2) to specify positioning and sizing of icons and modifiers. Icons shall be placed in the main sector while modifiers are placed in sectors 1 and 2. Specific icons/symbols, as identified in the standard, require the sectored bounding octagon to be rotated 90 degrees counterclockwise to create vertical sectors. Figure 5 shows the horizontal and vertical sectored bounding octagons. Icons shall not exceed the dimensions of the main sector of the bounding octagon or touch the interior border of the frame. To optimize legibility, icons may be enlarged within the constraints of the bounding octagon when one or no modifiers are displayed. The dimensions of unframed icons shall be the same as framed icons. See 5.3.4 for more information on icons. Modifiers shall not exceed the dimensions of sectors 1 and 2. See 5.3.5 for more information on modifiers.

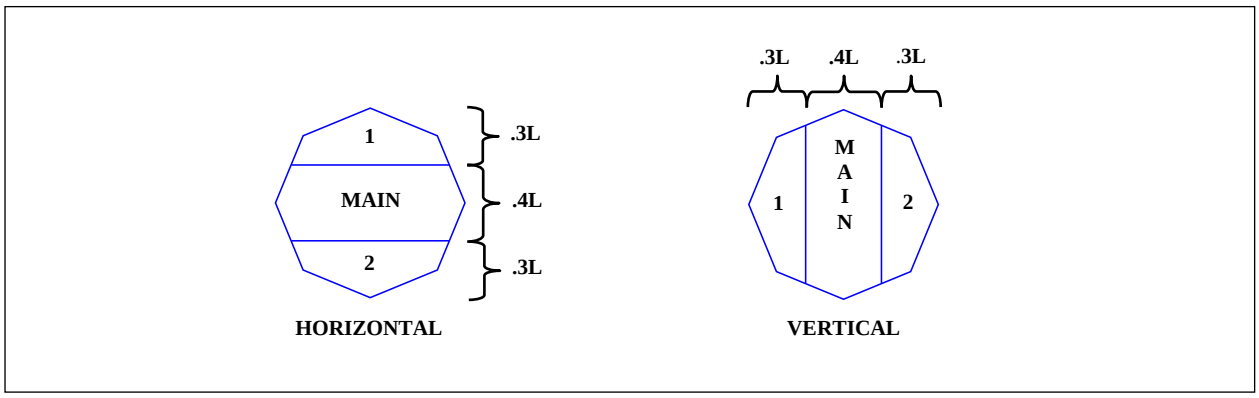

FIGURE 5. The bounding octagon with horizontal and vertical sectors.

5.3.2 Frame. The frame is the border of a symbol. A frame shall be optionally depicted in only two cases: land equipment and sea surface civilian vessels. Natural event symbols are unframed. When a frame is included in a symbol, its shape indicates the standard identity, dimension and status of the object. A frame can be black or white depending on display background. When the symbol is unfilled, the frame should be depicted using the default colors as specified in 5.5 to provide enhanced presentation information about standard identity. Table I provides the frame shapes that shall be used during real-world, non-exercise situations. Table II provides the frame shapes that shall be used during exercises. Table III provides the frame shapes that shall be used during simulations. If training tracks are displayed, they shall be identified by adding “-T” to the “X” in the exercise frame (see figure 6).

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TABLE I. Frames depicting standard identities and dimensions.

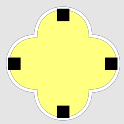
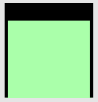
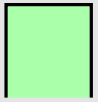
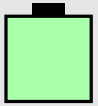
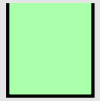
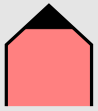
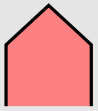
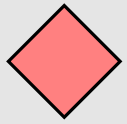
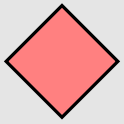
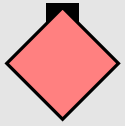
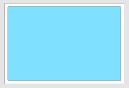
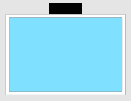
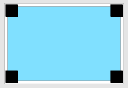
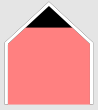
DIMENSION / STANDARD IDENTITY	UNKNOWN	SPACE	AIR	LAND UNIT	LAND EQUIPMENT AND SEA SURFACE	LAND INSTALLATION	SUBSURFACE	ACTIVITY/ EVENT
PENDING (YELLOW)								
UNKNOWN (YELLOW)								
FRIEND (CYAN)								
NEUTRAL (GREEN)								
HOSTILE (RED)								
ASSUMED FRIEND (CYAN)								
SUSPECT (RED)								

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TABLE II. Exercise frames.

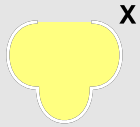
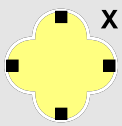
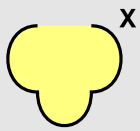
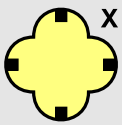
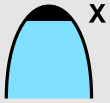
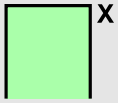
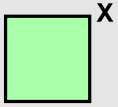
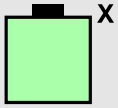
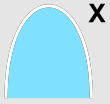
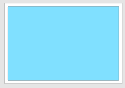
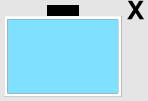
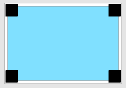
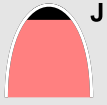
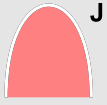
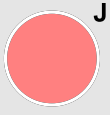
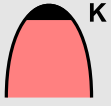
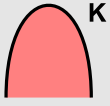
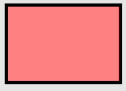
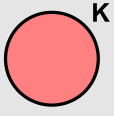
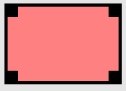
DIMENSION / STANDARD IDENTITY	UNKNOWN	SPACE	AIR	LAND UNIT	LAND EQUIPMENT AND SEA SURFACE	LAND INSTALLATION	SUBSURFACE	ACTIVITY/ EVENT
EXERCISE PENDING (YELLOW)								
EXERCISE UNKNOWN (YELLOW)								
EXERCISE FRIEND (CYAN)	N/A							
EXERCISE NEUTRAL (GREEN)	N/A							
EXERCISE ASSUMED FRIEND (CYAN)	N/A							
JOKER (RED)	N/A							
FAKER (RED)	N/A							

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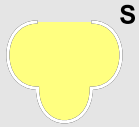
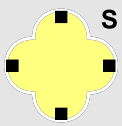
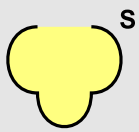
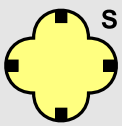
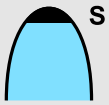
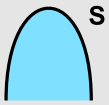
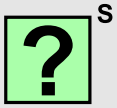
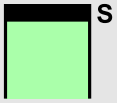
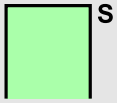
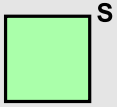
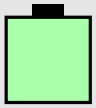
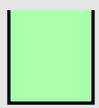
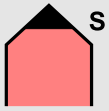
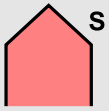
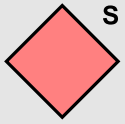
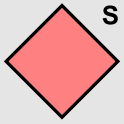
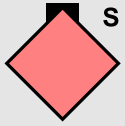
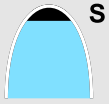
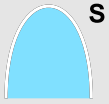
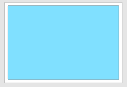
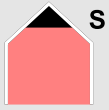
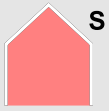
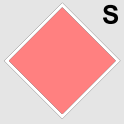
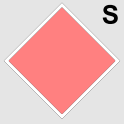
TABLE III. Simulation frames.

DIMENSION / STANDARD IDENTITY	UNKNOWN	SPACE	AIR	LAND UNIT	LAND EQUIPMENT AND SEA SURFACE	LAND INSTALLATION	SUBSURFACE	ACTIVITY/ EVENT
SIMULATED PENDING (YELLOW)								
SIMULATED UNKNOWN (YELLOW)								
SIMULATED FRIEND (CYAN)								
SIMULATED NEUTRAL (GREEN)								
SIMULATED HOSTILE (RED)								
SIMULATED ASSUMED FRIEND (CYAN)								
SIMULATED SUSPECT (RED)								

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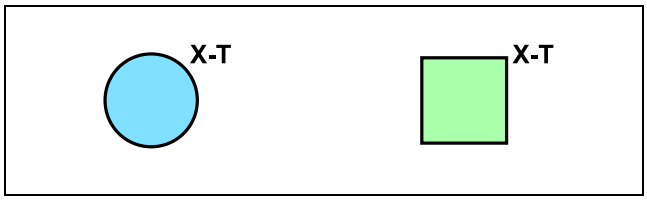

FIGURE 6. Friend and neutral exercise training tracks.

5.3.2.1 Standard identity. The standard identities are unknown, assumed friend, friend, neutral, suspect and hostile. In addition, pending is a valid condition but not considered a standard identity. Figure 7 shows assumed friend and suspect frames on various backgrounds.

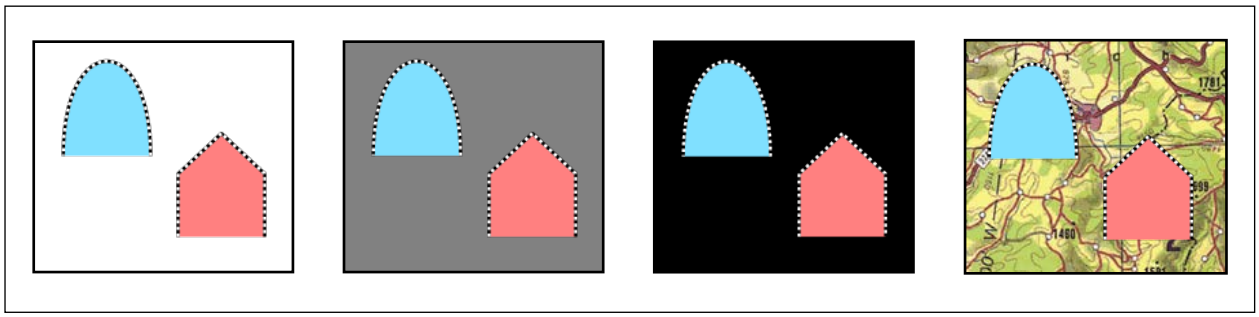

FIGURE 7. Assumed friend and suspect frames on various backgrounds.

5.3.2.2 Domain. The domains are air, land, sea, space and cyberspace. The air domain is above the surface of the earth to the exosphere. The land domain includes the ground and below its surface. The sea domain includes on and below the water's surface. The space domain is above the exosphere. The cyberspace domain is characterized by the use of electronics and the electromagnetic spectrum.

5.3.2.3 Status. Status depicts whether an object exists at the location identified (status is "present"), will in the future reside at that location (status is "planned" or "anticipated"), or is thought to reside at that location ("suspected"). The symbol frame will be a solid or black and white dotted line when indicating a present status and a dashed line when indicating anticipated, planned, or suspected status (see table IV). When the frame is assumed friend, suspect, or pending, the status will not be displayed.

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TABLE IV. Friend frames shown in present and planned status.

DIMENSION / STATUS	SPACE	AIR	LAND UNIT	LAND EQUIPMENT AND SEA SURFACE	LAND INSTALLATION	SUBSURFACE	ACTIVITY/ EVENT
PRESENT OR CONFIRMED POSITION							
ANTICIPATED, PLANNED OR SUSPECTED POSITION							

5.3.3 Fill. The fill is the interior area within a frame. In framed symbols, color shall provide a redundant indicator with regard to standard identity. If color is not used, the fill is transparent (see figure 8). In unframed symbols, color shall be the sole indicator of standard identity, excluding text amplifiers. The default colors that shall be used to designate standard identity when colored symbols are either hand drawn or displayed electronically are specified in 5.3. Table I depicts the default colors that shall be used to designate standard identity when colored symbols are either hand-drawn or displayed electronically. The color fill of purple (see 5.3) may be used as a rendering option for civilian units, equipment and installations. The standard identity shall determine the frame shape of the civilian track. The purple color fill option may be used for any or all of the domains and across all standard identities with the exception of suspect and hostile, which shall remain red. Table V depicts representative civilian tracks with purple fills. See 5.5 for additional information on how color is to be displayed in a symbol.

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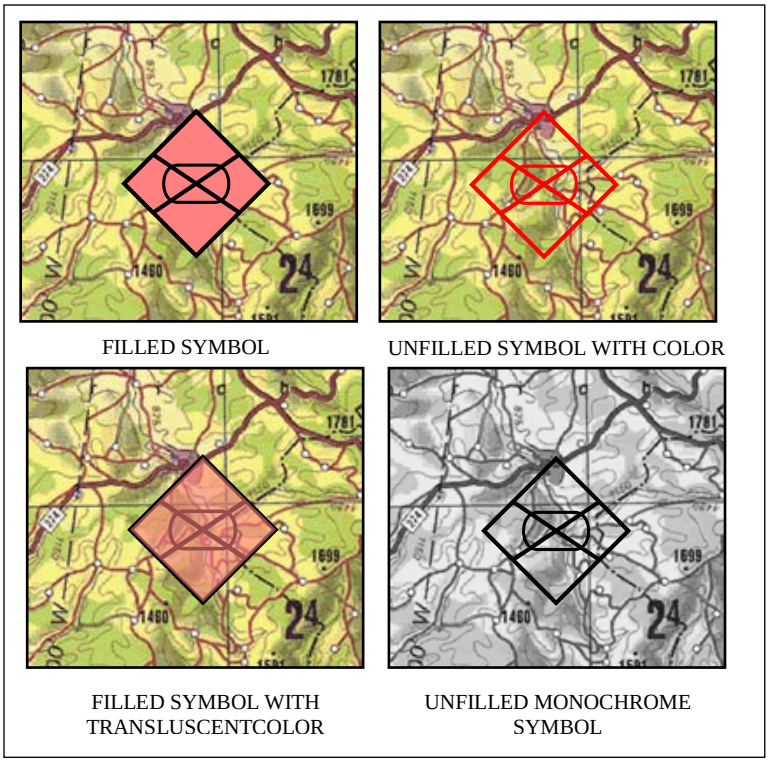

FIGURE 8. Examples of filled and unfilled symbols.

TABLE V. Civilian symbols with purple fill option.

STANDARD IDENTITY	AIR[1]	SEA SURFACE[2]	LAND[3]
FRIEND			
NEUTRAL			
UNKNOWN			
HOSTILE			

Notes: 1. Civilian fixed wing symbol shown.
2. Civilian merchant ship shown.
3. Civilian automobile shown.

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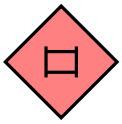
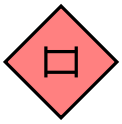
5.3.4 Icons. The icon is the innermost part of a symbol which provides an abstract pictorial or alphanumeric representation of units, equipment, installations, activities, or operations. This standard distinguishes between icons that must be framed or unframed and icons where framing is optional. See table VI for examples of framed and unframed icons. Text icons shall be no more than four characters.

TABLE VI. Framed and unframed icons shown in present and planned status.

SYMBOL	FRAMED ICON (PRESENT)	UNFRAMED ICON (PRESENT)	FRAMED ICON (PLANNED)	UNFRAMED ICON (PLANNED)
FRIEND MORTAR				
HOSTILE TANK				

5.3.4.1 Main icons. Main icons are icons that are placed in the main sector of the bounding octagon and do not exceed the dimensions of the main sector (see figure 9).

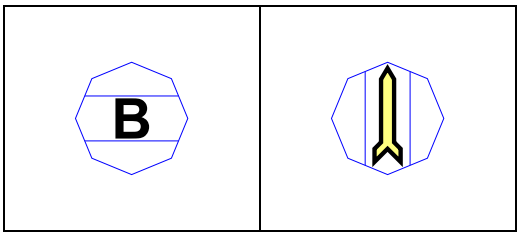


FIGURE 9. Examples of main icons.

5.3.4.2 Full octagon icons. Full octagon icons are icons that do not adhere to the sectors of the bounding octagon and do not exceed the dimensions of the bounding octagon (see figure 10).

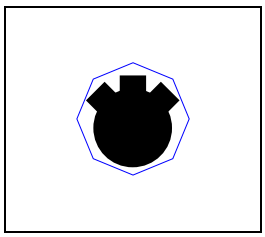


FIGURE 10. Example of full octagon icon.

5.3.4.3 Full frame icons. Full frame icons are icons that exceed the dimensions of the bounding octagon and touch the interior border of the frame (see figure 11).

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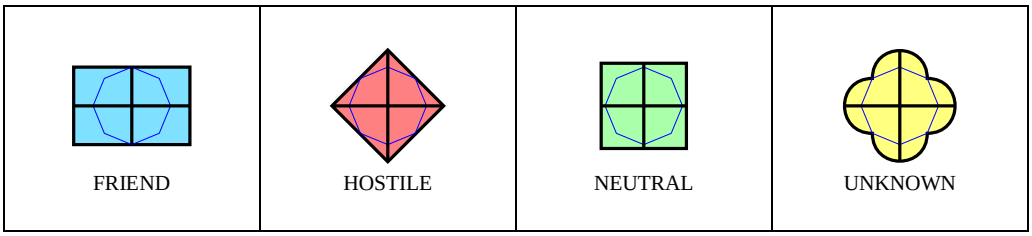

FIGURE 11. Examples of full frame icons (medical unit).

5.3.5 Modifiers. A modifier provides an abstract pictorial or alphanumeric representation that is displayed in conjunction with an icon inside the symbol frame or frame area when the frame is not shown. The modifier provides additional information about the object, such as unit, equipment, installation, or activity being displayed. Text modifiers shall be no more than three characters. A modifier may not be placed in any sector where the main icon extends into that particular sector of the bounding octagon.

5.3.6 Amplifiers. An amplifier provides additional information about the symbol and is displayed outside the frame. The amplifier field descriptions vary by dimension and are detailed within the respective appendices. The default placement of amplifiers around symbols is shown in each of the dimensions. Not all amplifiers are applicable to all symbols. When an amplifier is displayed, it shall be defined in accordance with the appropriate standard identity or control measure symbol. For the purposes of de-cluttering the display, only essential amplifiers should be used. When multiple text amplifiers are displayed in a single field, only the most critical amplifier should be used. Amplifiers on the left shall be right aligned, amplifiers on the right shall be left aligned and top and bottom amplifiers shall be centered. All text shall be presented in upper case sans serif font. Font size and color should be tested to determine display legibility. Amplifier fields should be used, even when not all amplifiers on a particular side of the symbol are displayed, and the order of the amplifier fields shall remain unchanged.

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

FIELD	FIELD TITLE	DESCRIPTION	U[1]	E[1/2]	I[1]	SI[1]	A[1]
A	Symbol Icon	The innermost part of a symbol that represents a joint military object (see 5.3.4).	G	G	G	G	G
B	Echelon	A graphic amplifier in a unit symbol that identifies command level (see 5.3.6.1 and table D-III).	G	-	-	-	G
C	Quantity	A text amplifier in an equipment symbol that identifies the number of items present.	-	9[3]	-	-	-
D	Task Force Indicator	A graphic amplifier that identifies a unit or activities symbol as a task force (see 5.3.6.3 and figure 13).	G	-	-	-	G
E	Frame Shape Modifier	A graphic modifier that displays affiliation, battle dimension, or exercise amplifying descriptors of an object (see 5.3.2 and tables I, II and III).	G	G	G	-	G

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

FIELD	FIELD TITLE	DESCRIPTION	U[1]	E[1/2]	I[1]	SI[1]	A[1]
F	Reinforced or Reduced	A text amplifier in a unit symbol that displays (+) for reinforced, (-) for reduced, (±) reinforced and reduced.	3	-	-	-	3
G	Staff Comments	A text amplifier for units, equipment and installations; content is implementation specific.	20	20	20	20	20
H	Additional Information	A text amplifier for units, equipment and installations; content is implementation specific.	20	20	20	20	20
J[4]	Evaluation Rating	A text amplifier for units, equipment and installations that consists of a one-letter reliability rating and a one-number credibility rating: **Reliability Ratings:** A-completely reliable B-usually reliable C-fairly reliable D-not usually reliable E-unreliable F-reliability cannot be judged **Credibility Ratings:** 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 amplifier for units and installations that indicates unit effectiveness or installation capability.	5	--	5	--	3
L	Signature Equipment	A text amplifier for hostile equipment; "!" indicates detectable electronic signatures.	-	1	-	1	-
M	Higher Formation	A text amplifier for units that indicates number or title of higher echelon command (corps are designated by Roman numerals).	21	-	-	21	-
N	Hostile (Enemy)	A text amplifier for equipment; letters "ENY" denote hostile symbols.	-	3	-	-	-
P	IFF/SIF/AIS	A text amplifier displaying IFF/SIF/AIS Identification modes and codes.	15	15	15	-	15
Q	Direction of Movement Indicator	A graphic amplifier for units and equipment that identifies the direction of movement or intended movement of an object (see 5.3.6.8 and figure 13).	G	G	G	-	G
R	Mobility Indicator	A graphic amplifier for equipment that depicts the mobility of an object (see 5.3.6.9, figure 13 and table VIII).	-	G	-	-	-

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

FIELD	FIELD TITLE	DESCRIPTION	U[1]	E[1/2]	I[1]	SI[1]	A[1]
R2	SIGINT Mobility Indicator	M = Mobile, S = Static, or U = Uncertain.	-	-	-	1	-
S	Headquarters Staff Indicator/Offset Location Indicator	**Headquarters staff indicator**: A graphic amplifier for units, equipment and installations that identifies a unit as a headquarters (see table D-III and figure 13). **Offset location indicator**: A graphic amplifier for units, equipment and installations used when placing an object away from its actual location (see 5.3.6.5 and figure 13).	G	G	G	-	G
T	Unique Designation	A text amplifier for units, equipment and installations that uniquely identifies a particular symbol or track number. Identifies acquisitions number when used with SIGINT symbology.	30	30	30	30	30
V	Type	A text amplifier for equipment that indicates types of equipment.	-	24	-	24	-
W[5]	Date/Time Group (DTG)	An alphanumeric designator for displaying a date-time group (DDHHMMSSZMONYYYY) or "O/O" for on order. The date-time group is composed of a group of six numeric digits with a time zone suffix and the standardized three-letter abbreviation for the month followed by four digits representing the year. The first pair of digits represents the day; the second pair, the hour; the third pair, the minutes. For automated systems, two digits may be added before the time zone suffix and after the minutes to designate seconds.	16	16	16	16	16
X	Altitude/Depth	A text amplifier for units, equipment and installations, that displays either altitude, flight level, depth for submerged objects; or height of equipment or structures on the ground. See 5.3.6.6 for content.	14	14	14	-	14
Y[6]	Location	A text amplifier for units, equipment and installations that displays a symbol's location in degrees, minutes and decimal minutes (or in MGRS or other applicable display format).	19	19	19	19	19
Z	Speed	A text amplifier for units and equipment that displays velocity as set forth in MIL-STD-6040.	8	8	8	-	8

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

FIELD	FIELD TITLE	DESCRIPTION	U[1]	E[1/2]	I[1]	SI[1]	A[1]
AA	Special C[2] Headquarters	A text modifier for units; indicator is contained inside the frame; contains the name of the special C2 Headquarters.	9	-	-	-	9
AB	Feint/Dummy Indicator	A graphic amplifier 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 5.3.6.4 and figure 13).	G	G	G	-	G
AC	Installation	Installation: A graphic amplifier for units, equipment and installations used to show that a particular symbol denotes an installation (see 5.3.6.2 and figure 13).	G	G	G	-	G
AD	Platform Type	Electronic intelligence notation (ELNOT) or communications intelligence notation (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 5.3.6.10, figure 13 and table IX).	-	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 5.3.6.12.1 and table D-III).	G	G	G	-	G
AI	Dead Reckoning Trailer	A graphic amplifier for units and equipment that identifies where an object should be located at present, given its last reported course and speed (see 5.3.6.12.2 and table D-III).	G	G	G	-	G
AJ	Speed Leader	A graphic amplifier for units, equipment and installations that depicts the speed and direction of movement of an object (see 5.3.6.12.3 and table D-III).	G	G	G	-	G
AK	Pairing Line	A graphic amplifier for units, equipment and installations that connects two objects and is updated dynamically as the positions of the objects change (see 5.3.6.12.4 and table D-III).	G	G	G	-	G
AL	Operational Condition	A graphic amplifier for equipment or installations that indicates operational condition or capacity.		G	G		G

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

FIELD	FIELD TITLE	DESCRIPTION	U[1]	E[1/2]	I[1]	SI[1]	A[1]
AO	Engagement Bar	A graphic amplifier placed immediately atop the symbol. May denote, 1) local/remote status; 2) engagement status; and 3) weapon type.	G/8	G/8	G/8	-	-
AP	Target Designator	A six character text modifier used in Fire Support operations to uniquely designate targets in accordance with STANAG 2147, where characters 1 and 2 are alphabetic, and characters 3-6 are numeric: AANNNN.	-	3	-	-	-
AQ	Guarded Unit	During ballistic missile defense, some tracks are designated as guarded by a particular unit	-	2	-	-	-
AR	Special Designator	Special track designators such as Non-Real Time (NRT) and Tactically Significant (SIG) tracks are denoted here.	-	3	-	-	-
AS	Country	Identifies the country of the organization being shown. Use GENC Standard	3	-	-	-	G

Notes: 1. Column headings: U = units, E = equipment, I= installations, SI = signals intelligence (SIGINT) and A = Activities.
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 TC 2-33.4.
5. Field W: D = day, H = hour, M = minute, S = second, Z = Greenwich or local time, MON= month and Y = year.
6. To support homeland security and homeland defense, the Federal Geographic Data Committee (FGDC) US National Grid (USNG) standard when referenced to North American Datum 1983 (NAD83) is operationally equivalent to and is an accepted substitute for MGRS coordinates referenced to WGS 84. Note that at mapping scales of 1:5000 and smaller, NAD83 and WGS 84 are considered equivalent.

5.3.6.1 Echelon indicator. The echelon indicator provides a graphic representation of command level and is used to show the element echelon on installations, boundary lines, lines and areas. Echelon indicator codes are listed in table D-III of the land appendix. The indicator is represented in field B as defined in table VII.

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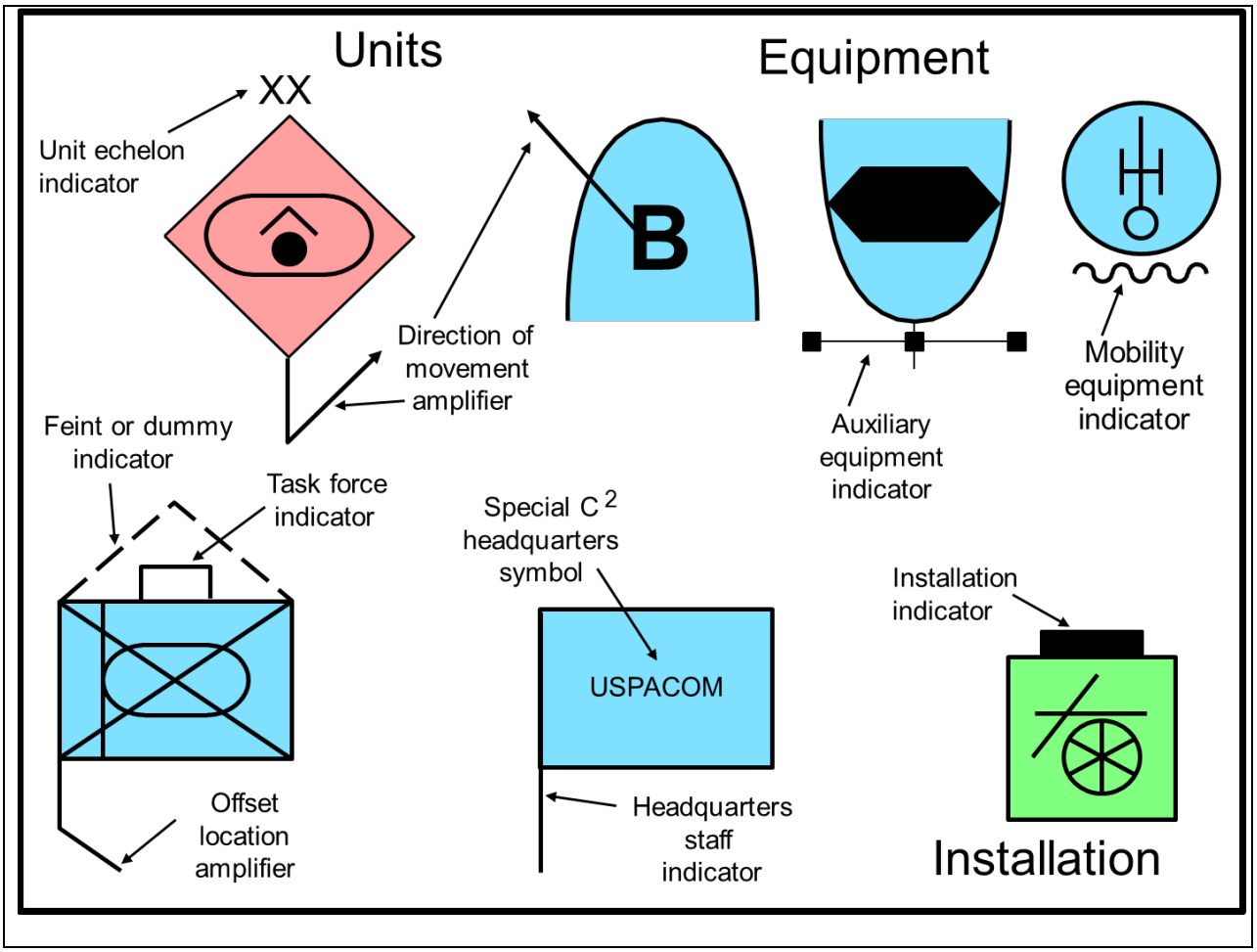

FIGURE 12. Static graphic modifiers for tactical symbols.

5.3.6.2 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 J) into an installation. The indicator is represented in field AC as defined in table VII and is positioned as shown in figure 12.

5.3.6.3 Task force indicator. The task force indicator is a bracket that identifies a unit or activities symbol as a task force. The indicator is represented in field D as defined in table VII and is positioned as shown in figure 12.

5.3.6.4 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 VII and is positioned as shown in figure 12.

5.3.6.5 Offset location amplifier. The offset location amplifier is used when placing an object away from its actual location. The amplifier is a line extending downward from the left side of a frame or an appropriate anchor point on an icon. The offset location amplifier differs

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from the headquarters staff amplifier in that the former has an elbow extending to the actual location. See figure 12. In addition, the actual location is given in latitude and longitude.

5.3.6.6 Altitude/depth modifier. This field may contain alternate value formats. Enter a description of the altitude/depth (X) using one of the following.

5.3.6.6.1 Altitude base reference point. Legal values are “GL” ground level and “MSL” mean sea level.

5.3.6.6.2 Relative altitude. The relative altitude is a composite field consisting of multiple parts: the numeric altitude, the altitude unit of measurement and the altitude vertical dimension. Legal values for the numeric altitude are (minus) -99999 through 99999 in increments of 1. Legal values for altitude units of measure is feet “FT,” meters “M,” kilometers “KM,” and statute miles “SM.” The legal value for the depth unit of measure is feet “FT and meters “M.” Legal values for the vertical dimension are “AGL” above ground level, “AMSL” above mean sea level, “HAE” height above ellipsoid and “BMSL” below mean sea level. BMSL is used only for depth of submerged objects, reported in feet. A space may be added between the values in the field to make it easier to read.

Examples: 1250 FT AGL, 1000 FT AMSL, 1524 M HAE, 35760 FT BMSL.

5.3.6.6.3 Flight level. By definition, flight level (FL) is, “Surfaces of constant atmospheric pressure which are related to a specific pressure datum, 1013.2 mb (29.92 in) and are separated by specific pressure intervals. (Flight levels are expressed in three digits that represent hundreds of feet; e.g., flight level 250 represents a barometric altimeter indication of 25,000 feet and flight level 255 is an indication of 25,500 feet.)” The legal value for flight level indicator is “FL.” A space may be added between the values in the field to make it easier to read. The legal value for context quantity is 000-999, in increments of one.

Example: FL 290.

5.3.6.6.4 Multiple instances of altitude/depth modifiers. When multiple instances of the “X” modifier are present in a single instance of a symbol or graphic (ex., Minimum Altitude “X,” Maximum Altitude “X1”), for display purposes, the fields may be separated by a hyphen “-,” or a space, hyphen and space “ - .”

Examples:
500 FT AGL – 1250 FT AGL

25 FT AMSL –
150 FT AMSL

FL 250 – FL 290

MSL –
35760 FT BMSL

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5.3.6.7 Date-time group. Date-time group (DTG) is defined as the date and time expressed in an alphanumeric combination. The alphanumeric combination used is day-time-time zone-month-year. The alphanumeric combination can be displayed in a number of ways. In its longest form, sixteen characters, it is composed of eight digits (first pair of digits denotes the date, second pair denotes the hours, third pair denotes the minutes and fourth pair denotes the seconds) followed by the time zone suffix, followed by a three-letter month abbreviation and four digits for the year: DDHHMMSSZMONYYYY. It can also be expressed in shorter forms by removing characters, such as DDHHMMZMONYY. On order (O/O) is a valid substitute for DTG.

5.3.6.8 Direction of movement amplifier. The direction of movement amplifier is an arrow or staff identifying the direction of movement or intended movement of an object. For land symbols, the amplifier 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 symbols, the amplifier is an arrow extending from the center of the frame or icon and pointing in the direction of movement (see figure 12).

5.3.6.9 Mobility indicator. The mobility indicator, which is only used for equipment, depicts the mobility feature of an object, as shown in table VIII. 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 VII and is positioned as shown in figure 12.

TABLE VIII. Equipment mobility indicators .

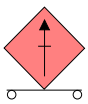
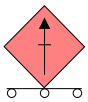
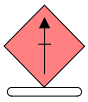
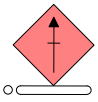
DESCRIPTION	MOBILITY SYMBOL	UNFRAMED	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WHEELED (LIMITED CROSS-COUNTRY)						
WHEELED (CROSS-COUNTRY)						
TRACKED						
WHEELED AND TRACKED COMBINATION						

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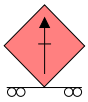
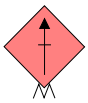
TABLE VIII. Equipment mobility indicators - Continued.

DESCRIPTION	MOBILITY SYMBOL	UNFRAMED	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
TOWED						
RAILWAY						
OVER-SNOW (PRIME MOVER)						
SLED						
PACK ANIMALS						
BARGE						
AMPHIBIOUS						

5.3.6.10 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 IX. The indicator is represented in field AG as defined in table VII and is positioned as shown in figure 12.

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TABLE IX. Auxiliary equipment indicators.

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

5.3.6.11 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 VII and positioned in accordance with figure 12. 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 VII) is contained inside the frame, as seen in figure 2 and figure 12.

5.3.6.12 Dynamic graphic amplifiers. A dynamic amplifier 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 amplifier is shown in figure 13. These examples are notional; the size and placement of each amplifier will vary based on the attributes of the object.

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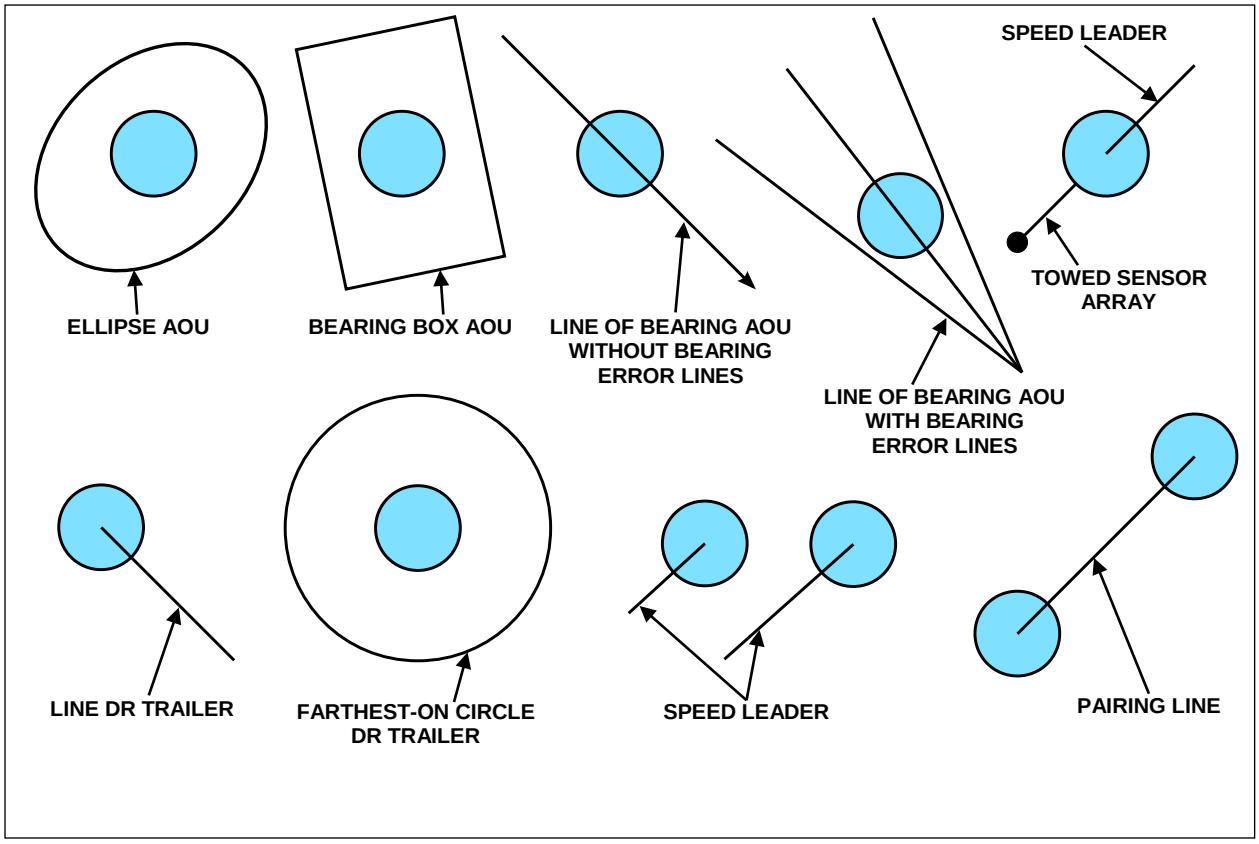

FIGURE 13. Dynamic graphic amplifiers for icon-based symbols.

Dynamic graphic amplifiers may be color-coded based on the attributes of the symbol. In cases such as ballistic missile target status as indicated in the Engagement/Target Bar (field AL), the symbol's track history, projected trajectory (similar to dead reckoning), threat fan and its projected impact ellipse should reflect target status of the ballistic missile. Likewise, if threat is denoted by color via the Operational Condition/Status bar (field AO), symbols associated amplifier graphics should reflect the color status indicated in the operational condition/status field. Figure 14 illustrates an example of dynamic amplifiers being color coded.

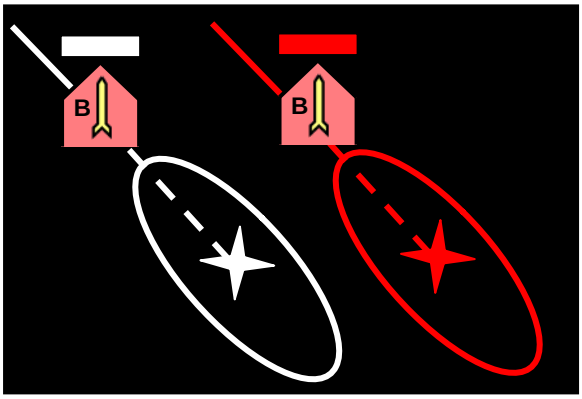

FIGURE 14. Color coded dynamic amplifiers

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

5.3.6.12.1.1 Ellipse AOU amplifier. The ellipse AOU amplifier 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.

5.3.6.12.1.2 Bearing box AOU amplifier. The bearing box AOU amplifier 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.

5.3.6.12.1.3 Line of bearing AOU amplifier. The line of bearing AOU amplifier is a solid line whose rotation represents the bearing of the object and whose length is determined by its range estimate. The amplifier 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.

5.3.6.12.2 Dead reckoning trailer amplifier. 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 amplifier can be displayed as a line or circle, 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."

5.3.6.12.2.1 Line DR trailer amplifier. The line DR trailer amplifier 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.

5.3.6.12.2.2 Farthest-on circle DR trailer amplifier. The farthest-on circle DR trailer amplifier 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.

5.3.6.12.3 Speed leader amplifier. The speed leader amplifier 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

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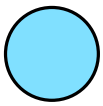
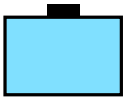
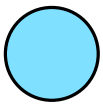
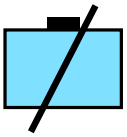
speed leader for an aircraft might be 1/4 inch if its speed is less than 300 knots, 1/2 inch if its speed is between 300 and 600 knots and 3/4 inch if its speed is more than 600 knots. The speed leader represents both speed and direction of movement information in a single amplifier; by contrast, the static direction of movement amplifier is a fixed length and identifies only the direction of movement of the object.

5.3.6.12.4 Pairing line amplifier. The pairing line amplifier 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 amplifier is used.

5.3.6.12.5 Dynamic towed sensor array amplifier. The dynamic towed sensor array amplifier is a line extending from the center of a symbol to the center of towed acoustic array. The length of the line is based upon the distance between the stern of the towing ship and the center of the towed acoustic array. The orientation of the towed sensor array amplifier shall be 180 degrees from the speed leader of the object. A solid circle, representing the center of the acoustic array, shall be at the terminus of the towed sensor array amplifier.

5.3.6.13 Operational condition amplifier. The operational condition amplifier provides a graphic representation of an entity's (equipment or installation) operational condition. Operational condition amplifiers are shown in table VII and defined in the appendix for each symbology set. An alternative color representation is shown in table VIII.

TABLE X. Operational condition amplifiers for icon-based symbols.

DIMENSION / OPER. CONDITION	AIR/SPACE	SURFACE				SUBSURFACE
		LAND			SEA SURFACE	
		UNITS	EQUIPMENT	INSTALLATIONS		
FULLY CAPABLE		N/A				
DAMAGED/RENDERED INEFFECTIVE[1]		N/A				
DESTROYED		N/A				

Notes: 1. The "Rendered Ineffective" operational condition amplifier shall be used when equipment capable of inflicting injury and/or death (IEDs or mines) is known to have been defused or rendered inoperable while under the control of friendly forces. The "Damaged" operational condition amplifier shall be used where "Rendered Ineffective" does not apply.

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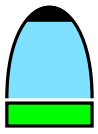
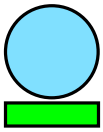
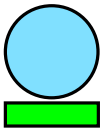
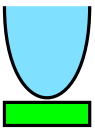
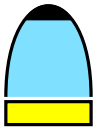
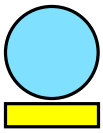
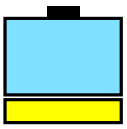
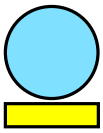
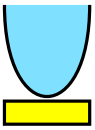
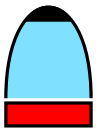
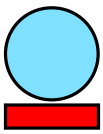
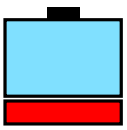
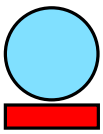
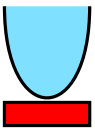
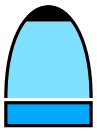
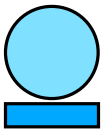
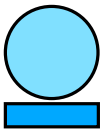
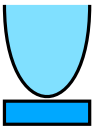
TABLE XI. Alternate operational condition amplifiers for icon-based symbols.

DIMENSION / OPER. CONDITION	AIR/SPACE	SURFACE				
		LAND			SEA SURFACE	SUBSURFACE
		UNITS	EQUIPMENT	INSTALLATIONS		
FULLY CAPABLE		N/A				
DAMAGED/RENDERED INEFFECTIVE[1]		N/A				
DESTROYED		N/A				
FULL TO CAPACITY[2]		N/A				

Notes: 1. The “Rendered Ineffective” operational condition amplifier shall be used when equipment capable of inflicting injury and/or death (IEDs or mines) is known to have been defused or rendered inoperable while under the control of friendly forces. The “Damaged” operational condition amplifier shall be used where “Rendered Ineffective” does not apply.

2. Associated with a symbolized object where its capacity can be measured and the status of that capacity is relevant.

5.3.6.14 Engagement amplifier bar. The engagement amplifier bar may be used to designate engagements and/or to indicate targets. Both may be done in conjunction where depicted targets contain engagement information.

5.3.6.14.1 Engagement designation using the engagement amplifier bar. Engagement bars are positioned immediately atop the hostile target and its assigned friendly track. Example depictions of engagement bars are illustrated in figure 15 and figure 16.

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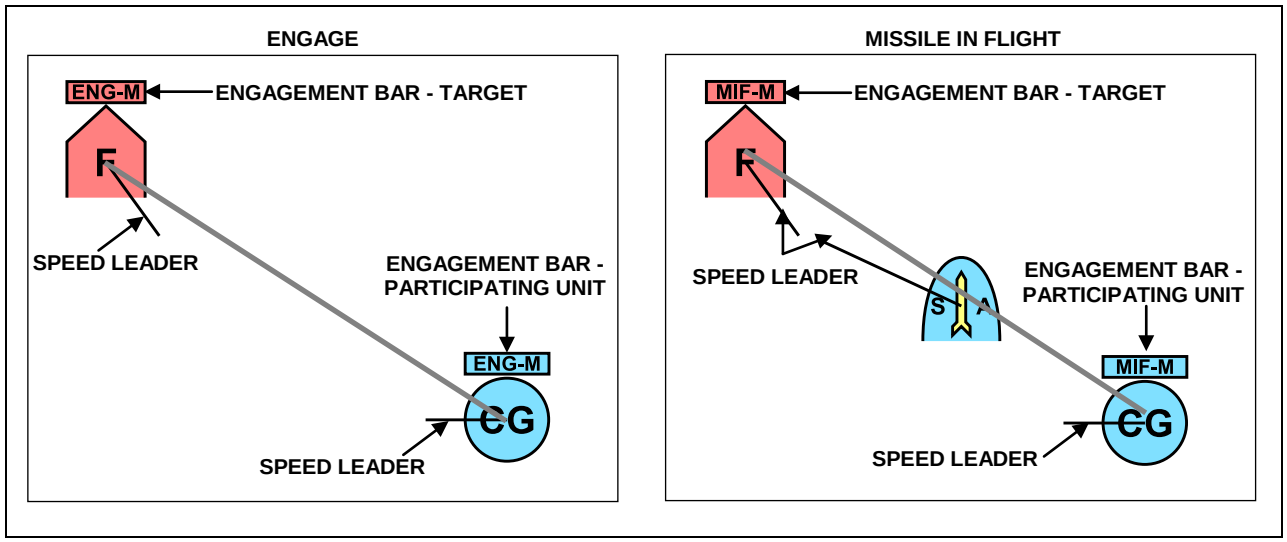

FIGURE 15. Example local engagement scenarios: engage (left), missile in flight (right).

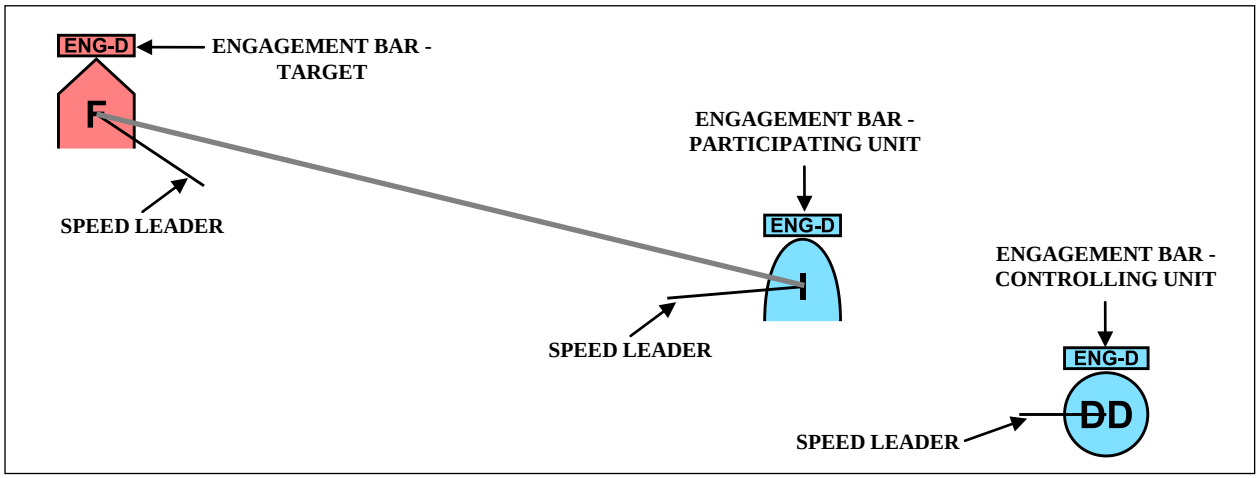

FIGURE 16. Example engagement scenario: participating units.

The engagement bar may contain information on 1) remote/local engagement; 2) stage of the engagement (i.e., assign/cover, engage, hold fire, cease fire, cease engage, break engagement, missile in flight); and 3) type of weapon assignment (i.e., missile, gun, torpedo). The color of the engagement bar should be identical to its symbol's standard identity. Therefore, engagement bars for a hostile target and a friendly participating unit would have red and blue engagement bars, respectively (see figure 17 and figure 18). The colors of the engagement bars should have the same RGB value as its respective symbol. All engagement bars should have a black or white frame based on providing optimal contrast between the colored amplifier bar and the map background.

5.3.6.14.2 Target designation using the engagement amplifier bar. If the engagement amplifier bar is used to designate targets, non-targets or expired targets, a different coloring schema shall be used. Hostile tracks which are deemed targets shall have a red bar (RGB: 255, 0, 0) to indicate target. For hostile tracks deemed to be non-targets, white

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(RGB: 255, 255, 255) should be used to indicate non-target. Finally for hostile tracks which have expired shall be colored orange (RGB: 255, 120, 0). Figure 17 depicts the three target denotations.

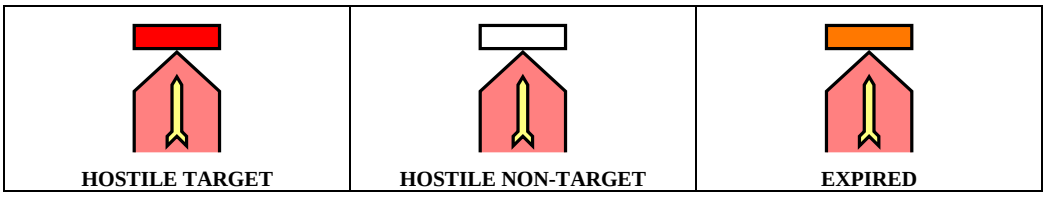

FIGURE 17. Engagement amplifier bar colors for target designation.

5.3.6.14.2.1 For hostile targets. If engagement text is incorporated, either white (RGB: 255, 255, 255) or black (RGB: 0, 0, 0) may be used to denote engagement status. Otherwise, for non-targets and expired tracks, engagement status within the engagement amplifier bars shall remain black (see figure 18).

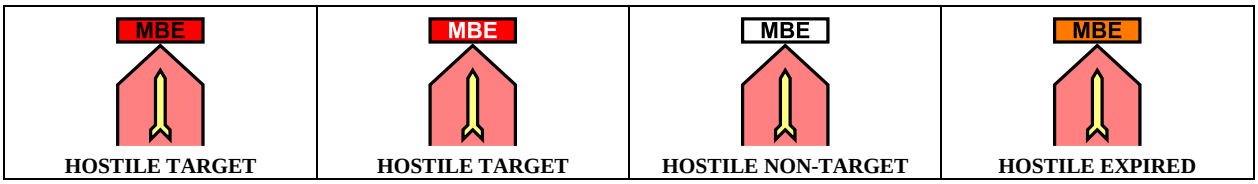

FIGURE 18. Engagement amplifier bar text colors for target designation.

5.3.6.14.3 Engagement amplifier bar structure. The engagement amplifier shall be arranged as follows: A:BBB-CC, where A (1 character) denotes a local versus remote engagement, BBB (up to 3 characters) denotes engagement state and CC (up to 2 characters) denotes weapon deployment/asset control.

5.3.6.14.3.1 Remote and local engagements. Remote and local engagements may be identified in the engagement amplifier (part A of A:BBB-CC). A remote engagement is defined as an engagement assigned outside of ownship control. A local engagement is defined as an engagement assigned to ownship. Local engagements shall have no letter assignment in the A:BBB-CC engagement bar; whereas, remote engagements shall be denoted as “R” in the engagement bar. In the case of multiple engagements, there may be a mixture of both local and remote engagements. In such cases, “B” shall be denoted to indicate both local and remote engagements and shall be used in conjunction with the multiple engagements amplifier (MLT).

5.3.6.14.3.2 Engagement stage. Engagement stage may be identified by up to a three-character code (part BBB of A:BBB-CC). Typical engagement stages to depict include assign/cover, engage and missile(s) in flight. Other engagement events such as hold fire, cease fire, cease engage, break engagement, terminate engagement, management by exception, management by exception less than threshold and others may be depicted in the engagement amplifier. In the case of multiple engagements where no one specific engagement is highlighted, “MLT” may be used to indicate multiple engagements. In conjunction with the MLT designation, the number of engagements shall be listed in the subsequent CC field (see 5.3.6.14.3.3). Table XII depicts engagement stage codes.

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TABLE XII. Engagement[1] stage codes.

ENGAGEMENT STAGE	CODE
ASSIGN/COVER	ASN
ENGAGE	ENG
MISSILE IN FLIGHT	MIF
CEASE FIRE	CF
CEASE ENGAGE	CE
HOLD FIRE	HF
TERMINATE ENGAGEMENT	TE
BREAK ENGAGEMENT	BE
MANAGEMENT BY EXCEPTION (MBE)	MBE
MBE LESS THAN THRESHOLD	M<T
MULTIPLE ENGAGEMENTS[2]	MLT

Notes: 1. The term "Engagement" as used in paragraph 5.1.6.14.3.2 denotes both air-to-air and air-to-ground/air-to-surface activities.
2. Number of engagements shall be represented in CC field (see 5.1.6.14.3.3).

5.3.6.14.3.3 Weapons assignment or deployment. Weapons assignment or deployment may also be presented in the engagement amplifier (part CC of A:BBB-CC). Either deployed weapons such as missiles, guns and torpedoes or controlled assets such as unmanned systems, interceptor aircraft and attack aircraft may have representation in the engagement bar. In the case where multiple engagements are represented within a single engagement amplifier bar, the number of engagements starting from "02" shall be used in the CC field. Table XIII depicts weapon and asset codes.

TABLE XIII. Weapon and asset codes.

WEAPON/ASSET	CODE
MISSILE	M
BALLISTIC MISSILE	BM
CRUISE MISSILE	CM
GUN	GN
TORPEDO	T
ATTACK AIRCRAFT	A
COMBAT AIR PATROL (DEFENSIVE COUNTER AIR)	C
DEFENSIVE COUNTER AIR (COMBAT AIR PATROL)	D
UNDERSEA WARFARE (USW)/ANTISUBMARINE WARFARE (ASW)ENGAGEMENT	UW
MINE WARFARE (MIW) ENGAGEMENT	MW
SURFACE WARFARE (SUW) ENGAGEMENT	SW

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TABLE XIII. Weapon and asset codes - Continued.

WEAPON/ASSET	CODE
ELECTRONIC ATTACK	EA
ELECTRONIC DEFENSE	ED
UNMANNED VEHICLE	UV
CLOSE-IN WEAPON SYSTEM	CW
LAMPS	L3
VERTICAL LAUNCH ASROC[1]	VA
NUMBER OF ENGAGEMENTS[2]	## (02-99)

Notes: 1. Some non-US ships still use non-vertical launch ASROC
2. Shall only be used in conjunction with multiple engagements. Valid numbers are 02-99.

5.3.7 Manually-generated tracks. Manually-generated tracks are those symbols which have not been received through messaging systems, such as Link 16, but rather have been created locally for display. Manually-generated (or manual) tracks are denoted by the “MAN” icon placed within the symbol. Manual tracks can be created across all standard identities and dimensions by adding the “MAN” icon to the center of the frame. In addition, manual tracks can be created for tracks with a known standard identity but unknown dimension by adding the “MAN” icon under the “?” icon. See figure 19 for examples of manual tracks. Manual tracks are only local symbols and not transmitted.

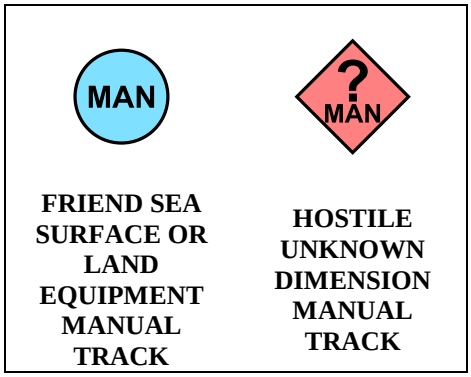

FIGURE 19. Manually-generated tracks.

5.3.8 Composition of icon-based symbols. The purpose of icon, modifier and amplifier placement is to standardize the location of information that graphically describes a unit, equipment, or installation and provides additional information on capability, status and location. Figure 20 shows the composition and placement of a frame, fill, icon, modifiers and amplifiers to form a hostile land unit symbol. The placement of icons, modifiers and amplifiers is the same regardless of frame shape or standard identity.

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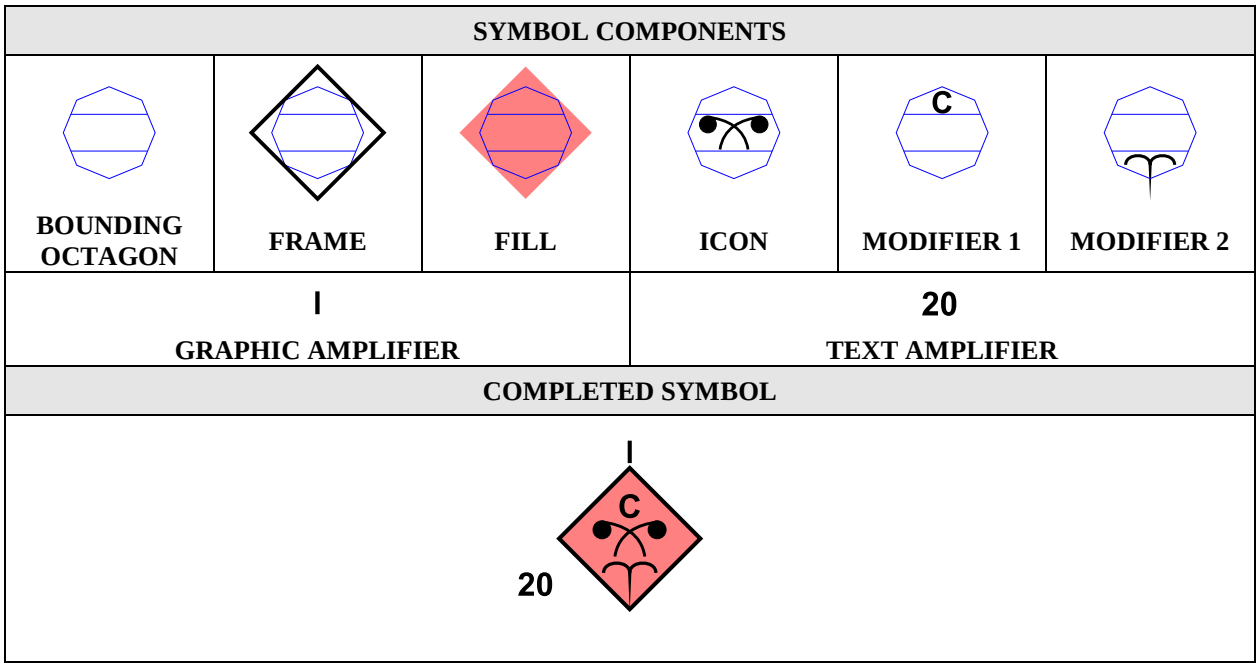

FIGURE 20. Composition of an icon-based symbol.

5.3.8.1 Symbol display hierarchy. C2 systems differ in their operational requirements concerning the amount of information about an object to be displayed. As a result, this document standardizes those symbology elements required to achieve interoperability in information presentation and allows flexibility in the symbol components that are displayed to the warfighter. Display options range from complex, such as a symbol displaying a frame, fill, icon and modifiers, to primitive, such as a symbol rendered as a dot that denotes the presence of an object at a specific location. Table XIV provides examples of display options that can be used in color and monochrome displays and can be either hand-drawn or computer generated. The examples in the table depict some of the display options for the two symbols. 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 and modifiers is not required by the warfighter, the symbols may be displayed with frame or frame and fill only, omitting the icons and modifiers. Any display options in table XIV are compliant with this standard. 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 standard identity 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, icon and modifiers).

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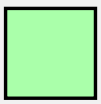
TABLE XIV. Symbol display options.

EXAMPLES		DISPLAY OPTION DESCRIPTIONS
CARRIER	FERRY	
		Frame: ON (black or white depending on background) Fill: ON (use default color indicating standard identity) Icon: ON (black or white) Modifiers: ON (civilian sea surface symbols do not permit modifiers) Note: The first column example is a MILITARY COMBATANT, CARRIER with modifiers for HELICOPTER EQUIPPED and NUCLEAR POWERED. The second column example is a CIVILIAN, MERCHANT SHIP and FERRY.
		Frame: ON (black or white depending on background) Fill: OFF Icon: ON (black or white) Modifiers: ON
		Frame: ON (use default color indicating standard identity) Fill: OFF Icon: ON (use default color indicating standard identity) Modifiers: ON
N/A		Frame: OFF Fill: ON Icon: ON (use default color indicating standard identity) Modifiers: N/A (civilian sea surface symbols do not permit modifiers) Note: Only land equipment and civilian sea surface symbols can be displayed without a frame. For civilian white-filled icons, the white-fill should be changed to the color indicating its standard identity.
		Frame: ON (black or white depending on background) Fill: ON (use default color indicating standard identity) Icon: OFF Modifiers: OFF Note: The examples show the dimension level display of CARRIER and FERRY. The CARRIER and FERRY icons, including their parent icons, are not displayed.
		Frame: ON Fill: ON Icon: ON Modifiers: OFF Note: The examples show the entity level display of CARRIER (MILITARY COMBATANT) and FERRY (CIVILIAN).
		Frame: ON Fill: ON Icon: ON Modifiers: OFF Note: The examples show the entity type level display of CARRIER and FERRY (MERCHANT SHIP).
		Frame: OFF Fill: ON (use default color indicating standard identity) Icon: OFF Modifiers: OFF
		Frame: OFF Fill: OFF Icon: OFF Modifiers: OFF Note: Use only to indicate the location of a symbol.

Note: This table shows frame and fill color when displayed on a color monitor.

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5.3.9 Symbol size. The relative size of each symbol and symbol component shall be consistent within a given implementation (see “Alphanumeric character and symbol sizes of MIL-STD-1472 for guidance”). Each of these sizes shall be related to length L as described in 5.1.1. The minimum diameter of a symbol displayed as a dot should be 0.15L.

5.3.10 Line width. Because the symbol frame indicates both the standard identity and dimension of an object, it is critical that line width is sufficient to ensure frame legibility and discriminability at normal viewing distance (see “Symbol line width of MIL-STD-1472 for guidance”). The optimum line width may differ depending on frame size and be affected by whether the frame is filled or unfilled and displayed in color or black/white. Usability testing should be performed to identify the optimum rendering for a given implementation.

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

5.3.12 Orientation. The frame and icon in framed tactical symbols shall be displayed in the orientation shown in the appendices. Equipment in the land battle dimension can be rotated to face the direction of movement only when the symbol is unframed. Control measure symbols shall be displayed in the orientation shown in appendix H. 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.

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

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

5.4.1.1 The frame shape in a tactical symbol indicates the standard identity, battle dimension and status as defined in this MIL-STD.

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5.4.1.2 If color is used in a tactical symbol, it indicates the standard identity as defined in this MIL-STD.

5.4.1.3 The icon in a tactical symbol is displayed as framed or unframed in accordance with framing requirements defined in this MIL-STD.

5.4.1.4 The icons in this MIL-STD are used to provide role or mission information whenever the objects for which icons are provided are displayed in a tactical symbol.

5.4.1.5 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.

5.4.1.6 Tactical symbol components and modifiers are sized and positioned as defined in this MIL-STD.

5.4.1.7 The rendering of tactical symbols and modifiers conform to the display options defined in table XIV.

5.4.1.8 Any temporary features added to a tactical symbol conform to the display rules in this MIL-STD.

5.4.2 Appearance of tactical graphics. The following compliance criteria apply to the appearance of control measure symbols:

5.4.2.1 The icons in this MIL-STD are used to provide information for battlefield planning and managing whenever the objects for which icons are provided are displayed in a control measure symbol.

5.4.2.2 The standard identity and status of a control measure symbol are displayed using color and/or text as defined in this MIL-STD.

5.4.2.3 If text and/or graphic modifiers are included in a control measure symbol, they conform to the field definitions and display lengths defined in this MIL-STD.

5.4.2.4 Control measure symbol components and modifiers are sized and positioned as defined in this MIL-STD.

5.4.3 Assembling and parsing of SIDC. The following compliance criteria apply to the assembling and parsing of SIDC:

5.4.3.1 An implementation can assemble the correct tactical symbol or graphic and its modifier(s) from a SIDC.

5.4.3.2 An implementation can generate the SIDC that will produce the correct tactical symbol or graphic when transmitted to another MIL-STD-2525 compliant system.

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

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a. Implementers should include sufficient usability testing to ensure effective operator performance when selecting colors to render the symbology. Color luminance (or brightness) may need to vary depending on the display option(s) selected for symbols. For example, different shades of red may be needed for both filled and unfilled symbols to heighten its contrast upon its map background or display.

b. For filled symbols, this contrast can be provided by using black (RGB: 0, 0, 0) for the frame, icon, modifiers and amplifiers when filled symbols are displayed on a light background and using white (RGB: 255, 255, 255) for these elements when filled symbols are displayed on a dark background. Implementers should select specific values (e.g., in CIE, RGB, or UV terms) for the default symbol colors based on considerations such as operational requirements, hardware configuration, display background and viewing conditions (e.g., ambient lighting). Table XV lists a range of acceptable symbol colors that have been empirically validated across a variety of viewing backgrounds. Table XV lists the symbol colors in terms of RGB and their corresponding hue, saturation and luminance (HSL) values. Three sample color sets are displayed in table XV. The colors for each standard identity shall vary only in terms of their luminance values (luminance terms are **in bold** in table XV). Implementers may use any of the example color sets or may choose an alternative set whose luminance values fall within the range of the light and dark color sets. Color fill ranges for the optional civilian fill have also been included. Standard identity symbol colors shall always maintain their respective hue (e.g., hostile – red, friend – blue, neutral – green, unknown – yellow). No permutations to the color fills shall be permitted, with the lone exception of having the option of using purple to denote civilian tracks. Filled symbols may be depicted as translucent. In such cases, opacity should be set at 35% (65% transparency).

c. For unfilled symbols, implementers should use the default symbol colors in table XVI unless considerations such as operational requirements, hardware configuration, display background and viewing conditions (e.g., ambient lighting) necessitate an alternate symbol color set. In the case of an alternative symbol color set, implementers should select specific values (e.g., in CIE, RGB, or UV terms) for unfilled symbols based on sufficient usability testing.

d. For control measures, this contrast can be provided by using black (RGB: 0, 0, 0) for the graphic when it is displayed on a light background and using white (RGB: 255, 255, 255) when it is displayed on a dark background. If color is used in a graphic, implementers should select specific values for the default colors in table XVI based on the same considerations as for icon-based symbols.

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TABLE XV. Color range values for filled symbols.

DESCRIPTION	HAND DRAWN	COMPUTER GENERATED		
		DARK	MEDIUM	LIGHT
HOSTILE, SUSPECT, JOKER, FAKER	RED	RGB (200, 0, 0) HSL (0, 255, **100**)	RGB (255, 48, 49) HSL (0, 255, **152**)	RGB (255, 128, 128) HSL (0, 255, **192**)
FRIEND, ASSUMED FRIEND	BLUE	RGB (0, 107, 140) HSL (138, 255, **70**)	RGB (0, 168, 220) HSL (138, 255, **110**)	RGB (128, 224, 255) HSL (138, 255, **192**)
NEUTRAL	GREEN	RGB (0, 160, 0) HSL (85, 255, **80**)	RGB (0, 226, 0) HSL (85, 255, **113**)	RGB (170, 255, 170) HSL (85, 255, **213**)
UNKNOWN, PENDING	YELLOW	RGB (225, 220, 0) HSL (42, 255, **110**)	RGB (255, 255, 0) HSL (42, 255, **128**)	RGB (255, 255, 128) HSL (42, 255, **192**)
CIVILIAN (OPTIONAL FILL)	PURPLE	RGB (80, 0, 80) HSL (213, 255, **40**)	RGB (128, 0, 128) HSL (213, 255, **64**)	RGB (255, 161, 255) HSL (213, 255, **208**)

TABLE XVI. Default colors for unfilled symbols.

DESCRIPTION	HAND DRAWN	COMPUTER GENERATED	
		ICON (RGB VALUE)	ICON COLOR
HOSTILE, SUSPECT, JOKER, FAKER	RED	RED (255, 0, 0)	
FRIEND, ASSUMED FRIEND	BLUE	CYAN (0, 255, 255)	
NEUTRAL	GREEN	NEON GREEN (0, 255, 0)	
UNKNOWN, PENDING	YELLOW	YELLOW (255, 255, 0)	
CIVILIAN (OPTIONAL)	PURPLE	MAGENTA (255, 0, 255)	

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-2525 is designed to enhance DOD's joint interoperability by providing sets of C2 symbols, a coding scheme for symbol automation and information transfer and technical details to support symbology for C2 systems.

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6.2 Subject term (key word) listing.

Amplifier Command and Control
Civil support
Control measures
Emergency management
Graphic
Icon
Interoperability
Meteorological
Modifier
Oceanographic
Operations
Signals Intelligence
Activities
Symbol
Symbol Identification Code
Warfighter

6.3 International standardization agreement implementation. This standard implements NATO STANAG 2019/APP-6, NATO Joint Military Symbology. When changes to, revision, or cancellation of this standard are proposed, the preparing activity must coordinate the action with the US National Point of Contact for the international standardization agreement as identified in the ASSIST database at https://assist.daps.dla.mil/.

6.4 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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APPENDIX A - SYMBOL IDENTIFICATION CODES

A.1 SCOPE.

A.1.1 Scope. This appendix outlines the procedures for developing symbol identification codes (SIDC) for symbols in MIL–STD–2525D. The use of these codes is optional but highly recommended.

A.2 APPLICABLE DOCUMENTS

Specific documents in 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. This appendix contains SIDC and their elements.

A.5 DETAILED REQUIREMENTS

A.5.1 Symbol identification codes. A symbol identification code is a numeric code that uniquely identifies the elements needed to build a MIL–STD–2525D compliant symbol. The numeric codes provide the same type of descriptions used in message formats but further focus the data to a specific domain for ease in creating the symbols with less band width.

A.5.2 Elements of the symbol identification codes**.** The symbol identification code is composed of eleven elements of information which are presented in two sets of ten digits. An additional set of ten digits composed of three elements must be used when a symbology originator version extension flag is used. This extension is conditional. See figure A–1.

A.5.2.1 Set A - First ten digits.

Version
Standard identity
Symbol set
Status
HQ/Task Force/Dummy
Amplifier

A.5.2.2 Set B - Second ten digits.

Entity
Entity type
Entity subtype
Sector 1 modifier
Sector 2 modifier

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A.5.2.3 Set C - Conditional version extension.

National or geo–political identifier
National or geo–political symbol set version
Specified by national or geo–political symbol set

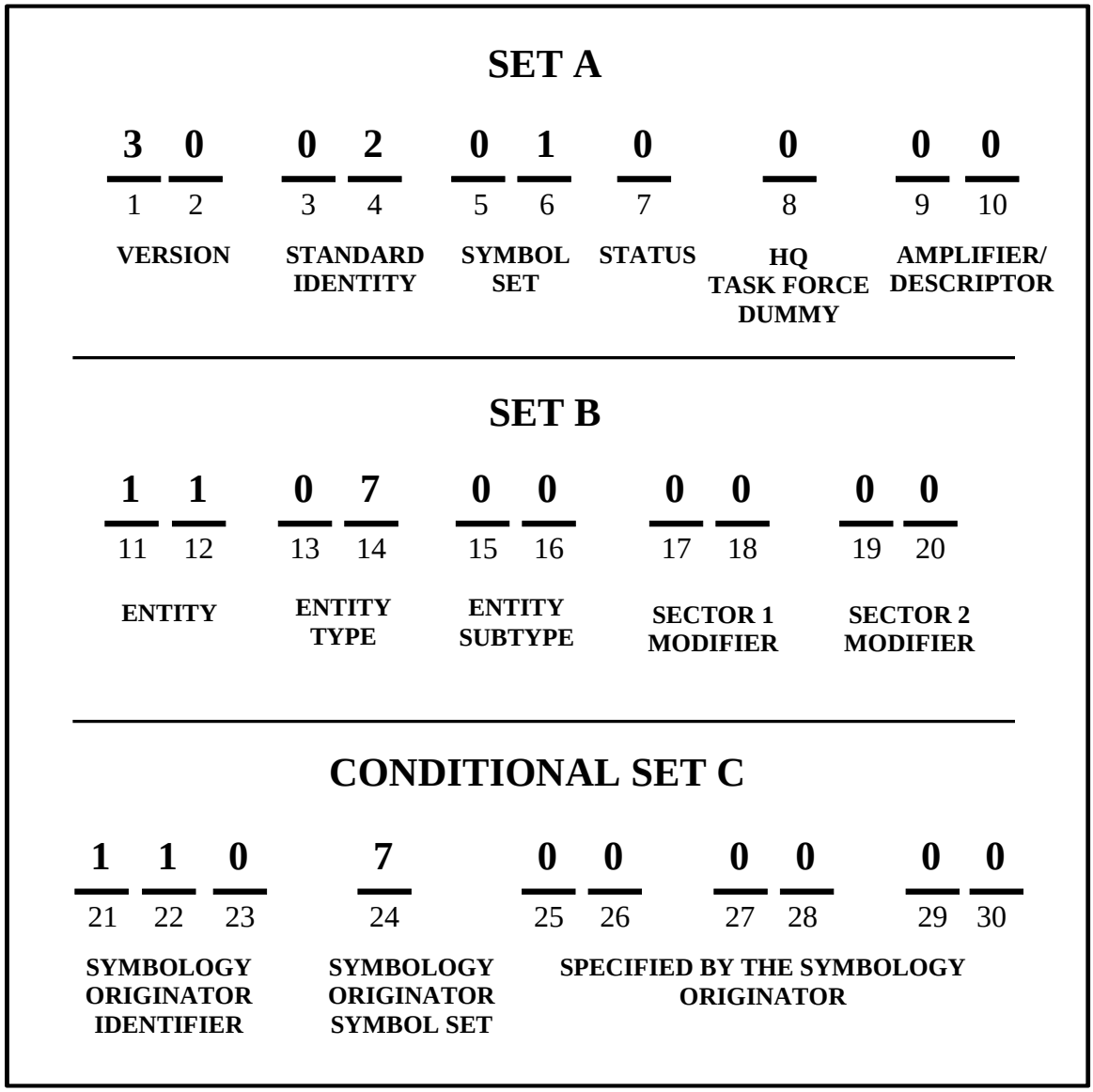

FIGURE A-1. Elements of the symbol identification code

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A.5.3 Set A. The first set of ten digits:

Digits 1 and 2 is the Version.
Digits 3 and 4 is the Standard Identity.
Digits 5 and 6 is the Symbol Set.
Digit 7 is the Status.
Digit 8 is the Headquarters/Task Force/Dummy.
Digits 9 and 10 is the Amplifier/Descriptor.

A.5.3.1 Version. The version is comprised of two digits and identifies a version change for the SIDC which occurs when there is a change in an established icon, modifier, or drawing rule for a control measure symbol. Subsequent changes will create further version changes for the SIDC.

TABLE A-I. Version.

Description	Code	
No changes to joint military symbology	10	
Any subsequent changes to joint military symbology	11–39	

A.5.3.2 Standard identity. Standard identity is comprised of two digits. The first digit represents the context of the symbol and the second digit reflects the standard identity. The following are the entries for standard identity:

TABLE A-II. Standard identity.

Description	1st Digit	2d Digit
Context		
Reality	0	
Exercise	1	
Simulation	2	
Reserved for future use	3-9	
Standard Identity		
Pending		0
Unknown		1
Assumed Friend		2
Friend		3
Neutral		4
Suspect/Joker		5
Hostile/Faker		6
Reserved for future use		7-9

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A.5.3.3 Symbol set. The symbol set is comprised of two digits.

TABLE A-III. Symbol sets.

Description	Code[1]
Unknown	00
Air	01
Air Missile	02
Space	05
Space Missile	06
Land Unit	10
Land Civilian Unit/Organization	11
Land Equipment	15
Land Installation	20
Control Measure	25
Sea Surface	30
Sea Subsurface	35
Mine Warfare	36
Activities	40
Atmospheric	45
Oceanographic	46
Meteorological Space	47
Signals Intelligence – Space	50
Signals Intelligence – Air	51
Signals Intelligence – Land	52
Signals Intelligence – Surface	53
Signals Intelligence – Subsurface	54
Cyberspace	60
(Reserved for Future Use)	03-04, 07-09, 12-14, 16-19, 21-24, 26-29, 31-34, 37-39, 41-44, 48-49, 55-59, and 61-98
Version Extension Flag	99

A.5.3.4 Status. The status is comprised of one digit.

TABLE A-IV. Status.

Description	Code
Present	0
Planned/Anticipated/Suspect	1
Present/Fully capable	2
Present/Damaged	3
Present/Destroyed	4
Present/Full to capacity	5
Reserved for future use	6 thru 8
Version extension flag	9

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A.5.3.5 Headquarters/Task Force/Dummy. The headquarters/task force/dummy is comprised of one digit.

TABLE A-V. Headquarters/task force/dummy.

Description	Code
Unknown	0
Feint/Dummy	1
Headquarters	2
Feint/Dummy Headquarters	3
Task Force	4
Feint/Dummy Task Force	5
Task Force Headquarters	6
Feint/Dummy Task Force Headquarters	7
Reserved for Future Use	8
Version Extension Flag	9

A.5.3.6 Echelon/Mobility/Towed Array Amplifier. The amplifier is comprised of two digits.

TABLE A-VI. Descriptor: Echelon/mobility/towed array amplifier.

Description	1st Digit	2d Digit
Unknowm	0	0
Echelon at brigade and below	1	
Team/Crew		1
Squad		2
Section		3
Platoon/detachment		4
Company/battery/troop		5
Battalion/squadron		6
Regiment/group		7
Brigade		8
Version extension flag		9
Echelon at division and above	2	
Division		1
Corps/MEF		2
Army		3
Army Group/front		4
Region/Theater		5
Command		6
Reserved for future use		7 thru 8
Version extension flag		9
Equipment mobility on land	3	
Wheeled limited cross country		1
Wheeled cross country		2
Tracked		3
Wheeled and tracked combination		4

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TABLE A-VI. Descriptor: Echelon/mobility/towed array amplifier - Continued.

Description	1st Digit	2d Digit
Towed		5
Rail		6
Pack animals		7
Reserved for future use		8
Version extension flag		9
Equipment mobility on snow	4	
Over snow (prime mover)		1
Sled		2
Reserved for future use		3-8
Version extension flag		9
Equipment mobility on water	5	
Barge		1
Amphibious		2
Reserved for future use		3 thru 8
Version extension flag		9
Naval towed array	6	
Short towed array		1
Long towed Array		2
Reserved for future use		3 thru 8
Version extension flag		9
Reserved for future use	7 thru 8	
Version extension flag	9	9

A.5.4 Set B. The second set of ten digits:

Digits 11 and 12 is the entity.
Digits 13 and 14 is the entity type.
Digits 15 and 16 is the entity subtype.
Digits 17 and 18 is the first modifier.
Digits 19 and 20 is the second modifier.

The entity is comprised of two digits. The entity type is comprised of two digits. The entity subtype is comprised of two digits. The first modifier is comprised of two digits. The second modifier is comprised of two digits. The tables in this section are organized by symbol sets.

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A.5.4.1 Air (01)

TABLE A-VII. Air entity/entity type/entity subtype.

Entity (Digits 1and 2)	**Entity Type** (Digits 3 and 4)	**Entity Subtype** (Digits 5 and 6)	**Code** Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
Military			**11**0000
	Fixed Wing		11**01**00
		Medical Evacuation (MEDEVAC)	1101**01**
		Attack/Strike	1101**02**
		Bomber	1101**03**
		Fighter	1101**04**
		Fighter/Bomber	1101**05**
		{*reserved for future use*}	1101**06**
		Cargo	1101**07**
		Electronic Combat (EC)/Jammer	1101**08**
		Tanker	1101**09**
		Patrol	1101**10**
		Reconnaissance	1101**11**
		Trainer	1101**12**
		Utility	1101**13**
		Vertical or Short Take-off and Landing (VSTOL)	1101**14**
		Airborne Command Post (ACP)	1101**15**
		Airborne Early Warning (AEW)	1101**16**
		Antisurface Warfare	1101**17**
		Antisubmarine Warfare	1101**18**
		Communications	1101**19**
		Combat Search and Rescue (CSAR)	1101**20**
		Electronic Support (ES)	1101**21**
		Government	1101**22**
		Mine Countermeasures (MCM)	1101**23**
		Personnel Recovery	1101**24**
		Search and Rescue	1101**25**
		Special Operations Forces	1101**26**
		Ultra Light	1101**27**
		Photographic Reconnaissance	1101**28**
		Very Important Person (VIP)	1101**29**
		Suppression of Enemy Air Defense	1101**30**
		Passenger	1101**31**
		Escort	1101**32**

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TABLE A-VII. Air entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	**Entity Type** (Digits 3 and 4)	**Entity Subtype** (Digits 5 and 6)	**Code** Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
		Electronic Attack (EA)	1101**33**
	Rotary Wing		11**02**00
	Unmanned Aircraft (UA) / Unmanned Aerial Vehicle (UAV) / Unmanned Aircraft System (UAS) / Remotely Piloted Vehicle (RPV)		11**03**00
	Vertical–Takeoff UAV (VT–UAV)		11**04**00
	Lighter Than Air		11**05**00
	Airship		11**06**00
	Tethered Lighter than Air		11**07**00
Civilian			**12**0000
	Fixed Wing		12**01**00
	Rotary Wing		12**02**00
	Unmanned Aircraft (UA) / Unmanned Aerial Vehicle (UAV) / Unmanned Aircraft System (UAS) / Remotely Piloted Vehicle (RPV)		12**03**00
	Lighter Than Air		12**04**00
	Airship		12**05**00
	Tethered Lighter than Air		12**06**00
Weapon			**13**0000
	Bomb		13**01**00
	Decoy		13**02**00
Manual Track			**14**0000

TABLE A-VIII. Air sector 1 modifier.

First Modifier	MIL–STD–2525D Code	Remarks.
Not Applicable	00	
Attack/Strike	01	
Bomber	02	
Cargo	03	
Fighter	04	
Interceptor	05	
Tanker	06	
Utility	07	

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TABLE A-VIII. Air sector 1 modifier - Continued.

First Modifier	MIL–STD–2525D Code	Remarks.
Vertical or Short Take-off and Landing (VSTOL)/ Vertical Take-off and Landing (VTOL)	08	
Passenger	09	
Ultra Light	10	
Airborne Command Post (ACP)	11	
Airborne Early Warning (AEW)	12	
Government	13	
Medical Evacuation (MEDEVAC)	14	
Escort	15	
Electronic Combat (EC)/Jammer	16	
Patrol	17	
Reconnaissance	18	
Trainer	19	
Photographic (Reconnaissance)	20	
Personnel Recovery	21	
Antisubmarine Warfare	22	
Communications	23	
Electronic Support (ES)	24	
Mine Countermeasures (MCM)	25	
Search and Rescue	26	
Special Operations Forces	27	
Surface Warfare	28	
Very Important Person (VIP) Transport	29	
Combat Search and Rescue (CSAR)	30	
Suppression of Enemy Air Defenses	31	
Antisurface Warfare	32	
Fighter/Bomber	33	
Intensive Care	34	
Electronic Attack (EA)	35	
Multimission	36	
Hijacking	37	
ASW Helo- LAMPS	38	
ASW Helo – SH-60R	39	
Reserved for Future Use	40-98	Assigned by SSMC/JSP only
Version Extension Flag	99	

TABLE A-IX. Air sector 2 modifier.

Second Modifier	MIL–STD–2525D Code	Remarks.
Not Applicable	00	
Heavy	01	
Medium	02	
Light	03	
Boom–Only	04	
Drogue–Only	05	
Boom and Drogue	06	
Close Range	07	
Short Range	08	
Medium Range	09	

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TABLE A-IX. Air sector 2 modifier - Continued.

Second Modifier	MIL–STD–2525D Code	Remarks.
Long Range	10	
Downlinked	11	
Reserved for Future Use	12-98	Assigned by SSMC/JSP only
Version Extension Flag	99	

A.5.4.2 Air missile (02).

TABLE A-X. Air missile entity/entity type/entity subtype.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
Missile			**11**0000

TABLE A-XI. Air missile sector 1 modifier.

First Modifier	MIL–STD–2525D Code	Remarks.
Unspecified	00	
Air	01	
Surface	02	
Subsurface	03	
Space	04	
Anti–Ballistic	05	
Ballistic	06	
Cruise	07	
Interceptor	08	
Reserved for Future Use	09-98	Assigned by SSMC/JSP only
Version Extension Flag	99	

TABLE A-XII. Air missile sector 2 modifier.

Second Modifier	MIL–STD–2525D Code	Remarks.
Unspecified	00	
Air	01	
Surface	02	
Subsurface	03	
Space	04	
Launched	05	
Missile	06	
Patriot	07	
Standard Missile-2 (SM-2)	08	
Standard Missile-6 (SM-6)	09	
Evolved Sea Sparrow Missile (ESSM)	10	
Rolling Airframe Missile (RAM)	11	

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TABLE A-XII. Air missile sector 2 modifier - Continued.

Short Range	12	
Medium Range	13	
Intermediate Range	14	
Long Range	15	
Intercontinental	16	
Reserved for Future Use	17-98	Assigned by SSMC/JSP only
Version Extension Flag	99	

A.5.4.3 Space (05).

TABLE A-XIII. Space entity/entity type/entity subtype.

Entity (Digits 1and 2)	**Entity Type** (Digits 3 and 4)	**Entity Subtype** (Digits 5 and 6)	**Code** Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
Military			**11**0000
	Space Vehicle		11**01**00
	Re–Entry Vehicle		11**02**00
	Planet Lander		11**03**00
	Orbiter Shuttle		11**04**00
	Capsule		11**05**00
	Satellite, General		11**06**00
	Satellite		11**07**00
	Antisatellite Weapon		11**08**00
	Astronomical Satellite		11**09**00
	Biosatellite		11**10**00
	Communications Satellite		11**11**00
	Earth Observation Satellite		11**12**00
	Miniaturized Satellite		11**13**00
	Navigational Satellite		11**14**00
	Reconnaissance Satellite		11**15**00
	Space Station		11**16**00
	Tethered Satellite		11**17**00
	Weather Satellite		11**18**00
	Space Launched Vehicle (SLV)		11**19**00
Civilian			**12**0000
	Orbiter Shuttle		12**01**00
	Capsule		12**02**00
	Satellite		12**03**00
	Astronomical Satellite		12**04**00
	Biosatellite		12**05**00
	Communications Satellite		12**06**00
	Earth Observation Satellite		12**07**00

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TABLE A-XIII. Space entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
	Miniaturized Satellite		12**08**00
	Navigational Satellite		12**09**00
	Space Station		12**10**00
	Tethered Satellite		12**11**00
	Weather Satellite		12**12**00
Manual Track			**13**0000

TABLE A-XIV. Space sector 1 modifier.

Second Modifier	MIL–STD–2525D Code	Remarks.
Unspecified	00	
Low Earth Orbit (LEO)	01	
Medium Earth Orbit (MEO)	02	
High Earth Orbit (HEO)	03	
Geosynchronous Orbit (GSO)	04	
Geostationary Orbit (GO)	05	
Molniya Orbit (MO)	06	
Reserved for Future Use	07-98	Assigned by SSMC/JSP only
Version Extension Flag	99	

TABLE A-XV. Space sector 2 modifier.

Second Modifier	MIL–STD–2525D Code	Remarks.
Unspecified	00	
Optical	01	
Infrared	02	
Radar	03	
Signals Intelligence (SIGINT)	04	
Reserved for Future Use	05-98	Assigned by SSMC/JSP only
Version Extension Flag	99	

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A.5.4.4 Space missile (06).

TABLE A-XVI. Space missile entity/entity type/entity subtype.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
Missile			**11**0000

TABLE A-XVII. Space missile sector 1 modifier.

First Modifier	MIL–STD–2525D Code	Remarks.
Unspecified	00	
Ballistic	01	
Space	02	
Interceptor	03	
Reserved for Future Use	04-98	Assigned by SSMC/JSP only
Version Extension Flag	99	

TABLE A-XVIII. Space missile sector 2 modifier.

First Modifier	MIL–STD–2525D Code	Remarks.
Unspecified	00	
Short Range	01	
Medium Range	02	
Intermediate Range	03	
Long Range	04	
Intercontinental	05	
Arrow	06	
Ground-Based Interceptor (GBI)	07	
Patriot	08	
Standard Missile Terminal Phase (SM-T)	09	
Standard Missile – 3 (SM-3)	10	
Terminal High Altitude Area Defense (THAAD)	11	
Space	12	
Reserved for Future Use	13-98	Assigned by SSMC/JSP only
Version Extension Flag	99	

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A.5.4.5 Land unit (10).

TABLE A-XIX. Land unit entity/entity type/entity subtype.

Entity (Digits 1and 2)	**Entity Type** (Digits 3 and 4)	**Entity Subtype** (Digits 5 and 6)	**Code** Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
Command and Control			**11**0000
	Broadcast Transmitter Antennae		11**01**00
	Civil Affairs		11**02**00
	Civil–Military Cooperation		11**03**00
	Information Operations		11**04**00
	Liaison		11**05**00
	Military Information Support Operations (MISO)		11**06**00
		Broadcast Transmitter Antennae	1106**01**
	Radio		11**07**00
	Radio Relay		11**08**00
	Radio Teletype Center		11**09**00
	Signal		11**10**00
		Radio	1110**01**
		Radio Relay	1110**02**
		Teletype	1110**03**
		Tactical Satellite	1110**04**
		Video Imagery (Combat Camera)	1110**05**
	Tactical Satellite		11**11**00
	Video Imagery (Combat Camera)		11**12**00
Movement and Maneuver			**12**0000
	Air Assault with Organic Lift		12**01**00
	Air Traffic Services/Airfield Operations		12**02**00
	Amphibious		12**03**00
	Antitank/Antiarmor		12**04**00
		Armored	1204**01**
		Motorized	1204**02**
	Armor/Armored/Mechanized/Self–Propelled/ Tracked		12**05**00
		Reconnaissance/Cavalry/Scout	1205**01**
		Amphibious	1205**02**
	Army Aviation/Aviation Rotary Wing		12**06**00

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TABLE A-XIX. Land unit entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
		Reconnaissance	1206**01**
	Aviation Composite		12**07**00
	Aviation Fixed Wing		12**08**00
		Reconnaissance	1208**01**
	Combat		12**09**00
	Combined Arms		12**10**00
	Infantry		12**11**00
		Amphibious	1211**01**
		Armored/Mechanized/Tracked	1211**02**
		Main Gun System	1211**03**
		Motorized	1211**04**
		Infantry Fighting Vehicle	1211**05**
	Observer		12**12**00
	Reconnaissance/Cavalry/Scout		12**13**00
		Reconnaissance and Surveillance	1213**01**
		Marine	1213**02**
		Motorized	1213**03**
	Sea Air Land (SEAL)		12**14**00
	Sniper		12**15**00
	Surveillance		12**16**00
	Special Forces		12**17**00
	Special Operations Forces (SOF)		12**18**00
		Fixed Wing MISO	1218**01**
		Ground	1218**02**
		Special Boat	1218**03**
		Special SSNR	1218**04**
		Underwater Demolition Team	1218**05**
	Unmanned Aerial Systems		12**19**00
Fires			**13**0000
	Air Defense		13**01**00
		Main Gun System	1301**01**
		Missile	1301**02**
	Air/Land Naval Gunfire Liaison		13**02**00
	Field Artillery		13**03**00
		Self–propelled	1303**01**
		Target Acquition	1303**02**

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TABLE A-XIX. Land unit entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	**Entity Type** (Digits 3 and 4)	**Entity Subtype** (Digits 5 and 6)	**Code** Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
	Field Artillery Observer		13**04**00
	Joint Fire Support		13**05**00
	Meteorological		13**06**00
	Missile		13**07**00
	Mortar		13**08**00
		Armored/Mechanized/Tracked	1308**01**
		Self-Propelled Wheeled	1308**02**
		Towed	1308**03**
	Survey		13**09**00
Protection			**14**0000
	Chemical Biological Radiological Nuclear Defense		14**01**00
		Mechanized	1401**01**
		Motorized	1401**02**
		Reconnaissance	1401**03**
		Reconnaissance Armored	1401**04**
		Reconnaissance Equiped	1401**05**
	Combat Support (Maneuver Enhancement)		14**02**00
	Criminal Investigation Division		14**03**00
	Diving		14**04**00
	Dog		14**05**00
	Drilling		14**06**00
	Engineer		14**07**00
		Mechanized	1407**01**
		Motorized	1407**02**
		Reconnaissance	1407**03**
	Explosive Ordnance Disposal (EOD)		14**08**00
	Field Camp Construction		14**09**00
	Fire Fighting/Fire Protection		14**10**00
	Geospatial Support/Geospatial Information Support		14**11**00
	Military Police		14**12**00
	Mine		14**13**00
	Mine Clearing		14**14**00
	Mine Launching		14**15**00
	Mine Laying		14**16**00
	Security		14**17**00

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TABLE A-XIX. Land unit entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
		Mechanized	1417**01**
		Motorized	1417**02**
	Search and Rescue		14**18**00
	Security Police (Air)		14**19**00
	Shore Patrol		14**20**00
	Topographic		14**21**00
Intelligence			**15**0000
	Analysis		15**01**00
	Counterintelligence		15**02**00
	Direction Finding		15**03**00
	Electronic Ranging		15**04**00
	Electronic Warfare		15**05**00
		Analysis	1505**01**
		Direction Finding	1505**02**
		Intercept	1505**03**
		Jamming	1505**04**
		Search	1505**05**
	Intercept (Search and Recording)		15**06**00
	Interrogation		15**07**00
	Jamming		15**08**00
	Joint Intelligence Center		15**09**00
	Military Intelligence		15**10**00
	Search		15**11**00
	Sensor		15**12**00
Sustainment			**16**0000
	Administrative		16**01**00
	All Classes of Supply		16**02**00
	Airport of Debarkation/Airport of Embarkation		16**03**00
	Ammunition		16**04**00
	Band		16**05**00
	Combat Service Support		16**06**00
	Finance		16**07**00
	Judge Advocate General		16**08**00
	Labor		16**09**00
	Laundry/Bath		16**10**00
	Maintenance		16**11**00

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TABLE A-XIX. Land unit entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
	Material		161**2**00
	Medical		161**3**00
	Medical Treatment Facility		161**4**00
	Morale, Welfare and Recreation		161**5**00
	Mortuary Affairs/Graves Registration		161**6**00
	Multiple Classes of Supply		161**7**00
	NATO Supply Class I		161**8**00
	NATO Supply Class II		161**9**00
	NATO Supply Class III		162**0**00
	NATO Supply Class IV		162**1**00
	NATO Supply Class V		162**2**00
	Ordnance		162**3**00
	Personnel Services		162**4**00
	Petroleum, Oil and Lubricants		162**5**00
	Pipeline		162**6**00
	Postal		162**7**00
	Public Affairs/Public Information		162**8**00
	Quartermaster		162**9**00
	Railhead		163**0**00
	Religious Support		163**1**00
	Replacement Holding Unit		163**2**00
	Sea Port of Debarkation/Sea Port of Embarkation		163**3**00
	Supply		163**4**00
	Joint Information Bureau		163**5**00
	Transportation		163**6**00
	US Supply Class I		163**7**00
	US Supply Class II		163**8**00
	US Supply Class III		163**9**00
	US Supply Class IV		164**0**00
	US Supply Class V		164**1**00
	US Supply Class VI		164**2**00
	US Supply Class VII		164**3**00
	US Supply Class VIII		164**4**00
	US Supply Class IX		164**5**00
	US Supply Class X		164**6**00

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TABLE A-XIX. Land unit entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
	Water		16**47**00
	Water Purification		16**48**00
	Broadcast		16**49**00
Naval			**17**0000
	Naval		17**01**00
Named Headquarters			**18**0000
	Allied Command Europe Rapid Reaction Corps (ARRC)		18**01**00
	Allied Command Operations		18**02**00
	International Security Assistance Force (ISAF)		18**03**00
	Multinational (MN)		18**04**00
Emergency Operation			**19**0000
Law Enforcement			**20**0000
	Bureau of Alcohol, Tobacco, Firearms and Explosives (ATF) (Department of Justice)		20**01**00
	Border Patrol		20**02**00
	Customs Service		20**03**00
	Drug Enforcement Administration (DEA)		20**04**00
	Department of Justice (DOJ)		20**05**00
	Federal Bureau of Investigation (FBI)		20**06**00
	Police		20**07**00
	Prison		20**08**00
	United States Secret Service (USSS)		20**09**00
	Transportation Security Administration (TSA)		20**10**00
	Coast Guard		20**11**00
	US Marshals Service		20**12**00
	Internal Security Force		20**13**00

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TABLE A-XX. Land unit sector 1 modifier.

First Modifier	MIL–STD–2525D Code	Remarks.
Unspecified	00	
Air Mobile/Air Assault (US only)	01	
Area	02	
Attack	03	
Biological	04	
Border	05	
Bridging	06	
Chemical	07	
Close Protection	08	
Combat	09	
Command and Control	10	
Communications Contingency Package	11	
Construction	12	
Cross Cultural Communication	13	
Crowd and Riot Control	14	
Decontamination	15	
Detention	16	
Direct Communications	17	
Diving	18	
Division	19	
Dog	20	
Drilling	21	
Electro–Optical	22	
Enhanced	23	
Explosive Ordnance Disposal (EOD)	24	
Fire Direction Center	25	
Force	26	
Forward	27	
Ground Station Module	28	
Landing Support	29	
Large Extension Node	30	
Maintenance	31	
Meteorological	32	
Mine Countermeasure	33	
Missile	34	
Mobile Advisor and Support	35	
Mobile Subscriber Equipment	36	
Mobility Support	37	
Movement Control Center	38	
Multinational	39	
Multinational Specialized Unit	40	
Multiple Rocket Launcher	41	
NATO Medical Role 1	42	
NATO Medical Role 2	43	
NATO Medical Role 3	44	
NATO Medical Role 4	45	
Naval	46	
Node Center	47	

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TABLE A-XX. Land unit sector 1 modifier - Continued.

First Modifier	MIL–STD–2525D Code	Remarks.
Nuclear	48	
Operations	49	
Radar	50	
Radio Frequency Identification (RFID) Interrogator / Sensor	51	
Radiological	52	
Search and Rescue	53	
Security	54	
Sensor	55	
Sensor Control Module (SCM)	56	
Signals Intelligence	57	
Single Shelter Switch	58	
Single Rocket Launcher	59	
Smoke	60	
Sniper	61	
Sound Ranging	62	
Special Operations Forces (SOF)	63	
Special Weapons and Tactics	64	
Survey	65	
Tactical Exploitation	66	
Target Acquisition	67	
Topographic	68	
Utility	69	
Video Imagery (Combat Camera)	70	
Accident	71	
Other	72	
Civilian	73	
Antisubmarine Warfare	74	
Medevac	75	
Ranger	76	
Support	77	
Aviation	78	
Reserved for Future Use	79-98	Assigned by SSMC/JSP only
Version Extension Flag	99	

TABLE A-XXI. Land unit sector 2 modifier .

Second Modifier	MIL–STD–2525D Code	Remarks.
Unspecified	00	
Airborne	01	
Arctic	02	
Battle Damage Repair	03	
Bicycle Equipped	04	
Casualty Staging	05	
Clearing	06	
Close Range	07	
Control	08	

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TABLE A-XXI. Land unit sector 2 modifier - Continued.

Second Modifier	MIL–STD–2525D Code	Remarks.
Decontamination	09	
Demolition	10	
Dental	11	
Digital	12	
Enhanced Position Location Reporting System (EPLRS)	13	
Equipment	14	APP6
Heavy	15	
High Altitude	16	
Intermodal	17	
Intensive Care	18	
Light	19	
Laboratory	20	
Launcher	21	
Long Range	22	
Low Altitude	23	
Medium	24	
Medium Altitude	25	
Medium Range	26	
Mountain	27	
High to Medium Altitude	28	
Multi–Channel	29	
Optical (Flash)	30	
Pack Animal	31	
Patient Evacuation Coordination	32	
Preventive Maintenance	33	
Psychological	34	
Radio Relay Line of Sight	35	
Railroad	36	
Recovery (Unmanned Systems)	37	
Recovery (Maintenance)	38	
Rescue Coordination Center	39	
Riverine	40	
Single Channel	41	
Ski	42	
Short Range	43	
Strategic	44	
Support	45	
Tactical	46	
Towed	47	
Troop	48	
Vertical or Short Take–Off and Landing (VTOL/VSTOL)	49	
Veterinary	50	
Wheeled	51	
High to Low Altitude	52	
Medium to Low Altitude	53	
Attack	54	

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TABLE A-XXI. Land unit sector 2 modifier - Continued.

Second Modifier	MIL–STD–2525D Code	Remarks.
Refuel	55	
Utility	56	
Combat Search and Rescue	57	
Reserved for Future Use	58-98	Assigned by SSMC/JSP only
Version Extension Flag	99	

A.5.4.6 Land civilian unit/organization (11).

TABLE A-XXII. Land civilian unit/organization entity/entity type/entity subtype.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
Civilian			**11**0000
	Environmental Protection		11**01**00
	Governmental Organization		11**02**00
	Individual		11**03**00
	Organization or Group		11**04**00
	Killing Victim		11**05**00
	Killing Victims		11**06**00
	Victim of an Attempted Crime		11**07**00
	Spy		11**08**00
	Composite Loss		11**09**00
	Emergency Medical Operation		11**10**00

TABLE A-XXIII. Land civilian unit/organization sector 1 modifier.

First Modifier	MIL–STD–2525D Code	Remarks.
Unspecified	00	
Assassination	01	
Execution (Wrongful Killing)	02	
Murder Victims	03	
Hijacking	04	
Kidnapping	05	
Piracy	06	
Rape	07	
Civilian	08	
Displaced Person(s), Refugee(s) and Evacuee(s)	09	
Foreign Fighter(s)	10	
Gang Member or Gang	11	

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TABLE A-XXIII. Land civilian unit/organization sector 1 modifier - Continued.

Government Organization	12	
Leader or Leadership	13	
Nongovernmental Organization Member or Nongovernmental Organization	14	
Coerced/Impressed Recruit	15	
Willing Recruit	16	
Religious or Religious Organization	17	
Targeted Individual or Organization	18	
Terrorist or Terrorist Organization	19	
Speaker	20	
Accident	21	
Combat	22	
Other	23	
Loot	24	
Reserved for Future Use	25-98	Assigned by SSMC/JSP only
Version Extension Flag	99	

TABLE A-XXIV. Land civilian unit/organization sector 2 modifier.

Second Modifier	MIL–STD–2525D Code	Remarks.
Unspecified	00	
Leader or Leadership	01	
Reserved for Future Use	02-98	Assigned by SSMC/JSP only
Version Extension Flag	99	

A.5.4.7 Land Equipment (15).

TABLE A-XXV. Land equipment entity/entity type/entity subtype.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
Weapons/Weapons System			**11**0000
	Rifle		11**01**00
		Single Shot Rifle	1101**01**
		Semiautomatic Rifle	1101**02**
		Automatic Rifle	1101**03**
	Machine Gun		11**02**00
		Light	1102**01**
		Medium	1102**02**
		Heavy	1102**03**
	Grenade Launcher		11**03**00
		Light	1103**01**

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TABLE A-XXV. Land equipment entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
		Medium	1103**02**
		Heavy	1103**03**
	Flame Thrower		11**04**00
	Air Defense Gun		11**05**00
		Light	1105**01**
		Medium	1105**02**
		Heavy	1105**03**
	Antitank Gun		11**06**00
		Light	1106**01**
		Medium	1106**02**
		Heavy	1106**03**
	Direct Fire Gun		11**07**00
		Light	1107**01**
		Medium	1107**02**
		Heavy	1107**03**
	Recoilless Gun		11**08**00
		Light	1108**01**
		Medium	1108**02**
		Heavy	1108**03**
	Howitzer		11**09**00
		Light	1109**01**
		Medium	1109**02**
		Heavy	1109**03**
	Missile Launcher		11**10**00
		Light	1110**01**
		Medium	1110**02**
		Heavy	1110**03**
	Air Defense Missile Launcher		11**11**00
		Light	1111**01**
		Light, Light Transporter-Launcher and Radar (TLAR)	1111**02**
		Light, Light Tactical Landing Approach Radar (TELAR)	1111**03**
		Medium	1111**04**
		Medium, TLAR	1111**05**
		Medium, TELAR	1111**06**
		Heavy	1111**07**
		Heavy, TLAR	1111**08**
		Heavy, TELAR	1111**09**

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TABLE A-XXV. Land equipment entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
	Antitank Missile Launcher		11**12**00
		Light	1112**01**
		Medium	1112**02**
		Heavy	1112**03**
	Surface-to-Surface Missile Launcher		11**13**00
		Light	1113**01**
		Medium	1113**02**
		Heavy	1113**03**
	Mortar		11**1400**
		Light	1114**01**
		Medium	1114**02**
		Heavy	1114**03**
	Single Rocket Launcher		11**15**00
		Light	1115**01**
		Medium	1115**02**
		Heavy	1115**03**
	Multiple Rocket Launcher		11**16**00
		Light	1116**01**
		Medium	1116**02**
		Heavy	1116**03**
	Antitank Rocket Launcher		11**17**01
		Light	1117**01**
		Medium	1117**02**
		Heavy	1117**03**
	Nonlethal Weapon		11**18**00
	Taser		11**19**00
	Water Cannon		11**20**00
Vehicle			**12**0000
	Armored		12**01**00
		Armored Fighting Vehicle	1201**01**
		Armored Fighting Vehicle Command and Control	1201**02**
		Armored Personnel Carrier	1201**03**
		Armored Personnel Carrier Ambulance	1201**04**
		Armored Protected Vehicle	1201**05**
		Armored Protected Vehicle Recovery	1201**06**
		Armored Protected Vehicle Medical Evacuation	1201**07**

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TABLE A-XXV. Land equipment entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
		Armored Personnel Carrier, Recovery	120**108**
		Combat Service Support Vehicle	120**109**
		Light Wheeled Armored Vehicle	120**110**
	Tank		12**02**00
		Light	1202**01**
		Medium	1202**02**
		Heavy	1202**03**
	Tank Recovery Vehicle		12**03**00
		Light	1203**01**
		Medium	1203**02**
		Heavy	1203**03**
Engineer Vehicles and Equipment			**13**0000
	Bridge		13**01**00
	Bridge Mounted on Utility Vehicle		13**02**00
	Fixed Bridge		13**03**00
	Floating Bridge		13**04**00
	Folding Girder Bridge		13**05**00
	Hollow Deck Bridge		13**06**00
	Drill		13**07**00
		Drill Mounted on Utility Vehicle	1307**01**
	Earthmover		13**08**00
		Multifunctional Earthmover/Digger	1308**01**
	Mine Clearing Equipment		13**09**00
		Trailer Mounted	1309**01**
		Mine Clearing Equipment on Tank Chassis	1309**02**
	Mine Laying Equipment		13**10**00
		Mine Laying Equipment on Utility Vehicle	1310**01**
		Armored Carrier with Volcano	1310**02**
		Truck Mounted with Volcano	1310**03**
	Dozer		13**11**00
		Dozer , Armored	1311**01**
	Armored Assault		13**12**00
	Armored Engineer Recon Vehicle (AERV)		13**13**00
	Backhoe		13**14**00
	Construction Vehicle		13**15**00

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TABLE A-XXV. Land equipment entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
	Ferry Transporter		13**16**00
Utility Vehicles			**14**0000
	Utility Vehicle		14**01**00
	Medical		14**02**00
	Medical Evacuation		14**03**00
	Mobile Emergency Physician		14**04**00
	Bus		14**05**00
	Semi–Trailer and Truck		14**06**00
		Light	1406**01**
		Medium	1406**02**
		Heavy	1406**03**
	Limited Cross Country Truck		14**07**00
	Cross Country Truck		14**08**00
	Petroleum, Oil and Lubricant		14**09**00
	Water		14**10**00
	Amphibious Utility Wheeled Vehicle		14**11**00
	Tow Truck		14**12**00
		Light	1412**01**
		Heavy	1412**02**
Train			**15**0000
	Locomotive		15**01**00
	Railcar		15**02**00
Civilian Vehicle			**16**0000
	Automobile		16**01**00
		Compact	1601**01**
		Midsize	1601**02**
		Sedan	1601**03**
	Open-Bed Truck		16**02**00
		Pickup	1602**01**
		Small	1602**02**
		Large	1602**03**
	Multiple Passenger Vehicle		16**03**00
		Van	1603**01**
		Small Bus	1603**02**
		Large Bus	1603**03**
	Utility Vehicle		16**04**00
		Sport Utility Vehicle (SUV)	1604**01**
		Small Box Truck	1604**02**

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TABLE A-XXV. Land equipment entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	**Entity Type** (Digits 3 and 4)	**Entity Subtype** (Digits 5 and 6)	**Code** Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
		Large Box Truck	1604**03**
	Jeep Type Vehicle		16**05**00
		Small/Light	1605**01**
		Medium	1605**02**
		Large/Heavy	1605**03**
	Tractor Trailer Truck with Box		16**06**00
		Small/Light	1606**01**
		Medium	1606**02**
		Large/Heavy	1606**03**
	Tractor Trailer Truck with Flatbed Trailer		16**07**00
		Small/Light	1607**01**
		Medium	1607**02**
		Large/Heavy	1607**03**
	Known Insurgent Vehicle		16**08**00
	Drug Vehicle		16**09**00
Law Enforcement			**17**0000
	Bureau of Alcohol, Tobacco, Firearms and Explosives (ATF) (Department of Justice)		17**01**00
	Border Patrol		17**02**00
	Customs Service		17**03**00
	Drug Enforcement Administration (DEA)		17**04**00
	Department of Justice (DOJ)		17**05**00
	Federal Bureau of Investigation (FBI)		17**06**00
	Police		17**07**00
	United States Secret Service (USSS)		17**08**00
	Transportation Security Administration (TSA)		17**09**00
	Coast Guard		17**10**00
	US Marshals Service		17**11**00
Pack Animals			**18**0000
Missile Support			**19**0000
	Transloader		19**01**00
	Transporter		19**02**00

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TABLE A-XXV. Land equipment entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	**Entity Type** (Digits 3 and 4)	**Entity Subtype** (Digits 5 and 6)	**Code** Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
	Crane/Loading Device		19**03**00
	Propellant Transporter		19**04**00
	Warhead Transporter		19**05**00
Other Equipment			**20**0000
	Antennae		20**01**00
	Bomb		20**02**00
	Booby Trap		20**03**00
	CBRN Equipment		20**04**00
	Computer System		20**05**00
	Command Launch Equipment (CLE)		20**06**00
	Generator Set		20**07**00
	Ground-based Midcourse Defense (GMD) Fire Control (GFC) Center		20**08**00
	In-Flight Interceptor Communications System (IFICS) Data Terminal (IDT)		20**09**00
	Laser		20**10**00
	Military Information Support Operations (MISO)		20**11**00
	Sustainment Shipments		20**12**00
	Tent		20**13**00
	Unit Deployment Shipments		20**14**00
	Emergency Medical Operation		20**15**00
		Medical Evacuation Helicopter	2015**01**
Land Mines			**21**0000
	Land Mine		21**01**00
	Antipersonnel Land mine (APL)		21**02**00
	Antitank Mine		21**03**00
	Improvised Explosives Device (IED)		21**04**00
	Less than lethal		21**05**00
Sensors			**22**0000
	Sensor		22**01**00
	Sensor Emplaced		22**02**00
	Radar		22**03**00
Emergency Operation			**23**0000
	Ambulance		23**01**00

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TABLE A-XXV. Land equipment entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
	Fire Fighting/Fire Protection		23**02**00
Manual Track			**24**0000

TABLE A-XXVI. Land equipment sector 1 modifier.

First Modifier	MIL–STD–2525D Code	Remarks.
Unspecified	00	
Biological	01	
Chemical	02	
Early Warning Radar	03	
Intrusion	04	
Nuclear	05	
Radiological	06	
Upgraded Early Warning Radar	07	
Hijacking	08	
Civilian	09	
Reserved for Future Use	10-98	Assigned by SSMC/JSP only
Version Extension Flag	99	

A.5.4.8 Land installations (20).

TABLE A-XXVII. Land installation entity/entity type/entity subtype.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
Military/Civilian			**11**0000
	Aircraft Production/Assembly		11**01**00
	Ammunition and Explosives/Assembly		11**02**00
	Ammunition Cache		11**03**00
	Armament Production		11**04**00
	Black List Location		11**05**00
	Chemical, Biological, Radiological and Nuclear (CBRN)		11**06**00
	Engineering Equipment Production		11**07**00
		Bridge	1107**01**
	Equipment Manufacture		11**08**00

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TABLE A-XXVII. Land installation entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
	Government Leadership		11**09**00
	Gray List Location		11**10**00
	Mass Grave Site		11**11**00
	Materiel		11**12**00
	Mine		11**13**00
	Missile and Space System Production		11**14**00
	Nuclear (Non CBRN Defense)		11**15**00
	Printed Media		11**16**00
	Safe House		11**17**00
	White List Location		11**18**00
	Tented Camp		11**19**00
		Displaced Persons/ Refugee/Evacuees Camp	1119**01**
		Training Camp	1119**02**
	Warehouse/Storage Facility		11**20**00
	Law Enforcement		11**21**00
		Bureau of Alcohol, Tobacco, Firearms and Explosives (ATF) (Department of Justice)	1121**01**
		Border Patrol	1121**02**
		Customs Service	1121**03**
		Drug Enforcement Administration (DEA)	1121**04**
		Department of Justice (DOJ)	1121**05**
		Federal Bureau of Investigation (FBI)	1121**06**
		Police	1121**07**
		Prison	1121**08**
		United States Secret Service (USSS)	1121**09**
		Transportation Security Administration (TSA)	1121**10**
		Coast Guard	1121**11**
		US Marshals Service	1121**12**
	Emergency Operation		11**22**00
		Fire Station	1122**01**
		Emergency Medical Operation	1122**02**
Infrastructure			**12**0000
	Agriculture and Food Infrastructure		12**01**00
		Agriculture Laboratory	1201**01**

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TABLE A-XXVII. Land installation entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
		Animal Feedlot	1201**02**
		Commercial Food Distribution Center	1201**03**
		Farm/Ranch	1201**04**
		Food Distribution	1201**05**
		Food Production Center	1201**06**
		Food Retail	1201**07**
		Grain Storage	1201**08**
	Banking Finance and Insurance Infrastructure		1**02**00
		ATM	1202**01**
		Bank	1202**02**
		Bullion Storage	1202**03**
		Economic Infrastructure Asset	1202**04**
		Federal Reserve Bank	1202**05**
		Financial Exchange	1202**06**
		Financial Services, Other	1202**07**
	Commercial Infrastructure		1**03**00
		Chemical Plant	1203**01**
		Firearms Manufacturer	1203**02**
		Firearms Retailer	1203**03**
		Hazardous Material Production	1203**04**
		Hazardous Material Storage	1203**05**
		Industrial Site	1203**06**
		Landfill	1203**07**
		Pharmaceutical Manufacturer	1203**08**
		Contaminated Hazardous Waste Site	1203**09**
		Toxic Release Inventory	1203**10**
	Educational Facilities Infrastructure		1**04**00
		College/University	1204**01**
		School	1204**02**
	Energy Facility Infrastructure		1**05**00
		Electric Power	1205**01**
		Generation Station	1205**02**
		Natural Gas Facility	1205**03**
		Petroleum Facility	1205**04**
		Petroleum/Gas/Oil	1205**05**
		Propane Facility	1205**06**
	Government Site Infrastructure		1**06**00

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TABLE A-XXVII. Land installation entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
	Medical Infrastructure		12**07**00
		Medical	1207**01**
		Medical Treatment Facility (Hospital)	1207**02**
	Military Infrastructure		12**08**00
		Military Armory	1208**01**
		Military Base	1208**02**
	Postal Services Infrastructure		12**09**00
		Postal Distribution Center	1209**01**
		Post Office	1209**02**
	Public Venues Infrastructure		12**10**00
		Enclosed Facility	1210**01**
		Open Facility	1210**02**
		Recreational Area	1210**03**
		Religious Institution	1210**04**
	Special Needs Infrastructure		12**11**00
		Adult Day Care	1211**01**
		Child Day Care	1211**02**
		Elder Care	1211**03**
	Telecommunications Infrastructure		12**12**00
		Broadcast Transmitter Antennae	1212**01**
		Telecommunications	1212**02**
		Telecommunications Tower	1212**03**
	Transportation Infrastructure		12**13**00
		Airport/Air Base	1213**01**
		Air Traffic Control Facility	1213**02**
		Bus Station	1213**03**
		Ferry Terminal	1213**04**
		Helicopter Landing Site	1213**05**
		Maintenance Facility	1213**06**
		Railhead/Railroad Station	1213**07**
		Rest Stop	1213**08**
		Sea Port/Naval Base	1213**09**
		Ship Yard	1213**10**
		Toll Facility	1213**11**
		Traffic Inspection Facility	1213**12**
		Tunnel	1213**13**
	Water Supply Infrastructure		12**14**00
		Control Valve	1214**01**
		Dam	1214**02**

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TABLE A-XXVII. Land installation entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
		Discharge Outfall	1214**03**
		Ground Water Well	1214**04**
		Pumping Station	1214**05**
		Reservoir	1214**06**
		Storage Tower	1214**07**
		Surface Water Intake	1214**08**
		Wastewater Treatment Facility	1214**09**
		Water	1214**10**
		Water Treatment	1214**11**

TABLE A-XXVIII. Land installation sector 1 modifier.

First Modifier	MIL–STD–2525D Code	Remarks.
Unspecified	00	
Biological	01	
Chemical	02	
Nuclear	03	
Radiological	04	
Decontamination	05	
Coal	06	Used with Electric Power
Geothermal	07	Used with Electric Power
Hydroelectric	08	Used with Electric Power
Natural Gas	09	Used with Electric Power
Petroleum	10	Used with Electric Power
Civilian	11	Operation
Civilian Telephone	12	Telecommunication
Civilian Television	13	Telecommunication
Reserved for Future Use	14-98	Assigned by SSMC/JSP only
Version Extension Flag	99	

TABLE A-XXIX. Land installation sector 2 modifier.

First Modifier	MIL–STD–2525D Code	Remarks.
Unspecified	00	
Biological	01	Used with CRBN
Chemical	02	Used with CRBN
Nuclear	03	Used with CRBN
Radiological	04	Used with CRBN
Atomic Energy Reactor	05	Used with CRBN
Nuclear Material Production	06	Used with CRBN

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TABLE A-XXIX. Land installation sector 2 modifier - Continued.

Nuclear Material Storage	07	Used with CRBN
Weapons Grade	08	Used with CRBN
Reserved for Future Use	09-98	Assigned by SSMC/JSP only
Version Extension Flag	99	

A.5.4.9 Control measure (25).

TABLE A-XXX. Control measure entity/entity type/entity subtype.

Entity (Digits 1and 2)	**Entity Type** (Digits 3 and 4)	**Entity Subtype** (Digits 5 and 6)	**Code** Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
Command and Control Lines			**11**0000
	Boundary		11**01**00
		Lateral	1101**01**
		Forward	1101**02**
		Rear	1101**03**
	Light Line		11**02**00
Command and Control Areas			**12**0000
	Area of Operations		12**01**00
	Named Area of Interest		12**02**00
	Targeted Area of Interest		12**03**00
	Airfield Zone		12**04**00
Command and Control Points			**13**0000
	Unspecified Control Point		13**01**00
	Amnesty Point		13**02**00
	Checkpoint		13**03**00
	Center of Main Effort		13**04**00
	Contact Point		13**05**00
	Coordinating Point		13**06**00
	Decision Point		13**07**00
	Distress Call		13**08**00
	Entry Control Point		13**09**00
	Fly-To-Point		13**10**00
		Sonobuoy	1310**01**
		Weapon	1310**02**
		Normal	1310**03**
	Linkup Point		13**11**00
	Passage Point		13**12**00

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TABLE A-XXX. Control measure entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	**Entity Type** (Digits 3 and 4)	**Entity Subtype** (Digits 5 and 6)	**Code** Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
	Point of Interest		13**13**00
		Launch Event	1313**01**
	Rally Point		13**14**00
	Release Point		13**15**00
	Start Point		13**16**00
	Special Point		13**17**00
	Waypoint		13**18**00
	Airfield		13**19**00
Maneuver Lines			**14**0000
	Forward Line of Troops		14**01**00
		Friendly Present	1401**01**
		Friendly Planned or on Order	1401**02**
		Enemy Known	1401**03**
		Enemy Suspected or Templated	1401**04**
	Line of Contact		14**02**00
	Phase Line		14**03**00
	Forward Edge of the Battle Area		14**04**00
		Proposed or On Order	1404**01**
	Principle Direction of Fire		14**05**00
	Direction of Attack		14**06**00
		Friendly Aviation	1406**01**
		Friendly Main Attack /Decisive	1406**02**
		Friendly Supporting Attack	1406**03**
		Friendly Planned or On Order	1406**04**
		Feint	1406**05**
		Enemy Confirmed	1406**06**
		Enemy Templated or Suspected	1406**07**
	Final Coordination Line		14**07**00
	Infiltration Lane		14**08**00
	Limit of Advance		14**09**00
	Line of Departure		14**10**00
	Line of Departure/Line of Contact		14**11**00
	Probable Line of Deployment		14**12**00
	Airhead Line		14**13**00
	Bridgehead Line		14**14**00
	Holding Line		14**15**00
	Release Line		14**16**00
	Ambush		14**17**00
Maneuver Areas			**15**0000

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TABLE A-XXX. Control measure entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	**Entity Type** (Digits 3 and 4)	**Entity Subtype** (Digits 5 and 6)	**Code** Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
	Area		15**01**00
		Friendly	1501**01**
		Friendly Planned or On Order	1501**02**
		Enemy Known or Confirmed	1501**03**
		Enemy Suspected	1501**04**
	Assembly Area		15**02**00
	Occupied Assembly Area		15**03**00
		Offset Unit	1503**01**
		Offset Units	1503**02**
	Proposed or On Order		15**04**00
	Action Area		15**05**00
		Joint Tactical Action Area (JTAA)	1505**01**
		Submarine Action Area (SAA)	1505**02**
		Submarine-Generated Action Area (SGAA)	1505**03**
	Drop Zone		15**06**00
	Extraction Zone		15**07**00
	Landing Zone		15**08**00
	Pick–Up Zone		15**09**00
	Fortified Area		15**10**00
	Limited Access Area		15**11**00
	Battle Position		15**12**00
		Planned	1512**01**
		Prepared (P) but not Occupied	1512**02**
		Strong Point	1512**03**
		Contain	1512**04**
		Retain	1512**05**
	Engagement Area (EA)		15**13**00
	Axis of Advance		15**14**00
		Friendly Airborne/Aviation	1514**01**
		Attack Helicopter	1514**02**
		Main Attack	1514**03**
		Supporting Attack	1514**04**
		Supporting Attack Planned or On Order	1514**05**
		Feint	1514**06**
		Enemy Confirmed	1514**07**
		Enemy Templated or Suspected	1514**08**
	Assault Position		15**15**00
	Attack Position		15**16**00

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TABLE A-XXX. Control measure entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	**Entity Type** (Digits 3 and 4)	**Entity Subtype** (Digits 5 and 6)	**Code** Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
	Objective		15**17**00
	Encirclement		15**18**00
		Friendly	1518**01**
		Enemy	1518**02**
	Penetration Box		15**19**00
	Attack by Fire Position		15**20**00
	Support by Fire		15**21**00
	Search Area/Reconnaissance Area		15**22**00
Maneuver Points			**16**0000
	Observation Post/Outpost (unspecified)		16**01**00
	Observation Post/Outpost (specified)		16**02**00
		Reconnaissance Outpost	1602**01**
		Forward Observer Outpost	1602**02**
		CBRN Observation Outpost	1602**03**
		Sensor Outpost /Listening Post	1602**04**
		Combat Outpost	1602**05**
	Target Reference Point		16**03**00
	Point of Departure		16**04**00
Airspace Control (Corridors) Areas			**17**0000
	Air Corridor		17**01**00
		With Multiple Segments	1701**01**
	Low Level Transit Route		17**02**00
	Minimum–Risk Route		17**03**00
	Safe Lane		17**04**00
	Standard Use Army Aircraft Flight Route		17**05**00
	Transit Corridor		17**06**00
	Unmanned Aircraft (UA) Route		17**07**00
	Base Defense Zone		17**08**00
	High–Density Airspace Control Zone		17**09**00
	Restricted Operations Zone		17**10**00
	Air-to-Air Restricted Operating Zone		17**11**00
	Unmanned Aircraft Restricted Operating Zone		17**12**00
	Weapon Engagement Zone		17**13**00

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TABLE A-XXX. Control measure entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	**Entity Type** (Digits 3 and 4)	**Entity Subtype** (Digits 5 and 6)	**Code** Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
	Fighter Engagement Zone		171**4**00
	Joint Engagement Zone		171**5**00
	Missile Engagement Zone		171**6**00
	Low Altitude Missile Engagement Zone		171**7**00
	High Altitude Missile Engagement Zone		171**8**00
	Short Range Air Defense Engagement Zone		171**9**00
	Weapons Free Zone		172**0**00
Airspace Control Points			**18**0000
	Air Control Point		18**0**100
	Communications Checkpoint		18**0**200
	Downed Aircraft Pick–up Point		18**0**300
	Pop–up Point		18**0**400
	Air Control Rendezvous		18**0**500
	Tactical Air Navigation (TACAN)		18**0**600
	Combat Air Patrol (CAP)Station		18**0**700
	Airborne Early Warning (AEW) Station		18**0**800
	ASW (Helo and F/W) Station		18**0**900
	Strike Initial Point		18**1**000
	Replemenshment Station		18**1**100
	Tanking		18**1**200
	Antisubmarine Warfare, Rotary Wing		18**1**300
	Surface Combat Air Patrol (SUCAP)– Fixed Wing		18**1**400
	SUCAP – Rotary Wing		18**1**500
	MIW – Fixed Wing		18**1**600
	MIW – Rotary Wing		18**1**700
	Tomcat		18**1**800
	Rescue		18**1**900
	Unmanned Aerial System (UAS/UA)		18**2**000
	Vertical Takeoff and Landing (VTOL) Tactical Unmanned Aircraft (VTUA)		18**2**100
	Orbit		18**2**200
	Orbit – Figure Eight		18**2**300

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TABLE A-XXX. Control measure entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	**Entity Type** (Digits 3 and 4)	**Entity Subtype** (Digits 5 and 6)	**Code** Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
	Orbit – Race Track		18**24**00
	Orbit – Random Closed		18**25**00
Airspace Control Lines			**19**0000
	Identification Friend or Foe Off Line		19**01**00
	Identification Friend or Foe On Line		19**02**00
Maritime Control Areas			**20**0000
	Launch Area		20**01**00
		Ellipse/Circle	2001**01**
	Defended Area		20**02**00
		Ellipse/Circle	2002**01**
		Rectangle	2002**02**
	No Attack (NOTACK) Zone		20**03**00
	Ship Area of Interest		20**04**00
		Ellipse/Circle	2004**01**
		Rectangle	2004**02**
	Active Maneuver Area		20**05**00
	Cued Acquisition Doctrine		20**06**00
	Radar Search Doctrine		20**07**00
Maritime Control Points			**21**0000
	Plan Ship		21**01**00
	Aim Point		21**02**00
	Defended Asset		21**03**00
	Drop Point		21**04**00
	Entry Point		21**05**00
	Air Detonation		21**06**00
	Ground Zero		21**07**00
	Impact Point		21**08**00
	Predicted Impact Point		21**09**00
	Launched Torpedo		21**10**00
	Missile Detection Point		21**11**00
	Acoustic Countermeasure (Decoy)		21**12**00
	Electronic Countermeasures (ECM) Decoy		21**13**00
	Brief Contact		21**14**00
	Datum Lost Contact		21**15**00

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TABLE A-XXX. Control measure entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	**Entity Type** (Digits 3 and 4)	**Entity Subtype** (Digits 5 and 6)	**Code** Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
	BT Buoy Drop		211**6**00
	Reported Bottomed Sub		211**7**00
	Moving Haven		211**8**00
	Screen Center		211**9**00
	Lost Contact		212**0**00
	Sinker		212**1**00
	Trial Track		212**2**00
	Acoustic Fix		212**3**00
	Electromagnetic Fix		212**4**00
	Electromagnetic – Magnetic Anomaly Detection (MAD)		212**5**00
	Optical Fix		212**6**00
	Formation		212**7**00
	Harbor		212**8**00
	Harbor Entrance Point		212**9**00
		A	21290**1**
		Q	21290**2**
		X	21290**3**
		Y	21290**4**
	Dip Position		213**0**00
	Search		213**1**00
	Search Area		213**2**00
	Search Center		213**3**00
	Navigational Reference Point		213**4**00
	Sonobuoy		213**5**00
		Ambient Noise	21350**1**
		Air Transportable Communication	21350**2**
		Barra	21350**3**
		Bathythermograph Transmitting	21350**4**
		Command Active Multi-Beam (CAMBS)	21350**5**
		Command Active Sonobuoy Directional Command Active Sonobuoy System (CASS)	21350**6**
		DirectionalFrequency Analysis and Recording (DIFAR)	21350**7**
		Directional Command Active Sonobuoy System (DICASS)	21350**8**
		Expendable Reliable Acoustic Path Sonobuoy (ERAPS)	21350**9**

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TABLE A-XXX. Control measure entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	**Entity Type** (Digits 3 and 4)	**Entity Subtype** (Digits 5 and 6)	**Code** Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
		Expired	2135**10**
		Kingpin	2135**11**
		Low Frequency Analysis and Recording (LOFAR)	2135**12**
		Pattern Center	2135**13**
		Range Only	2135**14**
		Vertical Line Array Directional Frequency Analysis and Recording (DIFAR)	2135**15**
	Reference Point		21**36**00
	Special Point		21**37**00
	Navigational Reference Point(Points)		21**38**00
	Data Link Reference Point		21**39**00
	Forward Observer / Spotter Position		21**40**00
	Vital Area Center		21**41**00
	Corridor Tab Point		21**42**00
	Enemy Point		21**43**00
	Marshall Point		21**44**00
	Position and Intended Movement (PIM)		21**45**00
	Pre-Landfall Waypoint		21**46**00
	Estimated Position (EP)		21**47**00
	Waypoint		21**48**00
	General Subsurface Station		21**49**00
	Submarine Subsurface Station		21**50**00
	Submarine Antisubmarine Warfare Subsurface Station		21**51**00
	Unmanned Underwater Vehicle Subsurface Station		21**52**00
	Antisubmarine Warfare (ASW) Unmanned Underwater Vehicle Subsurface Station		21**53**00
	Mine Warfare Unmanned Underwater Vehicle Subsurface Station		21**54**00
	Surface Warfare Unmanned Underwater Vehicle Subsurface Station		21**55**00
	General Surface Station		21**56**00

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TABLE A-XXX. Control measure entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	**Entity Type** (Digits 3 and 4)	**Entity Subtype** (Digits 5 and 6)	**Code** Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
	Antisubmarine Warfare (ASW) Surface Station		21**5**700
	Mine Warfare Surface Station		21**58**00
	Non-Combatant Surface Station		21**59**00
	Picket Surface Station		21**60**00
	Rendezvous Surface Station		21**61**00
	Replenishment at Sea Surface Station		21**62**00
	Rescue Surface Station		21**63**00
	Surface Warfare Surface Station		21**64**00
	Unmanned Underwater Vehicle Surface Station		21**65**00
	Antisubmarine Warfare (ASW) Unmanned Underwater Vehicle Surface Station		21**66**00
	Mine Warfare Unmanned Underwater Vehicle Surface Station		21**67**00
	Remote Multi-Mission Vehicle Mine Warfare Unmanned Underwater Surface Station		21**68**00
	Surface Warfare Mine Warfare Unmanned Underwater Vehicle Surface Station		21**69**00
	Shore Control Station		21**70**00
	General Route		21**71**00
	Diversion Route		21**72**00
	Position and Intended Movement (PIM) Route		21**73**00
	Picket Route		21**74**00
	Point R Route		21**75**00
	Rendezvous Route		21**76**00
	Waypoint Route		21**77**00
	Clutter, Stationary or Cease Reporting		21**78**00
	Tentative or Provisional Track		21**79**00
	Distressed Vessel		21**80**00
	Ditched Aircraft/Downed Aircraft		21**81**00
	Person in Water/Bailout		21**82**00
	Iceberg		21**83**00
	Navigational		21**84**00

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TABLE A-XXX. Control measure entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	**Entity Type** (Digits 3 and 4)	**Entity Subtype** (Digits 5 and 6)	**Code** Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
	Oil Rig		21**85**00
	Sea Mine–Like		21**86**00
	Bottom Return/Non-Mine, Mine-Like Bottom Object (NOMBO)		21**87**00
	Bottom Return/Non-Mine, Mine-Like Bottom Object (NOMBO)/Installation Manmade		21**88**00
		Marine Life	21**89**00
		Sea Anomaly (Wake, Current, Knuckle)	21**90**00
		Bottom Return/Non-MILCO, Wreck, Dangerous	21**91**00
		Bottom Return/Non-MILCO, Wreck, Non Dangerous	21**92**00
Maritime Control Lines			**22**0000
	Bearing Line		22**01**00
		Electronic	2201**01**
		Electronic Warfare (EW)	2201**02**
		Acoustic	2201**03**
		Acoustic (Ambiguous)	2201**04**
		Torpedo	2201**05**
		Electro-Optical Intercept	2201**06**
		Jammer	2201**07**
		Radio Direction Finder (RDF)	2201**08**
Deception			**23**0000
	Decoy/Dummy		23**01**00
	Decoy/Dummy/Feint		23**02**00
Fires Areas			**24**0000
	Airspace Coordination Area		24**01**00
		Irregular	2401**01**
		Rectangular	2401**02**
		Circular	2401**03**
	Free Fire Area		24**02**00
		Irregular	2402**01**
		Rectangular	2402**02**
		Circular	2402**03**
	No Fire Area		24**03**00
		Irregular	2403**01**
		Rectangular	2403**02**
		Circular	2403**03**

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TABLE A-XXX. Control measure entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
	Restricted Fire Area		24**04**00
		Irregular	2404**01**
		Rectangular	2404**02**
		Circular	2404**03**
	Position Area For Artillery (PAA)		24**05**00
		Rectangular	2405**01**
		Circular	2405**02**
	Point Targets		24**06**00
		Point or Single Target	2406**01**
		Nuclear Target	2406**02**
		Target-Recorded	2406**03**
	Linear Targets		24**07**00
		Linear Target	2407**01**
		Linear Smoke Target	2407**02**
		Final Protective Fire (FPF)	2407**03**
	Area Targets		24**08**00
		Area Target	2408**01**
		Rectangular Target	2408**02**
		Circular Target	2408**03**
		Rectangular Target – Single Target	2408**04**
		Series or Groups of Targets	2408**05**
		Smoke	2408**06**
		Smoke Planned or On Order	2408**07**
		Bomb Area	2408**08**
	Fire Support Station		24**09**00
	Fire Support Area		24**10**00
		Irregular	2410**01**
		Rectangular	2410**02**
		Circular	2410**03**
	Artillery Target Intelligence Zone		24**11**00
		Irregular	2411**01**
		Rectangular	2411**02**
		Circular	2411**03**
	Call for Fire Area		24**12**00
		Irregular	2412**01**
		Rectangular	2412**02**
		Circular	2412**03**
	Censor Area		24**13**00

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TABLE A-XXX. Control measure entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	**Entity Type** (Digits 3 and 4)	**Entity Subtype** (Digits 5 and 6)	**Code** Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
		Irregular	2413**01**
		Rectangular	2413**02**
		Circular	2413**03**
	Critical Friendly Area		24**14**00
		Irregular	2414**01**
		Rectangular	2414**02**
		Circular	2414**03**
	Dead Space Area		24**15**00
		Irregular	2415**01**
		Rectangular	2415**02**
		Circular	2415**03**
	Sensor Area		24**16**00
		Irregular	2416**01**
		Rectangular	2416**02**
		Circular	2416**03**
	Target Build–up Area		24**17**00
		Irregular	2417**01**
		Rectangular	2417**02**
		Circular	2417**03**
	Target Value Area		24**18**00
		Irregular	2418**01**
		Rectangular	2418**02**
		Circular	2418**03**
	Zone of Responsibility		24**19**00
		Irregular	2419**01**
		Rectangular	2419**02**
		Circular	2419**03**
	Terminally Guided Munition Footprint (TGMF)		24**20**00
	Weapon/Sensor Range fan, Circular		24**21**00
	Weapon/Sensor Range fan, Sector		24**22**00
	Kill Box		24**23**00
		Irregular, Blue	2423**01**
		Rectangular, Blue	2423**02**
		Circular, Blue	2423**03**
		Irregular, Purple	2423**04**
		Rectangular, Purple	2423**05**
		Circular, Purple	2423**06**

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TABLE A-XXX. Control measure entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	**Entity Type** (Digits 3 and 4)	**Entity Subtype** (Digits 5 and 6)	**Code** Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
Fires Points			**25**0000
	Firing Point		25**01**00
	Hide Point		25**02**00
	Launch Point		25**03**00
	Reload Point		25**04**00
	Survey Control Point		25**05**00
Fire Lines			**26**0000
	Fire Support Coordination Line (FSCL)		26**01**00
	Coordinated Fire Line (CFL)		26**02**00
	No Fire Line		26**03**00
	Battlefield Coordination Line		26**04**00
	Restrictive Fire Line		26**05**00
	Munition Flight Path		26**06**00
Protection Areas			**27**0000
	Obstacle Belt		27**01**00
	Obstacle Zone		27**02**00
	Obstacle Free Zone		27**03**00
	Obstacle Restricted Zone		27**04**00
	Obstacle Effects		27**05**00
		Block	27050**1**
		Disrupt	27050**2**
		Fix	27050**3**
		Turn	27050**4**
	Obstacle Bypass		27**06**00
		Easy	27060**1**
		Difficult	27060**2**
		Impossible	27060**3**
	Minefield		27**07**00
		Completed	27070**1**
		Planned	27070**2**
		Known Enemy	27070**3**
		Suspected or Templated Enemy	27070**4**
		Dummy	27070**5**
		Dummy Dymanic	27070**6**
		Dynamic Depiction	27070**7**
	Mined Area		27**08**00
	Decoy Mined Area		27**09**00
		Fenced	27090**1**

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TABLE A-XXX. Control measure entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	**Entity Type** (Digits 3 and 4)	**Entity Subtype** (Digits 5 and 6)	**Code** Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
	Unexploded Explosive Ordnance (UXO) Area		27**10**00
	Bridge or Gap		27**11**00
	Roadblocks, Craters and Blown Bridges		27**12**00
		Planned	2712**01**
		Explosives, State of Readiness 1 (Safe)	2712**02**
		Explosives, State of Readiness 2 (armed but passable)	2712**03**
		Roadblock Complete (Executed)	2712**04**
	Assault Crossing		27**13**00
	Bridge		27**14**00
	Ford Easy		27**15**00
	Ford Difficult		27**16**00
	Biological Contaminated Area		27**17**00
		Toxic Industrial Material	2717**01**
	Chemical Contaminated Area		27**18**00
		Toxic Industrial Material	2718**01**
	Nuclear Contaminated Area		27**19**00
	Radiological Contaminated Area		27**20**00
		Toxic Industrial Material	2720**01**
	Minimum Safe Distance Zone		27**21**00
	Radiation Dose Rate Contour Lines		27**22**00
Protection Points			**28**0000
	Abatis		28**01**00
	Antipersonnel Mine		28**02**00
		Antipersonnel Mine with Directional Effects	2802**01**
	Antitank Mine		28**03**00
	Antitank Mine with Anti-handling Device		28**04**00
	Wide Area Antitank Mine		28**05**00
	Unspecified Mine		28**06**00
	Booby Trap		28**07**00
	Engineer Regulating Point		28**08**00
	Shelter		28**09**00
	Shelter Above Ground		28**10**00
	Below Ground Shelter		28**11**00
	Fort		28**12**00

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TABLE A-XXX. Control measure entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	**Entity Type** (Digits 3 and 4)	**Entity Subtype** (Digits 5 and 6)	**Code** Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
	Chemical Event		28**13**00
		Toxic Industrial Material	2813**01**
	Biological Event		28**14**00
		Toxic Industrial Material	2814**01**
	Nuclear Event		28**15**00
	Nuclear Fallout Producing Event		28**16**00
	Radiological		28**17**00
		Toxic Industrial Material	2817**01**
	General Decontamination Point/Site		28**18**00
		Alternate	2818**01**
		Equipment	2818**02**
		Troop	2818**03**
		Equipment/Troop	2818**04**
		Operational	2818**05**
		Thorough	2818**06**
		Main Equipment	2818**07**
		Forward Troop	2818**08**
		Wounded Personnel	2818**09**
	Tetrahedrons, Dragons Teeth, and Other Similar Obstacles		28**19**00
		Fixed and Prefabricated	2819**01**
		Movable	2819**02**
		Movable and Prefabricated	2819**03**
	Vertical Obstructions		28**20**00
		Tower, Low	2820**01**
		Tower, High	2820**02**
		Overhead Wire	2820**03**
Protection Lines			**29**0000
	Obstacle Line		29**01**00
	Antitank Obstacles		29**02**00
		Under Construction	2902**01**
		Completed	2902**02**
		Reinforced, with Antitank Mines	2902**03**
		Antitank Wall	2902**04**
	Wire Obstacles		29**03**00
		Unspecified Wire	2903**01**
		Single Fence Wire	2903**02**
		Double Fence Wire	2903**03**

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TABLE A-XXX. Control measure entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	**Entity Type** (Digits 3 and 4)	**Entity Subtype** (Digits 5 and 6)	**Code** Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
		Double Apron Fence	290304
		Low Wire Fence	290305
		High Wire Fence	290306
		Single Concertina	290307
		Double Strand Concertina	290308
		Triple Strand Concertina	290309
	Mine Cluster		290400
	Trip Wire		290500
	Lane		290600
	Ferry		290700
	Raft Site		290800
	Fortified Line		290900
	Fortified Position		291000
Intelligence Lines			300000
	Intelligence Coordination Line		300100
Sustainment Areas			310000
	Detainee Holding Area		310100
	Enemy Prisoner or War Holding Area		310200
	Forward Arming and Refueling Point		310300
	Refugee Holding Area		310400
	Regimental Support Area		310500
	Brigade Support Area		310600
	Division Support Area		310700
Sustainment Points			320000
	Ambulance Exchange Point		320100
	Ammunition Supply Point		320200
	Ammunition Transfer Point		320310
	Cannibalization Point		320400
	Casualty Collection Point		320500
	Civilian Collection Point		320600
	Detainee Collection Point		320700
	Enemy Prisoner of War Collection Point		320800
	Logistics Release Point		320900
	Maintenance Collection Point (MCP)		321000
	Medical Evacuation Point (MEDEVAC) Pick-Up Point		321100

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TABLE A-XXX. Control measure entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	**Entity Type** (Digits 3 and 4)	**Entity Subtype** (Digits 5 and 6)	**Code** Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
	Rearm, Refuel and Resupply Point (R3P)		32**12**00
	Refuel on the Move (ROM) Point		32**13**00
	Traffic Control Post (TCP)		32**14**00
	Trailer Transfer Point (TTP)		32**15**00
	Unit Maintenance Collection Point (UNCP)		32**16**00
	General Supply Point		32**17**00
		NATO Class I Supply Point	3217**01**
		NATO Class II Supply Point	3217**02**
		NATO Class III Supply Point	3217**03**
		NATO Class IV Supply Point	3217**04**
		NATO Class V Supply Point	3217**05**
		NATO Multiple Class Supply Point	3217**06**
		US Class I Supply Point	3217**07**
		US Class II Supply Point	3217**08**
		US Class III Supply Point	3217**09**
		US Class IV Supply Point	3217**10**
		US Class V Supply Point	3217**11**
		US Class VI Supply Point	3217**12**
		US Class VII Supply Point	3217**13**
		US Class VIII Supply Point	3217**14**
		US Class IX Supply Point	3217**15**
		US Class X Supply Point	3217**16**
	Medical Supply Point		32**18**00
Sustainment Lines			**33**0000
	Moving Convoy		33**01**00
	Halted Convoy		33**02**00
	Main Supply Route		33**03**00
		One Way Traffic	3303**01**
		Two Way Traffic	3303**02**
		Alternating Traffic	3303**03**
	Alternate Supply Route		33**04**00
		One Way Traffic	3304**01**
		Two Way Traffic	3304**02**
		Alternating Traffic	3304**03**
Mission Tasks			**34**0000
	Block		34**01**00
	Breach		34**02**00

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TABLE A-XXX. Control measure entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
	Bypass		34**03**00
	Canalize		34**04**00
	Clear		34**05**00
	Counterattack		34**06**00
	Counterattack by Fire		34**07**00
	Delay		34**08**00
	Destroy		34**09**00
	Disrupt		34**10**00
	Fix		34**11**00
	Follow and Assume		34**12**00
	Follow and Support		34**13**00
	Interdict		34**14**00
	Isolate		34**15**00
	Neutralize		34**16**00
	Occupy		34**17**00
	Penetrate		34**18**00
	Relief in Place (RIP)		34**19**00
	Retire/Retirement		34**20**00
	Secure		34**21**00
	Security		34**22**00
		Cover	3422**01**
		Guard	3422**02**
		Screen	3422**03**
	Seize		34**23**00
	Withdraw		34**24**00
	Withdraw Under Pressure		34**25**00

A.5.4.10 Sea surface (30).

TABLE A-XXXI. Sea surface entity/entity type/entity subtype.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
Military			**11**0000
Military Combatant			**12**0000

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TABLE A-XXXI. Sea surface entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
	Carrier		12**01**00
	Surface Combatant, Line		12**02**00
		Battleship	1202**01**
		Cruiser	1202**02**
		Destroyer	1202**03**
		Frigate	1202**04**
		Corvette	1202**05**
		Littoral Combatant Ship	1202**06**
	Amphibious Warfare Ship		12**03**00
		Amphibious Command Ship	1203**01**
		Amphibious Assault, Non-specified	1203**02**
		Amphibious Assault Ship, General	1203**03**
		Amphibious Assault Ship, Multipurpose	1203**04**
		Amphibious Assault Ship, Helicopter	1203**05**
		Amphibious Transport Dock	1203**06**
		Landing Ship	1203**07**
		Landing Craft	1203**08**
	Mine Warfare Ship		12**04**00
		Mine Layer	1204**01**
		Mine Sweeper	1204**02**
		Mine Sweeper, Drone	1204**03**
		Mine Hunter	1204**04**
		Mine Countermeasures	1204**05**
		Mine Countermeasures, Support Ship	1204**06**
	Patrol Boat		12**05**00
		Patrol Craft, Submarine Chaser/Escort, General	1205**01**
		Patrol Ship, General	1205**02**
	Decoy		12**06**00
	Unmanned Surface Water Vehicle (USV)		12**07**00
	Speedboat		12**08**00
		Rigid–Hull Inflatable Boat (RHIB)	1208**01**
	Jet Ski		12**09**00
	Navy Task Organization		12**10**00
		Navy Task Element	1210**01**
		Navy Task Force	1210**02**
		Navy Task Group	1210**03**
		Navy Task Unit	1210**04**

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TABLE A-XXXI. Sea surface entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	**Entity Type** (Digits 3 and 4)	**Entity Subtype** (Digits 5 and 6)	**Code** Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
		Convoy	1210**05**
	Sea-Based X-Band Radar		12**11**00
Military Non Combatant			**13**0000
	Auxiliary Ship		13**01**00
		Ammunition Ship	1301**01**
		Naval Stores Ship	1301**02**
		Auxiliary Flag Ship	1301**03**
		Intelligence Collector	1301**04**
		Oceanographic Research Ship	1301**05**
		Survey Ship	1301**06**
		Hospital Ship	1301**07**
		Naval Cargo Ship	1301**08**
		Combat Support Ship, Fast	1301**09**
		Oiler, Replenishment	1301**10**
		Repair Ship	1301**11**
		Submarine Tender	1301**12**
		Tug, Ocean Going	1301**13**
	Service Craft/Yard		13**02**00
		Barge, not Self–Propelled	1302**01**
		Barge, Self–Propelled	1302**02**
		Tug, Harbor	1302**03**
		Launch	1302**04**
Civilian			**14**0000
	Merchant Ship		14**01**00
		Cargo, General	1401**01**
		Container Ship	1401**02**
		Dredge	1401**03**
		Roll On/Roll Off	1401**04**
		Ferry	1401**05**
		Heavy Lift	1401**06**
		Hovercraft	1401**07**
		Lash Carrier (with Barges)	1401**08**
		Oiler/Tanker	1401**09**
		Passenger	1401**10**
		Tug, Ocean Going	1401**11**
		Tow	1401**12**
		Transport Ship, Hazardous Material	1401**13**
		Junk/Dhwo	1401**14**

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TABLE A-XXXI. Sea surface entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	**Entity Type** (Digits 3 and 4)	**Entity Subtype** (Digits 5 and 6)	**Code** Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
		Barge, not Self–Propelled	1401**15**
		Hospital Ship	1401**16**
	Fishing Vessel		14**02**00
		Drifter	1402**01**
		Trawler	1402**02**
		Dredger	1402**03**
	Law Enforcement Vessel		14**03**00
	Leisure Craft, Sailing		14**04**00
	Leisure Craft, Motorized		14**05**00
		Rigid–Hull Inflatable Boat (RHIB)	1405**01**
		Speedboat	1405**02**
	Jet Ski		14**06**00
	Unmanned Surface Water Vehicle (USV)		14**07**00
Own Ship			**15**0000
Fused Track			**16**0000
Manual Track			**17**0000

TABLE A-XXXII. Sea surface sector 1 modifier.

First Modifier	MIL–STD–2525D Code	Remarks.
Unspecified	00	
Own Ship	01	APP6
Antiair Warfare	02	
Antisubmarine Warfare	03	
Escort	04	
Electronic Warfare	05	
Intelligence, Surveillance, Reconnaissance	06	
Mine Countermeasures	07	
Missile Defense	08	
Medical	09	
Mine Warfare	10	
Remote Multi–Mission Vehicle (USV–only)	11	
Special Operations Forces (SOF)	12	
Surface Warfare	13	
Ballistic Missile	14	
Guided Missile	15	
Other Guided Missile	16	
Torpedo	17	
Drone–Equipped	18	
Helicopter–Equipped/VSTOL	19	

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TABLE A-XXXI. Sea surface entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
Ballistic Missile Defense, Shooter		20	
Ballistic Missile Defense, Long-Range Surveillance and Track (LRS&T)		21	
Sea-Base X-Band		22	
Hijacking		23	
Reserved for Future Use		24-98	Assigned by SSMC/JSP only
Version Extension Flag		99	

TABLE A-XXXIII. Sea surface sector 2 modifier.

Second Modifier	MIL–STD–2525D Code	Remarks.
Unspecified	00	
Nuclear Powered	01	
Heavy	02	
Light	03	
Medium	04	
Dock	05	
Logistics	06	
Tank	07	
Vehicle	08	
Fast	09	
Air–Cushioned (US)	10	
Air–Cushioned (NATO)	11	
Hydrofoil	12	
Autonomous Control	13	
Remotely Piloted	14	
Expendable	15	
Reserved for Future Use	16-98	Assigned by SSMC/JSP only
Version Extension Flag	99	

A.5.4.11 Sea subsurface (35).

TABLE A-XXXIV. Sea Subsurface entity/entity type/entity subtype.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
Military			**11**0000
	Submarine		11**01**00

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TABLE A-XXXIV. Sea Subsurface entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	**Entity Type** (Digits 3 and 4)	**Entity Subtype** (Digits 5 and 6)	**Code** Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
		Submarine, Surfaced	1101**01**
		Submarine, Snorkeling	1101**02**
		Submarine, Bottomed	1101**03**
	Other Submersible		11**02**00
	Nonsubmarine		11**03**00
	Autonomous Underwater Vehicle (AUV)/Unmanned Underwater Vehicle (UUV)		11**04**00
	Diver		11**05**00
Civilian			**12**0000
	Submersible		12**01**00
	Autonomous Underwater Vehicle (AUV)/ Unmanned Underwater Vehicle (UUV)		12**02**00
	Diver		12**03**00
Weapon			**13**0000
	Torpedo		13**01**00
	Improvised Explosive Device (IED)		13**02**00
	Decoy		13**03**00
Echo Tracker Classifier (ETC) / Possible Contact (POSCON)			**14**0000
Fused Track			**15**0000
Manual Track			**16**0000

TABLE A-XXXV. Sea subsurface sector 1 modifier.

First Modifier	MIL–STD–2525D Code	Remarks.
Unspecified	00	
Antisubmarine Warfare	01	
Auxiliary	02	
Command and Control	03	
Intelligence, Surveillance, Reconnaissance	04	
Mine Countermeasures	05	
Mine Warfare	06	
Surface Warfare	07	
Attack	08	
Ballistic Missile	09	
Guided Missile	10	

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TABLE A-XXXV. Sea subsurface sector 1 modifier - Continued.

First Modifier	MIL–STD–2525D Code	Remarks.
Other Guided Missile	11	
Special Operations Forces (SOF)	12	
Possible Submarine Low 1	13	
Possible Submarine Low 2	14	
Possible Submarine High 3	15	
Possible Submarine High 4	16	
Probable Submarine	17	
Certain Submarine	18	
Anti-torpedo Torpedo	19	
Hijacking/Highjacked	20	
Reserved for Future Use	21-98	Assigned by SSMC/JSP only
Version Extension Flag	99	

TABLE A-XXXVI. Sea subsurface sector 2 modifier.

Second Modifier	MIL–STD–2525D Code	Remarks.
Unspecified	00	
Air Independent Propulsion	01	
Diesel Electric, General	02	
Diesel – Type 1	03	
Diesel – Type 2	04	
Diesel – Type 3	05	
Nuclear Powered, General	06	
Nuclear – Type 1	07	
Nuclear – Type 2	08	
Nuclear – Type 3	09	
Nuclear – Type 4	10	
Nuclear – Type 5	11	
Nuclear – Type 6	12	
Nuclear – Type 7	13	
Autonomous Control	14	
Remotely Piloted	15	
Expendable	16	
Reserved for Future Use	17-98	Assigned by SSMC/JSP only
Version Extension Flag	99	

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A.5.4.12 Mine warfare (36).

TABLE A-XXXVII. Mine warfare entity/entity type/entity subtype.

Entity (Digits 1and 2)	**Entity Type** (Digits 3 and 4)	**Entity Subtype** (Digits 5 and 6)	**Code** Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
Sea Mine, General			**11**0000
	Sea Mine, Bottom		11**01**00
	Sea Mine, Moored		11**02**00
	Sea Mine, Floating		11**03**00
	Sea Mine, Rising		11**04**00
	Sea Mine, Other Position		11**05**00
	Kingfisher		11**06**00
	Small Object, Mine–Like		11**07**00
	Exercise Mine, General		11**08**00
		Exercise Mine, Bottom	1108**01**
		Exercise Mine, Moored	1108**02**
		Exercise Mine, Floating	1108**03**
		Exercise Mine, Rising	1108**04**
	Neutralized Mine, General		11**09**00
		Neutralized Mine, Bottom	1109**01**
		Neutralized Mine, Moored	1109**02**
		Neutralized Mine, Floating	1109**03**
		Neutralized Mine, Rising	1109**04**
		Neutralized Mine, Other Position	1109**05**
Unexploded Ordnance			**12**0000
Sea Mine Decoy			**13**0000
	Sea Mine Decoy, Bottom		13**01**00
	Sea Mine Decoy, Moored		13**02**00
Mine–Like Contact (MILCO)			**14**0000
	MILCO - General		14**01**00
		MILCO - General, Confidence Level 1	1401**01**
		MILCO - General, Confidence Level 2	1401**02**
		MILCO - General, Confidence Level 3	1401**03**
		MILCO - General, Confidence Level 4	1401**04**
		MILCO - General, Confidence Level 5	1401**05**
	MILCO - Bottom		14**02**00

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TABLE A-XXXVII. Mine warfare entity/entity type/entity subtype.

Entity (Digits 1and 2)	**Entity Type** (Digits 3 and 4)	**Entity Subtype** (Digits 5 and 6)	**Code** Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
		MILCO - Bottom, Confidence Level 1	1402**01**
		MILCO - Bottom, Confidence Level 2	1402**02**
		MILCO - Bottom, Confidence Level 3	1402**03**
		MILCO - Bottom, Confidence Level 4	1402**04**
		MILCO - Bottom, Confidence Level 5	1402**05**
	MILCO - Moored		14**03**00
		MILCO - Moored, Confidence Level 1	1403**01**
		MILCO - Moored, Confidence Level 2	1403**02**
		MILCO - Moored, Confidence Level 3	1403**03**
		MILCO - Moored, Confidence Level 4	1403**04**
		MILCO - Moored, Confidence Level 5	1403**05**
	MILCO - Floating		14**04**00
		MILCO - Floating, Confidence Level 1	1404**01**
		MILCO - Floating, Confidence Level 2	1404**02**
		MILCO - Floating, Confidence Level 3	1404**03**
		MILCO - Floating, Confidence Level 4	1404**04**
		MILCO - Floating, Confidence Level 5	1404**05**
Mine–Like Echo (MILEC), General			**15**0000
	Mine–Like Echo, Bottom		15**01**00
	Mine–Like Echo, Moored		15**02**00
	Mine–Like Echo, Floating		15**03**00
Negative Reacquisition, General			**16**0000
	Negative Reacquisition, Bottom		16**01**00
	Negative Reacquisition, Moored		16**02**00
	Negative Reacquisition, Floating		16**03**00

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TABLE A-XXXVII. Mine warfare entity/entity type/entity subtype.

Entity (Digits 1and 2)	**Entity Type** (Digits 3 and 4)	**Entity Subtype** (Digits 5 and 6)	**Code** Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
Obstructor			**17**0000
	Neutralized Obstructor		17**01**00
General Mine Anchor			**18**0000
Non-Mine Mine–Like Object (NMLO), General			**19**0000
	Non-Mine Mine–Like Object, Bottom		19**01**00
	Non-Mine Mine–Like Object, Moored		19**02**00
	Non-Mine Mine–Like Object, Floating		19**03**00
Environmental Report Location			**20**0000
Dive Report Location			**21**0000

A.5.4.13 Activities (40).

TABLE A-XXXVIII. Activities entity/entity type/entity subtype.

Entity (Digits 1and 2)	**Entity Type** (Digits 3 and 4)	**Entity Subtype** (Digits 5 and 6)	**Code** Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
Incident			**11**0000
	Criminal Activity Incident		11**01**00
		Arrest	1101**01**
		Arson	1101**02**
		Attempted Criminal Activity	1101**03**
		Drive-by Shooting	1101**04**
		Drug Related	1101**05**
		Extortion	1101**06**
		Graffiti	1101**07**
		Killing	1101**08**
		Poisoning	1101**09**
		Civil Rioting	1101**10**
		Booby Trap	1101**11**

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TABLE A-XXXVIII. Activities entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
		Home Eviction	1101**12**
		Black Marketing	1101**13**
		Vandalism/Loot/Ransack/Plunder	1101**14**
		Jail Break	1101**15**
		Robbery	1101**16**
		Theft	1101**17**
		Burglary	1101**18**
		Smuggling	1101**19**
		Rock Throwing	1101**20**
		Dead Body	1101**21**
		Sabotage	1101**22**
		Suspicious Activity	1101**23**
	Bomb/Bombing		11**02**00
		Bomb Threat	1102**01**
	IED Event		11**03**00
		IED Explosion	1103**01**
		Premature IED Explosion	1103**02**
		IED Cache	1103**03**
		IED Suicide Bomber	1103**04**
	Shooting		11**04**00
		Sniping	1104**01**
	Illegal Drug Operation		11**05**00
		Trafficking	1105**01**
		Illegal Drug Lab	1105**02**
	Explosion		11**06**00
		Grenade Explosion	1106**01**
		Incendiary Explosion	1106**02**
		Mine Explosion	1106**03**
		Mortar Fire Explosion	1106**04**
		Rocket Explosion	1106**05**
		Bomb Explosion	1106**06**
Civil Disturbance			**12**0000
	Demonstration		12**01**00
Operation			**13**0000
	Patrolling		13**01**00
	Military Information Support Operation (MISO)		13**02**00
		TV and Radio Propaganda	13**02**01
	Foraging/Searching		13**03**00
	Recruitment		13**04**00

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TABLE A-XXXVIII. Activities entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
		Willing	1304**01**
		Coerced/Impressed	1304**02**
	Mine Laying		13**05**00
	Spy		13**06**00
	Warrant Served		13**07**00
	Exfiltration		13**08**00
	Infiltration		13**09**00
	Meeting		13**10**00
		Polling Place/Election	1310**01**
	Raid on House		13**11**00
	Emergency Operation		13**12**00
		Emergency Collection Evacuation Point	1312**01**
		Emergency Food Distribution	1312**02**
		Emergency Incident Command Center	1312**03**
		Emergency Operations Center	1312**04**
		Emergency Public Information Center	1312**05**
		Emergency Shelter	1312**06**
		Emergency Staging Area	1312**07**
		Emergency Water Distribution Center	1312**08**
	Emergency Medical Operation		13**13**00
		EMT Station Location	1313**01**
		Health Department Facility	1313**02**
		Medical Facilities Outpatient	1313**03**
		Morgue	1313**04**
		Pharmacy	1313**05**
		Triage	1313**06**
	Fire Fighting Operation		13**14**00
		Fire Hydrant	1314**01**
		Fire Station	1314**02**
		Other Water Supply Location	1314**03**
	Law Enforcement Operation		13**15**00
		Bureau of Alcohol, Tobacco, Firearms and Explosives (ATF) (Department of Justice)	1315**01**
		Border Patrol	1315**02**
		Customs Service	1315**03**
		Drug Enforcement Administration (DEA)	1315**04**
		Department of Justice (DOJ)	1315**05**
		Federal Bureau of Investigation (FBI)	1315**06**

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TABLE A-XXXVIII. Activities entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	**Entity Type** (Digits 3 and 4)	**Entity Subtype** (Digits 5 and 6)	**Code** Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
		Police	131507
		Prison	131508
		United States Secret Service(Treas) (USSS)	131509
		Transportation Security Administration (TSA)	131510
		Coast Guard	131511
		US Marshals Service	131512
		Internal Security Force	131513
Fire Event			140000
	Fire Origin		140100
	Smoke		140200
	Hot Spot		140300
	Non-Residential Fire		140400
	Residential Fire		140500
	School Fire		140600
	Special Needs Fire		140700
	Wild Fire		140800
Hazardous Materials			150000
	Hazardous Materials Incident		150100
		Chemical Agent	150101
		Corrosive Material	150102
		Hazardous when Wet	150103
		Explosive Material	150104
		Flammable Gas	150105
		Flammable Liquid	150106
		Flammable Solid	150107
		Non-Flammable Gas	150108
		Organic Peroxide	150109
		Oxidizer	150110
		Radioactive Material	150111
		Spontaneously Combustible Material	150112
		Toxic Gas	150113
		Toxic Infectious Material	150114
		Unexploded Ordnance	150115
Transportation Incident			160000
	Air-		160100
	Marine-		160200

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TABLE A-XXXVIII. Activities entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
	Rail-		16**03**00
	Vehicle-		16**04**00
	Wheeled Vehicle Explosion		16**05**00
Natural Event			**17**0000
	Geologic		17**01**00
		Aftershock	1701**01**
		Avalanche	1701**02**
		Earthquake Epicenter	1701**03**
		Landslide	1701**04**
		Subsidence	1701**05**
		Volcanic Eruption	1701**06**
		Volcanic Threat	1701**07**
		Cave Entrance	1701**08**
	Hydro-Meteorological		17**02**00
		Drought	1702**01**
		Flood	1702**02**
		Tsunami	1702**03**
	Infestation		17**03**00
		Bird	1703**01**
		Insect	1703**02**
		Microbial	1703**03**
		Reptile	1703**04**
		Rodent	1703**05**
Individual			**18**0000
	Religious Leader		18**01**00
	Speaker		18**02**00

TABLE A-XXXIX. Activities sector 1 modifier.

First Modifier	MIL–STD–2525D Code	Remarks.
Unspecified	00	
Assassination	01	
Execution (Wrongful Killing)	02	
Hijacking/Hijacked	03	
House–to–House	04	
Kidnapping	05	
Murder	06	
Piracy	07	
Rape	08	
Written Military Information Support Operations	09	

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TABLE A-XXXIX. Activities sector 1 modifier - Continued.

First Modifier	MIL–STD–2525D Code	Remarks.
Pirate	10	
False	11	
Find	12	
Found and Cleared	13	
Hoax (Decoy)	14	
Attempted	15	
Accident	16	
Incident	17	
Theft	18	
Reserved for Future Use	19-98	Assigned by SSMC/JSP only
Version Extension Flag	99	

A.5.4.14 Atmospheric (45).

TABLE A-XL. Atmospheric entity/entity type/entity subtype.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
Pressure Systems			**11**0000
	Low Pressure Center		11**01**00
		Cyclone Center	1101**01**
		Tropopause Low	1101**02**
	High Pressure Center		11**02**00
		Anticyclone Center	1102**01**
		Tropopause High	1102**02**
	Frontal Systems		11**03**00
		Cold Front	1103**01**
		Upper Cold Front	1103**02**
		Cold Frontogenesis	1103**03**
		Cold Frontolysis	1103**04**
		Warm Front	1103**05**
		Upper Warm Front	1103**06**
		Warm Frontogenesis	1103**07**
		Warm Frontolysis	1103**08**
		Occluded Front	1103**09**
		Upper Occluded Front	1103**10**
		Occluded Frontolysis	1103**11**
		Stationary Front	1103**12**
		Upper Stationary Front	1103**13**
		Stationary Frontogenesis	1103**14**
		Stationary Frontolysis	1103**15**
	Lines		11**04**00

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TABLE A-XL. Atmospheric entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	**Entity Type** (Digits 3 and 4)	**Entity Subtype** (Digits 5 and 6)	**Code** Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
		Trough Axis	1104**01**
		Upper Trough Axis	1104**02**
		Ridge Axis	1104**03**
		Severe Squall Line	1104**04**
		Instability Line	1104**05**
		Shear Line	1104**06**
		Inter–Tropical Convergence Zone	1104**07**
		Convergence Line	1104**08**
		Inter–Tropical Discontinuity	1104**09**
	Pressure Tendency		11**05**00
		Rise Then Fall Higher	1105**01**
		Rise Then Steady	1105**02**
		Rise	1105**03**
		Rise Then Rise Higher	1105**04**
		Steady	1105**05**
		Fall Then Rise Lower	1105**06**
		Fall Then Steady	1105**07**
		Fall	1105**08**
		Rise Then Fall Lower	1105**09**
Turbulence			**12**0000
	Light		12**01**00
	Moderate		12**02**00
	Severe		12**03**00
	Extreme		12**04**00
	Mountain Waves		12**05**00
Icing			**13**0000
	Clear Icing		13**01**00
		Light	1301**01**
		Moderate	1301**02**
		Severe	1301**03**
	Rime Icing		13**02**00
		Light	1302**01**
		Moderate	1302**02**
		Severe	1302**03**
	Mixed Icing		13**03**00
		Light	1303**01**
		Moderate	1303**02**
		Severe	1303**03**
Winds			**14**0000
	Calm Winds		14**01**00

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TABLE A-XL. Atmospheric entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	**Entity Type** (Digits 3 and 4)	**Entity Subtype** (Digits 5 and 6)	**Code** Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
	Wind Plot		14**02**00
	Jet Stream		14**03**00
	Stream Line		14**04**00
Cloud Cover			**15**0000
	Cloud Coverage Symbols		15**01**00
		Clear Sky	1501**01**
		Few Coverage	1501**02**
		Scattered Coverage	1501**03**
		Broken Coverage	1501**04**
		Overcast Coverage	1501**05**
		Sky Totally or Partially Obscured	1501**06**
Weather Symbols			**16**0000
	Rain		16**01**00
		Intermittent Light	1601**01**
		Continuous Light	1601**02**
		Intermittent Moderate	1601**03**
		Intermittent Moderate/Continuous Moderate	1601**04**
		Intermittent Heavy	1601**05**
		Intermittent Heavy/Continuous Heavy	1601**06**
	Freezing Rain		16**02**00
		Light	1602**01**
		Moderate/Heavy	1602**02**
	Rain Showers		16**03**00
		Light	1603**01**
		Moderate/Heavy	1603**02**
		Torrential	1603**03**
	Drizzle		16**04**00
		Intermittent Light	1604**01**
		Intermittent Light/ Continuous Light	1604**02**
		Intermittent Moderate	1604**03**
		Intermittent Moderate /Continuous Moderate	1604**04**
		Intermittent Heavy	1604**05**
		Intermittent Heavy /Continuous Heavy	1604**06**
	Freezing Drizzle		16**05**00
		Light	1605**01**
		Moderate/Heavy	1605**02**
	Rain and Snow Mixed		16**06**00
		Rain or Drizzle and Snow – Light	1606**01**

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TABLE A-XL. Atmospheric entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
		Rain or Drizzle and Snow – Moderate/Heavy	1606**02**
		Rain and Snow Showers – Light	1606**03**
		Rain and Snow Showers – Moderate/Heavy	1606**04**
	Snow		16**07**00
		Intermittent Light	1607**01**
		Intermittent Light/Continuous Light	1607**02**
		Intermittent Moderate	1607**03**
		Intermittent Moderate /Continuous Moderate	1607**04**
		Intermittent Heavy	1607**05**
		Intermittent Heavy /Continuous Heavy	1607**06**
		Blowing Snow – Light/Moderate	1607**07**
		Blowing Snow – Heavy	1607**08**
	Snow Grains		16**08**00
	Snow Showers		16**09**00
		Light	1609**01**
		Moderate/Heavy	1609**02**
	Hail		16**10**00
		Light not Associated with Thunder	1610**01**
		Moderate/Heavy not Associated with Thunder	1610**02**
	Ice Crystals (Diamond Dust)		16**11**00
	Ice Pellets (Sleet)		16**12**00
		Light	1612**01**
		Moderate	1612**02**
		Heavy	1612**03**
	Inversion		16**13**00
	Storms		16**14**00
		Thunderstorm – No Precipitation	1614**01**
		Thunderstorm Light to Moderate with Rain/Snow – No Hail	1614**02**
		Thunderstorm Heavy with Rain/Snow – No Hail	1614**03**
		Thunderstorm Light to Moderate – With Hail	1614**04**
		Thunderstorm Heavy – With Hail	1614**05**
		Funnel Cloud (Tornado/Waterspout)	1614**06**
		Squall	1614**07**
		Lightning	1614**08**

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TABLE A-XL. Atmospheric entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	**Entity Type** (Digits 3 and 4)	**Entity Subtype** (Digits 5 and 6)	**Code** Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
	Fog		161**5**00
		Shallow Patches	1615**01**
		Shallow Continuous	1615**02**
		Patchy	1615**03**
		Sky Visible	1615**04**
		Sky Obscured	1615**05**
		Freezing, Sky Visible	1615**06**
		Freezing, Sky Obscured	1615**07**
	Mist		161**6**00
	Smoke		161**7**00
	Haze		161**8**00
	Dust or Sand		161**9**00
		Light to Moderate	1619**01**
		Severe	1619**02**
		Dust Devil	1619**03**
		Blowing Dust or Sand	1619**04**
	Tropical Storm Systems		162**0**00
		Tropical Depression	1620**01**
		Tropical Storm	1620**02**
		Hurricane/Typhoon	1620**03**
		Tropical Storm Wind Areas and Date/Time Labels	1620**04**
	Volcanic Eruption		162**1**00
		Volcanic Ash	1621**01**
	Tropopause Level		162**2**00
	Freezing Level		162**3**00
	Precipitation of Unknown Type and Intensity		162**4**00
Bounded Areas of Weather			**17**0000
	Instrument Flight Rule (IFR)		17**01**00
	Marginal Visual Flight Rule (MVFR)		17**02**00
	Turbulence		17**03**00
	Icing		17**04**00
	Liquid Precipitation – Non-Convective Continuous or Intermittent		17**05**00
		Liquid Precipitation – Convective	1705**01**
	Freezing /Frozen Precipitation		17**06**00
	Thunderstorm		17**07**00

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TABLE A-XL. Atmospheric entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
	Fog		17**08**00
	Dust or Sand		17**09**00
	Operator–Defined Freeform		17**10**00
Isopleths			**18**0000
	Isobar – Surface		18**01**00
	Contour – Upper Air		18**02**00
	Isotherm		18**03**00
	Isotach		18**04**00
	Isodrosotherm		18**05**00
	Thickness		18**06**00
	Operator–Defined Freeform		18**07**00
State of the Ground			**19**0000
	Without Snow or Measurable Ice Cover		19**01**00
		Surface Dry Without Cracks or Appreciable Dust or Loose Sand	1901**01**
		Surface Moist	1901**02**
		Surface Wet, Standing Water in Small or Large Pools	1901**03**
		Surface Flooded	1901**04**
		Surface Frozen	1901**05**
		Glaze (Thin Ice) on Ground	1901**06**
		Loose Dry Dust or Sand not Covering Ground Completely	1901**07**
		Thin Loose Dry Dust or Sand Covering Ground Completely	1901**08**
		Moderate/Thick Loose Dry Dust or Sand Covering Ground Completely	1901**09**
		Extremely Dry with Cracks	1901**10**
	With Snow or Measurable Ice Cover		19**02**00
		Predominately Ice Covered	1902**01**
		Compact or Wet Snow (with or without Ice) Covering Less Than One–Half of Ground	1902**02**
		Compact or Wet Snow (with or without Ice) Covering at Least One–Half of Ground, but Ground not Completely Covered	1902**03**
		Even Layer of Compact or Wet Snow Covering Ground Completely	1902**04**

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TABLE A-XL. Atmospheric entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
		Uneven Layer of Compact or Wet Snow Covering Ground Completely	1902**05**
		Loose Dry Snow Covering Less Than One–Half of Ground	1902**06**
		Loose Dry Snow Covering at Least One–Half of Ground, but Ground not Completely Covered	1902**07**
		Even Layer of Loose Dry Snow Covering Ground Completely	1902**08**
		Uneven Layer of Loose Dry Snow Covering Ground Completely	1902**09**
		Snow Covering Ground Completely, Deep Drifts	1902**10**

A.5.4.15 Oceanographic (46).

TABLE A-XLI. Oceanographic entity/entity type/entity subtype.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
Ice Systems			**11**0000
	Icebergs		11**01**00
		Many Icebergs	1101**01**
		Belts and Strips	1101**02**
		General	1101**03**
		Many Icebergs – General	1101**04**
		Bergy Bit	1101**05**
		Many Bergy Bits	1101**06**
		Growler	1101**07**
		Many Growlers	1101**08**
		Floeberg	1101**09**
		Ice Island	1101**10**
	Ice Concentration		11**02**00
		Bergy Water	1102**01**
		Water with Radar Targets	1102**02**
		Ice Free	1102**03**
	Dynamic Processes		11**03**00

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TABLE A-XLI. Oceanographic entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
		Convergence	1103**01**
		Divergence	1103**02**
		Shearing or Shear Zone	1103**03**
		Ice Drift (Direction)	1103**04**
	Sea Ice		11**04**00
		Ice Thickness (Observed)	1104**01**
		Ice Thickness (Estimated)	1104**02**
		Melt Puddles or Flooded Ice	1104**03**
	Limits		11**05**00
		Limits of Visual Observation	1105**01**
		Limits of Under Cast	1105**02**
		Limits of Radar Observation	1105**03**
		Observed Ice Edge or Boundary	1105**04**
		Estimated Ice Edge or Boundary	1105**05**
		Ice Edge or Boundary From Radar	1105**06**
	Openings in the Ice		11**06**00
		Cracks	1106**01**
		Cracks at a Specific Location	1106**02**
		Lead	1106**03**
		Frozen Lead	1106**04**
	Snow Cover		11**07**00
		Sastrugi (with Orientation)	1107**01**
	Topographical Features		11**08**00
		Ridges or Hummocks	1108**01**
		Rafting	1108**02**
		Jammed Brash Barrier	1108**03**
Hydrography			**12**0000
	Depth		12**01**00
		Soundings	1201**01**
		Depth Curve	1201**02**
		Depth Contour	1201**03**
		Depth Area	1201**04**
	Coastal Hydrography		12**02**00
		Coastline	1202**01**
		Island	1202**02**
		Beach	1202**03**
		Water	1202**04**
		Foreshore – Line	1202**05**
		Foreshore – Area	1202**06**
	Ports and Harbors		12**03**00

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TABLE A-XLI. Oceanographic entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
		Ports	120301
		Berths (Onshore)	120302
		Berths (Anchor)	120303
		Anchorage – Point	120304
		Anchorage – Line	120305
		Anchorage – Area	120306
		Call in Point	120307
		Pier/Wharf/Quay	120308
		Fishing Harbor – Point	120309
		Fish Weirs – Point	120310
		Fish Stakes – Point	120311
		Fish Traps – Area	120312
		Facilities	120313
		Drydock	120314
		Landing Place	120315
		Offshore Loading Facility – Point	120316
		Offshore Loading Facility – Line	120317
		Offshore Loading Facility – Area	120318
		Ramp – Above Water	120319
		Ramp – Below Water	120320
		Landing Ring	120321
		Ferry Crossing	120322
		Cable Ferry Crossing	120323
		Dolphin	120324
		Shoreline Protection	120325
		Breakwater/Groin/Jetty – Above Water	120326
		Breakwater/Groin/Jetty – Below Water	120327
		Seawall	120328
	Aids to Navigation		120400
		Beacon	120401
		Buoy Default	120402
		Marker	120403
		Perches/Stakes – Point	120404
		Perches/Stakes – Area	120405
		Light	120406
		Leading Line	120407
		Light Vessel/Light Ship	120408
		Lighthouse	120409
	Dangers/Hazards		120500
		Rock Submerged	120501

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TABLE A-XLI. Oceanographic entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
		Rock Awashed	120502
		Underwater Danger/Hazard	120503
		Foul Ground – Point	120504
		Foul Ground – Area	120505
		Kelp/Seaweed – Point	120506
		Kelp/Seaweed – Area	120507
		Snags/Stumps	120508
		Wreck (Uncovers)	120509
		Wreck (Submerged)	120510
		Breakers	120511
		Reef	120512
		Eddies/Overfalls/Tide Rips	120513
		Discolored Water	120514
	Bottom Features		120600
		Bottom Characteristics - Sand	120601
		Bottom Characteristics - Mud	120602
		Bottom Characteristics - Clay	120603
		Bottom Characteristics - Silt	120604
		Bottom Characteristics - Stones	120605
		Bottom Characteristics - Gravel	120606
		Bottom Characteristics - Pebbles	120607
		Bottom Characteristics - Cobbles	120608
		Bottom Characteristics - Rock	120609
		Bottom Characteristics - Coral	120610
		Bottom Characteristics - Shell	120611
		Qualifying Terms - Fine	120612
		Qualifying Terms - Medium	120613
		Qualifying Terms - Coarse	120614
	Tide and Current		120700
		Water Turbulence	120701
		Current Flow – Ebb	120702
		Current Flow – Flood	120703
		Tide Data Point	120704
		Tide Gauge	120705
Oceanography			130000
	Bioluminescence		130100
		Visual Detection Ratio (VDR) Level 1–2	130101
		VDR Level 2–3	130102
		VDR Level 3–4	130103

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TABLE A-XLI. Oceanographic entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	**Entity Type** (Digits 3 and 4)	**Entity Subtype** (Digits 5 and 6)	**Code** Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
		VDR Level 4–5	1301**04**
		VDR Level 5–6	1301**05**
		VDR Level 6–7	1301**06**
		VDR Level 7–8	1301**07**
		VDR Level 8–9	1301**08**
		VDR Level 9–10	1301**09**
	Beach Slope		13**02**00
		Flat	1302**01**
		Gentle	1302**02**
		Moderate	1302**03**
		Steep	1302**04**
Geophysics/Acoustics			**14**0000
	Mine Warfare (MIW) Bottom Descriptors		14**01**00
		MIW Bottom Sediments - Solid Rock	1401**01**
		MIW Bottom Sediments - Clay	1401**02**
		MIW Bottom Sediments - Very Coarse Sand	1401**03**
		MIW Bottom Sediments - Coarse Sand	1401**04**
		MIW Bottom Sediments - Medium Sand	1401**05**
		MIW Bottom Sediments - Fine Sand	1401**06**
		MIW Bottom Sediments - Very Fine Sand	1401**07**
		MIW Bottom Sediments - Very Fine Silt	1401**08**
		MIW Bottom Sediments - Fine Silt	1401**09**
		MIW Bottom Sediments - Medium Silt	1401**10**
		MIW Bottom Sediments - Coarse Silt	1401**11**
		MIW Bottom Sediments - Boulders	1401**12**
		MIW Bottom Sediments - Cobbles, Oyster Shells	1401**13**
		MIW Bottom Sediments - Pebbles, Shells	1401**14**
		MIW Bottom Sediments - Sand and Shells	1401**15**
		MIW Bottom Sediment - Land	1401**16**
		MIW Bottom Sediment - No Data	1401**17**
		Bottom Roughness - Smooth	1401**18**
		Bottom Roughness - Moderate	1401**19**
		Bottom Roughness - Rough	1401**20**

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TABLE A-XLI. Oceanographic entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	**Entity Type** (Digits 3 and 4)	**Entity Subtype** (Digits 5 and 6)	**Code** Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
		Clutter (Bottom) - Low	1401**21**
		Clutter (Bottom) - Medium	1401**22**
		Clutter (Bottom) - High	1401**23**
		Impact Burial - 0%	1401**24**
		Impact Burial - 0–10%	1401**25**
		Impact Burial - 10–20%	1401**26**
		Impact Burial - 20–75%	1401**27**
		Impact Burial - >75%	1401**28**
		MIW Bottom Category A	1401**29**
		MIW Bottom Category B	1401**30**
		MIW Bottom Category C	1401**31**
		MIW Bottom Type A1	1401**32**
		MIW Bottom Type A2	1401**33**
		MIW Bottom Type A3	1401**34**
		MIW Bottom Type B1	1401**35**
		MIW Bottom Type B2	1401**36**
		MIW Bottom Type B3	1401**37**
		MIW Bottom Type C1	1401**38**
		MIW Bottom Type C2	1401**39**
		MIW Bottom Type C3	1401**40**
Limits			**15**0000
	Maritime Limit Boundary		15**01**00
	Maritime Area		15**02**00
	Restricted Area		15**03**00
	Swept Area		15**04**00
	Training Area		15**05**00
	Operator–Defined		15**06**00
Man–Made Structures			**16**0000
	Submarine Cable		16**01**00
	Submerged Crib		16**02**00
	Canal		16**03**00
	Ford		16**04**00
	Lock		16**05**00
	Oil/Gas Rig		16**06**00
	Oil/Gas Rig Field		16**07**00
	Pipelines/Pipe		16**08**00
	Pile/Piling/Post		16**09**00

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A.5.4.16 Meteorological space (47).

TABLE A-XLII. Meteorological space equipment entity/entity type/entity subtype.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
Space			**11**0000

A.5.4.17 Signals intelligence equipment (50, 51, 52, 53, 54).

TABLE A-XLIII. Signals intelligence equipment entity/entity type/entity subtype.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
Signal Intercept			**11**0000
	Communications		11**01**00
	Jammer		11**02**00
	Radar		11**03**00

TABLE A-XLIV. Signals intelligence equipment sector 1 modifier.

First Modifier	MIL–STD–2525D Code	Remarks.
Unspecified	00	
Anti-Aircraft Fire Control	01	
Airborne Search and Bombing	02	
Airborne Intercept	03	
Altimeter	04	
Airborne Reconnaissance and Mapping	05	
Air Traffic Control	06	
Beacon Transponder (not IFF)	07	
Battlefield Surveillance	08	
Controlled Approach	09	
Controlled Intercept	10	
Cellular/Mobile	11	
Coastal Surveillance	12	
Decoy/Mimic	13	
Data Transmission	14	
Earth Surveillance	15	
Early Warning	16	
Fire Control	17	
Ground Mapping	18	
Height Finding	19	
Harbor Surveillance	20	

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TABLE A-XLIV. Signals intelligence equipment sector 1 modifier - Continued.

First Modifier	MIL–STD–2525D Code	Remarks.
Identification, Friend or Foe (Interrogator)	21	
Instrument Landing System	22	
Ionospheric Sounding	23	
Identification, Friend or Foe (Transponder)	24	
Barrage Jammer	25	
Click Jammer	26	
Deceptive Jammer	27	
Frequency Swept Jammer	28	
Jammer (general)	29	
Noise Jammer	30	
Pulsed Jammer	31	
Repeater Jammer	32	
Spot Noise Jammer	33	
Transponder Jammer	34	
Missile Acquisition	35	
Missile Control	36	
Missile Downlink	37	
Meteorological	38	
Multi-Function	39	
Missile Guidance	40	
Missile Homing	41	
Missile Tracking	42	
Navigational/General	43	
Navigational/Distance Measuring Equipment	44	
Navigation/Terrain Following	45	
Navigational/Weather Avoidance	46	
Omni-Line of Sight (LOS)	47	
Proximity Use	48	
Point-to-Point Line of Sight (LOS)	49	
Instrumentation	50	
Range Only	51	
Sonobuoy	52	
Satellite Downlink	53	
Space	54	
Surface Search	55	
Shell Tracking	56	
Satellite Uplink	57	
Target Acquisition	58	
Target Illumination	59	
Tropospheric Scatter	60	
Target Tracking	61	
Unknown	62	
Video Remoting	63	
Experimental	64	
Reserved for Future Use	65-98	Assigned by SSMC/JSP only
Version Extension Flag	99	

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A.5.4.18 Cyberspace (60).

TABLE A-XLV. Cyberspace entity/entity type/entity subtype.

Entity (Digits 1and 2)	**Entity Type** (Digits 3 and 4)	**Entity Subtype** (Digits 5 and 6)	**Code** Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
Botnet			**11**0000
	Command and Control (C2)		11**01**00
	Herder		11**02**00
	Callback Domain		11**03**00
	Zombie		11**04**00
Infection			**12**0000
	Advanced Persistent Threat (APT)		12**01**00
		APT with C2	12010**1**
		APT with Self Propagation	12010**2**
		APT with C2 and Self Propagation	12010**3**
		APT Other	12010**4**
	Non-Advanced Persistent Threat (NAPT)		12**02**00
		NAPT with C2	12020**1**
		NAPT with Self Propagation	12020**2**
		NAPT with C2 and Self Propagation	12020**3**
		NAPT Other	12020**4**
Health and Status			**13**0000
	Normal		13**01**00
	Network Outage		13**02**00
	Unknown		13**03**00
	Impaired		13**04**00
Device Type			**14**0000
	Core Router		14**01**00
	Router		14**02**00
	Cross Domain Solution		14**03**00
	Mail Server		14**04**00
	Web Server		14**05**00
	Domain Server		14**06**00
	File Server		14**07**00
	Peer-to-Peer Node		14**08**00
	Firewall		14**09**00
	Switch		14**10**00
	Host		14**11**00
	Virtual Private Network (VPN)		14**12**00
Device Domain			**15**0000
	Department of Defense (DoD)		15**01**00

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TABLE A-XLV. Cyberspace entity/entity type/entity subtype - Continued.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
	Government		15**02**00
	Contractor		15**03**00
	Supervisory Control and Data Acquisition (SCADA)		15**04**00
	Non-Government		15**05**00
Effect			**16**0000
	Infection		16**01**00
	Degradation		16**02**00
	Data Spoofing		16**03**00
	Data Manipulation		16**04**00
	Exfiltration		16**05**00
	Power Outage		16**06**00
	Network Outage		16**07**00
	Service Outage		16**08**00
	Device Outage		16**09**00

A.5.5 Third Ten Digits**.** The conditional set C of the SIDC is to accommodate national modifications/additions that are not included in MIL-STD-2525. In particular, when a nation (or approved entity) has a need to transfer symbol information to another allied country/system, then set C provides an approved method to achieve this capability. Set C starts with a three digit number pre-assigned to nations (refer to APP-6 Annex A) which indicates to a recipient the source of the complete 30-digit SIDCs. The fourth digit (if required) is to be used by nations to identify a particular symbol set. The remaining six digits are available for whatever use the source nation decides. To correctly interpret a complete 30-digit SIDC requires the source nation using Set C to provide amplifying documentation to recipients. **Set C should not be used to reinterpret an approved MIL-STD-2525 symbol.**

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APPENDIX B - SPACE SYMBOLS

B.1 SCOPE

B.1.1 Scope. This appendix addresses symbols that support space equipment and weapons in the C2 domain. The tables in this appendix present the icons and modifiers for the space domain. This appendix is divided into two sections (see figure B-1): 1) equipment and platform symbols (see section B.6) and 2) missile symbols (see section B.7). This appendix is a mandatory part of the standard. The information contained herein is intended for compliance.

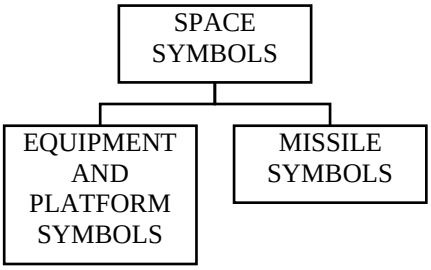

FIGURE B-1. Space appendix sections.

B.2 APPLICABLE DOCUMENTS

Specific documents in 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. This appendix contains technical specifications, a symbol coding scheme, a symbology hierarchy and space symbology.

B.5 DETAILED REQUIREMENTS

B.5.1 Technical specifications. Composition, construction and display of symbols are explained in the detailed requirements section of the standard.

B.5.2 Symbol identification coding scheme. A symbol identification code (SIDC) is a numeric string that may be used to provide the unique identifier necessary to display or exchange symbol information between MIL-STD-2525 compliant systems. Refer to Appendix A for SIDC positions and descriptions.

B.5.3 Composition of space symbols. A standard method for constructing symbols is presented. Refer to 5.3.8 for an explanation of symbol composition. Figure B-2 shows an example of a space equipment symbol.

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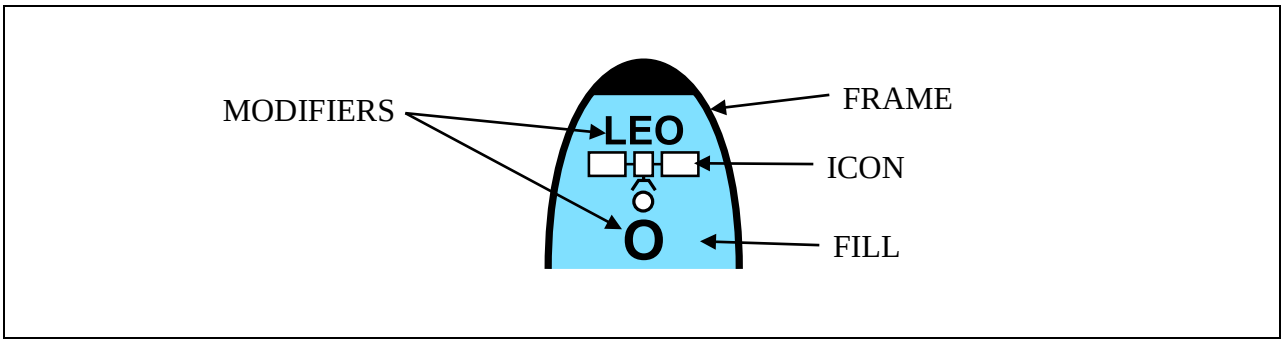


FIGURE B-2. Space symbol components.

B.5.3.1 Symbol building process. Table B-I depicts the symbol building process for space symbols. The process is identical for icons and modifiers requiring the vertical bounding octagon.

TABLE B-I. Space symbol building process.

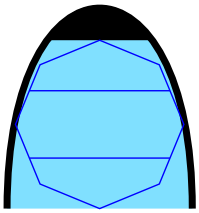
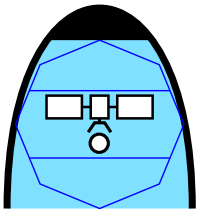
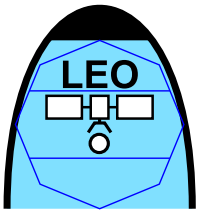
STEP	DESCRIPTION	EXAMPLE
1.	Choose the frame that matches the standard identity of the object from the space column in tables I, II, or III. In this example, the standard identity is friend. The example depicts a “friendly space track.”	
2.	Choose an icon for the main sector of the bounding octagon. In this example, the icon is “civilian earth observation satellite,” a space entity subtype. The example depicts a “friendly civilian earth observation satellite.”	
3.	If required, choose a modifier to depict an additional characteristic of the icon. In this example, the modifier is “low earth orbit,” a sector 1 modifier. The example depicts a “friendly civilian earth observation satellite on a low earth orbit.”	

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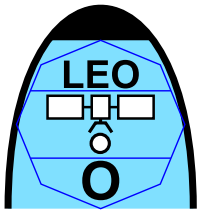
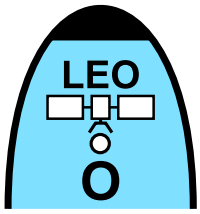
TABLE B-I. Space symbol building process - Continued.

STEP	DESCRIPTION	EXAMPLE
4.	If required, choose a modifier to depict another characteristic of the icon. In this example, the modifier is "optical," a sector 2 modifier. The example depicts a "friendly civilian earth observation satellite on a low earth orbit with optical sensor."	
5.	The finished symbol will appear as shown in the example.	

B.5.3.2 Icons and modifiers. All icons shall be placed within the main sector of the bounding octagon (see table B-I). When depicted, modifiers shall be placed in sectors 1 or 2 as appropriate (see table B-I). Only one modifier may be placed in each sector at a given time. Multiple modifiers in the same position are prohibited due to legibility concerns.

B.5.3.3 Amplifiers.

B.5.3.3.1 Text amplifiers. The purpose of the static text amplifiers described in this appendix is to standardize the display of additional alphanumerical information on identity, movement and location and capabilities. See 5.1.6 for more information on amplifiers. Figure B-3 shows the placement of space symbol amplifiers around the friend symbol frame. Table B-II provides descriptions and formats of each amplifier.

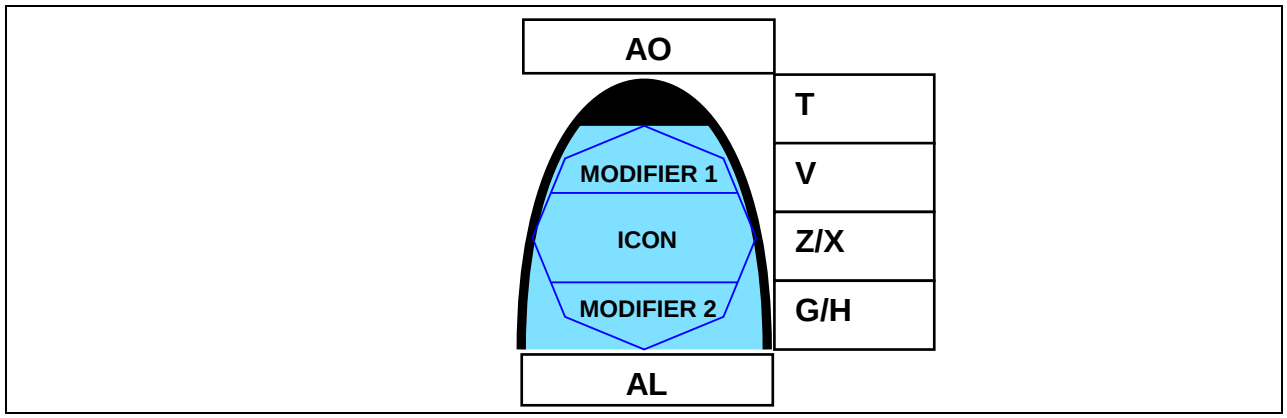


FIGURE B-3. Placement of space symbol amplifiers.

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TABLE B-II. Descriptions and formats of space symbol amplifiers.

FIELD	FIELD TITLE	DESCRIPTION	FORMAT
A	Space Vehicle Icon	Uses icon and sector modifiers	
G	Staff Comments	A text amplifier for units, equipment and installations; content is implementation specific.	
H	Additional Information	A text amplifier for units, equipment and installations; content is implementation specific.	
T	Unique Designation (Track Number)	A text amplifier for units, equipment and installations that uniquely identifies a particular symbol or track number.	Prefix = TN:##### Example: TN:13579
V	Type	A text amplifier for equipment that indicates types of equipment.	
X	Altitude	A text amplifier for units that displays altitude flight level. See 5.3.6.5 for content.	Measurement units shall be displayed within the string Examples: 1500MSL FL150
Z	Speed	A text amplifier for units and equipment that displays velocity as set forth in MIL-STD-6040.	
AL	Operational Condition	A graphic amplifier for equipment or installations that indicates operational condition or capacity.	Operational Condition amplifier, if used, shall be comprised of only one color. Ex. Satellite: Red - damaged, Green – fully capable Ex: Missile: Red – imminent threat, Green – no threat
AO	Engagement Bar	A graphic amplifier placed immediately atop the symbol. May denote, 1) local/remote status; 2) engagement status; and 3) weapon type.	A:BBB-CC, where A = remote/local BBB = engagement status CC = weapon asset

B.5.3.3.2 Graphic amplifiers. Graphic amplifiers can be static, located in a fixed position in relation to a track's symbol, or dynamic and move about the symbol based on the track's characteristics. See 5.1.6 for more information on amplifiers, including examples of dynamic amplifiers.

B.6 SPACE EQUIPMENT AND PLATFORM SYMBOLS

B.6.1 Space equipment and platform symbols. This section includes the lists of icons and modifiers for building space equipment and platform symbols.

B.6.2 Space equipment and platform icons. Table B-III depicts space equipment and platform icons. Military symbols are depicted with black-filled icons, whereas civilian symbols are depicted with white-filled icons.

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TABLE B-III. Space equipment and platform icons.

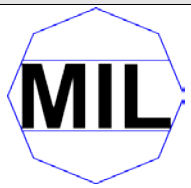
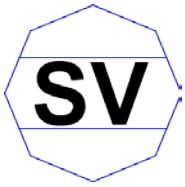
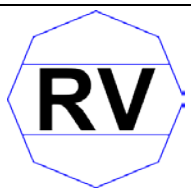
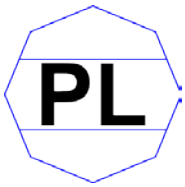
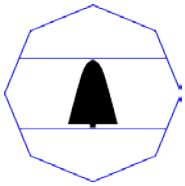
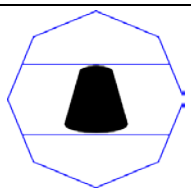
DESCRIPTION	ICON	REMARKS
MILITARY Type: Entity Symbol Set Code: 05 Code: **11**0000 Icon Type: Main		This symbol shall not be displayed on a C2 system, but may be displayed for training or hierarchal explanation purposes.
SPACE VEHICLE Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: 11**01**00 Icon Type: Main		N/A
RE-ENTRY VEHICLE Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: 11**02**00 Icon Type: Main		N/A
PLANET LANDER Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: 11**03**00 Icon Type: Main		N/A
ORBITER SHUTTLE Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: 11**04**00 Icon Type: Main		N/A
CAPSULE Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: 11**05**00 Icon Type: Main		N/A

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TABLE B-III. Space equipment and platform icons - Continued.

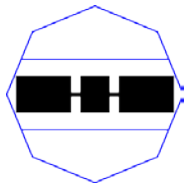
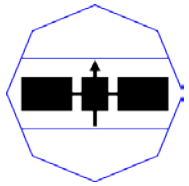
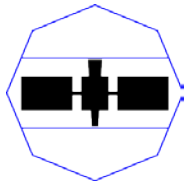
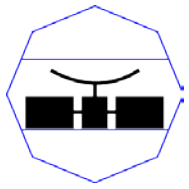
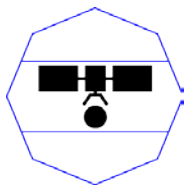
DESCRIPTION	ICON	REMARKS
SATELLITE, GENERAL Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: 11**06**00 Icon Type: Main		APP-6
SATELLITE Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: 11**07**00 Icon Type: Main		N/A
ANTISATELLITE WEAPON Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: 11**08**00 Icon Type: Main		N/A
ASTRONOMICAL SATELLITE Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: 11**09**00 Icon Type: Main		N/A
BIOSATELLITE Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: 11**10**00 Icon Type: Main		N/A
COMMUNICATIONS SATELLITE Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: 11**11**00 Icon Type: Main		N/A
EARTH OBSERVATION SATELLITE Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: 11**12**00 Icon Type: Main		N/A

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TABLE B-III. Space equipment and platform icons - Continued.

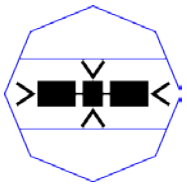
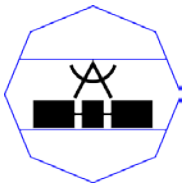
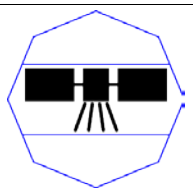
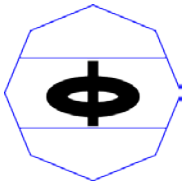
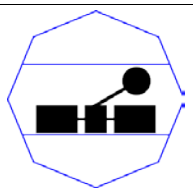
DESCRIPTION	ICON	REMARKS
MINIATURIZED SATELLITE Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: 111**3**00 Icon Type: Main		N/A
NAVIGATIONAL SATELLITE Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: 111**4**00 Icon Type: Main		N/A
RECONNAISSANCE SATELLITE Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: 111**5**00 Icon Type: Main		N/A
SPACE STATION Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: 111**6**00 Icon Type: Main		N/A
TETHERED SATELLITE Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: 111**7**00 Icon Type: Main		N/A
WEATHER SATELLITE Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: 111**8**00 Icon Type: Main		N/A
SPACE LAUNCHED VEHICLE (SLV) Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: 111**9**00 Icon Type: Main		N/A

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TABLE B-III. Space equipment and platform icons - Continued.

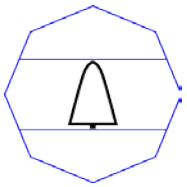
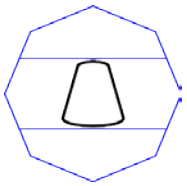
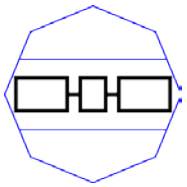
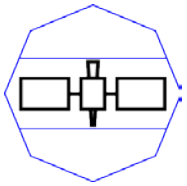
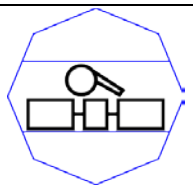
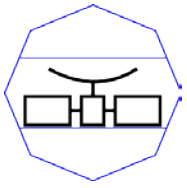
DESCRIPTION	ICON	REMARKS
CIVILIAN Type: Entity Symbol Set Code: 05 Code: **12**0000 Icon Type: Main		This symbol shall not be displayed on a C2 system, but may be displayed for training or hierarchal explanation purposes.
ORBITER SHUTTLE Type: Entity Type Entity: CIVILIAN Symbol Set Code: 05 Code: 12**01**00 Icon Type: Main		N/A
CAPSULE Type: Entity Type Entity: CIVILIAN Symbol Set Code: 05 Code: 12**02**00 Icon Type: Main		N/A
SATELLITE Type: Entity Type Entity: CIVILIAN Symbol Set Code: 05 Code: 12**03**00 Icon Type: Main		N/A
ASTRONOMICAL SATELLITE Type: Entity Type Entity: CIVILIAN Symbol Set Code: 05 Code: 12**04**00 Icon Type: Main		N/A
BIOSATELLITE Type: Entity Type Entity: CIVILIAN Symbol Set Code: 05 Code: 12**05**00		N/A
COMMUNICATIONS SATELLITE Type: Entity Type Entity: CIVILIAN Symbol Set Code: 05 Code: 12**06**00 Icon Type: Main		N/A

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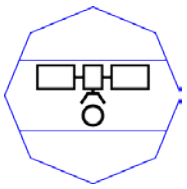
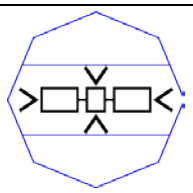
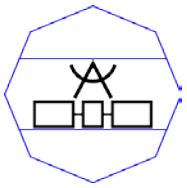
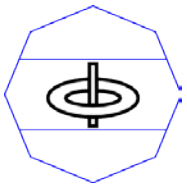
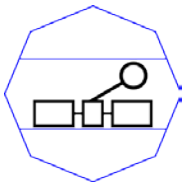
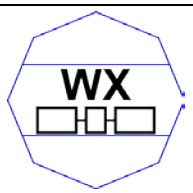
TABLE B-III. Space equipment and platform icons - Continued.

DESCRIPTION	ICON	REMARKS
EARTH OBSERVATION SATELLITE Type: Entity Type Entity: CIVILIAN Symbol Set Code: 05 Code: 12**07**00 Icon Type: Main		N/A
MINIATURIZED SATELLITE Type: Entity Type Entity: CIVILIAN Symbol Set Code: 05 Code: 12**08**00 Icon Type: Main		N/A
NAVIGATIONAL SATELLITE Type: Entity Type Entity: CIVILIAN Symbol Set Code: 05 Code: 12**09**00 Icon Type: Main		N/A
SPACE STATION Type: Entity Type Entity: CIVILIAN Symbol Set Code: 05 Code: 12**10**00 Icon Type: Main		N/A
TETHERED SATELLITE Type: Entity Type Entity: CIVILIAN Symbol Set Code: 05 Code: 12**11**00 Icon Type: Main		N/A
WEATHER SATELLITE Type: Entity Type Entity: CIVILIAN Symbol Set Code: 05 Code: 12**12**00 Icon Type: Main		N/A
MANUAL TRACK Type: Entity (Local) Symbol Set Code: 05 Code: **13**0000 Icon Type: Full Octagon		N/A

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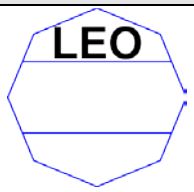
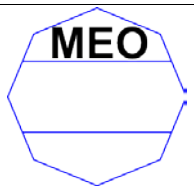
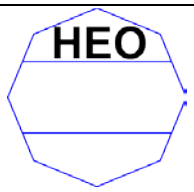
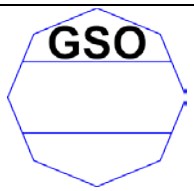
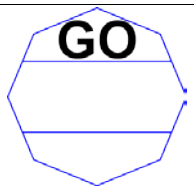
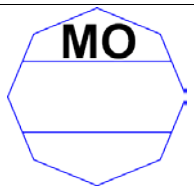
B.6.3 Space equipment and platform sector 1 modifiers. Space equipment and platform sector 1 modifiers denote orbit category. Table B-IV lists space equipment and platform sector 1 modifiers and illustrates their placement within the bounding octagon.

TABLE B-IV. Space equipment and platform sector 1 modifiers.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
LOW EARTH ORBIT (LEO) Symbol Set Code: 05 Code: 01	ORBIT		N/A
MEDIUM EARTH ORBIT (MEO) Symbol Set Code: 05 Code: 02	ORBIT		N/A
HIGH EARTH ORBIT (HEO) Symbol Set Code: 05 Code: 03	ORBIT		N/A
GEOSYNCHRONOUS ORBIT (GSO) Symbol Set Code: 05 Code: 04	ORBIT		N/A
GEOSTATIONARY ORBIT (GO) Symbol Set Code: 05 Code: 05	ORBIT		N/A
MOLNIYA ORBIT (MO) Symbol Set Code: 05 Code: 06	ORBIT		N/A

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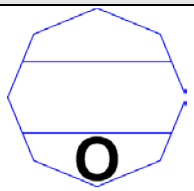
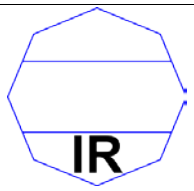
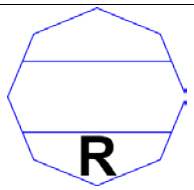
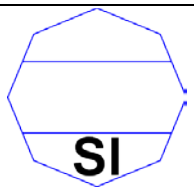
B.6.4 Space equipment and platform sector 2 modifiers. Space equipment and platform sector 2 modifiers denote sensor category. Table B-V lists space equipment and platform sector 2 modifiers and illustrates their placement within the bounding octagon.

TABLE B-V. Space equipment and platform sector 2 modifiers.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
OPTICAL Symbol Set Code: 05 Code: 01	SENSOR		Only used with satellite icons.
INFRARED Symbol Set Code: 05 Code: 02	SENSOR		Only used with satellite icons.
RADAR Symbol Set Code: 05 Code: 03	SENSOR		Only used with satellite icons.
SIGNALS INTELLIGENCE (SIGINT) Symbol Set Code: 05 Code: 04	SENSOR		Only used with satellite icons.

B.7 SPACE MISSILE SYMBOLS

B.7.1 Space missile symbols. This section includes the lists of icons and modifiers for building space missile symbols.

B.7.2 Space missile icons. Table B-VI depicts the lone space missile icon. The space missile icon requires the vertical bounding octagon.

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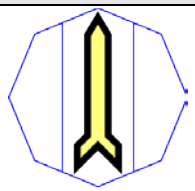
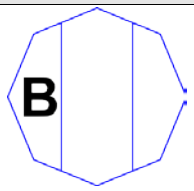
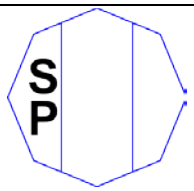
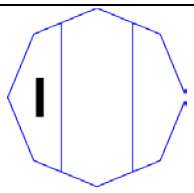
TABLE B-VI. Space missile icon.

DESCRIPTION	ICON	REMARKS
MISSILE Type: Entity Symbol Set Code: 06 Code: **11**0000 Icon Type: Main		

B.7.3 Space missile sector 1 modifiers. Space missile sector 1 modifiers denote launch origin or missile class categories. Table B-VII lists missile sector 1 modifiers and illustrates their placement within the bounding octagon.

TABLE B-VII. Space missile sector 1 modifiers.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
BALLISTIC Symbol Set Code: 06 Code: 01	MISSILE CLASS		N/A
SPACE Symbol Set Code: 06 Code: 02	LAUNCH ORIGIN		N/A
INTERCEPTOR Symbol Set Code: 06 Code: 03	MISSILE CLASS		N/A

B.7.4 Space missile sector 2 modifiers. Space missile sector 2 modifiers denote projected missile destination, missile status, missile type, or missile range categories. Table B-VIII lists the missile sector 2 modifiers and illustrates their placement within the bounding octagon.

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TABLE B-VIII. Space missile sector 2 modifiers.

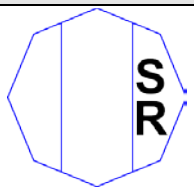
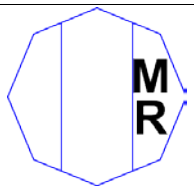
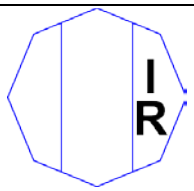
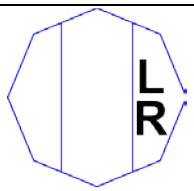
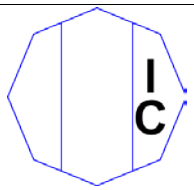
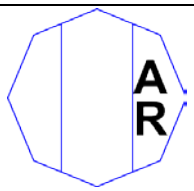
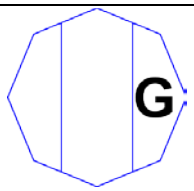
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
SHORT RANGE Symbol Set Code: 06 Code: 01	MISSILE RANGE		1000km or less.
MEDIUM RANGE Symbol Set Code: 06 Code: 02	MISSILE RANGE		1000km to 3500km.
INTERMEDIATE RANGE Symbol Set Code: 06 Code: 03	MISSILE RANGE		1000km to 3500km.
LONG RANGE Symbol Set Code: 06 Code: 04	MISSILE RANGE		3500km to 5500km.
INTERCONTINENTAL Symbol Set Code: 06 Code: 05	MISSILE RANGE		5500km or greater.
ARROW Symbol Set Code: 06 Code: 06	MISSILE TYPE-BMD		Used with INTERCEPTOR modifier 1 only.
GROUND-BASED INTERCEPTOR (GBI) Symbol Set Code: 06 Code: 07	MISSILE TYPE-BMD		Used with INTERCEPTOR modifier 1 only.

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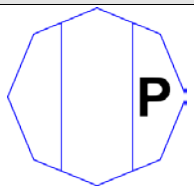
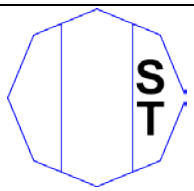
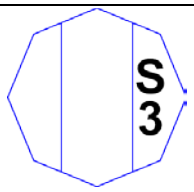
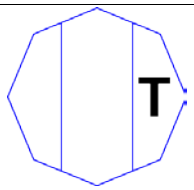
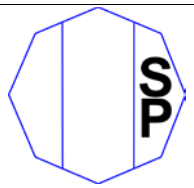
TABLE B-VIII. Space missile sector 2 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
PATRIOT Symbol Set Code: 06 Code: 08	MISSILE TYPE-BMD		Used with INTERCEPTOR modifier 1 only.
STANDARD MISSILE - TERMINAL PHASE (SM-T) Symbol Set Code: 06 Code: 09	MISSILE TYPE-BMD		Used with INTERCEPTOR modifier 1 only.
STANDARD MISSILE - 3 (SM-3) Symbol Set Code: 06 Code: 10	MISSILE TYPE-BMD		Used with INTERCEPTOR modifier 1 only.
TERMINAL HIGH-ALTITUDE AREA DEFENSE (THAAD) Symbol Set Code: 06 Code: 11	MISSILE TYPE-BMD		Used with INTERCEPTOR modifier 1 only.
SPACE Symbol Set Code: 06 Code: 12	LAUNCH ORIGIN		N/A

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APPENDIX C - AIR SYMBOLS

C.1 SCOPE

C.1.1 Scope. This appendix addresses symbols that support air equipment and weapons in the C2 domain. The tables in this appendix present the icons and modifiers for the air domain. This appendix is divided into two sections (see figure C-1): 1) equipment and platform symbols (see section C.6) and 2) missile symbols (see section C.7). This appendix is a mandatory part of the standard. The information contained herein is intended for compliance.

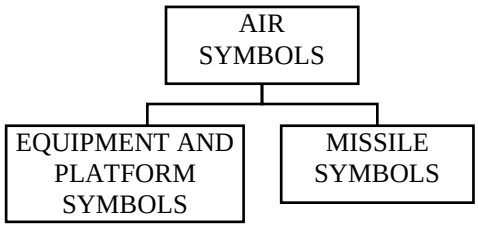

FIGURE C-1. Air appendix sections.

C.2 APPLICABLE DOCUMENTS

Specific documents in 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. This appendix contains technical specifications, a symbol coding scheme, a symbology hierarchy and air symbology.

C.5 DETAILED REQUIREMENTS

C.5.1 Technical specifications. Composition, construction and display of symbols are explained in the detailed requirements section of the standard.

C.5.2 Symbol identification coding scheme. A symbol identification code (SIDC) is a numeric string that may be used to provide the unique identifier necessary to display or exchange symbol information between MIL-STD-2525 compliant systems. Refer to Appendix A for SIDC positions and descriptions.

C.5.3 Composition of air symbols. A standard method for constructing symbols is presented. Refer to 5.3.8 for an explanation of symbol composition. Figure C-2 shows an example of an air equipment symbol.

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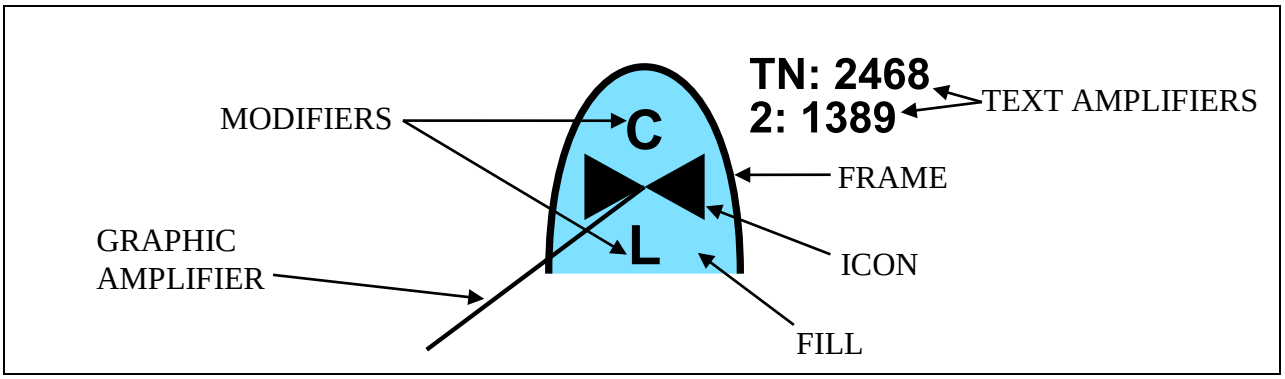


FIGURE C-2. Air symbol components.

C.5.3.1 Symbol building process. Table C-I depicts the symbol building process for air symbols. The process is identical for icons and modifiers requiring the vertical bounding octagon.

TABLE C-I. Air symbol building process.

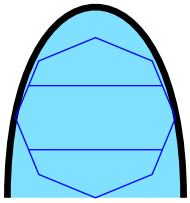
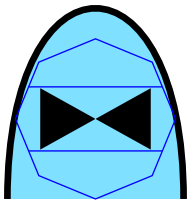
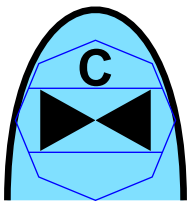
STEP	DESCRIPTION	EXAMPLE
1.	Choose the frame that matches the standard identity of the object from the air column in tables I, II, or III. In this example, the standard identity is friend. The example depicts a “friendly air track.”	
2.	Choose an icon for the main sector of the bounding octagon. In this example, the icon is “military rotary-wing,” an air entity type. The example depicts a “friendly military rotary-wing aircraft.”	
3.	If required, choose a modifier to depict an additional characteristic of the icon. In this example, the modifier is “cargo,” a sector 1 modifier. The example depicts a “friendly military rotary-wing cargo aircraft.”	

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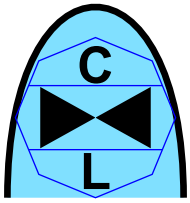
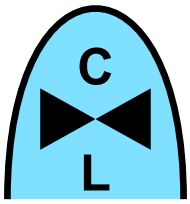
TABLE C-I. Air symbol building process - Continued.

STEP	DESCRIPTION	EXAMPLE
4.	If required, choose a modifier to depict another characteristic of the icon. In this example, the modifier is "light," a sector 2 modifier. The example depicts a "friendly military rotary-wing cargo aircraft with light cargo capacity."	
5.	The finished symbol will appear as shown in the example.	

C.5.3.2 Icons and modifiers. All icons shall be placed within the main sector of the bounding octagon (see table C-I). When depicted, modifiers shall be placed in sectors 1 or 2 as appropriate (see table C-I). Only one modifier may be placed in each sector at a given time. Multiple modifiers in the same position are prohibited due to legibility concerns.

C.5.3.3 Amplifiers.

C.5.3.3.1 Heading. The purpose of the static text amplifiers described in this appendix is to standardize the display of additional alphanumerical information on identity, movement and location and capabilities. See 5.1.6 for more information on amplifiers.
Figure C-3 shows the placement of air symbol amplifiers around the friend symbol frame.
Table C-II provides descriptions and formats of each amplifier.

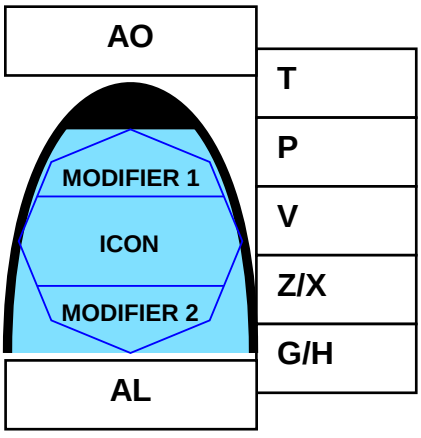


FIGURE C-3. Placement of air symbol amplifiers.

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TABLE C-II. Descriptions and formats of air symbol amplifiers.

FIELD	FIELD TITLE	DESCRIPTION	FORMAT
A	Air Vehicle/Air Vehicle Type Icon	Uses icon and sector modifiers	
G	Staff Comments	A text amplifier for units, equipment and installations; content is implementation specific.	
H	Additional Information	A text amplifier for units, equipment and installations; content is implementation specific.	
P	IFF/SIF	A text amplifier displaying IFF/SIF Identification modes and codes. Display priority: Mode 5, Mode S, Mode 4, Mode 2, Mode 3.	Mode 2 Prefix: 2:#### Example: 2:1234
T	Unique Designation (Track Number)	A text amplifier for units, equipment and installations that uniquely identifies a particular symbol or track number.	Prefix = TN:##### Example: TN:13579
V	Type	A text amplifier for equipment that indicates types of equipment.	
X	Altitude	A text amplifier for units that displays altitude/ flight level. See 5.3.6.5 for content.	Measurement units shall be displayed within the string Examples: 1500MSL FL150
Z	Speed	A text amplifier for units and equipment that displays velocity as set forth in MIL-STD-6040.	
AL	Operational Condition	A graphic amplifier for equipment or installations that indicates operational condition or capacity.	Operational Condition amplifier, if used, shall be comprised of only one color. Ex. Aircraft: Red - damaged, Green – fully capable Ex: Missile: Red – imminent threat, Green – no threat
AO	Engagement Bar	A graphic amplifier placed immediately atop the symbol. May denote, 1) local/remote status; 2) engagement status; and 3) weapon type.	A:BBB-CC, where A = remote/local BBB = engagement status CC = weapon asset

C.5.3.3.2 Graphic amplifiers. Graphic amplifiers can be static, located in a fixed position in relation to a track's symbol, or dynamic and move about the symbol based on the track's characteristics. See 5.1.6 for more information on amplifiers, including examples of dynamic amplifiers.

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C.6 AIR EQUIPMENT AND PLATFORM SYMBOLS

C.6.1 Air equipment and platform symbols. This section includes the lists of icons and modifiers for building air equipment and platform symbols.

C.6.2 Air equipment and platform icons. Table C-III depicts air equipment and platform icons. Military symbols are depicted with black-filled icons, whereas civilian symbols are depicted with white-filled icons.

TABLE C-III. Air equipment and platform icons.

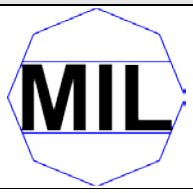
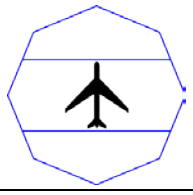
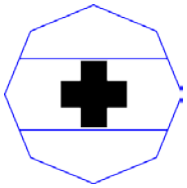
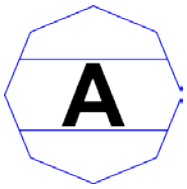
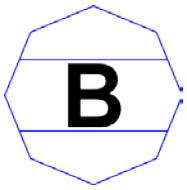
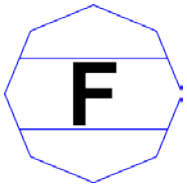
DESCRIPTION	ICON	REMARKS
MILITARY Type: Entity Symbol Set Code: 01 Code: **11**0000		This symbol shall not be displayed on a C2 system but may be displayed for training or hierarchal explanation purposes.
FIXED-WING Type: Entity Type Entity: MILITARY Symbol Set Code: 01 Code: 11**01**00		N/A
MEDICAL EVACUATION (MEDEVAC) Type: Entity Subtype Entity/Entity Type: MILITARY/FIXED-WING Symbol Set Code: 01 Code: 1101**01**		N/A
ATTACK/STRIKE Type: Entity Subtype Entity/Entity Type: MILITARY/FIXED-WING Symbol Set Code: 01 Code: 1101**02**		N/A
BOMBER Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 1101**03**		N/A
FIGHTER Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 1101**04**		N/A

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TABLE C-III. Air equipment and platform icons - Continued.

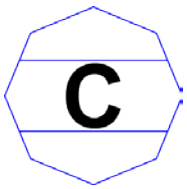
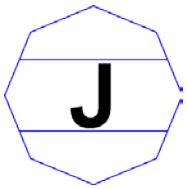
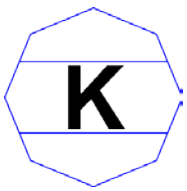
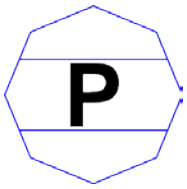
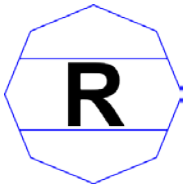
DESCRIPTION	ICON	REMARKS
FIGHTER/BOMBER Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 1101**05**		N/A
{Reserved for Future Use} Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 1101**06**	N/A	N/A
CARGO Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 1101**07**		N/A
ELECTRONIC/ COMBAT (EC)/JAMMER Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 1101**08**		N/A
TANKER Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 1101**09**		N/A
PATROL Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 1101**10**		N/A
RECONNAISSANCE Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 1101**11**		N/A

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TABLE C-III. Air equipment and platform icons - Continued.

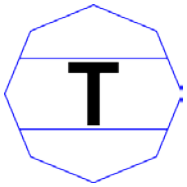
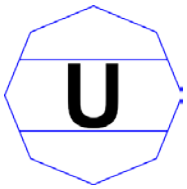
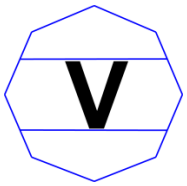
DESCRIPTION	ICON	REMARKS
TRAINER Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 1101**12**		N/A
UTILITY Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 1101**13**		N/A
VSTOL Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 1101**14**		N/A
AIRBORNE COMMAND POST (ACP) Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 1101**15**		N/A
AIRBORNE EARLY WARNING (AEW) Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 1101**16**		N/A
ANTISURFACE WARFARE Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 1101**17**		N/A
ANTISUBMARINE WARFARE Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 1101**18**		N/A

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TABLE C-III. Air equipment and platform icons - Continued.

DESCRIPTION	ICON	REMARKS
COMMUNICATIONS Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 1101**19**		N/A
COMBAT SEARCH AND RESCUE (CSAR) Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 1101**20**		N/A
ELECTRONIC SUPPORT (ES) Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 1101**21**		N/A
GOVERNMENT Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 1101**22**		N/A
MINE COUNTERMEASURES (MCM) Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 1101**23**		N/A
PERSONNEL RECOVERY Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 1101**24**		N/A
SEARCH AND RESCUE Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 1101**25**		N/A

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TABLE C-III. Air equipment and platform icons - Continued.

DESCRIPTION	ICON	REMARKS
SPECIAL OPERATIONS FORCES Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 1101**26**		N/A
ULTRA LIGHT Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 1101**27**		N/A
PHOTOGRAPHIC RECONNAISSANCE Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 1101**28**		N/A
VERY IMPORTANT PERSON (VIP) Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 1101**29**		N/A
SUPPRESSION OF ENEMY AIR DEFENSE Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 1101**30**		N/A
PASSENGER Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 1101**31**		N/A

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TABLE C-III. Air equipment and platform icons - Continued.

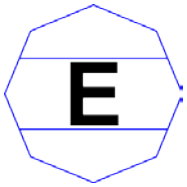
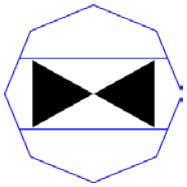
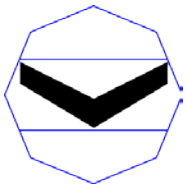
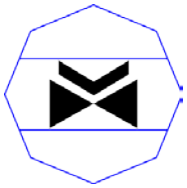
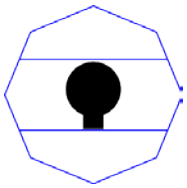
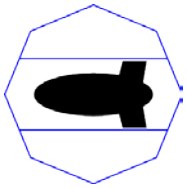
DESCRIPTION	ICON	REMARKS
ESCORT Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 1101**32**		N/A
ELECTRONIC ATTACK (EA) Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 1101**33**		N/A
ROTARY-WING Type: Entity Type Entity: MILITARY Symbol Set Code: 01 Code: 11**02**00		N/A
UNMANNED AIRCRAFT (UA)/UNMANNED AERIAL VEHICLE (UAV)/UNMANNED AIRCRAFT SYSTEM (UAS)/REMOTE PILOTED VEHICLE (RPV) Type: Entity Type Entity: MILITARY Symbol Set Code: 01 Code: 11**03**00		N/A
VERTICAL-TAKEOFF UAV (VT-UAV) Type: Entity Type Entity: MILITARY Symbol Set Code: 01 Code: 11**04**00		N/A
LIGHTER THAN AIR Type: Entity Type Entity: MILITARY Symbol Set Code: 01 Code: 11**05**00		N/A
AIRSHIP Type: Entity Type Entity: MILITARY Symbol Set Code: 01 Code: 11**06**00		N/A

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TABLE C-III. Air equipment and platform icons - Continued.

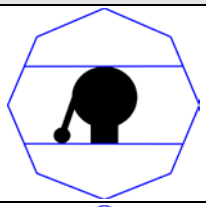
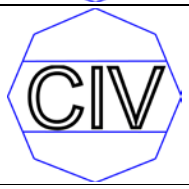
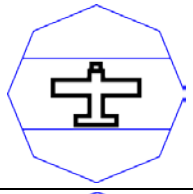
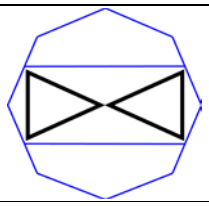
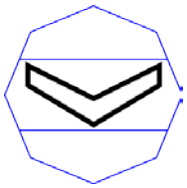
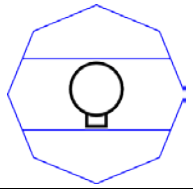
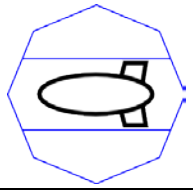
DESCRIPTION	ICON	REMARKS
TETHERED LIGHTER THAN AIR Type: Entity Type Entity: MILITARY Symbol Set Code: 01 Code: 11**07**00		N/A
CIVILIAN Type: Entity Symbol Set Code: 01 Code: **12**0000		This symbol shall not be displayed on a C2 system but may be displayed for training or hierarchal explanation purposes.
FIXED-WING Type: Entity Type Entity: CIVILIAN Symbol Set Code: 01 Code: 12**01**00		N/A
ROTARY-WING Type: Entity Type Entity: CIVILIAN Symbol Set Code: 01 Code: 12**02**00		N/A
UNMANNED AIRCRAFT (UA)/UNMANNED AERIAL VEHICLE (UAV)/UNMANNED AIRCRAFT SYSTEM (UAS)/REMOTE PILOTED VEHICLE Type: Entity Type Entity: CIVILIAN Symbol Set Code: 01 Code: 12**03**00		N/A
LIGHTER THAN AIR Type: Entity Type Entity: CIVILIAN Symbol Set Code: 01 Code: 12**04**00		N/A
AIRSHIP Type: Entity Type Entity: CIVILIAN Symbol Set Code: 01 Code: 12**05**00		N/A

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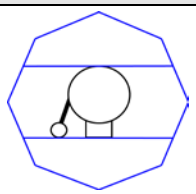
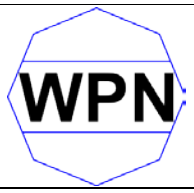
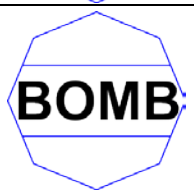
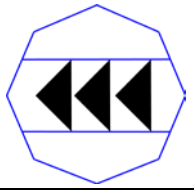
TABLE C-III. Air equipment and platform icons - Continued.

DESCRIPTION	ICON	REMARKS
TETHERED LIGHTER THAN AIR Type: Entity Type Entity: CIVILIAN Symbol Set Code: 01 Code: 12**06**00		N/A
WEAPON Type: Entity Symbol Set Code: 01 Code: **13**0000		This symbol shall not be displayed on a C2 system but may be displayed for training or hierarchal explanation purposes.
BOMB Type: Entity Type Entity: WEAPON Symbol Set Code: 01 Code: 13**01**00		N/A
DECOY Type: Entity Type Entity: WEAPON Symbol Set Code: 01 Code: 13**02**00		N/A
MANUAL TRACK Type: Entity (Local) Symbol Set Code: 10 Code: **14**0000 Icon Type: Full Octagon		N/A

C.6.3 Air equipment and platform sector 1 modifiers. Air equipment and platform sector 1 modifiers denote aircraft type and mission area categories. Table C-IV lists air equipment and platform sector 1 modifiers and illustrates their placement within the bounding octagon.

TABLE C-IV. Air equipment and platform sector 1 modifiers.

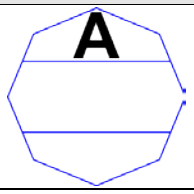
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
ATTACK/STRIKE Symbol Set Code: 01 Code: 01	MILITARY AIRCRAFT TYPE		N/A

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TABLE C-IV. Air equipment and platform sector 1 modifiers - Continued.

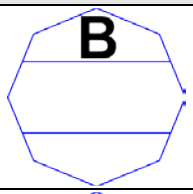
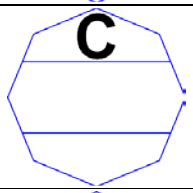
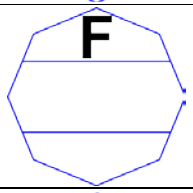
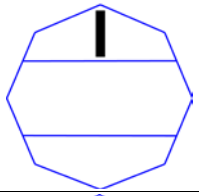
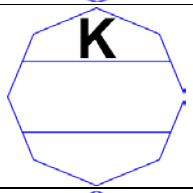
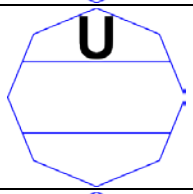
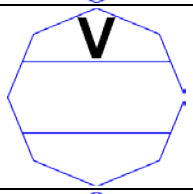
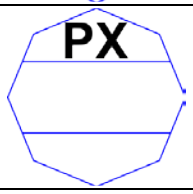
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
BOMBER Symbol Set Code: 01 Code: 02	MILITARY AIRCRAFT TYPE		N/A
CARGO Symbol Set Code: 01 Code: 03	AIRCRAFT TYPE		N/A
FIGHTER Symbol Set Code: 01 Code: 04	MILITARY AIRCRAFT TYPE		N/A
INTERCEPTOR Symbol Set Code: 01 Code: 05	MILITARY AIRCRAFT TYPE		APP-6
TANKER Symbol Set Code: 01 Code: 06	AIRCRAFT TYPE		N/A
UTILITY Symbol Set Code: 01 Code: 07	AIRCRAFT TYPE		N/A
VSTOL/VTOL Symbol Set Code: 01 Code: 08	AIRCRAFT TYPE		N/A
PASSENGER Symbol Set Code: 01 Code: 09	AIRCRAFT TYPE		N/A

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TABLE C-IV. Air equipment and platform sector 1 modifiers - Continued.

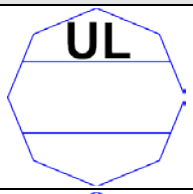
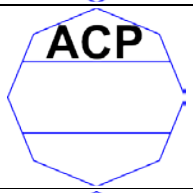
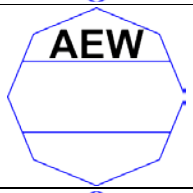
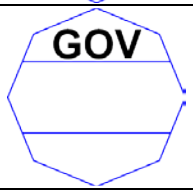
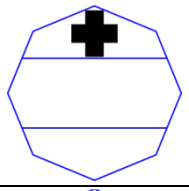
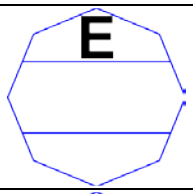
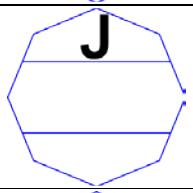
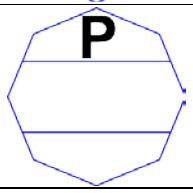
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
ULTRA LIGHT Symbol Set Code: 01 Code: 10	AIRCRAFT TYPE		N/A
AIRBORNE COMMAND POST (ACP) Symbol Set Code: 01 Code: 11	MILITARY AIRCRAFT TYPE		N/A
AIRBORNE EARLY WARNING (AEW) Symbol Set Code: 01 Code: 12	MILITARY AIRCRAFT TYPE		N/A
GOVERNMENT Symbol Set Code: 01 Code: 13	AIRCRAFT TYPE		N/A
MEDICAL EVACUATION (MEDEVAC) Symbol Set Code: 01 Code: 14	MISSION AREA		N/A
ESCORT Symbol Set Code: 01 Code: 15	MILITARY MISSION AREA		N/A
ELECTRONIC COMBAT (EC)/JAMMER Symbol Set Code: 01 Code: 16	MILITARY MISSION AREA		N/A
PATROL Symbol Set Code: 01 Code: 17	MISSION AREA		N/A

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TABLE C-IV. Air equipment and platform sector 1 modifiers - Continued.

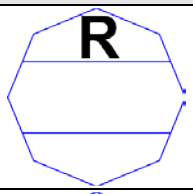
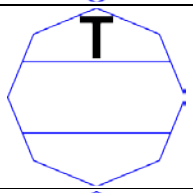
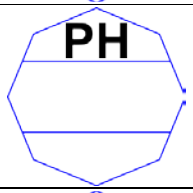
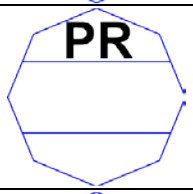
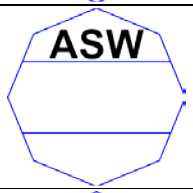
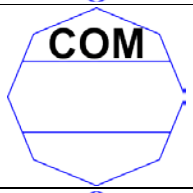
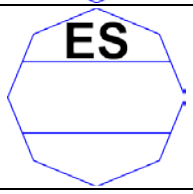
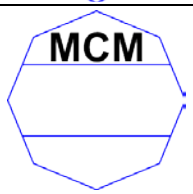
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
RECONNAISSANCE Symbol Set Code: 01 Code: 18	MISSION AREA		N/A
TRAINER Symbol Set Code: 01 Code: 19	MISSION AREA		N/A
PHOTOGRAPHIC (RECONNAISSANCE) Symbol Set Code: 01 Code: 20	MISSION AREA		N/A
PERSONNEL RECOVERY Symbol Set Code: 01 Code: 21	MISSION AREA		N/A
ANTISUBMARINE WARFARE Symbol Set Code: 01 Code: 22	MILITARY MISSION AREA		N/A
COMMUNICATIONS Symbol Set Code: 01 Code: 23	MISSION AREA		N/A
ELECTRONIC SUPPORT (ES) Symbol Set Code: 01 Code: 24	MILITARY MISSION AREA		N/A
MINE COUNTERMEASURES (MCM) Symbol Set Code: 01 Code: 25	MILITARY MISSION AREA		N/A

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TABLE C-IV. Air equipment and platform sector 1 modifiers - Continued.

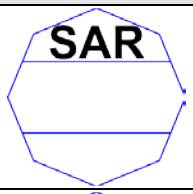
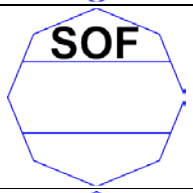
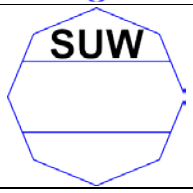
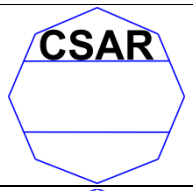
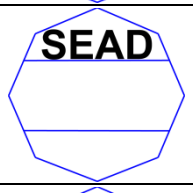
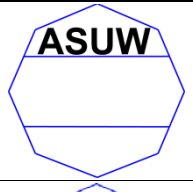
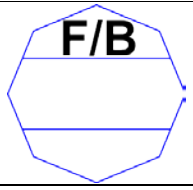
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
SEARCH AND RESCUE Symbol Set Code: 01 Code: 26	MISSION AREA		N/A
SPECIAL OPERATIONS FORCES (SOF) Symbol Set Code: 01 Code: 27	MILITARY MISSION AREA		N/A
SURFACE WARFARE Symbol Set Code: 01 Code: 28	MILITARY MISSION AREA		N/A
VERY IMPORTANT PERSON (VIP) TRANSPORT Symbol Set Code: 01 Code: 29	MISSION AREA		N/A
COMBAT SEARCH AND RESCUE (CSAR) Symbol Set Code: 01 Code: 30	MILITARY MISSION AREA		N/A
SUPPRESSION OF ENEMY AIR DEFENSE Symbol Set Code: 01 Code: 31	MILITARY MISSION AREA		APP-6
ANTISURFACE WARFARE Symbol Set Code: 01 Code: 32	MILITARY MISSION AREA		N/A
FIGHTER/BOMBER Symbol Set Code: 01 Code: 33	MILITARY AIRCRAFT TYPE		N/A

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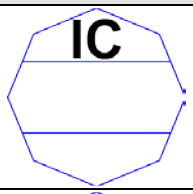
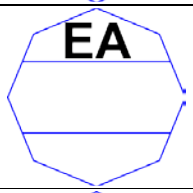
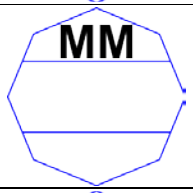
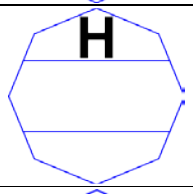
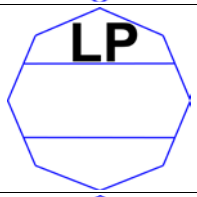
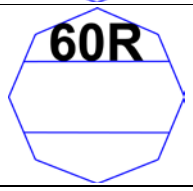
TABLE C-IV. Air equipment and platform sector 1 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
INTENSIVE CARE Symbol Set Code: 01 Code: 34	MISSION AREA		N/A
ELECTRONIC ATTACK (EA) Symbol Set Code: 01 Code: 35	MILITARY MISSION AREA		N/A
MULTIMISSION Symbol Set Code: 01 Code: 36	MISSION AREA		N/A
HIJACKING Symbol Set Code: 01 Code: 37	CRIME		N/A
ASW HELO- LAMPS Symbol Set Code: 01 Code: 38	MISSION AREA		Must be paired in conjunction with rotary wing icon
ASW HELO – SH-60R Symbol Set Code: 01 Code: 39	MISSION AREA		Must be paired in conjunction with rotary wing icon

C.6.4 Air equipment and platform sector 2 modifiers. Air equipment and platform sector 2 modifiers denote capacity, re-fueling capability, range and track link availability categories. Table C-V lists air equipment and platform sector 2 modifiers and illustrates their placement within the bounding octagon.

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TABLE C-V. Air equipment and platform sector 2 modifiers.

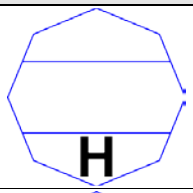
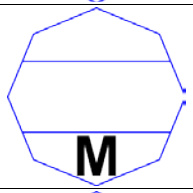
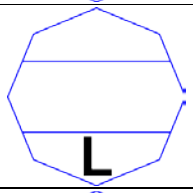
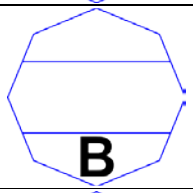
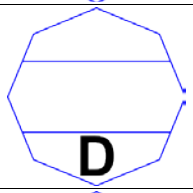
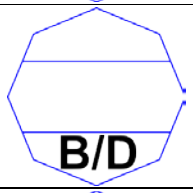
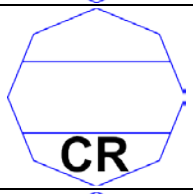
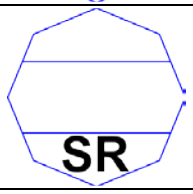
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
HEAVY Symbol Set Code: 01 Code: 01	CARGO/TRANSPORT CAPACITY		N/A
MEDIUM Symbol Set Code: 01 Code: 02	CARGO/TRANSPORT CAPACITY		N/A
LIGHT Symbol Set Code: 01 Code: 03	CARGO/TRANSPORT CAPACITY		N/A
BOOM-ONLY Symbol Set Code: 01 Code: 04	RE-FUELING CAPABILITY		Used with TANKER only.
DROGUE-ONLY Symbol Set Code: 01 Code: 05	RE-FUELING CAPABILITY		Used with TANKER only.
BOOM AND DROGUE Symbol Set Code: 01 Code: 06	RE-FUELING CAPABILITY		Used with TANKER only.
CLOSE RANGE Symbol Set Code: 01 Code: 07	RANGE		N/A
SHORT RANGE Symbol Set Code: 01 Code: 08	RANGE		N/A

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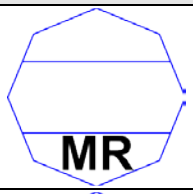
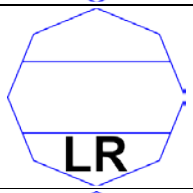
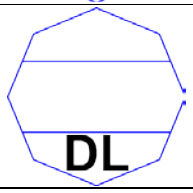
TABLE C-V. Air equipment and platform sector 2 modifiers - Continued.

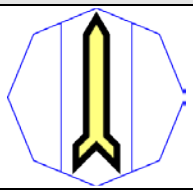
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
MEDIUM RANGE Symbol Set Code: 01 Code: 09	RANGE		N/A
LONG RANGE Symbol Set Code: 01 Code: 10	RANGE		N/A
DOWNLINKED Symbol Set Code: 01 Code: 11	TRACK LINK AVAILABILITY		N/A

C.7 AIR MISSILE SYMBOLS

C.7.1 Air missile symbols. This section includes the lists of icons and modifiers for building air missile symbols.

C.7.2 Air missile icons. Table C-VI depicts the lone air missile icon. The air missile icon requires the vertical bounding octagon.

TABLE C-VI. Air missile icon.

DESCRIPTION	ICON	REMARKS
MISSILE Type: Entity Symbol Set Code: 02 Code: **11**0000		

C.7.3 Air missile sector 1 modifiers. Air missile sector 1 modifiers denote launch origin or missile class categories. Table C-VII lists missile sector 1 modifiers and illustrates their placement within the bounding octagon.

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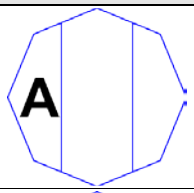
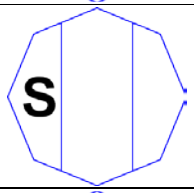
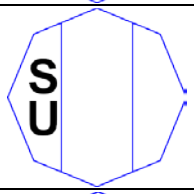
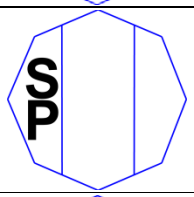
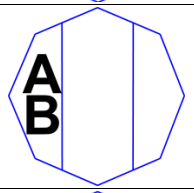
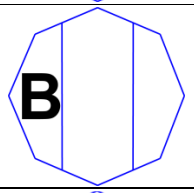
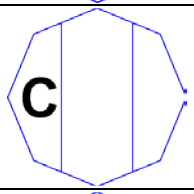
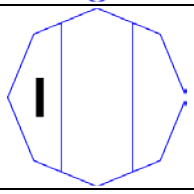
TABLE C-VII. Air missile sector 1 modifiers.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
AIR Symbol Set Code: 02 Code: 01	LAUNCH ORIGIN		N/A
SURFACE Symbol Set Code: 02 Code: 02	LAUNCH ORIGIN		N/A
SUBSURFACE Symbol Set Code: 02 Code: 03	LAUNCH ORIGIN		N/A
SPACE Symbol Set Code: 02 Code: 04	LAUNCH ORIGIN		N/A
ANTI-BALLISTIC Symbol Set Code: 02 Code: 05	MISSILE CLASS		N/A
BALLISTIC Symbol Set Code: 02 Code: 06	MISSILE CLASS		N/A
CRUISE Symbol Set Code: 02 Code: 07	MISSILE CLASS		N/A
INTERCEPTOR Symbol Set Code: 02 Code: 08	MISSILE CLASS		N/A

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C.7.4 Air missile sector 2 modifiers. Air missile sector 2 modifiers denote projected missile destination, missile status, missile type-BMD, missile type-AAW, or missile range categories. Table C-VIII lists the missile sector 2 modifiers and illustrates their placement within the bounding octagon.

TABLE C-VIII. Air missile sector 2 modifiers.

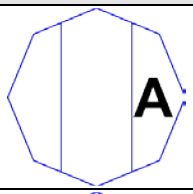
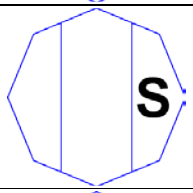
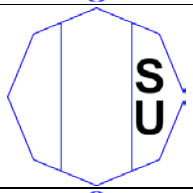
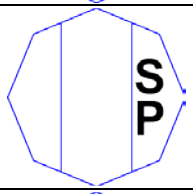
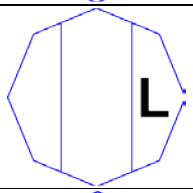
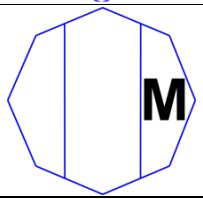
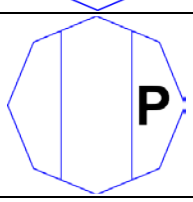
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
AIR Symbol Set Code: 02 Code: 01	MISSILE DESTINATION		N/A
SURFACE Symbol Set Code: 02 Code: 02	MISSILE DESTINATION		N/A
SUBURFACE Symbol Set Code: 02 Code: 03	MISSILE DESTINATION		N/A
SPACE Symbol Set Code: 02 Code: 04	MISSILE DESTINATION		N/A
LAUNCHED Symbol Set Code: 02 Code: 05	MISSILE STATUS		N/A
MISSILE Symbol Set Code: 02 Code: 06	MISSILE STATUS		APP-6
PATRIOT Symbol Set Code: 02 Code: 07	MISSILE TYPE-BMD		Used with INTERCEPTOR modifier 1 only.

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TABLE C-VIII. Air missile sector 2 modifiers - Continued.

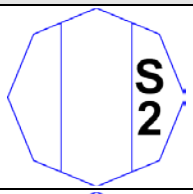
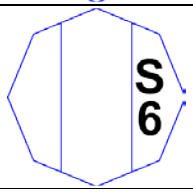
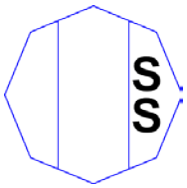
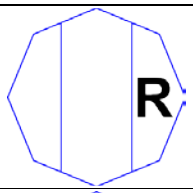
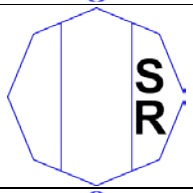
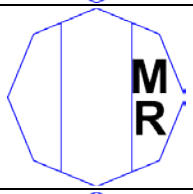
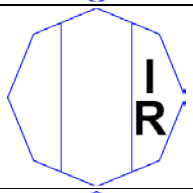
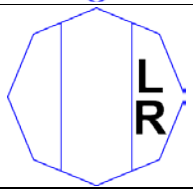
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
STANDARD MISSILE - 2 (SM-2) Symbol Set Code: 02 Code: 08	MISSILE TYPE-AAW		Used with INTERCEPTOR modifier 1 only.
STANDARD MISSILE - 6 (SM-6) Symbol Set Code: 02 Code: 09	MISSILE TYPE-AAW		Used with INTERCEPTOR modifier 1 only.
EVOLVED SEA SPARROW MISSILE (ESSM) Symbol Set Code: 02 Code: 10	MISSILE TYPE-AAW		Used with INTERCEPTOR modifier 1 only.
ROLLING AIRFRAME MISSILE (RAM) Symbol Set Code: 02 Code: 11	MISSILE TYPE-AAW		Used with INTERCEPTOR modifier 1 only.
SHORT RANGE Symbol Set Code: 02 Code: 12	MISSILE RANGE		1000km or less.
MEDIUM RANGE Symbol Set Code: 02 Code: 13	MISSILE RANGE		1000km to 3500km. Typically used in reference to surface-to-air missile
INTERMEDIATE RANGE Symbol Set Code: 02 Code: 14	MISSILE RANGE		1000km to 3500km. Typically used in reference to ballistic missile
LONG RANGE Symbol Set Code: 02 Code: 15	MISSILE RANGE		3500km to 5500km.

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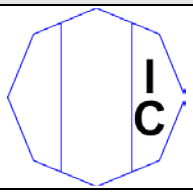
TABLE C-VIII. Air missile sector 2 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
INTERCONTINENTAL Symbol Set Code: 02 Code: 16	MISSILE RANGE		5500km or greater.

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APPENDIX D - LAND SYMBOLS

D.1 SCOPE

D.1.1 Scope. This appendix addresses symbols that support land units, equipment and installations in the C2 domain. The tables in this appendix present the icons and modifiers for the land domain. This appendix is divided into four sections (see figure D-1): 1) unit symbols (see section C.6), 2) civilian unit/organization symbols (see section C.7), 3) equipment symbols (see section C.8) and 4) installation symbols (see section C.9). This appendix is a mandatory part of the standard. The information contained herein is intended for compliance.

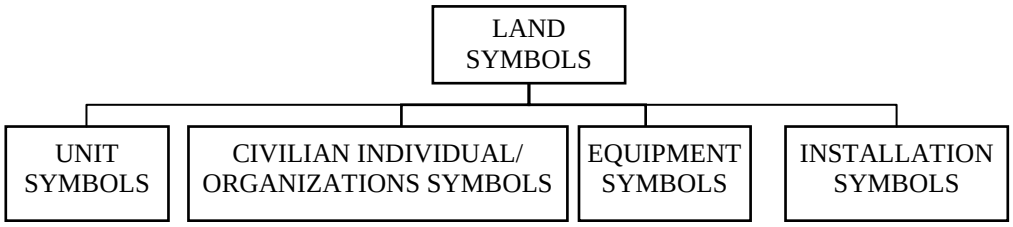

FIGURE D-1. Land appendix sections.

D.2 APPLICABLE DOCUMENTS

Specific documents in 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. This appendix contains technical specifications, a symbol coding scheme, a symbology hierarchy and land symbology.

D.5 DETAILED REQUIREMENTS

D.5.1 Technical specifications. Composition, construction and display of symbols are explained in the detailed requirements section of the standard.

D.5.2 Symbol identification coding scheme. A symbol identification code (SIDC) is a numeric string that may be used to provide the unique identifier necessary to display or exchange symbol information between MIL-STD-2525 compliant systems. Refer to Appendix A for SIDC positions and descriptions.

D.5.3 Composition of land symbols. A standard method for constructing symbols is presented. Refer to 5.3.8 for an explanation of symbol composition. Figure D-2 shows an example of a land unit symbol.

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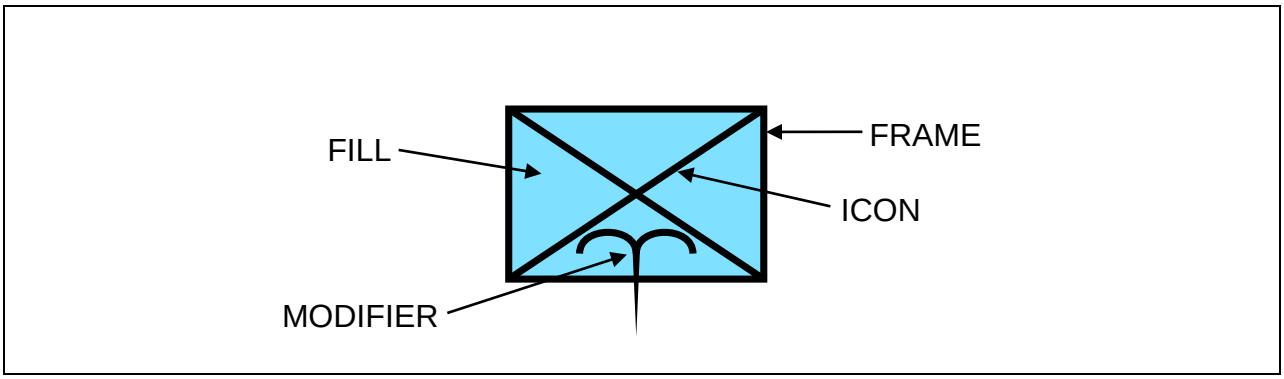


FIGURE D-2. Land symbol components.

D.5.3.1 Symbol building process. Table D-I depicts the symbol building process for land symbols. The process is identical for icons and modifiers requiring the vertical bounding octagon.

TABLE D-I. Land symbol building process.

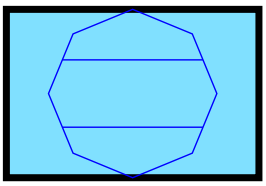
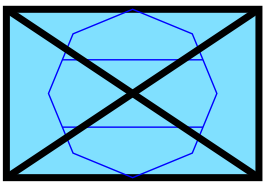
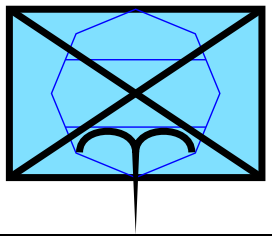
STEP	DESCRIPTION	EXAMPLE
1.	Choose the frame that matches the standard identity and land symbol type of the object from the land columns in tables I, II, or III. In this example, the standard identity is friend and the land symbol type is unit. The example depicts a “friendly unit.”	
2.	Choose an icon for the symbol. In this example, the icon is “infantry,” a land entity type. The infantry icon is a full frame icon; therefore, the friend version of the infantry icon shall be used with the friend frame. If the frame were hostile, then the hostile version of the infantry icon would be used. The example depicts a “friendly infantry unit.”	
3.	If required, choose a modifier to depict an additional characteristic of the icon. In this example, the modifier is “airborne,” a sector 2 modifier. The example depicts a “friendly airborne infantry unit.”	

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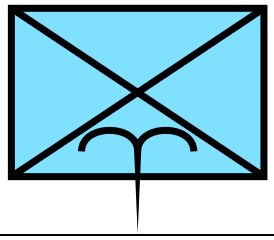
TABLE D-I. Land symbol building process - Continued.

STEP	DESCRIPTION	EXAMPLE
4.	The finished symbol will appear as shown in the example.	

D.5.3.2 Icons and modifiers. All icons shall be placed within the main sector of the bounding octagon (see table D-I). When depicted, modifiers shall be placed in sectors 1 or 2 as appropriate (see table D-I). Only one modifier may be placed in each sector at a given time. Multiple modifiers in the same position are prohibited due to legibility concerns.

D.5.3.3 Amplifiers.

D.5.3.3.1 Text amplifiers. The purpose of the static text amplifiers described in this appendix is to standardize the display of additional alphanumerical information on identity, movement and location and capabilities. See 5.1.6 for more information on amplifiers. Figure D-3 shows the placement of land symbol amplifiers around the friend symbol frame. Table D-II provides descriptions and formats of each amplifier.

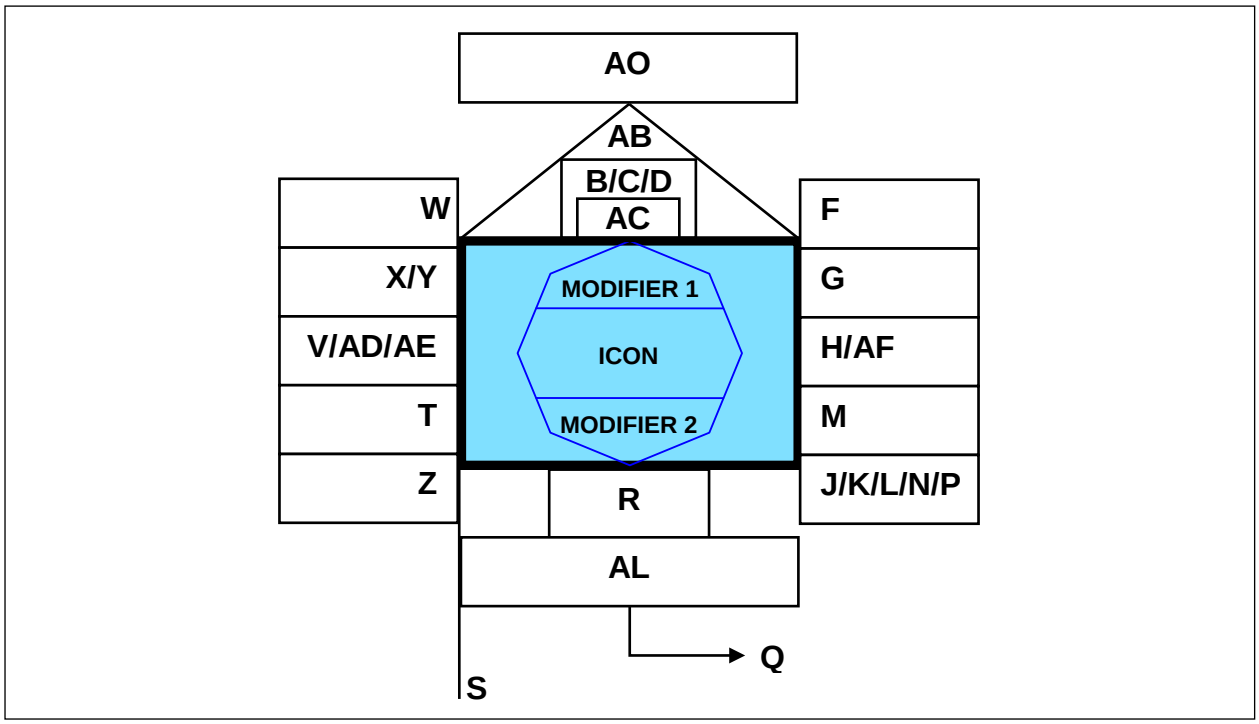


FIGURE D-3. Placement of land symbol amplifiers.

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TABLE D-II. Descriptions and formats of land symbol amplifiers.

FIELD	FIELD TITLE	DESCRIPTION	FORMAT
A	Basic Branch/Function Icon	The innermost part of a symbol that represents a joint military object (see 5.3.4).	
B	Echelon	A graphic amplifier in a unit symbol that identifies command level (see table D-III below and figure 13 in the base document).	
C	Quantity	A text amplifier in an equipment symbol that identifies the number of items present.	
D	Task Force Indicator	A graphic amplifier that identifies a unit or an activities symbol as a task force (see 5.3.6.3 and figure 13 in the base document).	
F	Reinforced or Reduced	A text amplifier in a unit symbol that displays (+) for reinforced, (-) for reduced, (±) reinforced and reduced.	
G	Staff Comments	A text amplifier for units, equipment and installations; content is implementation specific.	
H	Additional Information	A text amplifier for units, equipment and installations; content is implementation specific.	
J[1]	Evaluation Rating	A text amplifier for units, equipment and installations that consists of a single-letter reliability rating and a single digit credibility rating: **Reliability Ratings:** A-completely reliable B-usually reliable C-fairly reliable D-not usually reliable E-unreliable F-reliability cannot be judged. **Credibility Ratings:** 1-confirmed by other sources 2-probably true 3-possibly true 4-doubtfully true 5-improbable 6-truth cannot be judged.	

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TABLE D-II. Descriptions and formats of land symbol amplifiers - Continued.

FIELD	FIELD TITLE	DESCRIPTION	FORMAT
K	Combat Effectiveness	A text amplifier for units and installations that indicates effectiveness. The entries are: fully operational (FO) substantially operational (SO) marginally operational (MO) not operational (NO) unknown (UNK).	
L	Signature Equipment	A text amplifier for hostile equipment; "**!**" indicates detectable electronic signatures.	
M	Higher Formation	A text amplifier for units that indicates number or title of higher echelon command (corps are designated by Roman numerals).	
N	Hostile (Enemy)	A text amplifier for equipment; letters "ENY" denote hostile symbols.	
P	IFF/SIF	A text amplifier displaying IFF/SIF Identification modes and codes. Display priority: Mode 5, Mode S, Mode 4, Mode 2, Mode 3.	Mode 2 Prefix: 2:#### **Example**: 2:1234
Q	Direction of Movement Indicator	A graphic amplifier for units, equipment and installations that identifies the direction of movement or intended movement of an object (see 5.3.6.7 and figure 13 in the base document).	
R	Mobility Indicator	A graphic amplifier for equipment that depicts the mobility of an object (see 5.3.6.8, figure 13 and table VIII in the base document).	
S	Headquarters Staff Indicator/Offset Location Indicator	**Headquarters staff indicator**: A graphic amplifier for units, equipment and installations that identifies a unit as a headquarters (see table D-III below and figure 13 in the base document). **Offset location indicator**: A graphic amplifier for units, equipment and installations used when placing an object away from its actual location (see 5.3.6.4 and figure 13 in the base document).	
T	Unique Designation (Track Number)	A text amplifier for units, equipment and installations that uniquely identifies a particular symbol or track number.	Prefix = TN:##### **Example**: TN:13579
V	Type	A text amplifier for equipment that indicates types of equipment.	

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TABLE D-II. Descriptions and formats of land symbol amplifiers - Continued.

FIELD	FIELD TITLE	DESCRIPTION	FORMAT
W[2]	Date-Time Group (DTG)	An alphanumeric designator for displaying a date-time group (DDHHMMSSZMONYYYY) or "O/O" for on order. The date-time group is composed of a group of six numeric digits with a time zone suffix and the standardized three-letter abbreviation for the month followed by four digits representing the year. The first pair of digits represents the day; the second pair, the hour; the third pair, the minutes. For automated systems, two digits may be added before the time zone suffix and after the minutes to designate seconds.	
X	Altitude/Depth	A text amplifier for units, equipment and installations that displays either altitude, flight level, depth for submerged objects, or height of equipment or structures on the ground. See 5.3.6.5 for content.	Measurement units shall be displayed within the string **Examples**: 1500MSL FL150
Y	Location	A text amplifier for units, equipment and installations that displays a symbol's location in degrees, minutes and seconds (or in UTM or other applicable display format).	
Z	Speed	A text amplifier for units and equipment that displays velocity as set forth in MIL-STD- 6040.	
AA	Special C2 Headquarters	A text modifier for units; indicator is contained inside the frame. A named command such as SHAPE, PACOM, CENTCOM, joint, multinational, or coalition commands such as CJTF, JTF, MJTF.	
AB	Feint/Dummy Indicator	A graphic amplifier 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 5.3.6.3 and figure 13 in the base document).	
AC	Installation	A graphic amplifier for units, equipment and installations used to show that a particular symbol denotes an installation (see 5.3.6.1 and figure 13 in the base document).	
AD	Platform Type	Electronic intelligence notation (ELNOT) or communications intelligence notation (CENOT)	
AE	Equipment Teardown Time	Equipment teardown time in minutes.	

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TABLE D-II. Descriptions and formats of land symbol amplifiers - Continued.

FIELD	FIELD TITLE	DESCRIPTION	FORMAT
AF	Common Identifier	Example: “Hawk” for Hawk SAM system.	
AL	Operational Condition	A graphic amplifier for equipment or installations that indicates operational condition or capacity.	Operational Condition amplifier, if used, shall be comprised of only one color. **Ex. Aircraft**: Red - damaged, Green – fully capable **Ex: Missile**: Red – imminent threat, Green – no threat
AO	Engagement Bar	A graphic amplifier placed immediately atop the symbol. May denote, 1) local/remote status; 2) engagement status; and 3) weapon type.	A:BBC-CC, where A = remote/local BBB = engagement status CC = weapon asset
AR	Special Designator	Special track designators such as Non-Real Time (NRT) and Tactically Significant (SIG) tracks are denoted here	

Notes: 1. Field J: See TC 2-33.4.
2. Field W: D = day, H = hour, M = minute, S = second, Z = Greenwich or local time, MON= month and Y = year.

D.5.3.3.2 Graphic amplifiers. Graphic amplifiers can be static, located in a fixed position in relation to a track’s symbol, or dynamic and move about the symbol based on the track’s characteristics. See 5.1.6 for more information on amplifiers, including examples of dynamic amplifiers.

D.5.3.3.2.1 Headquarters staff amplifier. The headquarters staff amplifier is a line extending downward from the left side of the frame that identifies units, equipment and installations as headquarters. The headquarters staff amplifier shall extend a distance of one octagon height below the bottom of the frame. See figure D-4.

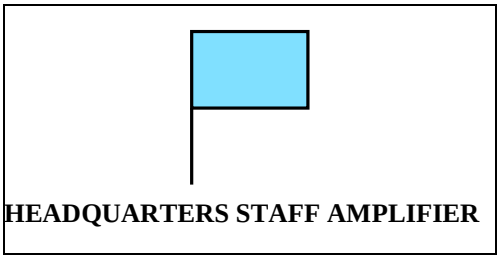

FIGURE D-4. Headquarters staff amplifier.

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D.5.3.3.2.2 Echelon amplifier. The echelon amplifier provides a graphic representation of command level and a separate echelon known as Command, as shown in table D-III.

TABLE D-III. Echelon amplifiers.

AMPLIFIER	DESCRIPTION
Ø	TEAM/CREW
•	SQUAD
••	SECTION
•••	PLATOON/DETACHMENT
I	COMPANY/BATTERY/TROOP
I I	BATTALION/SQUADRON
I I I	REGIMENT/GROUP
X	BRIGADE
X X	DIVISION
X X X	CORPS
X X X X	ARMY
X X X X X	ARMY GROUP
X X X X X X	THEATER
+ +	COMMAND[1]

Notes: 1. Command is a unit or units, an organization, or an area under the command of one individual. It does not correspond to any of the other echelons.

D.6 LAND UNIT SYMBOLS

D.6.1 Land unit symbols. This section includes the lists of icons and modifiers for building land unit symbols.

D.6.2 Land unit icons. Table D-IV depicts land unit icons. The information in grey is provided for orientation only and is not part of the icon.

TABLE D-IV. Land unit icons.

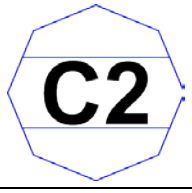
DESCRIPTION	ICON	REMARKS
COMMAND AND CONTROL Type: Entity Symbol Set Code: 10 Code: **11**0000 Icon Type: Main		This symbol shall not be displayed on a C2 system but may be displayed for training or hierarchal explanation purposes.

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TABLE D-IV. Land unit icons - Continued.

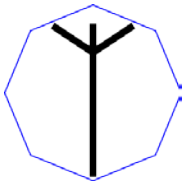
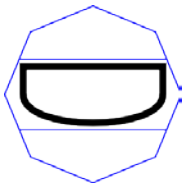
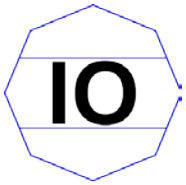
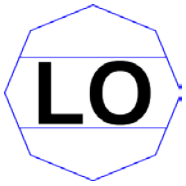
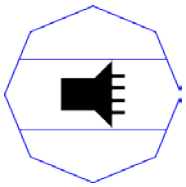
DESCRIPTION	ICON	REMARKS
BROADCAST TRANSMITTER ANTENNAE Type: Entity Type Entity: COMMAND AND CONTROL Symbol Set Code: 10 Code: 11**01**00 Icon Type: Full Octagon		N/A
CIVIL AFFAIRS Type: Entity Type Entity: COMMAND AND CONTROL Symbol Set Code: 10 Code: 11**02**00 Icon Type: Main		N/A
CIVIL-MILITARY COOPERATION Type: Entity Type Entity: COMMAND AND CONTROL Symbol Set Code: 10 Code: 11**03**00 Icon Type: Main		N/A
INFORMATION OPERATIONS Type: Entity Type Entity: COMMAND AND CONTROL Symbol Set Code: 10 Code: 11**04**00 Icon Type: Main		N/A
LIAISON Type: Entity Type Entity: COMMAND AND CONTROL Symbol Set Code: 10 Code: 11**05**00 Icon Type: Main		N/A
MILITARY INFORMATION SUPPORT OPERATIONS (MISO) Type: Entity Type Entity: COMMAND AND CONTROL Symbol Set Code: 10 Code: 11**06**00 Icon Type: Main		N/A

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TABLE D-IV. Land unit icons - Continued.

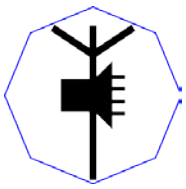
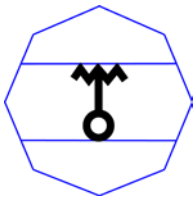
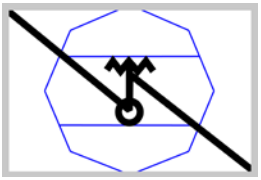
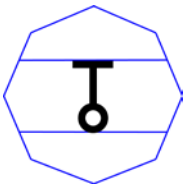
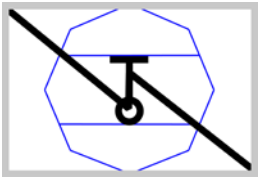
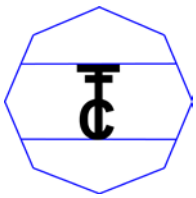
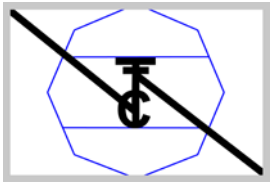
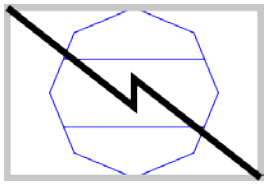
DESCRIPTION	ICON	REMARKS
BROADCAST TRANSMITTER ANTENNAE Type: Entity Subtype Entity/Entity Type: COMMAND AND CONTROL/MILITARY INFORMATION SUPPORT OPERATIONS (MISO) Symbol Set Code: 10 Code: 1106**01** Icon Type: Full Octagon		N/A
RADIO Type: Entity Type Entity/Entity Type: COMMAND AND CONTROL Symbol Set Code: 10 Code: 11**07**00 Icon Type: Main		**SIGNAL – RADIO**  Code:1110**01**
RADIO RELAY Type: Entity Type Entity/Entity Type: COMMAND AND CONTROL Symbol Set Code: 10 Code: 11**08**00 Icon Type: Main		**SIGNAL – RADIO RELAY**  Code:1110**02**
RADIO TELETYPE CENTER Type: Entity Type Entity/Entity Type: COMMAND AND CONTROL Symbol Set Code: 10 Code: 11**09**00 Icon Type: Main		**SIGNAL – TELETYPE**  Code:1110**03**
SIGNAL Type: Entity Type Entity: COMMAND AND CONTROL Symbol Set Code: 10 Code: 11**10**00 Icon Type: Full Frame		N/A

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TABLE D-IV. Land unit icons - Continued.

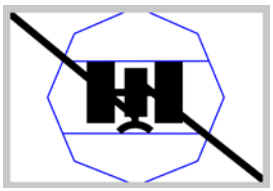
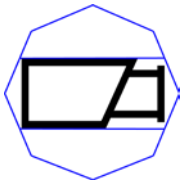
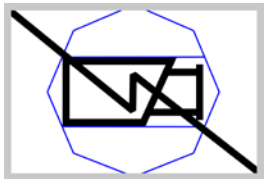
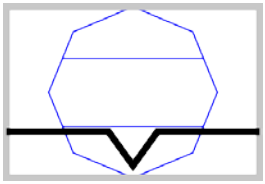
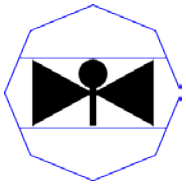
DESCRIPTION	ICON	REMARKS
TACTICAL SATELLITE Type: Entity Type Entity: COMMAND AND CONTROL Symbol Set Code: 10 Code: 11**11**00 Icon Type: Main		**SIGNAL - TACTICAL SATELLITE**  Code:111**004**
VIDEO IMAGERY (COMBAT CAMERA) Type: Entity Type Entity: COMMAND AND CONTROL Symbol Set Code: 10 Code: 11**12**00 Icon Type: Main		**SIGNAL - VIDEO IMAGERY (COMBAT CAMERA)**  Code:111**005**
MOVEMENT AND MANEUVER Type: Entity Symbol Set Code: 10 Code: **12**0000 Icon Type: Main	N/A	No icon is associated with this entity. It is for hierarchal purposes only.
AIR ASSAULT WITH ORGANIC LIFT Type: Entity Type Entity: MOVEMENT AND MANEUVER Symbol Set Code: 10 Code: 12**01**00 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
AIR TRAFFIC SERVICES/AIRFIELD OPERATIONS Type: Entity Type Entity: MOVEMENT AND MANEUVER Symbol Set Code: 10 Code: 12**02**00 Icon Type: Main		N/A

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TABLE D-IV. Land unit icons - Continued.

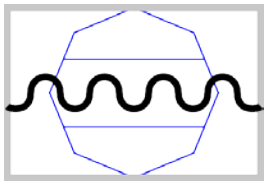
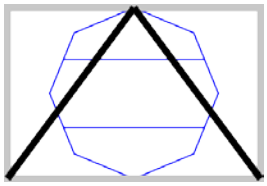
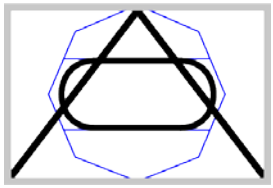
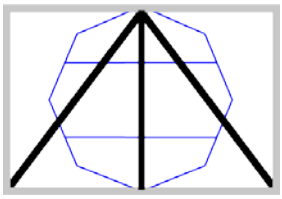
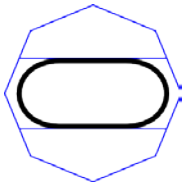
DESCRIPTION	ICON	REMARKS
AMPHIBIOUS Type: Entity Type Entity: MOVEMENT AND MANEUVER Symbol Set Code: 10 Code: 12**03**00 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
ANTITANK/ANTIARMOR Type: Entity Type Entity: MOVEMENT AND MANEUVER Symbol Set Code: 10 Code: 12**04**00 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
ARMORED Type: Entity Type Entity: MOVEMENT AND MANEUVER/ AINTITANK/ANTIARMOR Symbol Set Code: 10 Code: 1204**01** Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
MOTORIZED Type: Entity Type Entity: MOVEMENT AND MANEUVER/ AINTITANK/ANTIARMOR Symbol Set Code: 10 Code: 1204**02** Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
ARMOR/ARMORED/ MECHANIZED/SELF-PROPELLED/TRACKED Type: Entity Type Entity: MOVEMENT AND MANEUVER Symbol Set Code: 10 Code: 12**05**00 Icon Type: Main		N/A

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TABLE D-IV. Land unit icons - Continued.

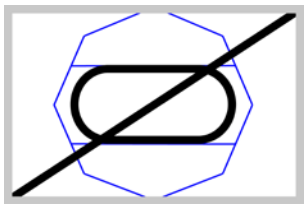
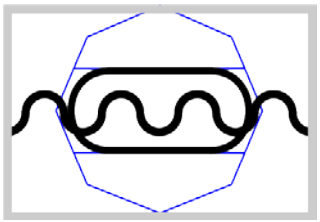
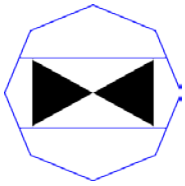
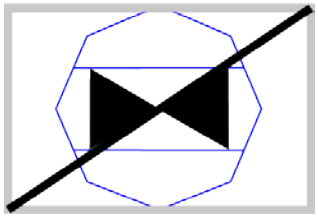
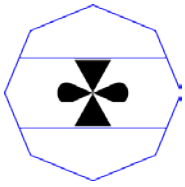
DESCRIPTION	ICON	REMARKS
RECONNAISSANCE/CAVALRY/SCOUT Type: Entity Type Entity: MOVEMENT AND MANEUVER/ARMOR/ARMORED/ MECHANIZED/SELF-PROPELLED/TRACKED Symbol Set Code: 10 Code: 1205**01** Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
AMPHIBIOUS Type: Entity Type Entity: MOVEMENT AND MANEUVER/ARMOR/ARMORED/ MECHANIZED/SELF-PROPELLED/TRACKED Symbol Set Code: 10 Code: 1205**02** Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
ARMY AVIATION/AVIATION ROTARY WING Type: Entity Type Entity: MOVEMENT AND MANEUVER Symbol Set Code: 10 Code: 12**06**00 Icon Type: Main		N/A
RECONNAISSANCE Type: Entity Type Entity: MOVEMENT AND MANEUVER/ ARMY AVIATION/AVIATION ROTARY WING Symbol Set Code: 10 Code: 1206**01** Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
AVIATION COMPOSITE Type: Entity Type Entity: MOVEMENT AND MANEUVER Symbol Set Code: 10 Code: 12**07**00 Icon Type: Main		N/A

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TABLE D-IV. Land unit icons - Continued.

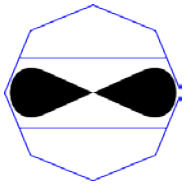
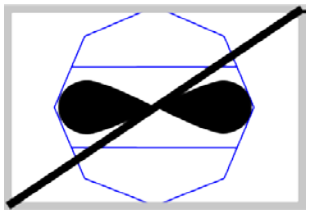
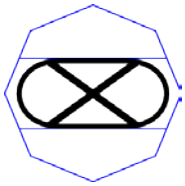
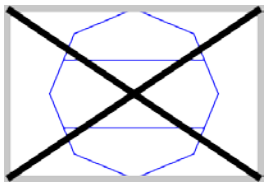
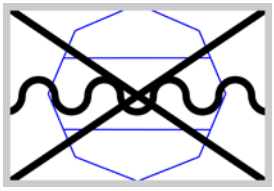
DESCRIPTION	ICON	REMARKS
AVIATION FIXED WING Type: Entity Type Entity: MOVEMENT AND MANEUVER Symbol Set Code: 10 Code: 12**08**00 Icon Type: Main		N/A
RECONNAISSANCE Type: Entity Type Entity: MOVEMENT AND MANEUVER/ ARMY AVIATION/AVIATION FIXED WING Symbol Set Code: 10 Code: 1208**01** Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
COMBAT Type: Entity Type Entity: MOVEMENT AND MANEUVER Symbol Set Code: 10 Code: 12**09**00 Icon Type: Main		N/A
COMBINED ARMS Type: Entity Type Entity: MOVEMENT AND MANEUVER Symbol Set Code: 10 Code: 12**10**00 Icon Type: Main		N/A
INFANTRY Type: Entity Type Entity: MOVEMENT AND MANEUVER Symbol Set Code: 10 Code: 12**11**00 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
AMPHIBIOUS Type: Entity Subtype Entity/Entity Type: MOVEMENT AND MANEUVER/INFANTRY Symbol Set Code: 10 Code: 1211**01** Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.

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TABLE D-IV. Land unit icons - Continued.

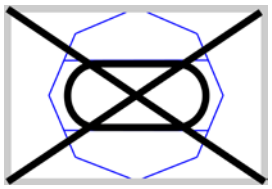
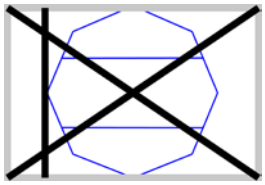
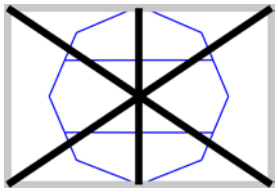
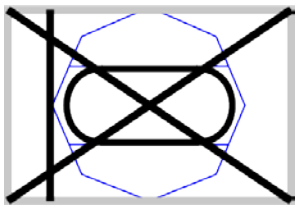
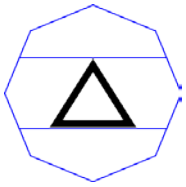
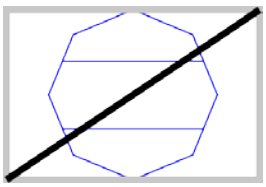
DESCRIPTION	ICON	REMARKS
ARMORED/MECHANIZED/ TRACKED Type: Entity Subtype Entity/Entity Type: MOVEMENT AND MANEUVER/INFANTRY Symbol Set Code: 10 Code: 1211**02** Icon Type: Main		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
MAIN GUN SYSTEM Type: Entity Subtype Entity/Entity Type: MOVEMENT AND MANEUVER/INFANTRY Symbol Set Code: 10 Code: 1211**03** Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
MOTORIZED Type: Entity Subtype Entity/Entity Type: MOVEMENT AND MANEUVER/INFANTRY Symbol Set Code: 10 Code: 1211**04** Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
INFANTRY FIGHTING VEHICLE Type: Entity Subtype Entity/Entity Type: MOVEMENT AND MANEUVER/INFANTRY Symbol Set Code: 10 Code: 1211**05** Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
OBSERVER Type: Entity Type Entity: MOVEMENT AND MANEUVER Symbol Set Code: 10 Code: 12**12**00 Icon Type: Main		N/A
RECONNAISSANCE/CAVALRY/ SCOUT Type: Entity Type Entity: MOVEMENT AND MANEUVER Symbol Set Code: 10 Code: 12**13**00 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.

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TABLE D-IV. Land unit icons - Continued.

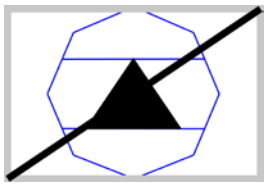
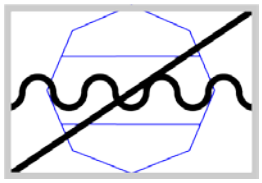
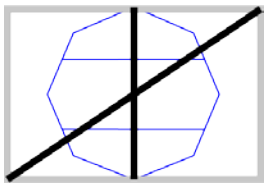
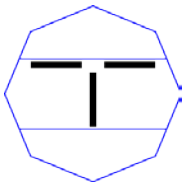
DESCRIPTION	ICON	REMARKS
RECONNAISSANCE AND SURVEILLANCE Type: Entity Type Entity: MOVEMENT AND MANEUVER/RECONNAISSANCE/ CAVALRY/SCOUT Symbol Set Code: 10 Code: 1213**01** Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
MARINE Type: Entity Type Entity: MOVEMENT AND MANEUVER/RECONNAISSANCE/ CAVALRY/SCOUT Symbol Set Code: 10 Code: 1213**02** Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
MOTORIZED Type: Entity Type Entity: MOVEMENT AND MANEUVER/RECONNAISSANCE/ CAVALRY/SCOUT Symbol Set Code: 10 Code: 1213**03** Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
SEA AIR LAND (SEAL) Type: Entity Type Entity: MOVEMENT AND MANEUVER Symbol Set Code: 10 Code: 12**14**00 Icon Type: Main		N/A
SNIPER Type: Entity Type Entity: MOVEMENT AND MANEUVER Symbol Set Code: 10 Code: 12**15**00 Icon Type: Main		N/A

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TABLE D-IV. Land unit icons - Continued.

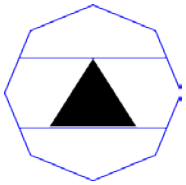
DESCRIPTION	ICON	REMARKS
SURVEILLANCE Type: Entity Type Entity: MOVEMENT AND MANEUVER Symbol Set Code: 10 Code: 12**16**00 Icon Type: Main		N/A
SPECIAL FORCES Type: Entity Type Entity: MOVEMENT AND MANEUVER Symbol Set Code: 10 Code: 12**17**00 Icon Type: Main		N/A
SPECIAL OPERATIONS FORCES (SOF) Type: Entity Type Entity: MOVEMENT AND MANEUVER Symbol Set Code: 10 Code: 12**18**00 Icon Type: Main		N/A
FIXED WING MISO Type: Entity Subtype Entity: MOVEMENT AND MANEUVER/SPECIAL OPERATIONS FORCES (SOF) Symbol Set Code: 10 Code: 1218**01** Icon Type: Full Octagon		N/A
GROUND Type: Entity Subtype Entity: MOVEMENT AND MANEUVER/SPECIAL OPERATIONS FORCES (SOF) Symbol Set Code: 10 Code: 1218**02** Icon Type: Full Frame		N/A

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TABLE D-IV. Land unit icons - Continued.

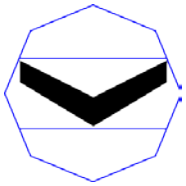
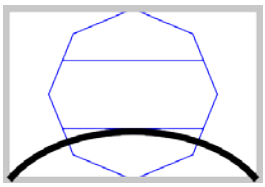
DESCRIPTION	ICON	REMARKS
SPECIAL BOAT Type: Entity Subtype Entity: MOVEMENT AND MANEUVER/SPECIAL OPERATIONS FORCES (SOF) Symbol Set Code: 10 Code: 1218**03** Icon Type: Main +1		N/A
SPECIAL SSNR Type: Entity Subtype Entity: MOVEMENT AND MANEUVER/SPECIAL OPERATIONS FORCES (SOF) Symbol Set Code: 10 Code: 1218**04** Icon Type: Main +1		N/A
UNDERWATER DEMOLITIONS TEAM Type: Entity Subtype Entity: MOVEMENT AND MANEUVER/SPECIAL OPERATIONS FORCES (SOF) Symbol Set Code: 10 Code: 1218**05** Icon Type: Main		N/A
UNMANNED AERIAL SYSTEMS Type: Entity Type Entity: MOVEMENT AND MANEUVER Symbol Set Code: 10 Code: 12**19**00 Icon Type: Main		N/A
FIRES Type: Entity Symbol Set Code: 10 Code: **13**0000	N/A	No icon is associated with this entity. It is for hierarchal purposes only.
AIR DEFENSE Type: Entity Type Entity: FIRES Symbol Set Code: 10 Code: 13**01**00 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.

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TABLE D-IV. Land unit icons - Continued.

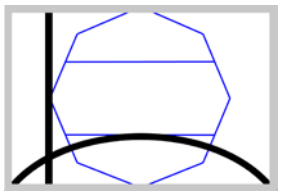
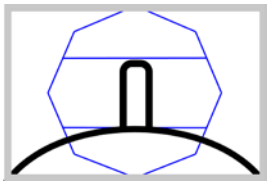
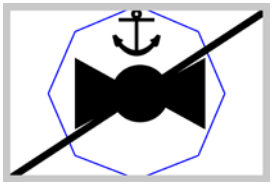
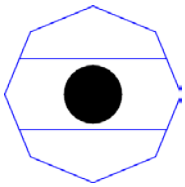
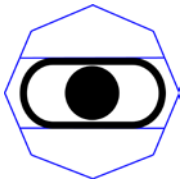
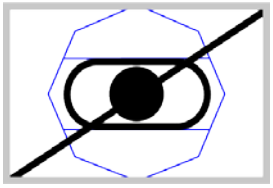
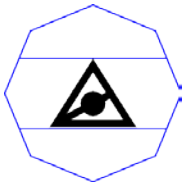
DESCRIPTION	ICON	REMARKS
MAIN GUN SYSTEM Type: Entity Type Entity: FIRES/AIR DEFENSE Symbol Set Code: 10 Code: 1301**01** Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
MISSILE Type: Entity Type Entity: FIRES/AIR DEFENSE Symbol Set Code: 10 Code: 1301**02** Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
AIR/LAND NAVAL GUNFIRE LIAISON Type: Entity Type Entity: FIRES Symbol Set Code: 10 Code: 13**02**00 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
FIELD ARTILLERY Type: Entity Type Entity: FIRES Symbol Set Code: 10 Code: 13**03**00 Icon Type: Main		N/A
SELF–PROPELLED Type: Entity Type Entity: FIRES/FIELD ARTILLERY Symbol Set Code: 10 Code: 1303**01** Icon Type: Main		N/A
TARGET ACQUISITION Type: Entity Type Entity: FIRES/FIELD ARTILLERY Symbol Set Code: 10 Code: 1303**02** Icon Type: Full Frame		N/A
FIELD ARTILLERY OBSERVER Type: Entity Type Entity: FIRES Symbol Set Code: 10 Code: 13**04**00 Icon Type: Main		N/A

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TABLE D-IV. Land unit icons - Continued.

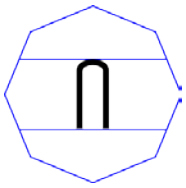
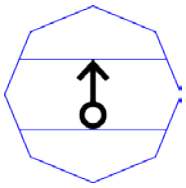
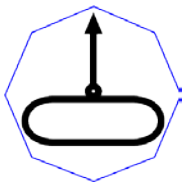
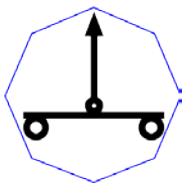
DESCRIPTION	ICON	REMARKS
JOINT FIRE SUPPORT Type: Entity Type Entity: FIRES Symbol Set Code: 10 Code: 13**05**00 Icon Type: Main		N/A
METEOROLOGICAL Type: Entity Type Entity: FIRES Symbol Set Code: 10 Code: 13**06**00 Icon Type: Main		N/A
MISSILE Type: Entity Type Entity: FIRES Symbol Set Code: 10 Code: 13**07**00 Icon Type: Main		N/A
MORTAR Type: Entity Type Entity: FIRES Symbol Set Code: 10 Code: 13**08**00 Icon Type: Main		N/A
ARMORED/MECHANIZED/ TRACKED Type: Entity Subtype Entity/Entity Type: FIRES/MORTAR Symbol Set Code: 10 Code: 1308**01** Icon Type: Full Octagon		N/A
SELF-PROPELLED WHEELED Type: Entity Subtype Entity/Entity Type: FIRES/MORTAR Symbol Set Code: 10 Code: 1308**02** Icon Type: Full Octagon		N/A

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TABLE D-IV. Land unit icons - Continued.

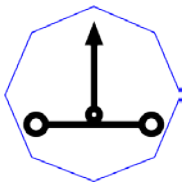
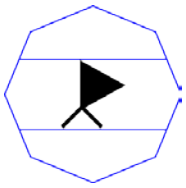
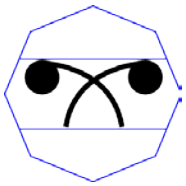
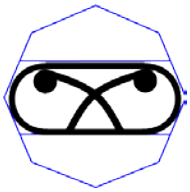
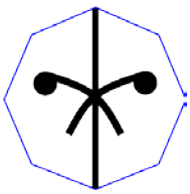
DESCRIPTION	ICON	REMARKS
TOWED Type: Entity Subtype Entity/Entity Type: FIRES/MORTAR Symbol Set Code: 10 Code: 1308**03** Icon Type: Full Octagon		N/A
SURVEY Type: Entity Type Entity: FIRES Symbol Set Code: 10 Code: 13**09**00 Icon Type: Main		N/A
PROTECTION Type: Entity Symbol Set Code: 10 Code: **14**0000	N/A	No icon is associated with this entity. It is for hierarchal purposes only.
CHEMICAL BIOLOGICAL RADIOLOGICAL NUCLEAR DEFENSE Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 14**01**00 Icon Type: Main		N/A
MECHANIZED Type: Entity Subtype Entity: PROTECTION/CHEMICAL BIOLOGICAL RADIOLOGICAL NUCLEAR DEFENSE Symbol Set Code: 10 Code: 1401**01** Icon Type: Main		
MOTORIZED Type: Entity Subtype Entity: PROTECTION/CHEMICAL BIOLOGICAL RADIOLOGICAL NUCLEAR DEFENSE Symbol Set Code: 10 Code: 1401**02** Icon Type: Full Octagon		

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TABLE D-IV. Land unit icons - Continued.

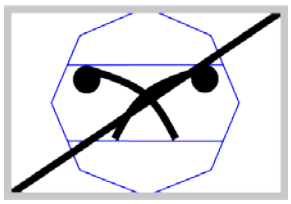
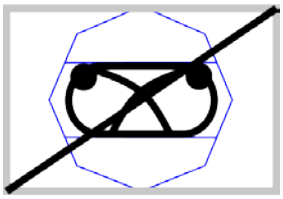
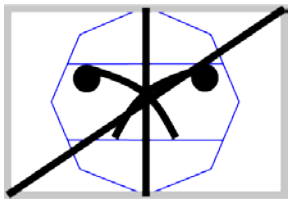
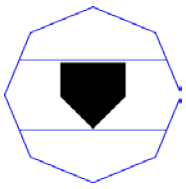
DESCRIPTION	ICON	REMARKS
RECONNAISSANCE Type: Entity Subtype Entity: PROTECTION/CHEMICAL BIOLOGICAL RADIOLOGICAL NUCLEAR DEFENSE Symbol Set Code: 10 Code: 1401**03** Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
RECONNAISSANCE ARMORED Type: Entity Subtype Entity: PROTECTION/CHEMICAL BIOLOGICAL RADIOLOGICAL NUCLEAR DEFENSE Symbol Set Code: 10 Code: 1401**04** Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
RECONNAISSANCE EQIUPED Type: Entity Subtype Entity: PROTECTION/CHEMICAL BIOLOGICAL RADIOLOGICAL NUCLEAR DEFENSE Symbol Set Code: 10 Code: 1401**05** Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
COMBAT SUPPORT (MANEUVER ENHANCEMENT) Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 14**02**00 Icon Type: Main		N/A
CRIMINAL INVESTIGATION DIVISION Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 14**03**00 Icon Type: Main		N/A

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TABLE D-IV. Land unit icons - Continued.

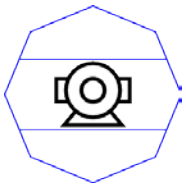
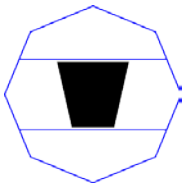
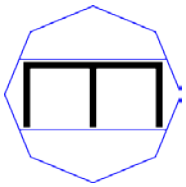
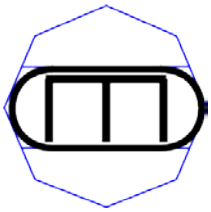
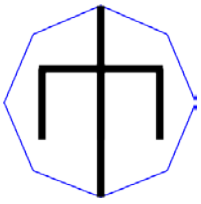
DESCRIPTION	ICON	REMARKS
DIVING Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 14**04**00 Icon Type: Main		N/A
DOG Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 14**05**00 Icon Type: Main		N/A
DRILLING Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 14**06**00 Icon Type: Main		N/A
ENGINEER Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 14**07**00 Icon Type: Main		N/A
MECHANIZED Type: Entity Subtype Entity: PROTECTION/ENGINEER Symbol Set Code: 10 Code: 1407**01** Icon Type: Main		
MOTORIZED Type: Entity Subype Entity: PROTECTION/ENGINEER Symbol Set Code: 10 Code: 1407**02** Icon Type: Full Octagon		

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TABLE D-IV. Land unit icons - Continued.

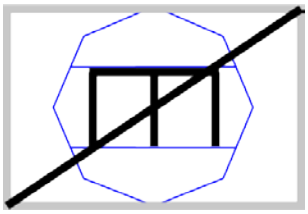
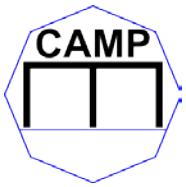
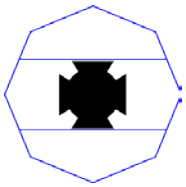
DESCRIPTION	ICON	REMARKS
RECONNAISSANCE Type: Entity Subtype Entity: PROTECTION/ENGINEER Symbol Set Code: 10 Code: 1407**03** Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
EXPLOSIVE ORDNANCE DISPOSAL (EOD) Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 14**08**00 Icon Type: Main		N/A
FIELD CAMP CONSTRUCTION Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 14**09**00 Icon Type: Main+1		N/A
FIRE FIGHTING/FIRE PROTECTION Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 14**10**00 Icon Type: Main		N/A
GEOSPATIAL SUPPORT/GEOSPATIAL INFORMATION SUPPORT Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 14**11**00 Icon Type: Main		N/A
MILITARY POLICE Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 14**12**00 Icon Type: Main		N/A

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TABLE D-IV. Land unit icons - Continued.

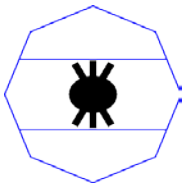
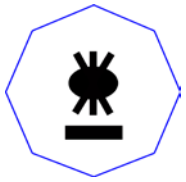
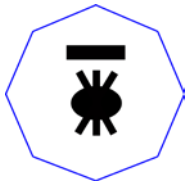
DESCRIPTION	ICON	REMARKS
MINE Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 14**13**00 Icon Type: Main		N/A
MINE CLEARING Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 14**14**00 Icon Type: Full Octagon		N/A
MINE LAUNCHING Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 14**15**00 Icon Type: Full Octagon		N/A
MINE LAYING Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 14**16**00 Icon Type: Full Octagon		N/A
SECURITY Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 14**17**00 Icon Type: Main		N/A
MECHANIZED Type: Entity Type Entity: PROTECTION/SECURITY Symbol Set Code: 10 Code: 1417**01** Icon Type: Main		

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TABLE D-IV. Land unit icons - Continued.

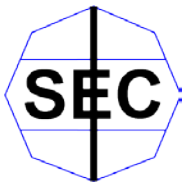
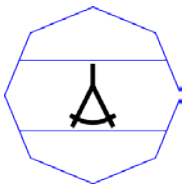
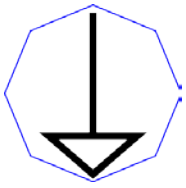
DESCRIPTION	ICON	REMARKS
MOTORIZED Type: Entity Type Entity: PROTECTION/SECURITY Symbol Set Code: 10 Code: 1417**02** Icon Type: Main		
SEARCH AND RESCUE Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 14**18**00 Icon Type: Main		N/A
SECURITY POLICE (AIR) Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 14**19**00 Icon Type: Main+2		N/A
SHORE PATROL Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 14**20**00 Icon Type: Main		N/A
TOPOGRAPHIC Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 14**21**00 Icon Type: Main		N/A
INTELLIGENCE Type: Entity Symbol Set Code: 10 Code: **15**0000	N/A	No icon is associated with this entity. It is for hierarchal purposes only.
ANALYSIS Type: Entity Type Entity: INTELLIGENCE Symbol Set Code: 10 Code: 15**01**00 Icon Type: Full Octagon		N/A

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TABLE D-IV. Land unit icons - Continued.

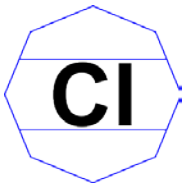
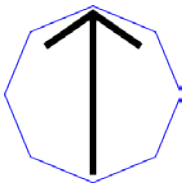
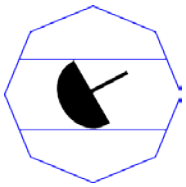
DESCRIPTION	ICON	REMARKS
COUNTERINTELLIGENCE Type: Entity Type Entity: INTELLIGENCE Symbol Set Code: 10 Code: 15**02**00 Icon Type: Main		N/A
DIRECTION FINDING Type: Entity Type Entity: INTELLIGENCE Symbol Set Code: 10 Code: 15**03**00 Icon Type: Full Octagon		N/A
ELECTRONIC RANGING Type: Entity Type Entity: INTELLIGENCE Symbol Set Code: 10 Code: 15**04**00 Icon Type: Main		N/A
ELECTRONIC WARFARE Type: Entity Type Entity: INTELLIGENCE Symbol Set Code: 10 Code: 15**05**00 Icon Type: Main		N/A
ANALYSIS Type: Entity Subtype Entity/Entity Type: INTELLIGENCE/ELECTRONIC WARFARE Symbol Set Code: 10 Code: 1505**01** Icon Type: Full Octagon		N/A
DIRECTION FINDING Type: Entity Subtype Entity/Entity Type: INTELLIGENCE/ELECTRONIC WARFARE Symbol Set Code: 10 Code: 1505**02** Icon Type: Full Octagon		N/A

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TABLE D-IV. Land unit icons - Continued.

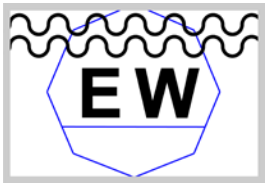
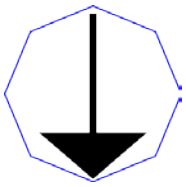
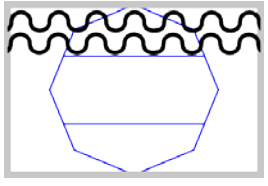
DESCRIPTION	ICON	REMARKS
INTERCEPT Type: Entity Subtype Entity/Entity Type: INTELLIGENCE/ELECTRONIC WARFARE Symbol Set Code: 10 Code: 1505**03** Icon Type: Full Octagon		N/A
JAMMING Type: Entity Subtype Entity/Entity Type: INTELLIGENCE/ELECTRONIC WARFARE Symbol Set Code: 10 Code: 1505**04** Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
SEARCH Type: Entity Subtype Entity/Entity Type: INTELLIGENCE/ELECTRONIC WARFARE Symbol Set Code: 10 Code: 1505**05** Icon Type: Full Octagon		N/A
INTERCEPT (SEARCH AND RECORDING) Type: Entity Type Entity: INTELLIGENCE Symbol Set Code: 10 Code: 15**06**00 Icon Type: Full Octagon		N/A
INTERROGATION Type: Entity Type Entity: INTELLIGENCE Symbol Set Code: 10 Code: 15**07**00 Icon Type: Main		N/A
JAMMING Type: Entity Type Entity: INTELLIGENCE Symbol Set Code: 10 Code: 15**08**00 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.

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TABLE D-IV. Land unit icons - Continued.

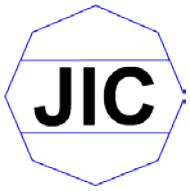
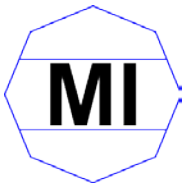
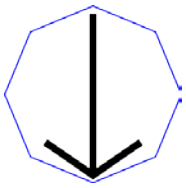
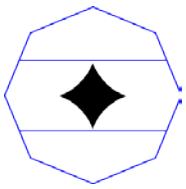
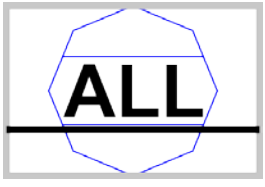
DESCRIPTION	ICON	REMARKS
JOINT INTELLIGENCE CENTER Type: Entity Type Entity: INTELLIGENCE Symbol Set Code: 10 Code: 15**09**00 Icon Type: Main		N/A
MILITARY INTELLIGENCE Type: Entity Type Entity: INTELLIGENCE Symbol Set Code: 10 Code: 15**10**00 Icon Type: Main		N/A
SEARCH Type: Entity Type Entity: INTELLIGENCE Symbol Set Code: 10 Code: 15**11**00 Icon Type: Full Octagon		N/A
SENSOR Type: Entity Type Entity: INTELLIGENCE Symbol Set Code: 10 Code: 15**12**00 Icon Type: Main		N/A
SUSTAINMENT Type: Entity Symbol Set Code: 10 Code: **16**0000		N/A
ADMINISTRATIVE Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 16**01**00 Icon Type: Main		N/A
ALL CLASSES OF SUPPLY Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 16**02**00 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.

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TABLE D-IV. Land unit icons - Continued.

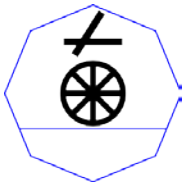
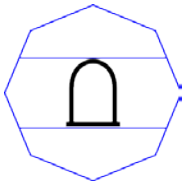
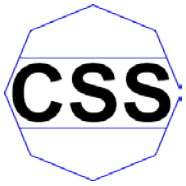
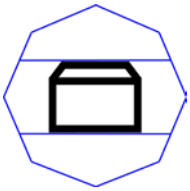
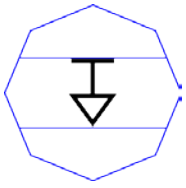
DESCRIPTION	ICON	REMARKS
AIRPORT OF DEBARKATION/AIRPORT OF EMBARKATION Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 16**03**00 Icon Type: Main+1		N/A
AMMUNITION Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 16**04**00 Icon Type: Main		N/A
BAND Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 16**05**00 Icon Type: Main		N/A
COMBAT SERVICE SUPPORT Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 16**06**00 Icon Type: Main		N/A
FINANCE Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 16**07**00 Icon Type: Main		N/A
JUDGE ADVOCATE GENERAL Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 16**08**00 Icon Type: Main		N/A
LABOR Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 16**09**00 Icon Type: Main		N/A

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TABLE D-IV. Land unit icons - Continued.

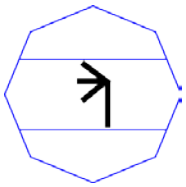
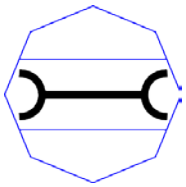
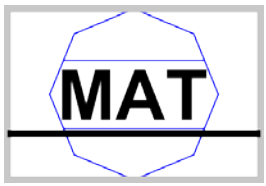
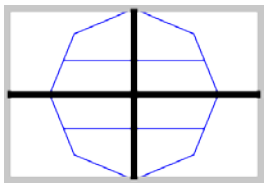
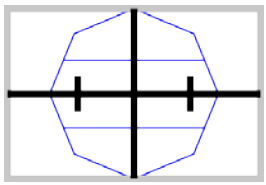
DESCRIPTION	ICON	REMARKS
LAUNDRY/BATH Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 161**0**00 Icon Type: Main		N/A
MAINTENANCE Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 161**1**00 Icon Type: Main		N/A
MATERIAL Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 161**2**00 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
MEDICAL Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 161**3**00 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
MEDICAL TREATMENT FACILITY Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 161**4**00 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
MORALE, WELFARE AND RECREATION Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 161**5**00 Icon Type: Main		N/A

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TABLE D-IV. Land unit icons - Continued.

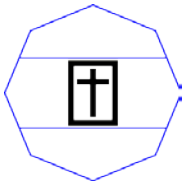
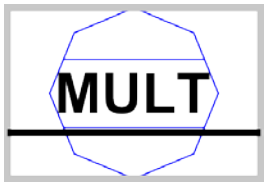
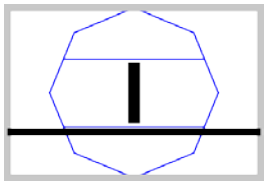
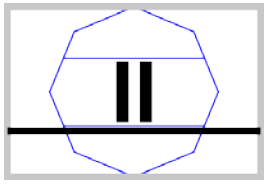
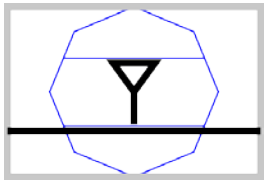
DESCRIPTION	ICON	REMARKS
MORTUARY AFFAIRS/GRAVES REGISTRATION Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 161600 Icon Type: Main		N/A
MULTIPLE CLASSES OF SUPPLY Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 161700 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
NATO SUPPLY CLASS I Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 161800 Icon Type: Full Frame		These classes are referenced in NATO APP-6. Items of subsistence, e.g. food and forage, which are consumed by personnel or animals at an approximately uniform rate, irrespective of local changes in combat or terrain conditions.
NATO SUPPLY CLASS II Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 161900 Icon Type: Full Frame		These classes are referenced in NATO APP-6 Supplies for which allowances are established by tables of organization and equipment, e.g. clothing, weapons, tools, spare parts, vehicles.
NATO SUPPLY CLASS III Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 162000 Icon Type: Full Frame		These classes are referenced in NATO APP-6 Petroleum, oil and lubricants (POL) for all purposes, except for operating aircraft or for use in weapons such as flamethrowers, e.g. gasoline, fuel oil, greases, coal and coke. (Class IIIa - aviation fuel and lubricants)

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TABLE D-IV. Land unit icons - Continued.

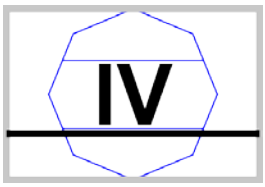
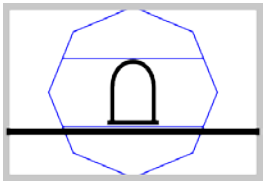
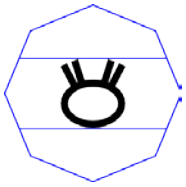
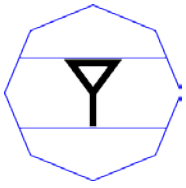
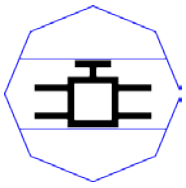
DESCRIPTION	ICON	REMARKS
NATO SUPPLY CLASS IV Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 16**21**00 Icon Type: Full Frame		These classes are referenced in NATO APP-6 Supplies for which initial issue allowances are not prescribed by approved issue tables. Normally includes fortification and construction materials, as well as additional quantities of items identical to those authorized for initial issue (Class II) such as additional vehicles.
NATO SUPPLY CLASS V Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 16**22**00 Icon Type: Full Frame		These classes are referenced in NATO APP-6 Ammunition, explosives and chemical agents of all types.
ORDNANCE Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 16**23**00 Icon Type: Main		N/A
PERSONNEL SERVICES Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 16**24**00 Icon Type: Main		N/A
PETROLEUM, OIL AND LUBRICANTS Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 16**25**00 Icon Type: Main		N/A
PIPELINE Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 16**26**00 Icon Type: Main		N/A

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TABLE D-IV. Land unit icons - Continued.

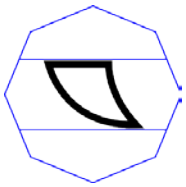
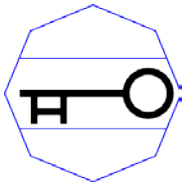
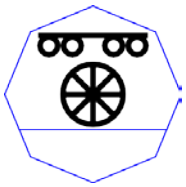
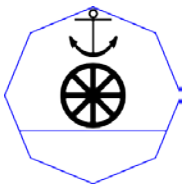
DESCRIPTION	ICON	REMARKS
POSTAL Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 16**27**00 Icon Type: Main		N/A
PUBLIC AFFAIRS/PUBLIC INFORMATION Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 16**28**00 Icon Type: Main		N/A
QUARTERMASTER Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 16**29**00 Icon Type: Main		N/A
RAILHEAD Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 16**30**00 Icon Type: Main+1		N/A
RELIGIOUS SUPPORT Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 16**31**00 Icon Type: Main		N/A
REPLACEMENT HOLDING UNIT Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 16**32**00 Icon Type: Main		N/A
SEAPORT OF DEBARKATION/ SEAPORT OF EMBARKATION Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 16**33**00 Icon Type: Main+1		N/A

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TABLE D-IV. Land unit icons - Continued.

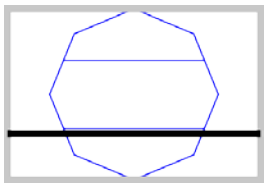
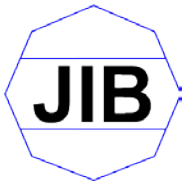
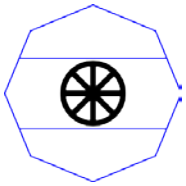
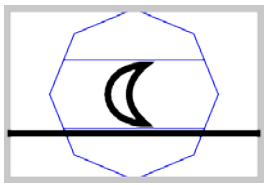
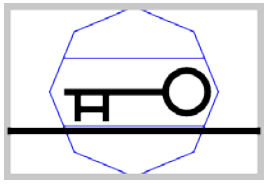
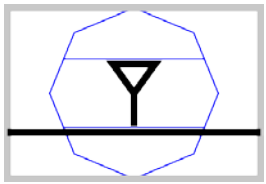
DESCRIPTION	ICON	REMARKS
SUPPLY Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 16**34**00 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
JOINT INFORMATION BUREAU (JIB) Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 16**35**00 Icon Type: Main		N/A
TRANSPORTATION Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 16**36**00 Icon Type: Main		N/A
US SUPPLY CLASS I Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 16**37**00 Icon Type: Full Frame		Referenced in STANAG 2961 Classes of Supply of NATO Land Forces Subsistence (food), gratuitous (free) health and comfort items.
US SUPPLY CLASS II Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 16**38**00 Icon Type: Full Frame		Referenced in STANAG 2961 Classes of Supply of NATO Land Forces Individual equipment, tentage, organizational tool sets and kits, hand tools, unclassified maps, administrative and housekeeping supplies and equipment.
US SUPPLY CLASS III Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 16**39**00 Icon Type: Full Frame		Referenced in STANAG 2961 Classes of Supply of NATO Land Forces Petroleum, Oil and Lubricants (POL) (package and bulk): Petroleum, fuels, lubricants, hydraulic and insulating oils, preservatives, liquids and gases, bulk chemical products, coolants, deicer and antifreeze compounds, components and additives of petroleum and chemical products and coal.

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TABLE D-IV. Land unit icons - Continued.

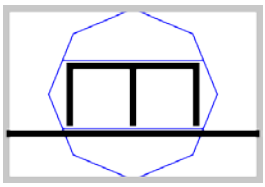
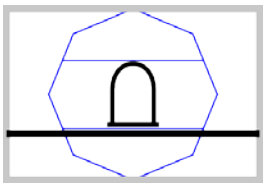
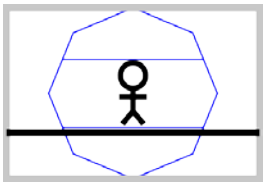
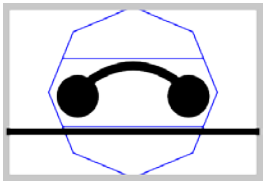
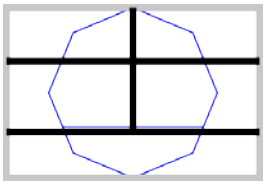
DESCRIPTION	ICON	REMARKS
US SUPPLY CLASS IV Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 16**40**00 Icon Type: Full Frame		Referenced in STANAG 2961 Classes of Supply of NATO Land Forces Construction materials, including installed equipment and all fortification and barrier materials.
US SUPPLY CLASS V Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 16**41**00 Icon Type: Full Frame		Referenced in STANAG 2961 Classes of Supply of NATO Land Forces Ammunition of all types, bombs, explosives, mines, fuses, detonators, pyrotechnics, missiles, rockets, propellants and associated items.
US SUPPLY CLASS VI Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 16**42**00 Icon Type: Full Frame		Referenced in STANAG 2961 Classes of Supply of NATO Land Forces Personal demand items (such as health and hygiene products, soaps and toothpaste, writing material, snack food, beverages, cigarettes, batteries, alcohol and cameras—nonmilitary sales items).
US SUPPLY CLASS VII Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 16**43**00 Icon Type: Full Frame		Referenced in STANAG 2961 Classes of Supply of NATO Land Forces Major end items such as launchers, tanks, mobile machine shops and vehicles.
US SUPPLY CLASS VIII Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 16**44**00 Icon Type: Full Frame		Referenced in STANAG 2961 Classes of Supply of NATO Land Forces Medical material (equipment and consumables) including repair parts peculiar to medical equipment. (Class VIIIa – Medical consumable supplies not including blood & blood products; Class VIIIb – Blood & blood components (whole blood, platelets, plasma, packed red cells, etc.).

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TABLE D-IV. Land unit icons - Continued.

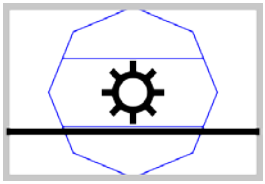
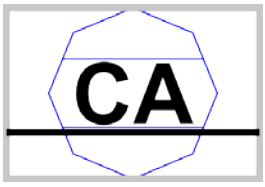
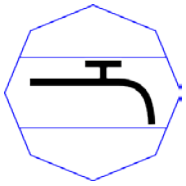
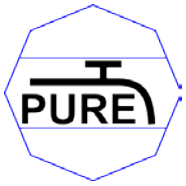
DESCRIPTION	ICON	REMARKS
US SUPPLY CLASS IX Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 16**45**00 Icon Type: Full Frame		Referenced in STANAG 2961 Classes of Supply of NATO Land Forces Repair parts and components to include kits, assemblies and subassemblies (repairable or non-repairable) required for maintenance support of all equipment.
US SUPPLY CLASS X Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 16**46**00 Icon Type: Full Frame		Referenced in STANAG 2961 Classes of Supply of NATO Land Forces Material to support nonmilitary programs such as agriculture and economic development (not included in Classes I through IX).
WATER Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 16**47**00 Icon Type: Main		N/A
WATER PURIFICATION Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 16**48**00 Icon Type: Main		N/A
BROADCAST Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 16**49**00 Icon Type: Main		N/A
NAVAL Type: Entity Entity: NAVAL Symbol Set Code: 10 Code: 17**00**00	N/A	No icon is associated with this entity. It is for hierarchal purposes only.

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TABLE D-IV. Land unit icons - Continued.

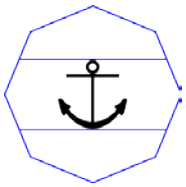
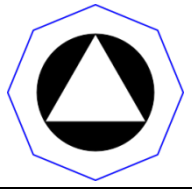
DESCRIPTION	ICON	REMARKS
NAVAL Type: Entity Type Entity: NAVAL Symbol Set Code: 10 Code: 17**01**00 Icon Type: Main		N/A
NAMED HEADQUARTERS Type: Entity Entity: NAMED HEADQUARTERS Symbol Set Code: 10 Code: 18**00**00	N/A	No icon is associated with this entity. It is for hierarchal purposes only.
ALLIED COMMAND EUROPE RAPID REACTION CORPS (ARRC) Type: Entity Type Entity: NAMED HEADQUARTERS Symbol Set Code: 10 Code: 18**01**00 Icon Type: Main		N/A
ALLIED COMMAND OPERATIONS Type: Entity Type Entity: NAMED HEADQUARTERS Symbol Set Code: 10 Code: 18**02**00 Icon Type: Main		N/A
INTERNATIONAL SECURITY ASSISTANCE FORCE (ISAF) Type: Entity Type Entity: NAMED HEADQUARTERS Symbol Set Code: 10 Code: 18**03**00 Icon Type: Main		N/A
MULTINATIONAL (MN) Type: Entity Type Entity: NAMED HEADQUARTERS Symbol Set Code: 10 Code: 18**04**00 Icon Type: Main		N/A
EMERGENCY OPERATION Type: Entity Symbol Set Code: 10 Code: **19**0000 Icon Type: Full Octagon		N/A

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TABLE D-IV. Land unit icons - Continued.

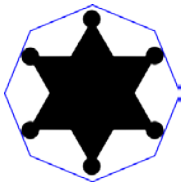
DESCRIPTION	ICON	REMARKS
LAW ENFORCEMENT Type: Entity Symbol Set Code: 10 Code: **20**0000 Icon Type: Full Octagon		N/A
BUREAU OF ALCOHOL, TOBACCO, FIREARMS AND EXPLOSIVES (ATF) (DEPARTMENT OF JUSTICE) Type: Entity Type Entity: LAW ENFORCEMENT Symbol Set Code: 10 Code: 20**01**00 Icon Type: Main		N/A
BORDER PATROL Type: Entity Type Entity: LAW ENFORCEMENT Symbol Set Code: 10 Code: 20**02**00 Icon Type: Full Octagon		N/A
CUSTOMS SERVICE Type: Entity Type Entity: LAW ENFORCEMENT Symbol Set Code: 10 Code: 20**03**00 Icon Type: Full Octagon		N/A
DRUG ENFORCEMENT AGENCY (DEA) Type: Entity Type Entity: LAW ENFORCEMENT Symbol Set Code: 10 Code: 20**04**00 Icon Type: Main		N/A
DEPARTMENT OF JUSTICE (DOJ) Type: Entity Type Entity: LAW ENFORCEMENT Symbol Set Code: 10 Code: 20**05**00 Icon Type: Full Octagon		N/A

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TABLE D-IV. Land unit icons - Continued.

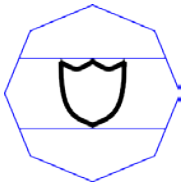
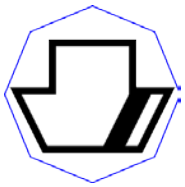
DESCRIPTION	ICON	REMARKS
FEDERAL BUREAU OF INVESTIGATION (FBI) Type: Entity Type Entity: LAW ENFORCEMENT Symbol Set Code: 10 Code: 20**06**00 Icon Type: Main		N/A
POLICE Type: Entity Type Entity: LAW ENFORCEMENT Symbol Set Code: 10 Code: 20**07**00 Icon Type: Main		N/A
PRISON Type: Entity Type Entity: LAW ENFORCEMENT Symbol Set Code: 10 Code: 20**08**00 Icon Type: Full Octagon		N/A
UNITED STATES SECRET SERVICE(TREAS) (USSS) Type: Entity Type Entity: LAW ENFORCEMENT Symbol Set Code: 10 Code: 20**09**00 Icon Type: Main		N/A
TRANSPORTATION SECURITY ADMINISTRATION (TSA) Type: Entity Type Entity: LAW ENFORCEMENT Symbol Set Code: 10 Code: 20**10**00 Icon Type: Main		N/A
COAST GUARD Type: Entity Type Entity: LAW ENFORCEMENT Symbol Set Code: 10 Code: 20**11**00 Icon Type: Full Octagon		N/A

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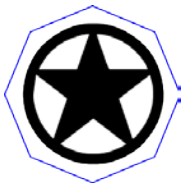
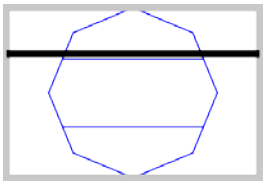
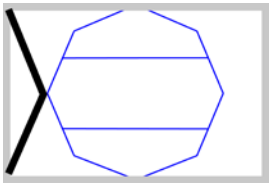
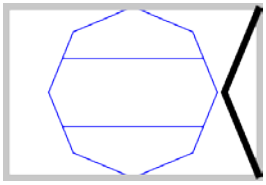
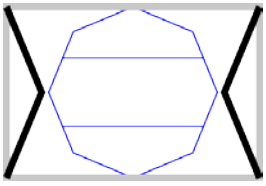
TABLE D-IV. Land unit icons - Continued.

DESCRIPTION	ICON	REMARKS
US MARSHALS SERVICE Type: Entity Type Entity: LAW ENFORCEMENT Symbol Set Code: 10 Code: 20**12**00 Icon Type: Full Octagon		N/A
INTERNAL SECURITY FORCE Type: Entity Type Entity: LAW ENFORCEMENT Symbol Set Code: 10 Code: 20**13**00 Icon Type: Main		N/A

D.6.2.1 Land unit icons – special entity subtypes. Some entity type land unit icons may use the entity subtypes listed in Table D-V.

TABLE D-V. Land unit icons – special entity subtypes.

DESCRIPTION	ICON	REMARKS
HEADQUARTERS ELEMENT Type: Entity Subtype Symbol Set Code: 10 Code: xxxx**95** Icon Type: Full Frame		Code associated with this entity subtype is subject to the specific entity type.
DIVISION AND BELOW SUPPORT Type: Entity Subtype Symbol Set Code: 10 Code: xxxx**96** Icon Type: Full Frame		Code associated with this entity subtype is subject to the specific entity type.
CORPS SUPPORT Type: Entity Subtype Symbol Set Code: 10 Code: xxxx**97** Icon Type: Full Frame		Code associated with this entity subtype is subject to the specific entity type.
THEATER/ECHELONS ABOVE CORPS SUPPORT Type: Entity Subtype Symbol Set Code: 10 Code: xxxx**98** Icon Type: Full Frame		Code associated with this entity subtype is subject to the specific entity type.

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D.6.3 Land unit sector 1 modifiers. Land unit sector 1 modifiers denote mobility, capability and composite loss categories. Table D-VI lists land unit sector 1 modifiers and illustrates their placement within the bounding octagon.

TABLE D-VI. Land unit sector 1 modifiers.

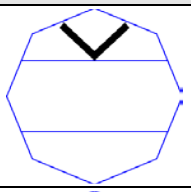
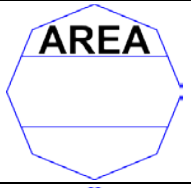
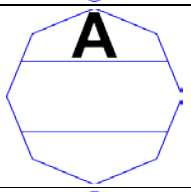
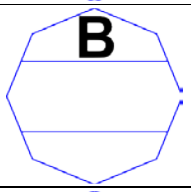
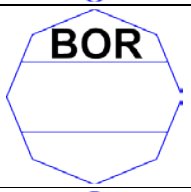
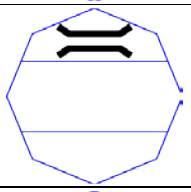
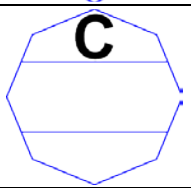
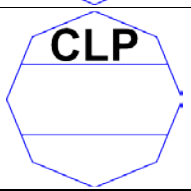
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
AIR MOBILE/AIR ASSAULT Symbol Set Code: 10 Code: 01	MOBILITY		US only
AREA Symbol Set Code: 10 Code: 02	CAPABILITY		N/A
ATTACK Symbol Set Code: 10 Code: 03	CAPABILITY		N/A
BIOLOGICAL Symbol Set Code: 10 Code: 04	CAPABILITY		N/A
BORDER Symbol Set Code: 10 Code: 05	CAPABILITY		N/A
BRIDGING Symbol Set Code: 10 Code: 06	CAPABILITY		N/A
CHEMICAL Symbol Set Code: 10 Code: 07	CAPABILITY		N/A
CLOSE PROTECTION Symbol Set Code: 10 Code: 08	CAPABILITY		N/A

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TABLE D-VI. Land unit sector 1 modifiers – Continued.

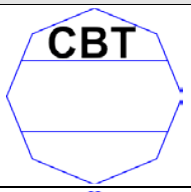
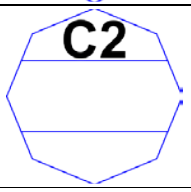
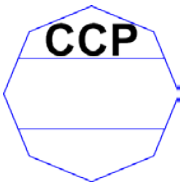
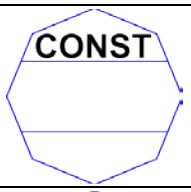
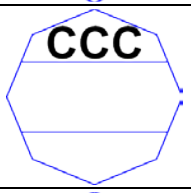
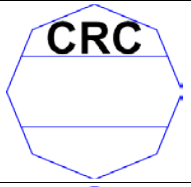
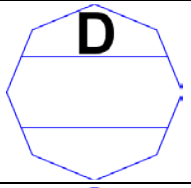
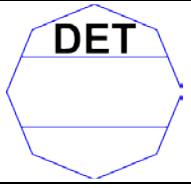
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
COMBAT Symbol Set Code: 10 Code: 09	CAPABILITY		N/A
COMMAND AND CONTROL Symbol Set Code: 10 Code: 10	CAPABILITY		N/A
COMMUNICATIONS CONTINGENCY PACKAGE Symbol Set Code: 10 Code: 11	CAPABILITY		N/A
CONSTRUCTION Symbol Set Code: 10 Code: 12	CAPABILITY		N/A
CROSS CULTURAL COMMUNICATION Symbol Set Code: 10 Code: 13	CAPABILITY		N/A
CROWD AND RIOT CONTROL Symbol Set Code: 10 Code: 14	CAPABILITY		N/A
DECONTAMINATION Symbol Set Code: 10 Code: 15	CAPABILITY		N/A
DETENTION Symbol Set Code: 10 Code: 16	CAPABILITY		N/A

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TABLE D-VI. Land unit sector 1 modifiers – Continued.

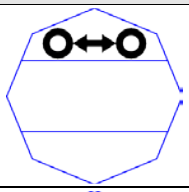
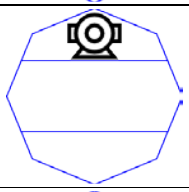
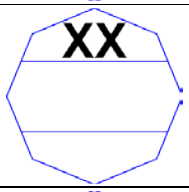
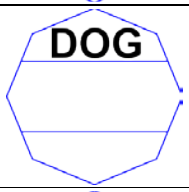
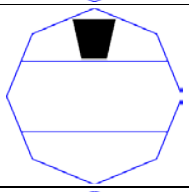
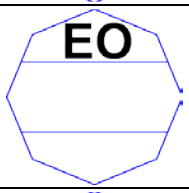
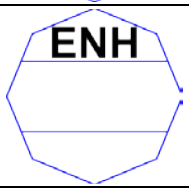
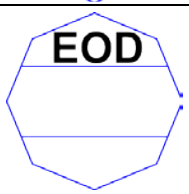
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
DIRECT COMMUNICATIONS Symbol Set Code: 10 Code: 17	CAPABILITY		N/A
DIVING Symbol Set Code: 10 Code: 18	CAPABILITY		N/A
DIVISION Symbol Set Code: 10 Code: 19	CAPABILITY		N/A
DOG Symbol Set Code: 10 Code: 20	CAPABILITY		N/A
DRILLING Symbol Set Code: 10 Code: 21	CAPABILITY		N/A
ELECTRO-OPTICAL Symbol Set Code: 10 Code: 22	CAPABILITY		N/A
ENHANCED Symbol Set Code: 10 Code: 23	CAPABILITY		N/A
EXPLOSIVE ORDNANCE DISPOSAL (EOD) Symbol Set Code: 10 Code: 24	CAPABILITY		N/A

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TABLE D-VI. Land unit sector 1 modifiers – Continued.

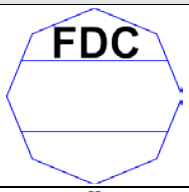
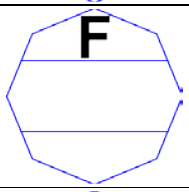
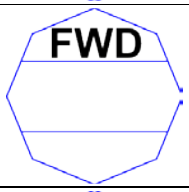
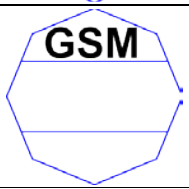
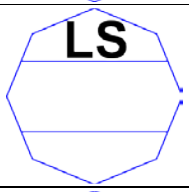
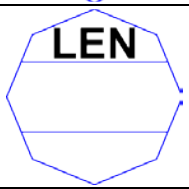
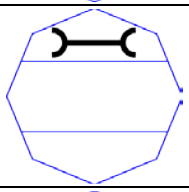
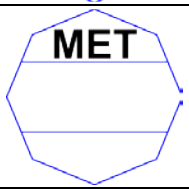
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
FIRE DIRECTION CENTER Symbol Set Code: 10 Code: 25	CAPABILITY		N/A
FORCE Symbol Set Code: 10 Code: 26	CAPABILITY		N/A
FORWARD Symbol Set Code: 10 Code: 27	CAPABILITY		N/A
GROUND STATION MODULE Symbol Set Code: 10 Code: 28	CAPABILITY		N/A
LANDING SUPPORT Symbol Set Code: 10 Code: 29	CAPABILITY		N/A
LARGE EXTENSION NODE Symbol Set Code: 10 Code: 30	CAPABILITY		N/A
MAINTENANCE Symbol Set Code: 10 Code: 31	CAPABILITY		N/A
METEOROLOGICAL Symbol Set Code: 10 Code: 32	CAPABILITY		N/A

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TABLE D-VI. Land unit sector 1 modifiers – Continued.

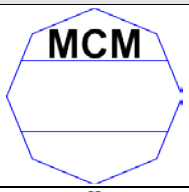
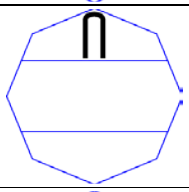
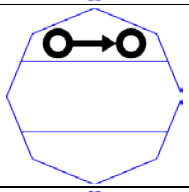
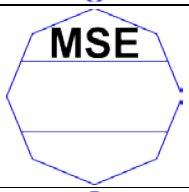
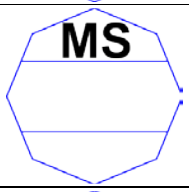
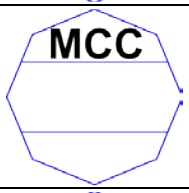
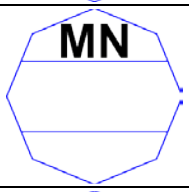
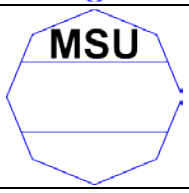
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
MINE COUNTERMEASURE Symbol Set Code: 10 Code: 33	CAPABILITY		N/A
MISSILE Symbol Set Code: 10 Code: 34	CAPABILITY		N/A
MOBILE ADVISOR AND SUPPORT Symbol Set Code: 10 Code: 35	CAPABILITY		N/A
MOBILE SUBSCRIBER EQUIPMENT Symbol Set Code: 10 Code: 36	CAPABILITY		N/A
MOBILITY SUPPORT Symbol Set Code: 10 Code: 37	CAPABILITY		N/A
MOVEMENT CONTROL CENTER Symbol Set Code: 10 Code: 38	CAPABILITY		N/A
MULTINATIONAL Symbol Set Code: 10 Code: 39	CAPABILITY		N/A
MULTINATIONAL SPECIALIZED UNIT Symbol Set Code: 10 Code: 40	CAPABILITY		N/A

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TABLE D-VI. Land unit sector 1 modifiers – Continued.

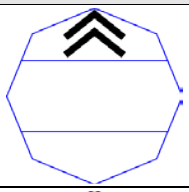
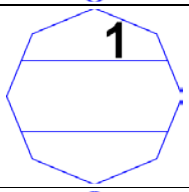
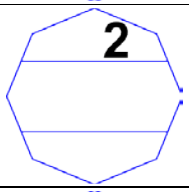
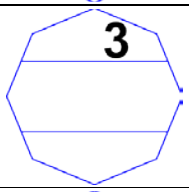
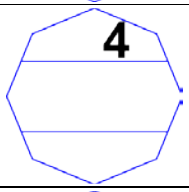
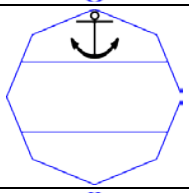
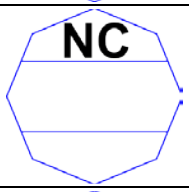
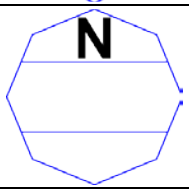
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
MULTIPLE ROCKET LAUNCHER Symbol Set Code: 10 Code: 41	CAPABILITY		N/A
NATO MEDICAL ROLE 1 Symbol Set Code: 10 Code: 42	CAPABILITY		Modifier is offset so that the modifier is not compromised by the main sector icon.
NATO MEDICAL ROLE 2 Symbol Set Code: 10 Code: 43	CAPABILITY		Modifier is offset so that the modifier is not compromised by the main sector icon.
NATO MEDICAL ROLE 3 Symbol Set Code: 10 Code: 44	CAPABILITY		Modifier is offset so that the modifier is not compromised by the main sector icon.
NATO MEDICAL ROLE 4 Symbol Set Code: 10 Code: 45	CAPABILITY		Modifier is offset so that the modifier is not compromised by the main sector icon.
NAVAL Symbol Set Code: 10 Code: 46	CAPABILITY		N/A
NODE CENTER Symbol Set Code: 10 Code: 47	CAPABILITY		N/A
NUCLEAR Symbol Set Code: 10 Code: 48	CAPABILITY		N/A

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TABLE D-VI. Land unit sector 1 modifiers – Continued.

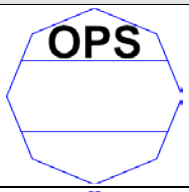
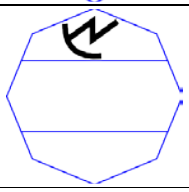
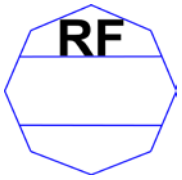
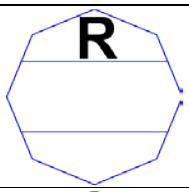
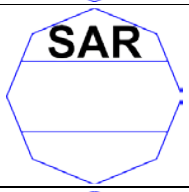
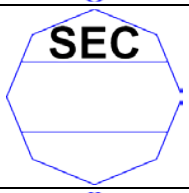
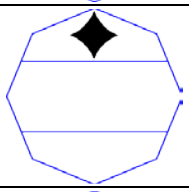
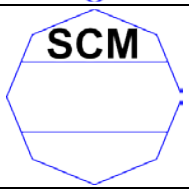
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
OPERATIONS Symbol Set Code: 10 Code: 49	CAPABILITY		N/A
RADAR Symbol Set Code: 10 Code: 50	CAPABILITY		N/A
RADIO FREQUENCY IDENTIFICATION (RFID) INTERROGATOR/ SENSOR Symbol Set Code: 10 Code: 51	CAPABILITY		N/A
RADIOLOGICAL Symbol Set Code: 10 Code: 52	CAPABILITY		N/A
SEARCH AND RESCUE Symbol Set Code: 10 Code: 53	CAPABILITY		N/A
SECURITY Symbol Set Code: 10 Code: 54	CAPABILITY		N/A
SENSOR Symbol Set Code: 10 Code: 55	CAPABILITY		N/A
SENSOR CONTROL MODULE (SCM) Symbol Set Code: 10 Code: 56	CAPABILITY		N/A

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TABLE D-VI. Land unit sector 1 modifiers – Continued.

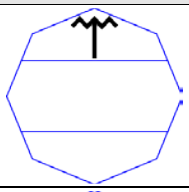
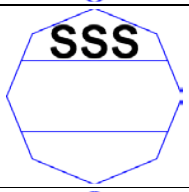
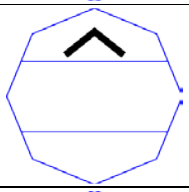
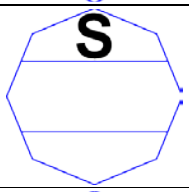
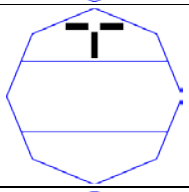
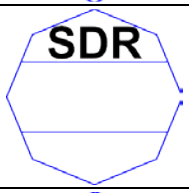
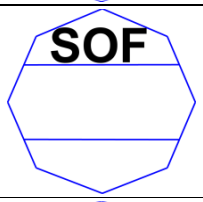
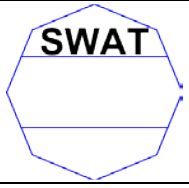
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
SIGNALS INTELLIGENCE Symbol Set Code: 10 Code: 57	CAPABILITY		N/A
SINGLE SHELTER SWITCH Symbol Set Code: 10 Code: 58	CAPABILITY		N/A
SINGLE ROCKET LAUNCHER Symbol Set Code: 10 Code: 59	CAPABILITY		N/A
SMOKE Symbol Set Code: 10 Code: 60	CAPABILITY		N/A
SNIPER Symbol Set Code: 10 Code: 61	CAPABILITY		N/A
SOUND RANGING Symbol Set Code: 10 Code: 62	CAPABILITY		N/A
SPECIAL OPERATIONS FORCES (SOF) Symbol Set Code: 10 Code: 63	CAPABILITY		N/A
SPECIAL WEAPONS AND TACTICS Symbol Set Code: 10 Code: 64	CAPABILITY		N/A

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TABLE D-VI. Land unit sector 1 modifiers – Continued.

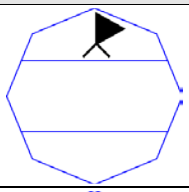
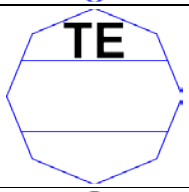
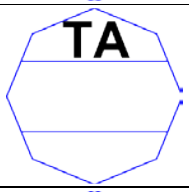
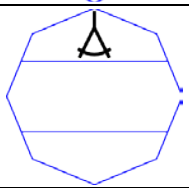
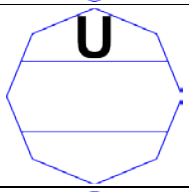
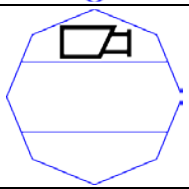
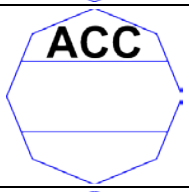
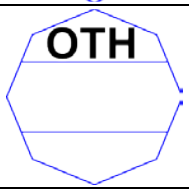
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
SURVEY Symbol Set Code: 10 Code: 65	CAPABILITY		N/A
TACTICAL EXPLOITATION Symbol Set Code: 10 Code: 66	CAPABILITY		N/A
TARGET ACQUISITION Symbol Set Code: 10 Code: 67	CAPABILITY		N/A
TOPOGRAPHIC Symbol Set Code: 10 Code: 68	CAPABILITY		N/A
UTILITY Symbol Set Code: 10 Code: 69	CAPABILITY		N/A
VIDEO IMAGERY (COMBAT CAMERA) Symbol Set Code: 10 Code: 70	CAPABILITY		N/A
ACCIDENT Symbol Set Code: 10 Code: 71	COMPOSITE LOSS		N/A
OTHER Symbol Set Code: 10 Code: 72	COMPOSITE LOSS		N/A

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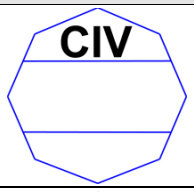
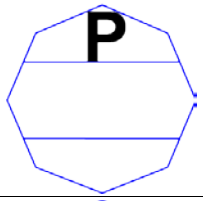
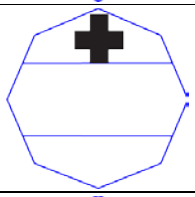
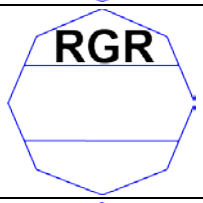
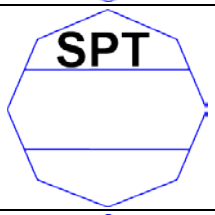
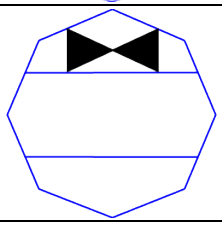
TABLE D-VI. Land unit sector 1 modifiers – Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
CIVILIAN Symbol Set Code: 10 Code: 73	OPERATION		N/A
ANTISUBMARINE WARFARE Symbol Set Code: 10 Code: 74	CAPABILITY		N/A
MEDEVAC Symbol Set Code: 10 Code: 75	CAPABILITY		N/A
RANGER Symbol Set Code: 10 Code: 76	CAPABILITY		N/A
SUPPORT Symbol Set Code: 10 Code: 77	CAPABILITY		N/A
AVIATION Symbol Set Code: 10 Code: 78	CAPABILITY		N/A

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D.6.4 Land unit sector 2 modifiers. Land unit sector 2 modifiers denote close range and control, mobility and capability categories. Table D-VII lists land unit sector 2 modifiers and illustrates their placement within the bounding octagon.

TABLE D-VII. Land unit sector 2 modifiers.

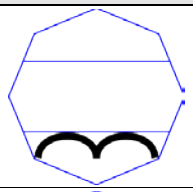
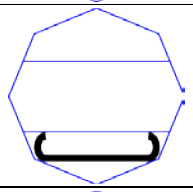
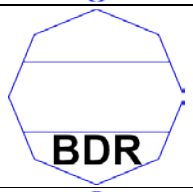
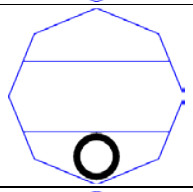
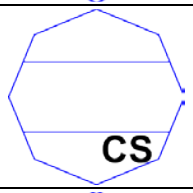
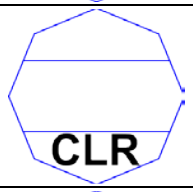
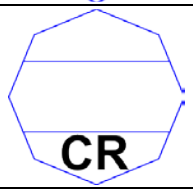
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
AIRBORNE Symbol Set Code: 10 Code: 01	MOBILITY		N/A
ARCTIC Symbol Set Code: 10 Code: 02	MOBILITY		N/A
BATTLE DAMAGE REPAIR Symbol Set Code: 10 Code: 03	CAPABILITY		N/A
BICYCLE EQUIPPED Symbol Set Code: 10 Code: 04	MOBILITY		N/A
CASUALTY STAGING Symbol Set Code: 10 Code: 05	CAPABILITY		Modifier is offset so that the modifier is not compromised by the main sector icon.
CLEARING Symbol Set Code: 10 Code: 06	CAPABILITY		N/A
CLOSE RANGE Symbol Set Code: 10 Code: 07	CAPABILITY		N/A

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TABLE D-VII. Land unit sector 2 modifiers - Continued.

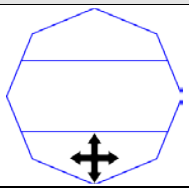
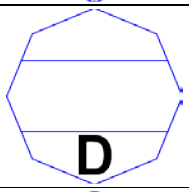
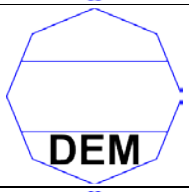
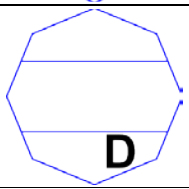
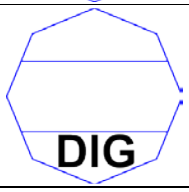
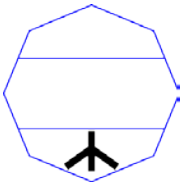
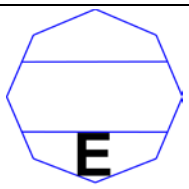
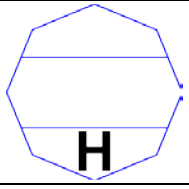
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
CONTROL Symbol Set Code: 10 Code: 08	CAPABILITY		N/A
DECONTAMINATION Symbol Set Code: 10 Code: 09	CAPABILITY		N/A
DEMOLITION Symbol Set Code: 10 Code: 10	CAPABILITY		N/A
DENTAL Symbol Set Code: 10 Code: 11	CAPABILITY		Modifier is offset so that the modifier is not compromised by the main sector icon.
DIGITAL Symbol Set Code: 10 Code: 12	CAPABILITY		N/A
ENHANCED POSITION LOCATION REPORTING SYSTEM (EPLRS) Symbol Set Code: 10 Code: 13	CAPABILITY		N/A
EQUIPMENT Symbol Set Code: 10 Code: 14	CAPABILITY		APP6
HEAVY Symbol Set Code: 10 Code: 15	CAPABILITY		N/A

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TABLE D-VII. Land unit sector 2 modifiers - Continued.

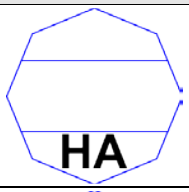
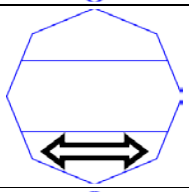
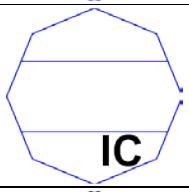
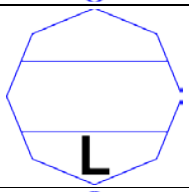
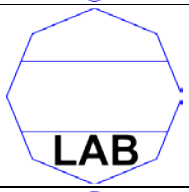
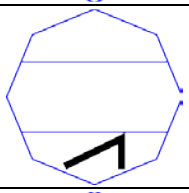
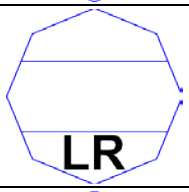
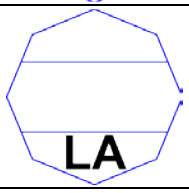
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
HIGH ALTITUDE Symbol Set Code: 10 Code: 16	CAPABILITY		N/A
INTERMODAL Symbol Set Code: 10 Code: 17	CAPABILITY		N/A
INTENSIVE CARE Symbol Set Code: 10 Code: 18	CAPABILITY		Modifier is offset so that the modifier is not compromised by the main sector icon.
LIGHT Symbol Set Code: 10 Code: 19	CAPABILITY		N/A
LABORATORY Symbol Set Code: 10 Code: 20	CAPABILITY		N/A
LAUNCHER Symbol Set Code: 10 Code: 21	CAPABILITY		N/A
LONG RANGE Symbol Set Code: 10 Code: 22	CAPABILITY		N/A
LOW ALTITUDE Symbol Set Code: 10 Code: 23	CAPABILITY		N/A

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TABLE D-VII. Land unit sector 2 modifiers - Continued.

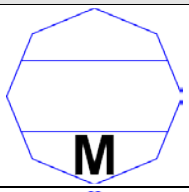
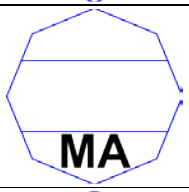
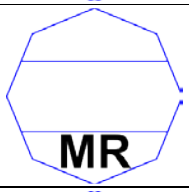
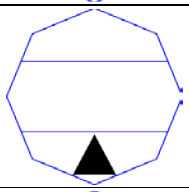
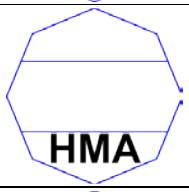
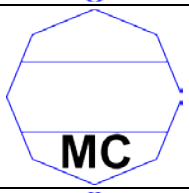
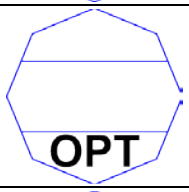
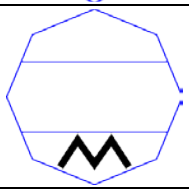
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
MEDIUM Symbol Set Code: 10 Code: 24	CAPABILITY		N/A
MEDIUM ALTITUDE Symbol Set Code: 10 Code: 25	CAPABILITY		N/A
MEDIUM RANGE Symbol Set Code: 10 Code: 26	CAPABILITY		N/A
MOUNTAIN Symbol Set Code: 10 Code: 27	CAPABILITY		N/A
HIGH TO MEDIUM ALTITUDE Symbol Set Code: 10 Code: 28	CAPABILITY		N/A
MULTI-CHANNEL Symbol Set Code: 10 Code: 29	CAPABILITY		N/A
OPTICAL (FLASH) Symbol Set Code: 10 Code: 30	CAPABILITY		N/A
PACK ANIMAL Symbol Set Code: 10 Code: 31	CAPABILITY		N/A

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TABLE D-VII. Land unit sector 2 modifiers - Continued.

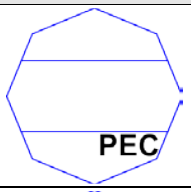
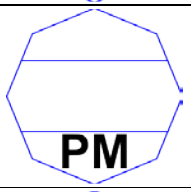
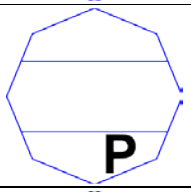
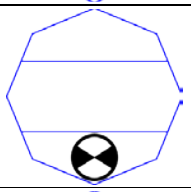
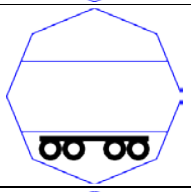
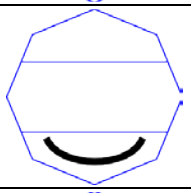
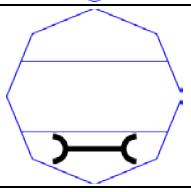
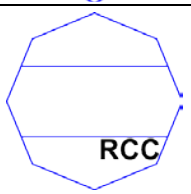
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
PATIENT EVACUATION COORDINATION Symbol Set Code: 10 Code: 32	CAPABILITY		Modifier is offset so that the modifier is not compromised by the main sector icon.
PREVENTIVE MAINTENANCE Symbol Set Code: 10 Code: 33	CAPABILITY		N/A
PSYCHOLOGICAL Symbol Set Code: 10 Code: 34	CAPABILITY		Modifier is offset so that the modifier is not compromised by the main sector icon.
RADIO RELAY LINE OF SIGHT Symbol Set Code: 10 Code: 35	CAPABILITY		N/A
RAILROAD Symbol Set Code: 10 Code: 36	MOBILITY		N/A
RECOVERY (UNMANNED SYSTEMS) Symbol Set Code: 10 Code: 37	CAPABILITY		N/A
RECOVERY (MAINTENANCE) Symbol Set Code: 10 Code: 38	CAPABILITY		N/A
RESCUE COORDINATION CENTER Symbol Set Code: 10 Code: 39	CAPABILITY		Modifier is offset so that the modifier is not compromised by the main sector icon.

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TABLE D-VII. Land unit sector 2 modifiers - Continued.

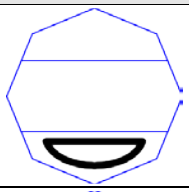
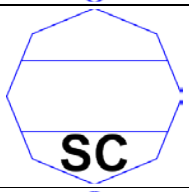
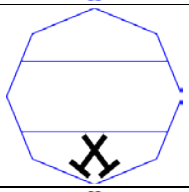
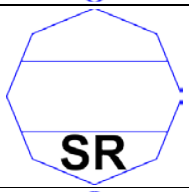
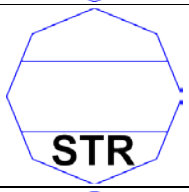
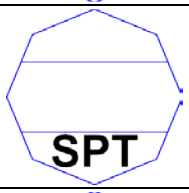
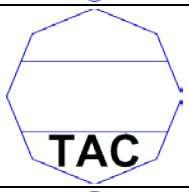
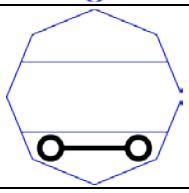
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
RIVERINE Symbol Set Code: 10 Code: 40	MOBILITY		N/A
SINGLE CHANNEL Symbol Set Code: 10 Code: 41	CAPABILITY		N/A
SKI Symbol Set Code: 10 Code: 42	MOBILITY		N/A
SHORT RANGE Symbol Set Code: 10 Code: 43	CAPABILITY		N/A
STRATEGIC Symbol Set Code: 10 Code: 44	CAPABILITY		N/A
SUPPORT Symbol Set Code: 10 Code: 45	CAPABILITY		N/A
TACTICAL Symbol Set Code: 10 Code: 46	CAPABILITY		N/A
TOWED Symbol Set Code: 10 Code: 47	MOBILITY		N/A

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TABLE D-VII. Land unit sector 2 modifiers - Continued.

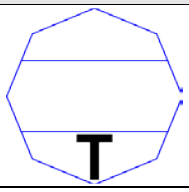
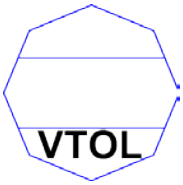
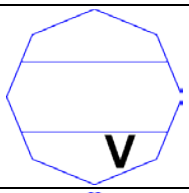
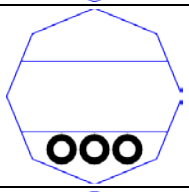
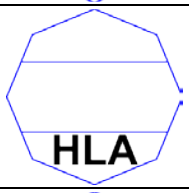
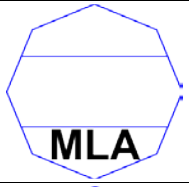
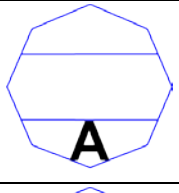
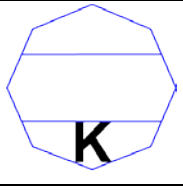
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
TROOP Symbol Set Code: 10 Code: 48	CAPABILITY		N/A
VERTICAL TAKE-OFF AND LANDING (VTOL/VSTOL) Symbol Set Code: 10 Code: 49	MOBILITY		N/A
VETERINARY Symbol Set Code: 10 Code: 50	CAPABILITY		Modifier is offset so that the modifier is not compromised by the main sector icon.
WHEELED Symbol Set Code: 10 Code: 51	MOBILITY		N/A
HIGH TO LOW ALTITUDE Symbol Set Code: 10 Code: 52	CAPABILITY		N/A
MEDIUM TO LOW ALTITUDE Symbol Set Code: 10 Code: 53	CAPABILITY		N/A
ATTACK Symbol Set Code: 10 Code: 54	CAPABILITY		N/A
REFUEL Symbol Set Code: 10 Code: 55	CAPABILITY		N/A

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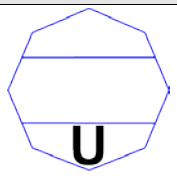
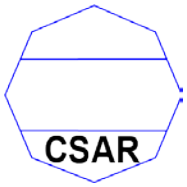
TABLE D-VII. Land unit sector 2 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
UTILITY Symbol Set Code: 10 Code: 56	CAPABILITY		N/A
COMBAT SEARCH AND RESCUE Symbol Set Code: 10 Code: 57	CAPABILITY		N/A

D.7 LAND CIVILIAN INDIVIDUALS/ORGANIZATION SYMBOLS

D.7.1 Land civilian individuals/organization symbols. This section includes the lists of icons and modifiers for building land civilian unit symbols.

D.7.2 Land civilian individuals/organization icons. Table D-VIII depicts land civilian unit icons.

TABLE D-VIII. Land civilian individuals/organization icons.

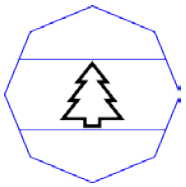
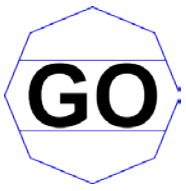
DESCRIPTION	ICON	REMARKS
CIVILIAN Type: Entity Symbol Set Code: 11 Code: **11**0000 Icon Type: Main		This symbol shall not be displayed on a C2 system but may be displayed for training or hierarchal explanation purposes.
ENVIRONMENTAL PROTECTION Type: Entity Type Entity: CIVILIAN Symbol Set Code: 11 Code: 11**01**00 Icon Type: Main		N/A
GOVERNMENT ORGANIZATION Type: Entity Type Entity: CIVILIAN Symbol Set Code: 11 Code: 11**02**00 Icon Type: Main		N/A

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TABLE D-VIII. Land civilian individuals/organization icons - Continued.

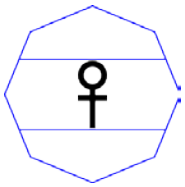
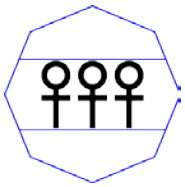
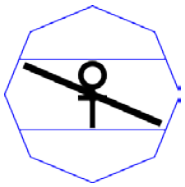
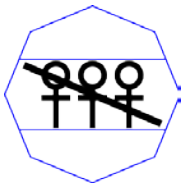
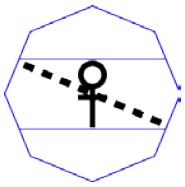
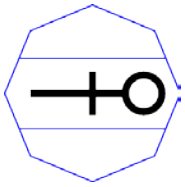
DESCRIPTION	ICON	REMARKS
INDIVIDUAL Type: Entity Type Entity: CIVILIAN Symbol Set Code: 11 Code: 11**03**00 Icon Type: Main		N/A
ORGANIZATION OR GROUP Type: Entity Type Entity: CIVILIAN Symbol Set Code: 11 Code: 11**04**00 Icon Type: Main		N/A
KILLING VICTIM Type: Entity Type Entity: CIVILIAN Symbol Set Code: 11 Code: 11**05**00 Icon Type: Main		N/A
KILLING VICTIMS Type: Entity Type Entity: CIVILIAN Symbol Set Code: 11 Code: 11**06**00 Icon Type: Main		N/A
VICTIM OF AN ATTEMPTED CRIME Type: Entity Type Entity: CIVILIAN Symbol Set Code: 11 Code: 11**07**00 Icon Type: Main		N/A
SPY Type: Entity Type Entity: CIVILIAN Symbol Set Code: 11 Code: 11**08**00 Icon Type: Main		N/A
COMPOSITE LOSS Type: Entity Type Entity: CIVILIAN Symbol Set Code: 11 Code: 11**09**00 Icon Type: Main		N/A

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TABLE D-VIII. Land civilian individuals/organization icons - Continued.

DESCRIPTION	ICON	REMARKS
EMERGENCY MEDICAL OPERATION Type: Entity Type Entity: CIVILIAN Symbol Set Code: 11 Code: 111**0**00 Icon Type: Full Octagon		N/A

D.7.3 Land civilian unit/organization sector 1 modifiers. Land civilian unit sector 1 modifiers denote crime and organization categories. Table D-IX lists land civilian unit sector 1 modifiers and illustrates their placement within the bounding octagon.

TABLE D-IX. Land civilian unit/organization sector 1 modifiers.

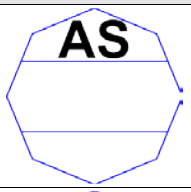
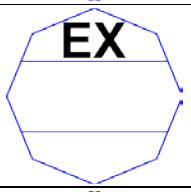
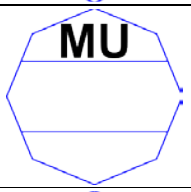
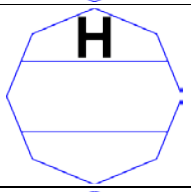
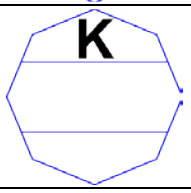
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
ASSASSINATION Symbol Set Code: 11 Code: 01	CRIME		N/A
EXECUTION (WRONGFUL KILLING) Symbol Set Code: 11 Code: 02	CRIME		N/A
MURDER VICTIMS Symbol Set Code: 11 Code: 03	CRIME		N/A
HIJACKING Symbol Set Code: 11 Code: 04	CRIME		N/A
KIDNAPPING Symbol Set Code: 11 Code: 05	CRIME		N/A

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TABLE D-IX. Land civilian unit/organization sector 1 modifiers - Continued.

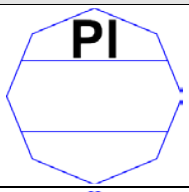
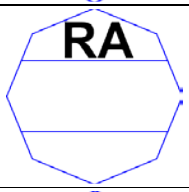
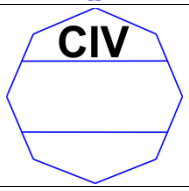
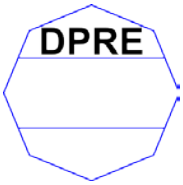
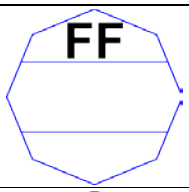
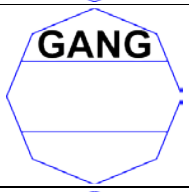
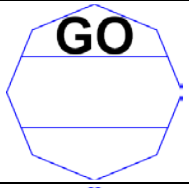
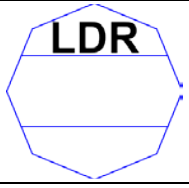
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
PIRACY Symbol Set Code: 11 Code: 06	CRIME		N/A
RAPE Symbol Set Code: 11 Code: 07	CRIME		N/A
CIVILIAN Symbol Set Code: 11 Code: 08	ORGANIZATION		N/A
DISPLACED PERSON(S), REFUGEE(S) AND EVACUEE(S) Symbol Set Code: 11 Code: 09	ORGANIZATION		N/A
FOREIGN FIGHTER(S) Symbol Set Code: 11 Code: 10	ORGANIZATION		N/A
GANG MEMBER OR GANG Symbol Set Code: 11 Code: 11	ORGANIZATION		N/A
GOVERNMENT ORGANIZATION Symbol Set Code: 11 Code: 12	ORGANIZATION		N/A
LEADER OR LEADERSHIP Symbol Set Code: 11 Code: 13	ORGANIZATION		N/A

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TABLE D-IX. Land civilian unit/organization sector 1 modifiers - Continued.

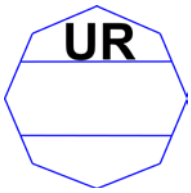
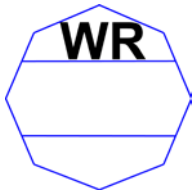
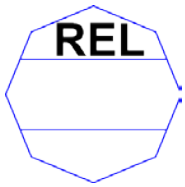
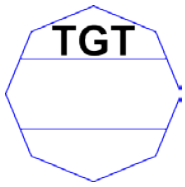
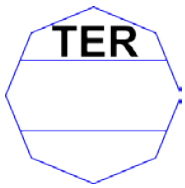
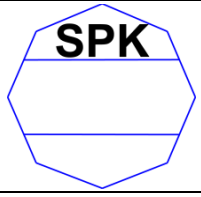
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
NONGOVERNMENTAL ORGANIZATION MEMBER OR NONGOVERNMENTAL ORGANIZATION Symbol Set Code: 11 Code: 14	ORGANIZATION		N/A
COERCED/IMPRESSED RECRUIT Symbol Set Code: 11 Code: 15	ORGANIZATION		N/A
WILLING RECRUIT Symbol Set Code: 11 Code: 16	ORGANIZATION		N/A
RELIGIOUS OR RELIGIOUS ORGANIZATION Symbol Set Code: 11 Code: 17	ORGANIZATION		N/A
TARGETED INDIVIDUAL OR ORGANIZATION Symbol Set Code: 11 Code: 18	ORGANIZATION		N/A
TERRORIST OR TERRORIST ORGANIZATION Symbol Set Code: 11 Code: 19	ORGANIZATION		N/A
SPEAKER Symbol Set Code: 11 Code: 20	ORGANIZATION		N/A

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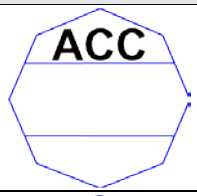
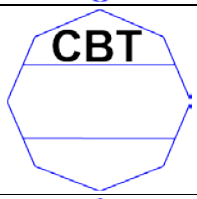
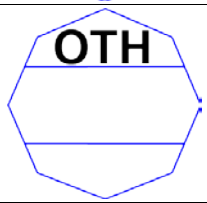
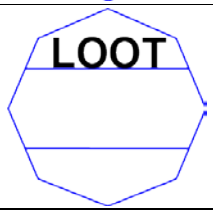
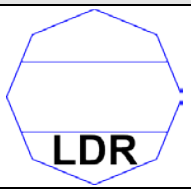
TABLE D-IX. Land civilian unit/organization sector 1 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
ACCIDENT Symbol Set Code: 11 Code: 21	COMPOSITE LOSS		N/A
COMBAT Symbol Set Code: 11 Code: 22	COMPOSITE LOSS		N/A
OTHER Symbol Set Code: 11 Code: 23	COMPOSITE LOSS		N/A
LOOT Symbol Set Code: 11 Code: 24	CRIME		N/A

D.7.4 Land civilian unit sector 2 modifiers. Land civilian unit sector 2 modifiers denote organization category. Table D-X lists the land civilian unit sector 2 modifiers and illustrates their placement within the bounding octagon.

TABLE D-X. Land civilian unit/organization sector 2 modifiers.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
LEADER OR LEADERSHIP Symbol Set Code: 11 Code: 01	ORGANIZATION		N/A

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D.8 LAND EQUIPMENT SYMBOLS

D.8.1 Land equipment symbols. This section includes the lists of icons and modifiers for building land equipment symbols.

D.8.2 Land equipment icons. Table D-XI depicts land equipment icons.

TABLE D-XI. Land equipment icons.

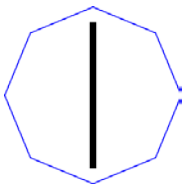
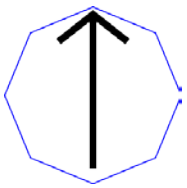
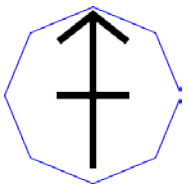
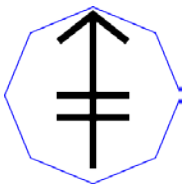
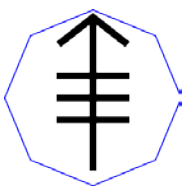
DESCRIPTION	ICON	REMARKS
WEAPON/WEAPON SYSTEM Type: Entity Symbol Set Code: 15 Code: **11**0000 Icon Type: Full Octagon		This symbol shall not be displayed on a C2 system but may be displayed for training or hierarchal explanation purposes.
RIFLES Type: Entity Type Entity: WEAPON/WEAPON SYSTEM Symbol Set Code: 15 Code: 11**01**00 Icon Type: Full Octagon		N/A
SINGLE SHOT RIFLE Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/RIFLE Symbol Set Code: 15 Code: 1101**01** Icon Type: Full Octagon		N/A
SEMIAUTOMATIC RIFLE Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/RIFLE Symbol Set Code: 15 Code: 1101**02** Icon Type: Full Octagon		N/A
AUTOMATIC RIFLE Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/RIFLE Symbol Set Code: 15 Code: 1101**03** Icon Type: Full Octagon		N/A

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TABLE D-XI. Land equipment icons - Continued.

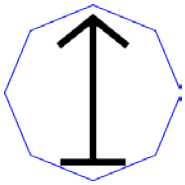
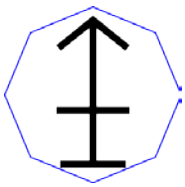
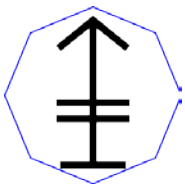
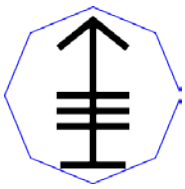
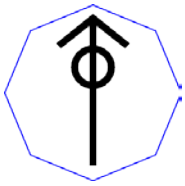
DESCRIPTION	ICON	REMARKS
MACHINE GUN Type: Entity Type Entity: WEAPON/WEAPON SYSTEM Symbol Set Code: 15 Code: 11**02**00 Icon Type: Full Octagon		N/A
MACHINE GUN – LIGHT Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/MACHINE GUN Symbol Set Code: 15 Code: 1102**01** Icon Type: Full Octagon		N/A
MACHINE GUN – MEDIUM Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/MACHINE GUN Symbol Set Code: 15 Code: 1102**02** Icon Type: Full Octagon		N/A
MACHINE GUN – HEAVY Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/MACHINE GUN Symbol Set Code: 15 Code: 1102**03** Icon Type: Full Octagon		N/A
GRENADE LAUNCHER Type: Entity Type Entity/Entity Type: WEAPON/WEAPON SYSTEM/GRENADE LAUNCHER Symbol Set Code: 15 Code: 11**03**00 Icon Type: Full Octagon		N/A

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TABLE D-XI. Land equipment icons - Continued.

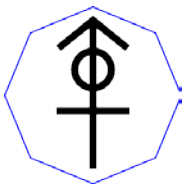
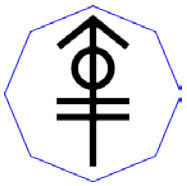
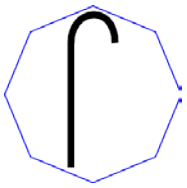
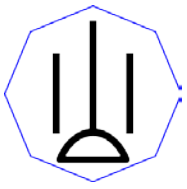
DESCRIPTION	ICON	REMARKS
GRENADE LAUNCHER – LIGHT Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/GRENADE LAUNCHER Symbol Set Code: 15 Code: 1103**01** Icon Type: Full Octagon		N/A
GRENADE LAUNCHER – MEDIUM Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/GRENADE LAUNCHER Symbol Set Code: 15 Code: 1103**02** Icon Type: Full Octagon		N/A
GRENADE LAUNCHER – HEAVY Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/GRENADE LAUNCHER Symbol Set Code: 15 Code: 1103**03** Icon Type: Full Octagon		N/A
FLAME THROWER Type: Entity Type Entity: WEAPON/WEAPON SYSTEM Symbol Set Code: 15 Code: 11**04**00 Icon Type: Full Octagon		N/A
AIR DEFENSE GUNS Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/GUN Symbol Set Code: 15 Code: 11**0500** Icon Type: Full Octagon		N/A

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TABLE D-XI. Land equipment icons - Continued.

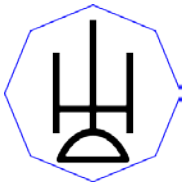
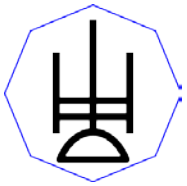
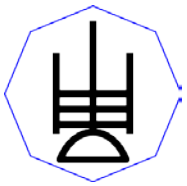
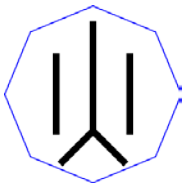
DESCRIPTION	ICON	REMARKS
AIR DEFENSE GUN – LIGHT Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/AIR DEFENSE GUN Symbol Set Code: 15 Code: 1105**01** Icon Type: Full Octagon		N/A
AIR DEFENSE GUN – MEDIUM Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/AIR DEFENSE GUN Symbol Set Code: 15 Code: 1105**02** Icon Type: Full Octagon		N/A
AIR DEFENSE GUN – HEAVY Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/AIR DEFENSE GUN Symbol Set Code: 15 Code: 1105**03** Icon Type: Full Octagon		N/A
ANTITANK GUNS Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/ ANTITANK GUN Symbol Set Code: 15 Code: 11**06**00 Icon Type: Full Octagon		N/A
ANTITANK GUN – LIGHT Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/ ANTITANK GUN Symbol Set Code: 15 Code: 1106**01** Icon Type: Full Octagon		N/A

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TABLE D-XI. Land equipment icons - Continued.

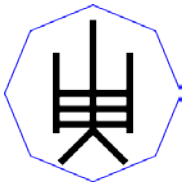
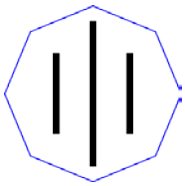
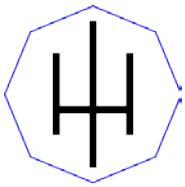
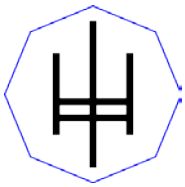
DESCRIPTION	ICON	REMARKS
ANTITANK GUN – MEDIUM Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/ANTITANK GUN Symbol Set Code: 15 Code: 1106**02** Icon Type: Full Octagon		N/A
ANTITANK GUN – HEAVY Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/ANTITANK GUN Symbol Set Code: 15 Code: 1106**03** Icon Type: Full Octagon		N/A
DIRECT FIRE GUNS Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/DIRECT FIRE GUN Symbol Set Code: 15 Code: 11**07**00 Icon Type: Full Octagon		N/A
DIRECT FIRE GUN – LIGHT Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/ DIRECT FIRE GUN Symbol Set Code: 15 Code: 1107**01** Icon Type: Full Octagon		N/A
DIRECT FIRE GUN – MEDIUM Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/DIRECT FIRE GUN Symbol Set Code: 15 Code: 1107**02** Icon Type: Full Octagon		N/A

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TABLE D-XI. Land equipment icons - Continued.

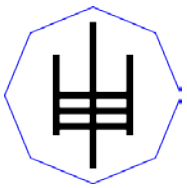
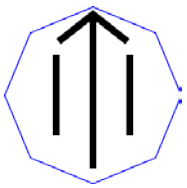
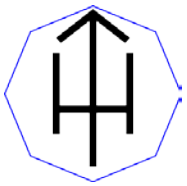
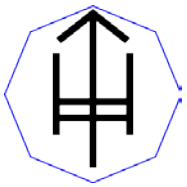
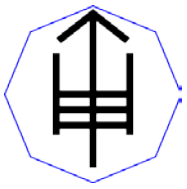
DESCRIPTION	ICON	REMARKS
DIRECT FIRE GUN – HEAVY Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/DIRECT FIRE GUN Symbol Set Code: 15 Code: 1107**03** Icon Type: Full Octagon		N/A
RECOILLESS GUNS Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPONSYSTEM/ RECOILLESS GUN Symbol Set Code: 15 Code: 11**08**00 Icon Type: Full Octagon		N/A
RECOILLESS GUN – LIGHT Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/ RECOILLESS GUN Symbol Set Code: 15 Code: 1108**01** Icon Type: Full Octagon		N/A
RECOILLESS GUN – MEDIUM Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/RECOILLESS GUN Symbol Set Code: 15 Code: 1108**02** Icon Type: Full Octagon		N/A
RECOILLESS GUN – HEAVY Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/ RECOILLESS GUN Symbol Set Code: 15 Code: 1108**03** Icon Type: Full Octagon		N/A

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TABLE D-XI. Land equipment icons - Continued.

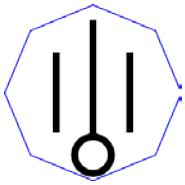
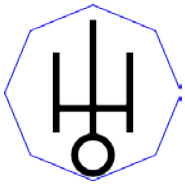
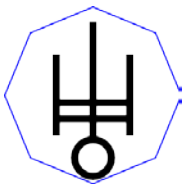
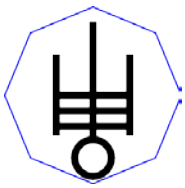
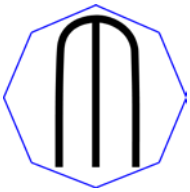
DESCRIPTION	ICON	REMARKS
HOWITZERS Type: Entity Type Entity: WEAPON/WEAPON SYSTEM Symbol Set Code: 15 Code: 11**09**00 Icon Type: Full Octagon		N/A
HOWITZER – LIGHT Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/HOWITZER Symbol Set Code: 15 Code: 1109**01** Icon Type: Full Octagon		N/A
HOWITZER – MEDIUM Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/HOWITZER Symbol Set Code: 15 Code: 1109**02** Icon Type: Full Octagon		N/A
HOWITZER – HEAVY Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/HOWITZER Symbol Set Code: 15 Code: 1109**03** Icon Type: Full Octagon		N/A
MISSILE LAUNCHERS Type: Entity Type Entity: WEAPON/WEAPON SYSTEM Symbol Set Code: 15 Code: 11**10**00 Icon Type: Full Octagon		N/A
MISSILE LAUNCHER – LIGHT Entity/Entity Subtype: WEAPON/WEAPON SYSTEM/MISSILE LAUNCHER Symbol Set Code: 15 Code: 1110**01** Icon Type: Full Octagon		N/A

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TABLE D-XI. Land equipment icons - Continued.

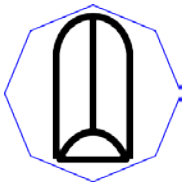
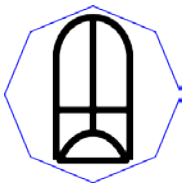
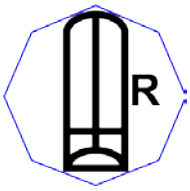
DESCRIPTION	ICON	REMARKS
MISSILE LAUNCHER – MEDIUM Entity/Entity Subtype: WEAPON/WEAPON SYSTEM/MISSILE LAUNCHER Symbol Set Code: 15 Code: 1110**02** Icon Type: Full Octagon		N/A
MISSILE LAUNCHER – HEAVY Entity/Entity Subtype: WEAPON/WEAPON SYSTEM/MISSILE LAUNCHER Symbol Set Code: 15 Code: 1110**03** Icon Type: Full Octagon		N/A
AIR DEFENSE MISSILE LAUNCHER Type: Entity Type Entity: WEAPON/WEAPON SYSTEM Symbol Set Code: 15 Code: 11**11**00 Icon Type: Full Octagon		N/A
AIR DEFENSE MISSILE LAUNCHER – LIGHT Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/ AIR DEFENSE MISSILE LAUNCHER Symbol Set Code: 15 Code: 1111**01** Icon Type: Full Octagon		N/A
AIR DEFENSE MISSILE LAUNCHER – LIGHT, TLAR Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/ AIR DEFENSE MISSILE LAUNCHER Symbol Set Code: 15 Code: 1111**02** Icon Type: Full Octagon		N/A

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TABLE D-XI. Land equipment icons - Continued.

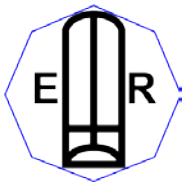
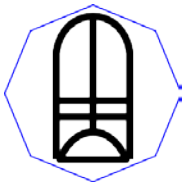
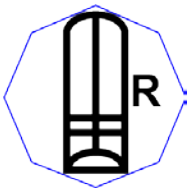
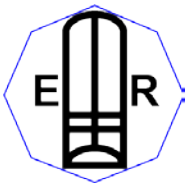
DESCRIPTION	ICON	REMARKS
AIR DEFENSE MISSILE LAUNCHER – LIGHT, TELAR Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/ AIR DEFENSE MISSILE LAUNCHER Symbol Set Code: 15 Code: 1111**03** Icon Type: Full Octagon		N/A
AIR DEFENSE MISSILE LAUNCHER – MEDIUM Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/AIR DEFENSE MISSILE LAUNCHER Symbol Set Code: 15 Code: 1111**04** Icon Type: Full Octagon		N/A
AIR DEFENSE MISSILE LAUNCHER – MEDIUM, TLAR Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/ AIR DEFENSE MISSILE LAUNCHER Symbol Set Code: 15 Code: 1111**05** Icon Type: Full Octagon		N/A
AIR DEFENSE MISSILE LAUNCHER – MEDIUM, TELAR Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/ AIR DEFENSE MISSILE LAUNCHER Symbol Set Code: 15 Code: 1111**06** Icon Type: Full Octagon		N/A

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TABLE D-XI. Land equipment icons - Continued.

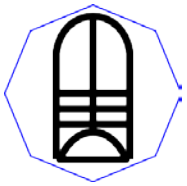
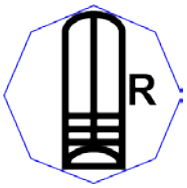
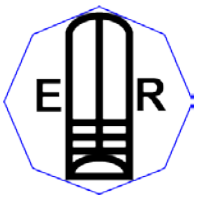
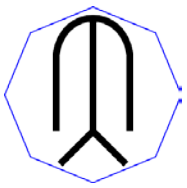
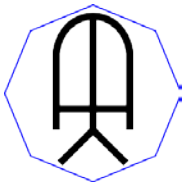
DESCRIPTION	ICON	REMARKS
AIR DEFENSE MISSILE LAUNCHER – HEAVY Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/ AIR DEFENSE MISSILE LAUNCHER Symbol Set Code: 15 Code: 1111**07** Icon Type: Full Octagon		N/A
AIR DEFENSE MISSILE LAUNCHER – HEAVY, TLAR Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/ AIR DEFENSE MISSILE LAUNCHER Symbol Set Code: 15 Code: 1111**08** Icon Type: Full Octagon		N/A
AIR DEFENSE MISSILE LAUNCHER – HEAVY, TELAR Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/ AIR DEFENSE MISSILE LAUNCHER Symbol Set Code: 15 Code: 1111**09** Icon Type: Full Octagon		N/A
ANTITANK MISSILE LAUNCHER Type: Entity Type Entity: WEAPON/WEAPON SYSTEM Symbol Set Code: 15 Code: 11**12**00 Icon Type: Full Octagon		N/A
ANTITANK MISSILE LAUNCHER – LIGHT Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/ANTITANK MISSILE LAUNCHER Symbol Set Code: 15 Code: 1112**01** Icon Type: Full Octagon		N/A

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TABLE D-XI. Land equipment icons - Continued.

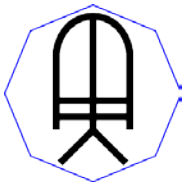
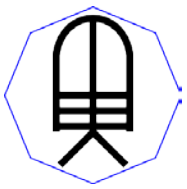
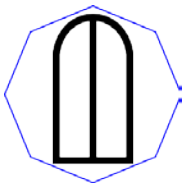
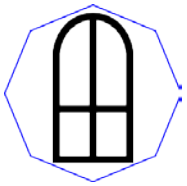
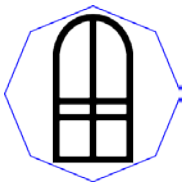
DESCRIPTION	ICON	REMARKS
ANTITANK MISSILE LAUNCHER – MEDIUM Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/ ANTITANK MISSILE LAUNCHER Symbol Set Code: 15 Code: 1112**02** Icon Type: Full Octagon		N/A
ANTITANK MISSILE LAUNCHER – HEAVY Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/ ANTITANK MISSILE LAUNCHER Symbol Set Code: 15 Code: 1112**03** Icon Type: Full Octagon		N/A
SURFACE-TO-SURFACE MISSILE LAUNCHER Type: Entity Type Entity/Entity Type: WEAPON/WEAPON SYSTEM Symbol Set Code: 15 Code: 11**13**00 Icon Type: Full Octagon		N/A
SURFACE-TO-SURFACE MISSILE LAUNCHER – LIGHT Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/SURFACE TO SURFACE MISSILE LAUNCHER Symbol Set Code: 15 Code: 1113**01** Icon Type: Full Octagon		N/A
SURFACE-TO-SURFACE MISSILE LAUNCHER – MEDIUM Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/ SURFACE TO SURFACE MISSILE LAUNCHER Symbol Set Code: 15 Code: 1113**02** Icon Type: Full Octagon		N/A

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TABLE D-XI. Land equipment icons - Continued.

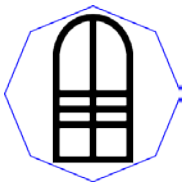
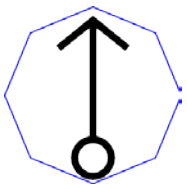
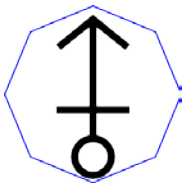
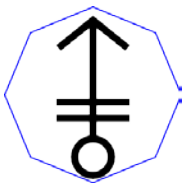
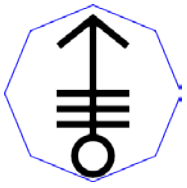
DESCRIPTION	ICON	REMARKS
SURFACE-TO-SURFACE MISSILE LAUNCHER – HEAVY Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/ SURFACE TO SURFACE MISSILE LAUNCHER Symbol Set Code: 15 Code: 1113**03** Icon Type: Full Octagon		N/A
MORTAR Type: Entity Type Entity: WEAPON/WEAPON SYSTEM Symbol Set Code: 15 Code: 11**14**00 Icon Type: Full Octagon		N/A
MORTAR – LIGHT Type: Entity Type Entity/Entity Type: WEAPON/WEAPON SYSTEM/MORTAR Symbol Set Code: 15 Code: 1114**01** Icon Type: Full Octagon		N/A
MORTAR – MEDIUM Type: Entity Type Entity/Entity Type: WEAPON/WEAPON SYSTEM/MORTAR Symbol Set Code: 15 Code: 1114**02** Icon Type: Full Octagon		N/A
MORTAR – HEAVY Type: Entity Type Entity/Entity Type: WEAPON/WEAPON SYSTEM/MORTAR Symbol Set Code: 15 Code: 1114**03** Icon Type: Full Octagon		N/A

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TABLE D-XI. Land equipment icons - Continued.

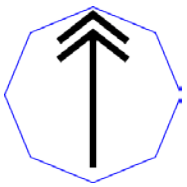
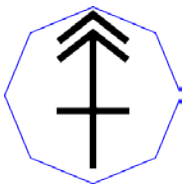
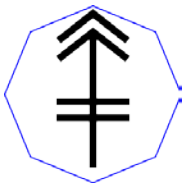
DESCRIPTION	ICON	REMARKS
SINGLE ROCKET LAUNCHER Type: Entity Type Entity: WEAPON/WEAPON SYSTEM Symbol Set Code: 15 Code: 111**5**00 Icon Type: Full Octagon		N/A
SINGLE ROCKET LAUNCHER – LIGHT Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/SINGLE ROCKET LAUNCHER Symbol Set Code: 15 Code: 1115**01** Icon Type: Full Octagon		N/A
SINGLE ROCKET LAUNCHER – MEDIUM Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/SINGLE ROCKET LAUNCHER Symbol Set Code: 15 Code: 1115**02** Icon Type: Full Octagon		N/A
SINGLE ROCKET LAUNCHER – HEAVY Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/SINGLE ROCKET LAUNCHER Symbol Set Code: 15 Code: 1115**03** Icon Type: Full Octagon		N/A
MULTIPLE ROCKET LAUNCHER Type: Entity Type Entity: WEAPON/WEAPON SYSTEM Symbol Set Code: 15 Code: 111**6**00 Icon Type: Full Octagon		N/A

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TABLE D-XI. Land equipment icons - Continued.

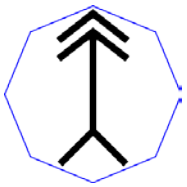
DESCRIPTION	ICON	REMARKS
MULTIPLE ROCKET LAUNCHER – LIGHT Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/MULTIPLE ROCKET LAUNCHER Symbol Set Code: 15 Code: 1116**01** Icon Type: Full Octagon		N/A
MULTIPLE ROCKET LAUNCHER – MEDIUM Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/MULTIPLE ROCKET LAUNCHER Symbol Set Code: 15 Code: 1116**02** Icon Type: Full Octagon		N/A
MULTIPLE ROCKET LAUNCHER/ – HEAVY Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/MULTIPLE ROCKET LAUNCHER Symbol Set Code: 15 Code: 1116**03** Icon Type: Full Octagon		N/A
ANTITANK ROCKET LAUNCHER Type: Entity Type Entity: WEAPON/WEAPON SYSTEM Symbol Set Code: 15 Code: 11**17**00 Icon Type: Full Octagon		N/A

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TABLE D-XI. Land equipment icons - Continued.

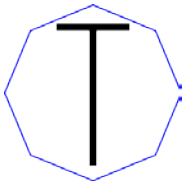
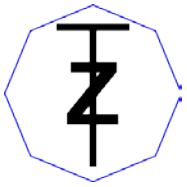
DESCRIPTION	ICON	REMARKS
ANTITANK ROCKET LAUNCHER – LIGHT Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/ANTITANK ROCKET LAUNCHER Symbol Set Code: 15 Code: 1117**01** Icon Type: Full Octagon		N/A
ANTITANK ROCKET LAUNCHER – MEDIUM Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/ANTITANK ROCKET LAUNCHER Symbol Set Code: 15 Code: 1117**02** Icon Type: Full Octagon		N/A
ANTITANK ROCKET LAUNCHER – HEAVY Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/ANTITANK ROCKET LAUNCHER Symbol Set Code: 15 Code: 1117**03** Icon Type: Full Octagon		N/A
NONLETHAL WEAPON Type: Entity Type Entity: WEAPON/WEAPON SYSTEM Symbol Set Code: 15 Code: 11**18**00 Icon Type: Full Octagon		N/A
TASER Type: Entity Type Entity: WEAPON/WEAPON SYSTEM Symbol Set Code: 15 Code: 11**19**00 Icon Type: Full Octagon		N/A

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TABLE D-XI. Land equipment icons - Continued.

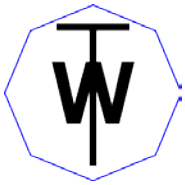
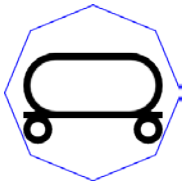
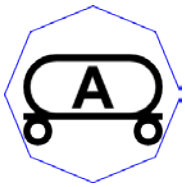
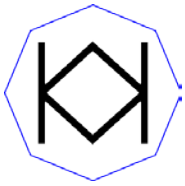
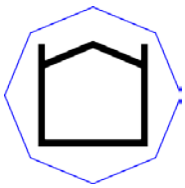
DESCRIPTION	ICON	REMARKS
WATER CANNON Type: Entity Type Entity: WEAPON/WEAPON SYSTEM Symbol Set Code: 15 Code: 11**20**00 Icon Type: Full Octagon		N/A
VEHICLE Type: Entity Symbol Set Code: 15 Code: **12**0000 Icon Type: Full Octagon		This symbol shall not be displayed on a C2 system but may be displayed for training or hierarchal explanation purposes.
ARMORED Type: Entity Type Entity: VEHICLE Symbol Set Code: 15 Code: 12**01**00 Icon Type: Full Octagon		N/A
ARMORED FIGHTING VEHICLE Type: Entity Subtype Entity/Entity Type: VEHICLE/ARMORED Symbol Set Code: 15 Code: 1201**01** Icon Type: Full Octagon		N/A
ARMORED FIGHTING VEHICLE COMMAND AND CONTROL Type: Entity Subtype Entity/Entity Type: VEHICLE/ARMORED Symbol Set Code: 15 Code: 1201**02** Icon Type: Full Octagon		N/A
ARMORED PERSONNEL CARRIER Type: Entity Subtype Entity/Entity Type: VEHICLE/ARMORED Symbol Set Code: 15 Code: 1201**03** Icon Type: Full Octagon		N/A

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TABLE D-XI. Land equipment icons - Continued.

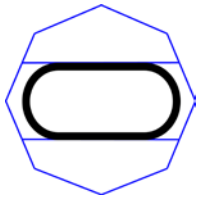
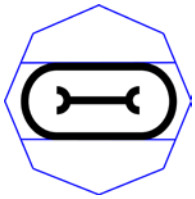
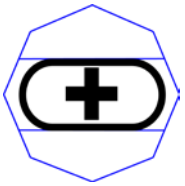
DESCRIPTION	ICON	REMARKS
ARMORED PERSONNEL CARRIER AMBULANCE Type: Entity Subtype Entity/Entity Type: VEHICLE/ARMORED Symbol Set Code: 15 Code: 1201**04** Icon Type: Full Octagon		N/A
ARMORED PROTECTED VEHICLE Type: Entity Subtype Entity/Entity Type: VEHICLE/ARMORED Symbol Set Code: 15 Code: 1201**05** Icon Type: Main		N/A
ARMORED PROTECTED VEHICLE RECOVERY Type: Entity Subtype Entity/Entity Type: VEHICLE/ARMORED Symbol Set Code: 15 Code: 1201**06** Icon Type: Main		N/A
ARMORED PROTECTED VEHICLE MEDICAL EVACUATION Type: Entity Subtype Entity/Entity Type: VEHICLE/ARMORED Symbol Set Code: 15 Code: 1201**07** Icon Type: Main		N/A
ARMORED PERSONNEL CARRIER, RECOVERY Type: Entity Subtype Entity/Entity Type: VEHICLE/ARMORED Symbol Set Code: 15 Code: 1201**08** Icon Type: Full Octagon		N/A

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TABLE D-XI. Land equipment icons - Continued.

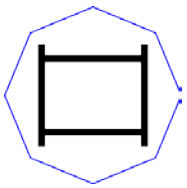
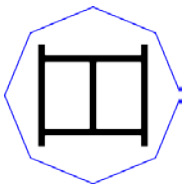
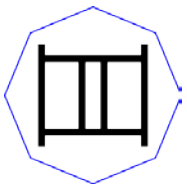
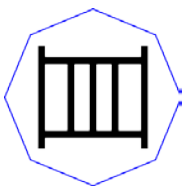
DESCRIPTION	ICON	REMARKS
COMBAT SERVICE SUPPORT VEHICLE Type: Entity Subtype Entity/Entity Type: VEHICLE/ARMORED Symbol Set Code: 15 Code: 1201**09** Icon Type: Full Octagon		N/A
LIGHT WHEELED ARMORED VEHICLE Type: Entity Subtype Entity/Entity Type: VEHICLE/ARMORED Symbol Set Code: 15 Code: 1201**10** Icon Type: Full Octagon		N/A
TANK Type: Entity Type Entity: VEHICLE Symbol Set Code: 15 Code: 12**02**00 Icon Type: Full Octagon		N/A
TANK – LIGHT Type: Entity Subtype Entity/Entity Type: VEHICLE/TANK Symbol Set Code: 15 Code: 1202**01** Icon Type: Full Octagon		N/A
TANK – MEDIUM Type: Entity Subtype Entity/Entity Type: VEHICLE/TANK Symbol Set Code: 15 Code: 1202**02** Icon Type: Full Octagon		N/A
TANK – HEAVY Type: Entity Subtype Entity/Entity Type: VEHICLE/TANK Symbol Set Code: 15 Code: 1202**03** Icon Type: Full Octagon		N/A

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TABLE D-XI. Land equipment icons - Continued.

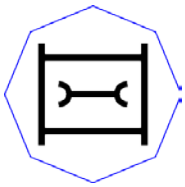
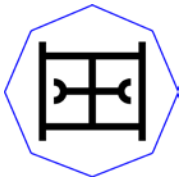
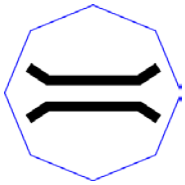
DESCRIPTION	ICON	REMARKS
TANK RECOVERY VEHICLE Type: Entity Type Entity: VEHICLE Symbol Set Code: 15 Code: 12**03**00 Icon Type: Full Octagon		N/A
TANK RECOVERY VEHICLE – LIGHT Type: Entity Subtype Entity/Entity Type: VEHICLE/TANK RECOVERY VEHICLE Symbol Set Code: 15 Code: 1203**01** Icon Type: Full Octagon		N/A
TANK RECOVERY VEHICLE – MEDIUM Type: Entity Subtype Entity/Entity Type: VEHICLE/TANK/ RECOVERY VEHICLE/ Symbol Set Code: 15 Code: 1203**02** Icon Type: Full Octagon		N/A
TANK RECOVERY VEHICLE - HEAVY Type: Entity Subtype Entity/Entity Type: VEHICLE/TANK RECOVERY VEHICLE Symbol Set Code: 15 Code: 1203**03** Icon Type: Full Octagon		N/A
ENGINEER VEHICLES AND EQUIPMENT Type: Entity Symbol Set Code: 15 Code: **13**0000 Icon Type: Full Octagon		N/A
BRIDGE Type: Entity Type Entity: ENGINEER VEHICLES AND EQUIPMENT Symbol Set Code: 15 Code: 13**01**00 Icon Type: Full Octagon		N/A

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TABLE D-XI. Land equipment icons - Continued.

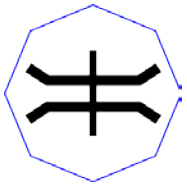
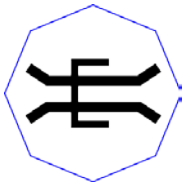
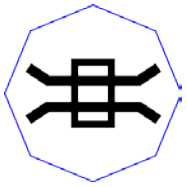
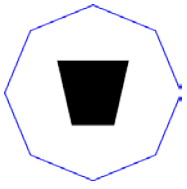
DESCRIPTION	ICON	REMARKS
BRIDGE MOUNTED ON UTILITY VEHICLE Type: Entity Type Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT Symbol Set Code: 15 Code: 13**02**00 Icon Type: Full Octagon		N/A
FIXED BRIDGE Type: Entity Type Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT Symbol Set Code: 15 Code: 13**03**00 Icon Type: Full Octagon		N/A
FLOATING BRIDGE Type: Entity Type Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT Symbol Set Code: 15 Code: 13**04**00 Icon Type: Full Octagon		N/A
FOLDING GIRDER BRIDGE Type: Entity Type Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT Symbol Set Code: 15 Code: 13**05**00 Icon Type: Full Octagon		N/A
HOLLOW DECK BRIDGE Type: Entity Type Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT Symbol Set Code: 15 Code: 13**06**00 Icon Type: Full Octagon		N/A
DRILL Type: Entity Type Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT Symbol Set Code: 15 Code: 13**07**00 Icon Type: Full Octagon		N/A

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TABLE D-XI. Land equipment icons - Continued.

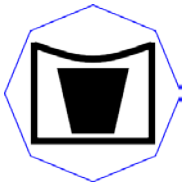
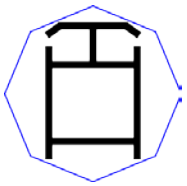
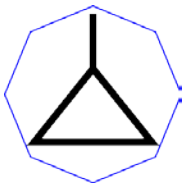
DESCRIPTION	ICON	REMARKS
DRILL MOUNTED ON UTILITY VEHICLE Type: Entity Type Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT/DRILL Symbol Set Code: 15 Code: 13**07**01 Icon Type: Full Octagon		N/A
EARTHMOVER Type: Entity Type Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT Symbol Set Code: 15 Code: 13**08**00 Icon Type: Full Octagon		N/A
MULTIFUNCTIONAL EARTHMOVER/DIGGER Type: Entity Type Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT/ EARTHMOVER Symbol Set Code: 15 Code: 1308**01** Icon Type: Full Octagon		N/A
MINE CLEARING EQUIPMENT Type: Entity Type Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT Symbol Set Code: 15 Code: 13**09**00 Icon Type: Full Octagon		N/A
MINE CLEARING EQUIPMENT, TRAILER MOUNTED Type: Entity Subtype Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT/ MINE CLEARING EQUIPMENT Symbol Set Code: 15 Code: 1309**01** Icon Type: Full Octagon		N/A

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TABLE D-XI. Land equipment icons - Continued.

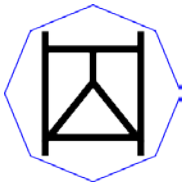
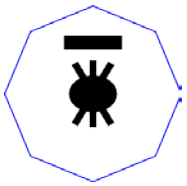
DESCRIPTION	ICON	REMARKS
MINE CLEARING EQUIPMENT ON TANK CHASSIS Type: Entity Type Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT/ MINE CLEARING EQUIPMENT Symbol Set Code: 15 Code: 1309**02** Icon Type: Full Octagon		N/A
MINE LAYING EQUIPMENT Type: Entity Type Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT Symbol Set Code: 15 Code: 13**10**00 Icon Type: Full Octagon		N/A
MINE LAYING EQUIPMENT ON UTILITY VEHICLE Type: Entity Type Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT/ MINE LAYING EQUIPMENT Symbol Set Code: 15 Code: 1310**01** Icon Type: Full Octagon		N/A
ARMORED CARRIER WITH VOLCANO Type: Entity Subtype Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT/ MINE LAYING EQUIPMENT Symbol Set Code: 15 Code: 1310**02** Icon Type: Full Octagon		N/A
TRUCK MOUNTED WITH VOLCANO Type: Entity Subtype Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT/ MINE LAYING EQUIPMENT Symbol Set Code: 15 Code: 1310**03** Icon Type: Full Octagon		N/A

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TABLE D-XI. Land equipment icons - Continued.

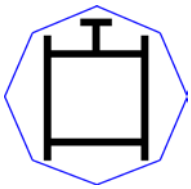
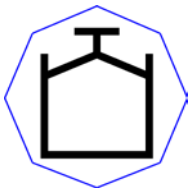
DESCRIPTION	ICON	REMARKS
DOZER Type: Entity Type Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT Symbol Set Code: 15 Code: 13**11**00 Icon Type: Full Octagon		N/A
DOZER, ARMORED Type: Entity Subtype Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT/DOZER Symbol Set Code: 15 Code: 1311**01** Icon Type: Full Octagon		N/A
ARMORED ASSAULT Type: Entity Type Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT Symbol Set Code: 15 Code: 13**12**00 Icon Type: Full Octagon		N/A
ARMORED ENGINEER RECON VEHICLE (AERV) Type: Entity Type Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT Symbol Set Code: 15 Code: 13**13**00 Icon Type: Full Octagon		N/A
BACKHOE Type: Entity Type Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT Symbol Set Code: 15 Code: 13**14**00 Icon Type: Full Octagon		N/A
CONSTRUCTION VEHICLE Type: Entity Type Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT Symbol Set Code: 15 Code: 13**15**00 Icon Type: Full Octagon		N/A

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TABLE D-XI. Land equipment icons - Continued.

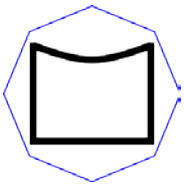
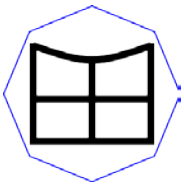
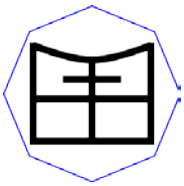
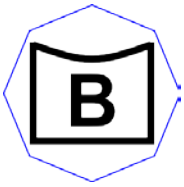
DESCRIPTION	ICON	REMARKS
FERRY TRANSPORTER Type: Entity Type Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT Symbol Set Code: 15 Code: 13**16**00 Icon Type: Full Octagon		N/A
UTILITY VEHICLE Type: Entity Symbol Set Code: 15 Code: **14**0000	N/A	No icon is associated with this entity. It is for hierarchal purposes only.
UTILITY Type: Entity Type Entity: UTILITY VEHICLE Symbol Set Code: 15 Code: 14**01**00 Icon Type: Full Octagon		N/A
MEDICAL Type: Entity Type Entity: UTILITY VEHICLE Symbol Set Code: 15 Code: 14**02**00 Icon Type: Full Octagon		N/A
MEDICAL EVACUATION (MEDEVAC) Type: Entity Type Entity: UTILITY VEHICLE Symbol Set Code: 15 Code: 14**03**00 Icon Type: Full Octagon		N/A
MOBILE EMERGENCY PHYSICIAN Type: Entity Type Entity: UTILITY VEHICLE Symbol Set Code: 15 Code: 14**04**00 Icon Type: Full Octagon		N/A
BUS Type: Entity Type Entity: UTILITY VEHICLE Symbol Set Code: 15 Code: 14**05**00 Icon Type: Full Octagon		N/A

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TABLE D-XI. Land equipment icons - Continued.

DESCRIPTION	ICON	REMARKS
SEMI-TRAILER AND TRUCK Type: Entity Type Entity: UTILITY VEHICLE Symbol Set Code: 15 Code: 14**06**00 Icon Type: Full Octagon		N/A
SEMI-TRAILER AND TRUCK - LIGHT Type: Entity Subtype Entity/Entity Type: UTILITY VEHICLE/SEMI-TRAILER AND TRUCK Symbol Set Code: 15 Code: 1406**01** Icon Type: Full Octagon		N/A
SEMI-TRAILER AND TRUCK - MEDIUM Type: Entity Subtype Entity/Entity Type: UTILITY VEHICLE/SEMI-TRAILER AND TRUCK Symbol Set Code: 15 Code: 1406**02** Icon Type: Full Octagon		N/A
SEMI-TRAILER AND TRUCK - HEAVY Type: Entity Subtype Entity/Entity Type: UTILITY VEHICLE/SEMI-TRAILER AND TRUCK Symbol Set Code: 15 Code: 1406**03** Icon Type: Full Octagon		N/A
LIMITED CROSS-COUNTRY TRUCK Type: Entity Type Entity: UTILITY VEHICLE Symbol Set Code: 15 Code: 14**07**00 Icon Type: Full Octagon		N/A

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TABLE D-XI. Land equipment icons - Continued.

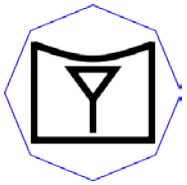
DESCRIPTION	ICON	REMARKS
CROSS-COUNTRY TRUCK Type: Entity Type Entity: UTILITY VEHICLE Symbol Set Code: 15 Code: 14**08**00 Icon Type: Full Octagon		N/A
PETROLEUM, OIL AND LUBRICANT Type: Entity Type Entity: UTILITY VEHICLE Symbol Set Code: 15 Code: 14**09**00 Icon Type: Full Octagon		N/A
WATER Type: Entity Type Entity: UTILITY VEHICLE Symbol Set Code: 15 Code: 14**10**00 Icon Type: Full Octagon		N/A
AMPHIBIOUS UTILITY WHEELED VEHICLE Type: Entity Type Entity: UTILITY VEHICLE Symbol Set Code: 15 Code: 14**11**00 Icon Type: Full Octagon		N/A
TOW TRUCK Type: Entity Type Entity: UTILITY VEHICLE Symbol Set Code: 15 Code: 14**12**00 Icon Type: Full Octagon		N/A
TOW TRUCK, LIGHT Type: Entity Subtype Entity/ Entity Type: UTILITY VEHICLE/TOW TRUCK Symbol Set Code: 15 Code: 1412**01** Icon Type: Full Octagon		N/A

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TABLE D-XI. Land equipment icons - Continued.

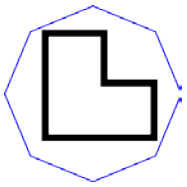
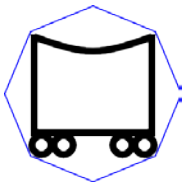
DESCRIPTION	ICON	REMARKS
TOW TRUCK, HEAVY Type: Entity Subtype Entity/ Entity Type: UTILITY VEHICLE/TOW TRUCK Symbol Set Code: 15 Code: 1412**02** Icon Type: Full Octagon		N/A
TRAIN Type: Entity Type Symbol Set Code: 15 Code: **15**0000	N/A	No icon is associated with this entity. It is for hierarchal purposes only.
LOCOMOTIVE Type: Entity Type Entity: TRAIN Symbol Set Code: 15 Code: 15**01**00 Icon Type: Full Octagon		N/A
RAILCAR Type: Entity Type Entity: TRAIN Symbol Set Code: 15 Code: 15**02**00 Icon Type: Full Octagon		N/A
CIVILIAN VEHICLE Type: Entity Symbol Set Code: 15 Code: **16**0000	N/A	No icon is associated with this entity. It is for hierarchal purposes only.
AUTOMOBILE Type: Entity Type Entity: CIVILIAN VEHICLE Symbol Set Code: 15 Code: 16**01**00 Icon Type: Full Octagon		N/A
COMPACT Type: Entity Subtype Entity/Entity Type: CIVILIAN VEHICLE/AUTOMOBILE Symbol Set Code: 15 Code: 1601**01** Icon Type: Full Octagon		N/A

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TABLE D-XI. Land equipment icons - Continued.

DESCRIPTION	ICON	REMARKS
MIDSIZE Type: Entity Subtype Entity/Entity Type: CIVILIAN VEHICLE/AUTOMOBILE Symbol Set Code: 15 Code: 1601**02** Icon Type: Full Octagon		N/A
SEDAN Type: Entity Subtype Entity/Entity Type: CIVILIAN VEHICLE/AUTOMOBILE Symbol Set Code: 15 Code: 1601**03** Icon Type: Full Octagon		N/A
OPEN-BED TRUCK Type: Entity Type Entity: CIVILIAN VEHICLE Symbol Set Code: 15 Code: 16**02**00 Icon Type: Full Octagon		N/A
PICKUP Type: Entity Subtype Entity/Entity Type: CIVILIAN VEHICLE/ OPEN-BED TRUCK Symbol Set Code: 15 Code: 1602**01** Icon Type: Full Octagon		N/A
SMALL Type: Entity Subtype Entity/Entity Type: CIVILIAN VEHICLE/ OPEN-BED TRUCK Symbol Set Code: 15 Code: 1602**02** Icon Type: Full Octagon		N/A
LARGE Type: Entity Subtype Entity/Entity Type: CIVILIAN VEHICLE/OPEN-BED TRUCK Symbol Set Code: 15 Code: 1602**03** Icon Type: Full Octagon		N/A

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TABLE D-XI. Land equipment icons - Continued.

DESCRIPTION	ICON	REMARKS
MULTIPLE PASSENGER VEHICLE Type: Entity Type Entity: CIVILIAN VEHICLE Symbol Set Code: 15 Code: 16**03**00 Icon Type: Full Octagon		N/A
VAN Type: Entity Subtype Entity/Entity Type: CIVILIAN VEHICLE/MULTIPLE PASSENGER VEHICLE Symbol Set Code: 15 Code: 1603**01** Icon Type: Full Octagon		N/A
SMALL BUS Type: Entity Subtype Entity/Entity Type: CIVILIAN VEHICLE/MULTIPLE PASSENGER VEHICLE Symbol Set Code: 15 Code: 1603**02** Icon Type: Full Octagon		N/A
LARGE BUS Type: Entity Subtype Entity/Entity Type: CIVILIAN VEHICLE/MULTIPLE PASSENGER VEHICLE Symbol Set Code: 15 Code: 1603**03** Icon Type: Full Octagon		N/A
UTILITY VEHICLE Type: Entity Type Entity: CIVILIAN VEHICLE Symbol Set Code: 15 Code: 16**04**00 Icon Type: Full Octagon		N/A
SPORT UTILITY VEHICLE (SUV) Type: Entity Subtype Entity/Entity Type: CIVILIAN VEHICLE/ UTILITY VEHICLE Symbol Set Code: 15 Code: 1604**01** Icon Type: Full Octagon		N/A

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TABLE D-XI. Land equipment icons - Continued.

DESCRIPTION	ICON	REMARKS
SMALL BOX TRUCK Type: Entity Subtype Entity/Entity Type: CIVILIAN VEHICLE/ UTILITY VEHICLE Symbol Set Code: 15 Code: 1604**02** Icon Type: Full Octagon		N/A
LARGE BOX TRUCK Type: Entity Subtype Entity/Entity Type: CIVILIAN VEHICLE/ UTILITY VEHICLE Symbol Set Code: 15 Code: 1604**03** Icon Type: Full Octagon		N/A
JEEP TYPE VEHICLE Type: Entity Type Entity: CIVILIAN VEHICLE Symbol Set Code: 15 Code: 16**05**00 Icon Type: Full Octagon		N/A
SMALL/LIGHT Type: Entity Subtype Entity/Entity Type: CIVILIAN VEHICLE/ JEEP TYPE VEHICLE Symbol Set Code: 15 Code: 1605**01** Icon Type: Full Octagon		N/A
MEDIUM Type: Entity Subtype Entity/Entity Type: CIVILIAN VEHICLE/ JEEP TYPE VEHICLE Symbol Set Code: 15 Code: 1605**02** Icon Type: Full Octagon		N/A
LARGE/HEAVY Type: Entity Subtype Entity/Entity Type: CIVILIAN VEHICLE/ JEEP TYPE VEHICLE Symbol Set Code: 15 Code: 1605**03** Icon Type: Full Octagon		N/A

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TABLE D-XI. Land equipment icons - Continued.

DESCRIPTION	ICON	REMARKS
TRACTOR TRAILER TRUCK WITH BOX Type: Entity Type Entity: CIVILIAN VEHICLE Symbol Set Code: 15 Code: 16**06**00 Icon Type: Full Octagon		N/A
SMALL/LIGHT BOX TRAILER Type: Entity Subtype Entity/Entity Type: CIVILIAN VEHICLE/ TRACTOR TRAILER TRUCK WITH BOX Symbol Set Code: 15 Code: 1606**01** Icon Type: Full Octagon		N/A
MEDIUM BOX TRAILER Type: Entity Subtype Entity/Entity Type: CIVILIAN VEHICLE/ TRACTOR TRAILER TRUCK WITH BOX Symbol Set Code: 15 Code: 1606**02** Icon Type: Full Octagon		N/A
LARGE/HEAVY BOX TRAILER Type: Entity Subtype Entity/Entity Type: CIVILIAN VEHICLE/TRACTOR TRAILER TRUCK WITH BOX TRAILER Symbol Set Code: 15 Code: 1606**03** Icon Type: Full Octagon		N/A
TRACTOR TRAILER TRUCK WITH FLATBED TRAILER Type: Entity Type Entity: CIVILIAN VEHICLE Symbol Set Code: 15 Code: 16**07**00 Icon Type: Full Octagon		N/A

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TABLE D-XI. Land equipment icons - Continued.

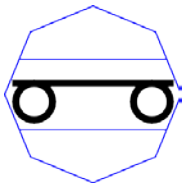
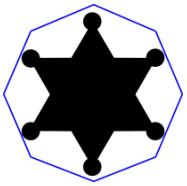
DESCRIPTION	ICON	REMARKS
SMALL/LIGHT FLATBED TRAILER Type: Entity Subtype Entity/Entity Type: CIVILIAN VEHICLE/TRACTOR TRAILER TRUCK WITH FLATBED TRAILER Symbol Set Code: 15 Code: 1607**01** Icon Type: Full Octagon		N/A
MEDIUM FLATBED TRAILER Type: Entity Subtype Entity/Entity Type: CIVILIAN VEHICLE/TRACTOR TRAILER TRUCK WITH FLATBED TRAILER Symbol Set Code: 15 Code: 1607**02** Icon Type: Full Octagon		N/A
LARGE/HEAVY FLATBED TRAILER Type: Entity Subtype Entity/Entity Type: CIVILIAN VEHICLE/TRACTOR TRAILER TRUCK WITH FLATBED TRAILER Symbol Set Code: 15 Code: 1607**03** Icon Type: Full Octagon		N/A
KNOWN INSURGENT VEHICLE Type: Entity Type Entity: CIVLIAN VEHICLE Symbol Set Code: 15 Code: 16**08**00 Icon Type: Main		N/A
DRUG VEHICLE Type: Entity Type Entity: CIVILIAN VEHICLE Symbol Set Code: 15 Code: 16**09**00 Icon Type: Main		N/A
LAW ENFORCEMENT Type: Entity Symbol Set Code: 15 Code: **17**0000 Icon Type: N/A		N/A

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TABLE D-XI. Land equipment icons - Continued.

DESCRIPTION	ICON	REMARKS
BUREAU OF ALCOHOL, TOBACCO, FIREARMS AND EXPLOSIVES (ATF) (DEPARTMENT OF JUSTICE) Type: Entity Type Entity: LAW ENFORCEMENT Symbol Set Code: 15 Code: 17**01**00 Icon Type: Main		N/A
BORDER PATROL Type: Entity Type Entity: LAW ENFORCEMENT Symbol Set Code: 15 Code: 17**02**00 Icon Type: Full Octagon		N/A
CUSTOMS SERVICE Type: Entity Type Entity: LAW ENFORCEMENT Symbol Set Code: 15 Code: 17**03**00 Icon Type: Full Octagon		N/A
DRUG ENFORCEMENT AGENCY (DEA) Type: Entity Type Entity: LAW ENFORCEMENT Symbol Set Code: 15 Code: 17**04**00 Icon Type: Main		N/A
DEPARTMENT OF JUSTICE (DOJ) Type: Entity Type Entity/Entity Type: LAW ENFORCEMENT Symbol Set Code: 15 Code: 17**05**00 Icon Type: Full Octagon		N/A
FEDERAL BUREAU OF INVESTIGATION (FBI) Type: Entity Type Entity/Entity Type LAW ENFORCEMENT Symbol Set Code: 15 Code: 17**06**00 Icon Type: Main		N/A

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TABLE D-XI. Land equipment icons - Continued.

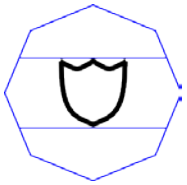
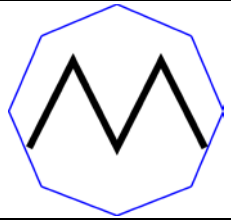
DESCRIPTION	ICON	REMARKS
POLICE Type: Entity Type Entity/Entity Type: LAW ENFORCEMENT Symbol Set Code: 15 Code: 17**07**00 Icon Type: Main		N/A
UNITED STATES SECRET SERVICE(TREAS) (USSS) Type: Entity Type Entity/Entity Type: LAW ENFORCEMENT Symbol Set Code: 15 Code: 17**08**00 Icon Type: Main		N/A
TRANSPORTATION SECURITY ADMINISTRATION (TSA) Type: Entity Type Entity/Entity Type: LAW ENFORCEMENT Symbol Set Code: 15 Code: 17**09**00 Icon Type: Main		N/A
COAST GUARD Type: Entity Type Entity/Entity Type: LAW ENFORCEMENT Symbol Set Code: 15 Code: 17**10**00 Icon Type: Full Octagon		N/A
US MARSHALS SERVICE Type: Entity Type Entity/Entity Type: LAW ENFORCEMENT Symbol Set Code: 15 Code: 17**11**00 Icon Type: Full Octagon		N/A
PACK ANIMALS Type: Entity Symbol Set Code: 15 Code: **18**0000 Icon Type: Full Octagon		N/A

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TABLE D-XI. Land equipment icons - Continued.

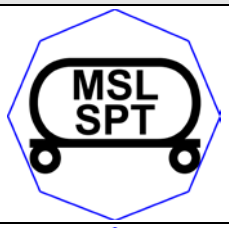
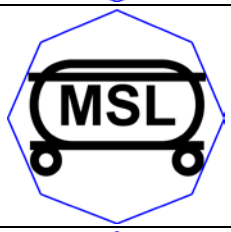
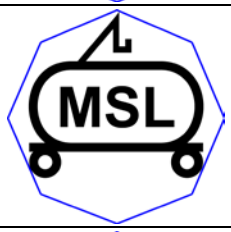
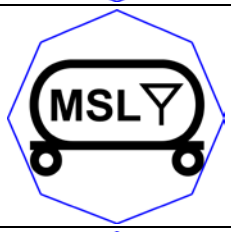
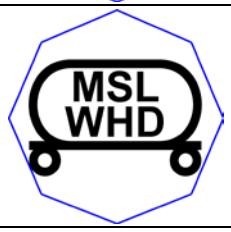
DESCRIPTION	ICON	REMARKS
MISSILE SUPPORT Type: Entity Symbol Set Code: 15 Code: **19**0000 Icon Type: Full Octagon		N/A
TRANSLOADER Type: Entity Type Entity: MISSILE SUPPORT Symbol Set Code: 15 Code: 19**01**00 Icon Type: Full Octagon		N/A
TRANSPORTER Type: Entity Type Entity: MISSILE SUPPORT Symbol Set Code: 15 Code: 19**02**00 Icon Type: Full Octagon		N/A
CRANE/LOADING DEVICE Type: Entity Type Entity: MISSILE SUPPORT Symbol Set Code: 15 Code: 19**03**00 Icon Type: Full Octagon		N/A
PROPELLANT TRANSPORTER Type: Entity Type Entity: MISSILE SUPPORT Symbol Set Code: 15 Code: 19**04**00 Icon Type: Full Octagon		N/A
WARHEAD TRANSPORTER Type: Entity Type Entity: MISSILE SUPPORT Symbol Set Code: 15 Code: 19**05**00 Icon Type: Full Octagon		N/A
OTHER EQUIPMENT Type: Entity Symbol Set Code: 15 Code: **20**0000	N/A	No icon is associated with this entity. It is for hierarchal purposes only.

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TABLE D-XI. Land equipment icons - Continued.

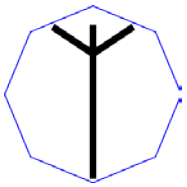
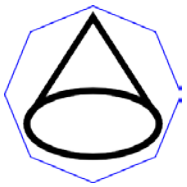
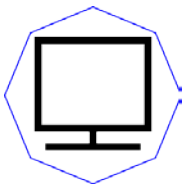
DESCRIPTION	ICON	REMARKS
ANTENNAE Type: Entity Type Entity: OTHER EQUIPMENT Symbol Set Code: 15 Code: 20**01**00 Icon Type: Full Octagon		N/A
BOMB Type: Entity Type Entity: OTHER EQUIPMENT Symbol Set Code: 15 Code: 20**02**00 Icon Type: Full Octagon		N/A
BOOBY TRAP Type: Entity Type Entity: OTHER EQUIPMENT Symbol Set Code: 15 Code: 20**03**00 Icon Type: Full Octagon		N/A
CBRN EQUIPMENT Type: Entity Type Entity: OTHER EQUIPMENT Symbol Set Code: 15 Code: 20**04**00 Icon Type: Full Octagon		N/A
COMPUTER SYSTEM Type: Entity Type Entity: OTHER EQUIPMENT Symbol Set Code: 15 Code: 20**05**00 Icon Type: Full Octagon		N/A
COMMAND LAUNCH EQUIPMENT (CLE) Type: Entity Type Entity: OTHER EQUIPMENT Symbol Set Code: 15 Code: 20**06**00 Icon Type: Main		N/A
GENERATOR SET Type: Entity Type Entity: OTHER EQUIPMENT Symbol Set Code: 15 Code: 20**07**00 Icon Type: Full Octagon		N/A

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TABLE D-XI. Land equipment icons - Continued.

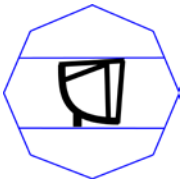
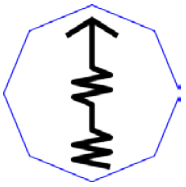
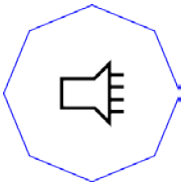
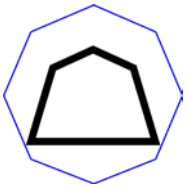
DESCRIPTION	ICON	REMARKS
GROUND-BASED MIDCOURSE DEFENSE (GMD) FIRE CONTROL (GFC) CENTER Type: Entity Type Entity: OTHER EQUIPMENT Symbol Set Code: 15 Code: 20**08**00 Icon Type: Main		N/A
IN-FLIGHT INTERCEPTOR COMMUNICATIONS SYSTEM (IFICS) DATA TERMINAL (IDT) Type: Entity Type Entity: OTHER EQUIPMENT Symbol Set Code: 15 Code: 20**09**00 Icon Type: Main		N/A
LASER Type: Entity Type Entity: OTHER EQUIPMENT Symbol Set Code: 15 Code: 20**10**00 Icon Type: Full Octagon		N/A
MILITARY INFORMATION SUPPORT OPERATIONS (MISO) Type: Entity Type Entity: OTHER EQUIPMENT Symbol Set Code: 15 Code: 20**11**00 Icon Type: Full Octagon		N/A
SUSTAINMENT SHIPMENTS Type: Entity Type Entity: OTHER EQUIPMENT Symbol Set Code: 15 Code: 20**12**00 Icon Type: Main		N/A
TENT Type: Entity Type Entity: OTHER EQUIPMENT Symbol Set Code: 15 Code: 20**13**00 Icon Type: Full Octagon		N/A

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TABLE D-XI. Land equipment icons - Continued.

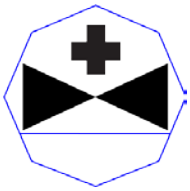
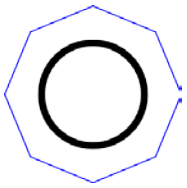
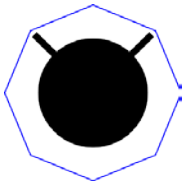
DESCRIPTION	ICON	REMARKS
UNIT DEPLOYMENT SHIPMENTS Type: Entity Type Entity: OTHER EQUIPMENT Symbol Set Code: 15 Code: 20**14**00 Icon Type: Main		N/A
EMERGENCY MEDICAL OPERATION Type: Entity Type Entity: OTHER EQUIPMENT Symbol Set Code: 15 Code: 20**15**00 Icon Type: Full Octagon		N/A
MEDICAL EVACUATION HELICOPTER Type: Entity Subtype Entity: OTHER EQUIPMENT/ EMERGENCY MEDICAL OPERATION Symbol Set Code: 15 Code: 2015**01** Icon Type: Main+1		N/A
LAND MINES Type: Entity Symbol Set Code: 15 Code: **21**0000	N/A	No icon is associated with this entity. It is for hierarchal purposes only.
LAND MINE Type: Entity Type Entity: LAND MINE Symbol Set Code: 15 Code: 21**01**00 Icon Type: Full Octagon		N/A
ANTIPERSONNEL LAND MINE (APL) Type: Entity Type Entity: LAND MINE Symbol Set Code: 15 Code: 21**02**00 Icon Type: Full Octagon		N/A

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TABLE D-XI. Land equipment icons - Continued.

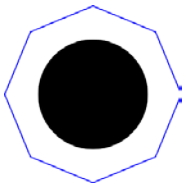
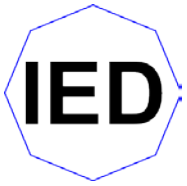
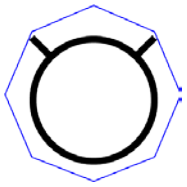
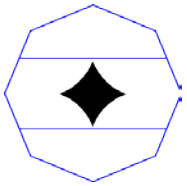
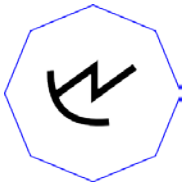
DESCRIPTION	ICON	REMARKS
ANTITANK MINE Type: Entity Type Entity: LAND MINE Symbol Set Code: 15 Code: 21**03**00 Icon Type: Full Octagon		N/A
IMPROVISED EXPLOSIVE DEVICE (IED) Type: Entity Type Entity: LAND MINE Symbol Set Code: 15 Code: 21**04**00 Icon Type: Full Octagon		N/A
LESS THAN LETHAL Type: Entity Type Entity: LAND MINE Symbol Set Code: 15 Code: 21**05**00 Icon Type: Full Octagon		N/A
SENSORS Type: Entity Symbol Set Code: 15 Code: **22**0000	N/A	No icon is associated with this entity. It is for hierarchal purposes only.
SENSOR Type: Entity Type Symbol Set Code: 15 Code: 22**01**00 Icon Type: Main		N/A
SENSOR EMPLACED Type: Entity Type Entity: SENSOR Symbol Set Code: 15 Code: 22**02**00 Icon Type: Full Octagon		N/A
RADAR Type: Entity Type Entity: SENSOR Symbol Set Code: 15 Code: 22**03**00 Icon Type: Full Octagon		N/A

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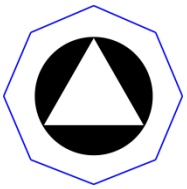
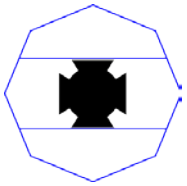
TABLE D-XI. Land equipment icons - Continued.

DESCRIPTION	ICON	REMARKS
EMERGENCY OPERATION Type: Entity Symbol Set Code: 15 Code: **23**0000 Icon Type: Full Octagon		
AMBULANCE Type: Entity Type Entity/Entity Type: EMERGENCY OPERATION Symbol Set Code: 15 Code: 23**01**00 Icon Type: Full Octagon		N/A
FIRE FIGHTING/FIRE PROTECTION Type: Entity Type Entity/Entity Type: EMERGENCY OPERATION Symbol Set Code: 15 Code: 23**02**00 Icon Type: Main		N/A
MANUAL TRACK Type: Entity (Local) Symbol Set Code: 15 Code:**23**0000 Icon Type: Full Octagon		N/A

D.8.3 Land equipment sector 1 modifiers. Land equipment sector 1 modifiers denote sensor type category. Table D-XII lists land equipment sector 1 modifiers and illustrates their placement within the bounding octagon.

TABLE D-XII. Land equipment sector 1 modifiers .

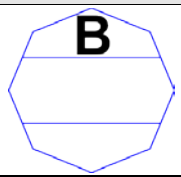
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
BIOLOGICAL Symbol Set Code: 15 Code: 01	SENSOR TYPE		N/A

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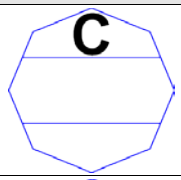
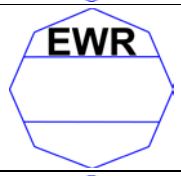
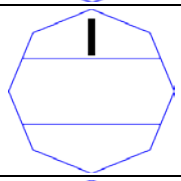
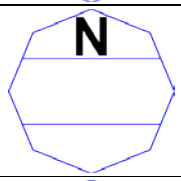
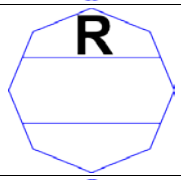
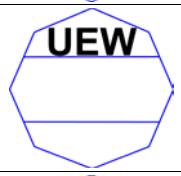
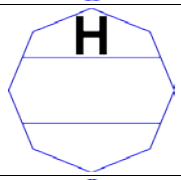
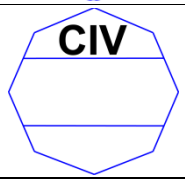
TABLE D-XII. Land equipment sector 1 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
CHEMICAL Symbol Set Code: 15 Code: 02	SENSOR TYPE		N/A
EARLY WARNING RADAR Symbol Set Code: 15 Code: 03	SENSOR TYPE		N/A
INTRUSION Symbol Set Code: 15 Code: 04	SENSOR TYPE		N/A
NUCLEAR Symbol Set Code: 15 Code: 05	SENSOR TYPE		N/A
RADIOLOGICAL Symbol Set Code: 15 Code: 06	SENSOR TYPE		N/A
UPGRADED EARLY WARNING RADAR Symbol Set Code: 15 Code: 07	SENSOR TYPE		N/A
HIJACKING Symbol Set Code: 15 Code: 08	CRIME		N/A
CIVILIAN Symbol Set Code: 15 Code: 09	ORGANIZATION		N/A

D.9 LAND INSTALLATION SYMBOLS

D.9.1 Land installation symbols. This section includes the lists of icons and modifiers for building land installation symbols.

D.9.2 Land installation icons. Table D-XIII depicts land installation icons.

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TABLE D-XIII. Land installation icons.

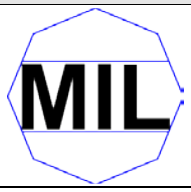
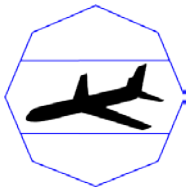
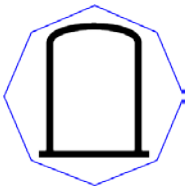
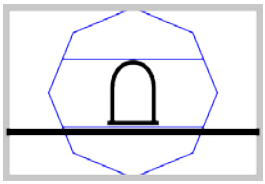
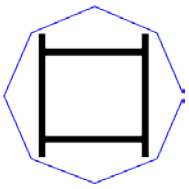
DESCRIPTION	ICON	REMARKS
INSTALLATION Type: Entity Symbol Set Code: 20 Code: 11**00**00		This symbol shall not be displayed on a C2 system but may be displayed for training or hierarchal explanation purposes.
AIRCRAFT PRODUCTION/ASSEMBLY Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 11**01**00 Icon Type: Main		N/A
AMMUNITION AND EXPLOSIVE/PRODUCTION Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 11**02**00 Icon Type: Full Octagon		N/A
AMMUNITION CACHE Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 11**03**00 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
ARMAMENT PRODUCTION Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 11**04**00 Icon Type: Full Octagon		N/A
BLACK LIST LOCATION Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 11**05**00 Icon Type: Main		N/A

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TABLE D-XIII. Land installation icons - Continued.

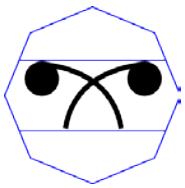
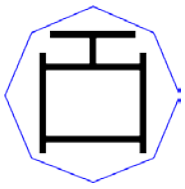
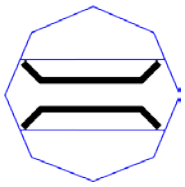
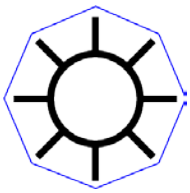
DESCRIPTION	ICON	REMARKS
CHEMICAL, BIOLOGICAL, RADIOLOGICAL AND NUCLEAR (CBRN) Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 11**06**00 Icon Type: Main		N/A
ENGINEER EQUIPMENT PRODUCTION Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 11**07**00 Icon Type: Full Octagon		N/A
BRIDGE Type: Entity Type Entity: INSTALLATION/ENGINEER EQUIPMENT PRODUCTION Symbol Set Code: 20 Code: 1107**01** Icon Type: Main		N/A
EQUIPMENT MANUFACTURE Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 11**08**00 Icon Type: Full Octagon		N/A
GOVERNMENT LEADERSHIP Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 11**09**00 Icon Type: Main		N/A
GRAY LIST LOCATION Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 11**10**00 Icon Type: Main		N/A

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TABLE D-XIII. Land installation icons - Continued.

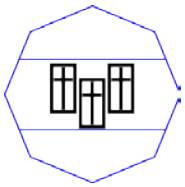
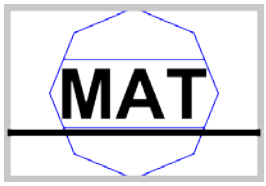
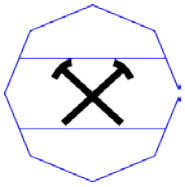
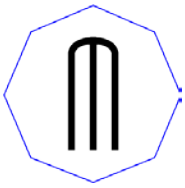
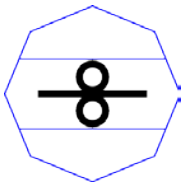
DESCRIPTION	ICON	REMARKS
MASS GRAVE SITE Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 111**1**00 Icon Type: Main		N/A
MATERIEL Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 111**2**00 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
MINE Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 111**3**00 Icon Type: Main		N/A
MISSILE AND SPACE SYSTEM PRODUCTION Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 111**4**00 Icon Type: Full Octagon		N/A
NUCLEAR (NON CBRN DEFENSE) Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 111**5**00 Icon Type: Main		N/A
PRINTED MEDIA Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 111**6**00 Icon Type: Main		N/A

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TABLE D-XIII. Land installation icons - Continued.

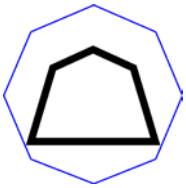
DESCRIPTION	ICON	REMARKS
SAFE HOUSE Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 111**7**00 Icon Type: Main		N/A
WHITE LIST LOCATION Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 111**8**00 Icon Type: Main		N/A
TENTED CAMP Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 111**9**00 Icon Type: Full Octagon		N/A
DISPLACED PERSONS/ REFUGEE/EVACUEES CAMP Type: Entity Subtype Entity/Entity Type: INSTALLATION/TENTED CAMP Symbol Set Code: 20 Code: 1119**01** Icon Type: Full Octagon		N/A
TRAINING CAMP Type: Entity Subtype Entity/Entity Type: INSTALLATION/TENTED CAMP Symbol Set Code: 20 Code: 1119**02** Icon Type: Full Octagon		N/A
WAREHOUSE/STORAGE FACILITY Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 11**20**00 Icon Type: Full Octagon		N/A

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TABLE D-XIII. Land installation icons - Continued.

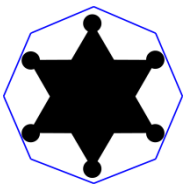
DESCRIPTION	ICON	REMARKS
LAW ENFORCEMENT Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 11**21**00		N/A
BUREAU OF ALCOHOL, TOBACCO, FIREARMS AND EXPLOSIVES (ATF) (DEPARTMENT OF JUSTICE) Type: Entity Subtype Entity/Entity Type: INSTALLATION/ LAW ENFORCEMENT Symbol Set Code: 20 Code: 1121**01** Icon Type: Main		N/A
BORDER PATROL Type: Entity Subtype Entity/Entity Type: INSTALLATION/ LAW ENFORCEMENT Symbol Set Code: 20 Code: 1121**02** Icon Type: Full Octagon		N/A
CUSTOMS SERVICE Type: Entity Subtype Entity/Entity Type: INSTALLATION/ LAW ENFORCEMENT Symbol Set Code: 20 Code: 1121**03** Icon Type: Full Octagon		N/A
DRUG ENFORCEMENT AGENCY (DEA) Type: Entity Subtype Entity/Entity Type: INSTALLATION/ LAW ENFORCEMENT Symbol Set Code: 20 Code: 1121**04** Icon Type: Main		N/A

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TABLE D-XIII. Land installation icons - Continued.

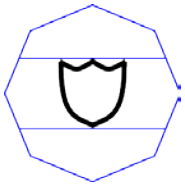
DESCRIPTION	ICON	REMARKS
DEPARTMENT OF JUSTICE (DOJ) Type: Entity Subtype Entity/Entity Type: INSTALLATION/ LAW ENFORCEMENT Symbol Set Code: 20 Code: 1121**05** Icon Type: Full Octagon		N/A
FEDERAL BUREAU OF INVESTIGATION (FBI) Type: Entity Subtype Entity/Entity Type: INSTALLATION/ LAW ENFORCEMENT Symbol Set Code: 20 Code: 1121**06** Icon Type: Main		N/A
POLICE Type: Entity Subtype Entity/Entity Type: INSTALLATION/ LAW ENFORCEMENT Symbol Set Code: 20 Code: 1121**07** Icon Type: Main		N/A
PRISON Type: Entity Subtype Entity/Entity Type: INSTALLATION/ LAW ENFORCEMENT Symbol Set Code: 20 Code: 1121**08** Icon Type: Full Octagon		N/A
UNITED STATES SECRET SERVICE(TREAS) (USSS) Type: Entity Subtype Entity/Entity Type: INSTALLATION/ LAW ENFORCEMENT Symbol Set Code: 20 Code: 1121**09** Icon Type: Main		N/A

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TABLE D-XIII. Land installation icons - Continued.

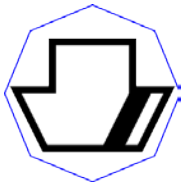
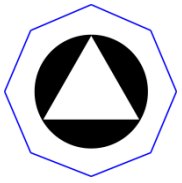
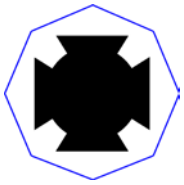
DESCRIPTION	ICON	REMARKS
TRANSPORTATION SECURITY ADMINISTRATION (TSA) Type: Entity Subtype Entity/Entity Type: INSTALLATION/ LAW ENFORCEMENT Symbol Set Code: 20 Code: 1121**10** Icon Type: Main		N/A
COAST GUARD Type: Entity Subtype Entity/Entity Type: INSTALLATION/ LAW ENFORCEMENT Symbol Set Code: 20 Code: 1121**11** Icon Type: Full Octagon		N/A
US MARSHALS SERVICE Type: Entity Subtype Entity/Entity Type: INSTALLATION/ LAW ENFORCEMENT Symbol Set Code: 20 Code: 1121**12** Icon Type: Full Octagon		N/A
EMERGENCY OPERATION Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 11**22**00		N/A
FIRE STATION Type: Entity Subtype Entity/Entity Type: INSTALLATION/ EMERGENCY OPERATION Symbol Set Code: 20 Code: 1122**01** Icon Type: Full Octagon		N/A
EMERGENCY MEDICAL OPERATION Type: Entity Type Entity: INSTALLATION/ EMERGENCY OPERATION Symbol Set Code: 20 Code: 1122**02** Icon Type: Full Octagon		N/A

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TABLE D-XIII. Land installation icons - Continued.

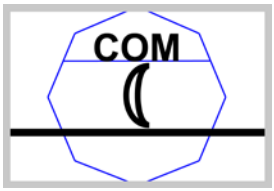
DESCRIPTION	ICON	REMARKS
INFRASTRUCTURE Type: Entity Symbol Set Code: 20 Code: **12**0000	N/A	No icon is associated with this entity. It is for hierarchal purposes only.
AGRICULTURE AND FOOD INFRASTRUCTURE Type: Entity Type Entity: INFRASTRUCTURE Symbol Set Code: 20 Code: 12**01**00 Icon Type: Full Octagon		N/A
AGRICULTURAL LABORATORY Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ AGRICULTURAL LABORATORY Symbol Set Code: 20 Code: 1201**01** Icon Type: Full Octagon		N/A
ANIMAL FEEDLOT Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ AGRICULTURAL LABORATORY Symbol Set Code: 20 Code: 1201**02** Icon Type: Full Octagon		N/A
COMMERCIAL FOOD DISTRIBUTION CENTER Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ AGRICULTURAL LABORATORY Symbol Set Code: 20 Code: 1201**03** Icon Type: Full Octagon		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
FARM/RANCH Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ AGRICULTURAL LABORATORY Symbol Set Code: 20 Code: 1201**04** Icon Type: Full Octagon		N/A

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TABLE D-XIII. Land installation icons - Continued.

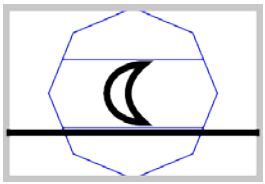
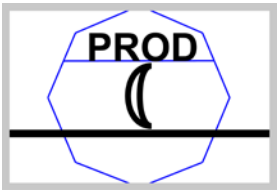
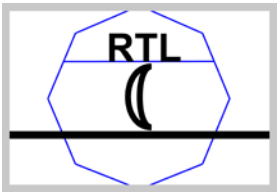
DESCRIPTION	ICON	REMARKS
FOOD DISTRIBUTION Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ AGRICULTURAL LABORATORY Symbol Set Code: 20 Code: 1201**05** Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
FOOD PRODUCTION CENTER Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ AGRICULTURAL LABORATORY Symbol Set Code: 20 Code: 1201**06** Icon Type: Full Octagon		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
FOOD RETAIL Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ AGRICULTURAL LABORATORY Symbol Set Code: 20 Code: 1201**07** Icon Type: Full Octagon		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
GRAIN STORAGE Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ AGRICULTURAL LABORATORY Symbol Set Code: 20 Code: 1201**08** Icon Type: Full Octagon		N/A
BANKING FINANCE AND INSURANCE INFRASTRUCTURE Type: Entity Type Entity: INFRASTRUCTURE Symbol Set Code: 20 Code: 12**02**00 Icon Type: Full Octagon		N/A

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TABLE D-XIII. Land installation icons - Continued.

DESCRIPTION	ICON	REMARKS
ATM Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ BANKING FINANCE AND INSURANCE INFRASTRUCTURE Symbol Set Code: 20 Code: 120201 Icon Type: Full Octagon		N/A
BANK Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ BANKING FINANCE AND INSURANCE INFRASTRUCTURE Symbol Set Code: 20 Code: 120202 Icon Type: Full Octagon		N/A
BULLION STORAGE Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ BANKING FINANCE AND INSURANCE INFRASTRUCTURE Symbol Set Code: 20 Code: 120203 Icon Type: Full Octagon		N/A
ECONOMIC INFRASTRUCTURE ASSET Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ BANKING FINANCE AND INSURANCE INFRASTRUCTURE Symbol Set Code: 20 Code: 120204 Icon Type: Full Frame		N/A
FEDERAL RESERVE BANK Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ BANKING FINANCE AND INSURANCE INFRASTRUCTURE Symbol Set Code: 20 Code: 120205 Icon Type: Full Octagon		N/A

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TABLE D-XIII. Land installation icons - Continued.

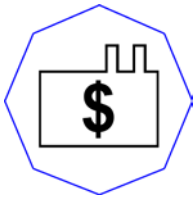
DESCRIPTION	ICON	REMARKS
FINANCIAL EXCHANGE Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ BANKING FINANCE AND INSURANCE INFRASTRUCTURE Symbol Set Code: 20 Code: 1202**06** Icon Type: Full Octagon		N/A
FINANCIAL SERVICES, OTHER Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ BANKING FINANCE AND INSURANCE INFRASTRUCTURE Symbol Set Code: 20 Code: 1202**07** Icon Type: Full Octagon		N/A
COMMERCIAL INFRASTRUCTURE Type: Entity Type Entity: INFRASTRUCTURE Symbol Set Code: 20 Code: 12**03**00 Icon Type: Full Octagon		N/A
CHEMICAL PLANT Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ COMMERCIAL INFRASTRUCTURE Symbol Set Code: 20 Code: 1203**01** Icon Type: Full Octagon		N/A
FIREARMS MANUFACTURER Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ COMMERCIAL INFRASTRUCTURE Symbol Set Code: 20 Code: 1203**02** Icon Type: Full Octagon		N/A

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TABLE D-XIII. Land installation icons - Continued.

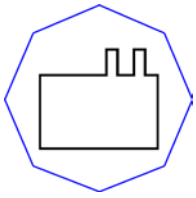
DESCRIPTION	ICON	REMARKS
FIREARMS RETAILER Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ COMMERCIAL INFRASTRUCTURE Symbol Set Code: 20 Code: 120303 Icon Type: Full Octagon		N/A
HAZARDOUS MATERIAL PRODUCTION Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ COMMERCIAL INFRASTRUCTURE Symbol Set Code: 20 Code: 120304 Icon Type: Full Octagon		N/A
HAZARDOUS MATERIAL STORAGE Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ COMMERCIAL INFRASTRUCTURE Symbol Set Code: 20 Code: 120305 Icon Type: Full Octagon		N/A
INDUSTRIAL SITE Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ COMMERCIAL INFRASTRUCTURE Symbol Set Code: 20 Code: 120306 Icon Type: Full Octagon		N/A

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TABLE D-XIII. Land installation icons - Continued.

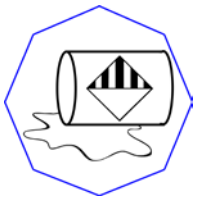
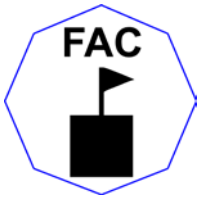
DESCRIPTION	ICON	REMARKS
LANDFILL Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ COMMERCIAL INFRASTRUCTURE Symbol Set Code: 20 Code: 1203**07** Icon Type: Full Octagon		N/A
PHARMACEUTICAL MANUFACTURER Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ COMMERCIAL INFRASTRUCTURE Symbol Set Code: 20 Code: 1203**08** Icon Type: Full Octagon		N/A
CONTAMINATED HAZARDOUS WASTE SITE Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ COMMERCIAL INFRASTRUCTURE Symbol Set Code: 20 Code: 1203**09** Icon Type: Full Octagon		N/A
TOXIC RELEASE INVENTORY Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ COMMERCIAL INFRASTRUCTURE Symbol Set Code: 20 Code: 1203**10** Icon Type: Full Octagon		N/A
EDUCATIONAL FACILITIES INFRASTRUCTURE Type: Entity Type Entity: INFRASTRUCTURE Symbol Set Code: 20 Code: 12**04**00 Icon Type: Full Octagon		N/A

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TABLE D-XIII. Land installation icons - Continued.

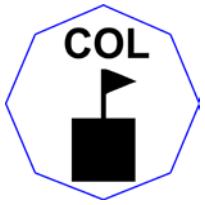
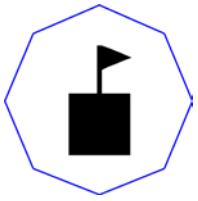
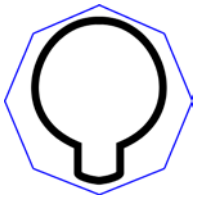
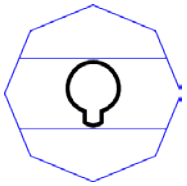
DESCRIPTION	ICON	REMARKS
COLLEGE/UNIVERSITY Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/EDUCATIONAL FACILITIES INFRASTRUCTURE Symbol Set Code: 20 Code: 120401 Icon Type: Full Octagon		N/A
SCHOOL Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/EDUCATIONAL FACILITIES INFRASTRUCTURE Symbol Set Code: 20 Code: 120402 Icon Type: Full Octagon		N/A
ENERGY FACITILIES INFRASTRUCTURE Type: Entity Type Entity: INFRASTRUCTURE Symbol Set Code: 20 Code: 120500 Icon Type: Full Octagon		N/A
ELECTRIC POWER Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ENERGY FACILITIES INFRASTRUCTURE Symbol Set Code: 20 Code: 120501 Icon Type: Main		N/A
GENERATION STATION Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ENERGY FACILITIES INFRASTRUCTURE Symbol Set Code: 20 Code: 120502 Icon Type: Full Octagon		N/A

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TABLE D-XIII. Land installation icons - Continued.

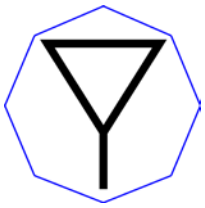
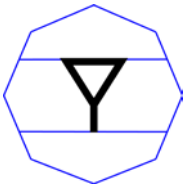
DESCRIPTION	ICON	REMARKS
NATURAL GAS FACILITY Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ENERGY FACILITIES INFRASTRUCTURE Symbol Set Code: 20 Code: 1205**03** Icon Type: Full Octagon		N/A
PETROLEUM FACILITY Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ENERGY FACILITIES INFRASTRUCTURE Symbol Set Code: 20 Code: 1205**04** Icon Type: Full Octagon		
PETROLEUM/GAS/OIL Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ENERGY FACILITIES INFRASTRUCTURE Symbol Set Code: 20 Code: 1205**05** Icon Type: Main		N/A
PROPANE FACILITY Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ENERGY FACILITIES INFRASTRUCTURE Symbol Set Code: 20 Code: 1205**06** Icon Type: Full Octagon		N/A
GOVERNMENT SITE INFRASTRUCTURE Type: Entity Type Entity: INFRASTRUCTURE Symbol Set Code: 20 Code: 12**06**00 Icon Type: Full Octagon		N/A
MEDICAL INFRASTRUCTURE Type: Entity Type Entity: INFRASTRUCTURE Symbol Set Code: 20 Code: 12**07**00	N/A	No icon is associated with this entity. It is for hierarchal purposes only.

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TABLE D-XIII. Land installation icons - Continued.

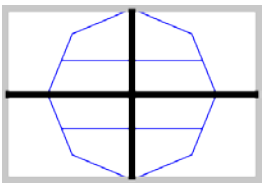
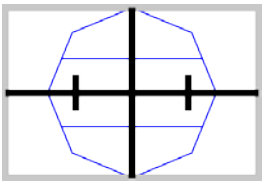
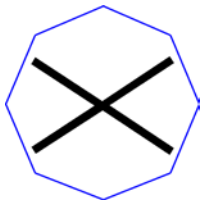
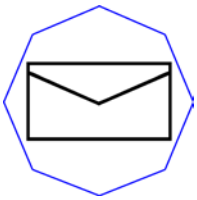
DESCRIPTION	ICON	REMARKS
MEDICAL Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 1207**01** Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
MEDICAL TREATMENT FACILITY (HOSPITAL) Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 1207**02** Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
MILITARY INFRASTRUCTURE Type: Entity Type Entity: INFRASTRUCTURE Symbol Set Code: 20 Code: 12**08**00 Icon Type: Full Octagon		N/A
MILITARY ARMORY Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/MILITARY INFRASTRUCTURE Symbol Set Code: 20 Code: 1208**01** Icon Type: Full Octagon		N/A
MILITARY BASE Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/MILITARY INFRASTRUCTURE Symbol Set Code: 20 Code: 1208**02** Icon Type: Full Octagon		N/A
POSTAL SERVICE INFRASTRUCTURE Type: Entity Type Entity: INFRASTRUCTURE Symbol Set Code: 20 Code: 12**09**00 Icon Type: Full Octagon		N/A

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TABLE D-XIII. Land installation icons - Continued.

DESCRIPTION	ICON	REMARKS
POSTAL DISTRIBUTION CENTER Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/POSTAL SERVICE INFRASTRUCTURE Symbol Set Code: 20 Code: 1209**01** Icon Type: Full Octagon		N/A
POST OFFICE Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/POSTAL SERVICE INFRASTRUCTURE Symbol Set Code: 20 Code: 1209**02** Icon Type: Full Octagon		N/A
PUBLIC VENUES INFRASTRUCTURE Type: Entity Type Entity: INFRASTRUCTURE Symbol Set Code: 20 Code: 12**10**00 Icon Type: Full Octagon		N/A
ENCLOSED FACITLITY (PUBLIC VENUE) Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/PUBLIC VENUES INFRASTRUCTURE Symbol Set Code: 20 Code: 1210**01** Icon Type: Full Octagon		N/A
OPEN FACILITY (OPEN VENUE) Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/PUBLIC VENUES INFRASTRUCTURE Symbol Set Code: 20 Code: 1210**02** Icon Type: Full Octagon		N/A

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TABLE D-XIII. Land installation icons - Continued.

DESCRIPTION	ICON	REMARKS
RECREATIONAL AREA Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/PUBLIC VENUES INFRASTRUCTURE Symbol Set Code: 20 Code: 1210**03** Icon Type: Full Octagon		N/A
RELIGIOUS INSTITUTION Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/PUBLIC VENUES INFRASTRUCTURE Symbol Set Code: 20 Code: 1210**04** Icon Type: Full Octagon		N/A
SPECIAL NEEDS INFRASTRUCTURE Type: Entity Type Entity: INFRASTRUCTURE Symbol Set Code: 20 Code: 12**11**00 Icon Type: Full Octagon		N/A
ADULT DAY CARE Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/SPECIAL NEEDS INFRASTRUCTURE Symbol Set Code: 20 Code: 1211**01** Icon Type: Full Octagon		N/A
CHILD DAY CARE Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/SPECIAL NEEDS INFRASTRUCTURE Symbol Set Code: 20 Code: 1211**02** Icon Type: Full Octagon		N/A

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TABLE D-XIII. Land installation icons - Continued.

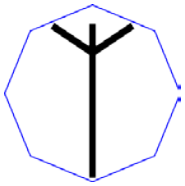
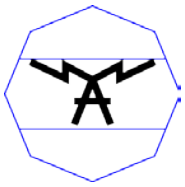
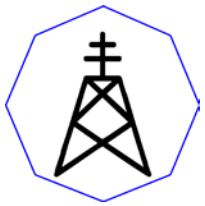
DESCRIPTION	ICON	REMARKS
ELDER CARE Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/SPECIAL NEEDS INFRASTRUCTURE Symbol Set Code: 20 Code: 1211**03** Icon Type: Full Octagon		N/A
TELECOMMUNICATIONS INFRASTRUCTURE Type: Entity Type Entity: INFRASTRUCTURE Symbol Set Code: 20 Code: 12**12**00 Icon Type: Full Octagon		N/A
BROADCAST TRANSMITTER ANTENNAE Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ TELECOMMUNICATIONS INFRASTRUCTURE Symbol Set Code: 20 Code: 1212**01** Icon Type: Full Octagon		N/A
TELECOMMUNICATIONS (CIVILIAN) Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ TELECOMMUNICATIONS INFRASTRUCTURE Symbol Set Code: 20 Code: 1212**02** Icon Type: Main		N/A
TELECOMMUNICATIONS TOWER Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ TELECOMMUNICATIONS INFRASTRUCTURE Symbol Set Code: 20 Code: 1212**03** Icon Type: Full Octagon		N/A

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TABLE D-XIII. Land installation icons - Continued.

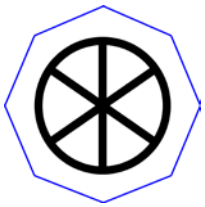
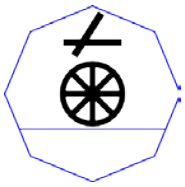
DESCRIPTION	ICON	REMARKS
TRANSPORTATION INFRASTRUCTURE Type: Entity Type Entity: INFRASTRUCTURE Symbol Set Code: 20 Code: 12**13**00 Icon Type: Full Octagon		N/A
AIRPORT/AIR BASE Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ TRANSPORTATION INFRASTRUCTURE Symbol Set Code: 20 Code: 1213**01** Icon Type: Main+1		N/A
AIR TRAFFIC CONTROL FACILITY Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ TRANSPORTATION INFRASTRUCTURE Symbol Set Code: 20 Code: 1213**02** Icon Type: Full Octagon		N/A
BUS STATION Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ TRANSPORTATION INFRASTRUCTURE Symbol Set Code: 20 Code: 1213**03** Icon Type: Full Octagon		N/A
FERRY TERMINAL Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ TRANSPORTATION INFRASTRUCTURE Symbol Set Code: 20 Code: 1213**04** Icon Type: Full Octagon		N/A

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TABLE D-XIII. Land installation icons - Continued.

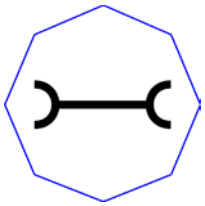
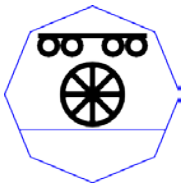
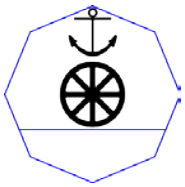
DESCRIPTION	ICON	REMARKS
HELICOPTER LANDING SITE Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ TRANSPORTATION INFRASTRUCTURE Symbol Set Code: 20 Code: 1213**05** Icon Type: Full Octagon		N/A
MAINTENANCE FACILITY Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ TRANSPORTATION INFRASTRUCTURE Symbol Set Code: 20 Code: 1213**06** Icon Type: Full Octagon		N/A
RAILHEAD/RAILROAD STATION Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ TRANSPORTATION INFRASTRUCTURE Symbol Set Code: 20 Code: 1213**07** Icon Type: Main+1		N/A
REST STOP Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ TRANSPORTATION INFRASTRUCTURE Symbol Set Code: 20 Code: 1213**08** Icon Type: Full Octagon		N/A
SEA PORT/NAVAL BASE Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ TRANSPORTATION INFRASTRUCTURE Symbol Set Code: 20 Code: 1213**09** Icon Type: Main+1		N/A

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TABLE D-XIII. Land installation icons - Continued.

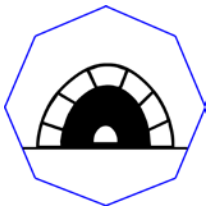
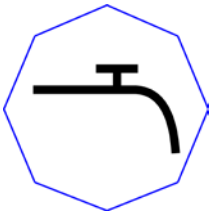
DESCRIPTION	ICON	REMARKS
SHIP YARD Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ TRANSPORTATION INFRASTRUCTURE Symbol Set Code: 20 Code: 1213**10** Icon Type: Main+1		N/A
TOLL FACILITY Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ TRANSPORTATION INFRASTRUCTURE Symbol Set Code: 20 Code: 1213**11** Icon Type: Full Octagon		N/A
TRAFFIC INSPECTION FACILITY Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ TRANSPORTATION INFRASTRUCTURE Symbol Set Code: 20 Code: 1213**12** Icon Type: Full Octagon		N/A
TUNNEL Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ TRANSPORTATION INFRASTRUCTURE Symbol Set Code: 20 Code: 1213**13** Icon Type: Full Octagon		N/A
WATER SUPPLY INFRASTRUCTURE Type: Entity Type Entity: INFRASTRUCTURE Symbol Set Code: 20 Code: 12**14**00 Icon Type: Full Octagon		N/A

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TABLE D-XIII. Land installation icons - Continued.

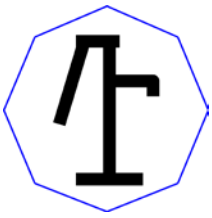
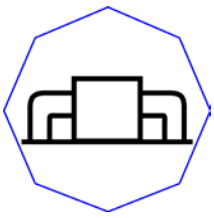
DESCRIPTION	ICON	REMARKS
CONTROL VALVE Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ WATER SUPPLY INFRASTRUCTURE Symbol Set Code: 20 Code: 1214**01** Icon Type: Full Octagon		N/A
DAM Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ WATER SUPPLY INFRASTRUCTURE Symbol Set Code: 20 Code: 1214**02** Icon Type: Full Octagon		N/A
DISCHARGE OUTFALL Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ WATER SUPPLY INFRASTRUCTURE Symbol Set Code: 20 Code: 1214**03** Icon Type: Full Octagon		N/A
GROUND WATER WELL Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ WATER SUPPLY INFRASTRUCTURE Symbol Set Code: 20 Code: 1214**04** Icon Type: Full Octagon		N/A
PUMPING STATION Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ WATER SUPPLY INFRASTRUCTURE Symbol Set Code: 20 Code: 1214**05** Icon Type: Full Octagon		N/A

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TABLE D-XIII. Land installation icons - Continued.

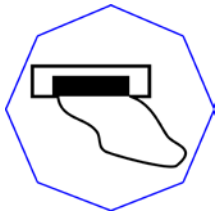
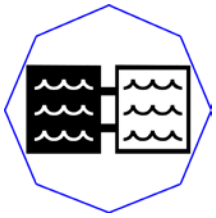
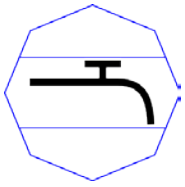
DESCRIPTION	ICON	REMARKS
RESERVOIR Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ WATER SUPPLY INFRASTRUCTURE Symbol Set Code: 20 Code: 1214**06** Icon Type: Full Octagon		N/A
STORAGE TOWER Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ WATER SUPPLY INFRASTRUCTURE Symbol Set Code: 20 Code: 1214**07** Icon Type: Full Octagon		N/A
SURFACE WATER INTAKE Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ WATER SUPPLY INFRASTRUCTURE Symbol Set Code: 20 Code: 1214**08** Icon Type: Full Octagon		N/A
WASTEWATER TREATMENT FACILITY Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ WATER SUPPLY INFRASTRUCTURE Symbol Set Code: 20 Code: 1214**09** Icon Type: Full Octagon		N/A
WATER Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ WATER SUPPLY INFRASTRUCTURE Symbol Set Code: 20 Code: 1214**10** Icon Type: Main		N/A

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TABLE D-XIII. Land installation icons - Continued.

DESCRIPTION	ICON	REMARKS
WATER TREATMENT Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ WATER SUPPLY INFRASTRUCTURE Symbol Set Code: 20 Code: 121411 Icon Type: Main		N/A

D.9.3 Land installation sector 1 modifiers. Land installation sector 1 modifiers denote CBRN type, electric power type and civilian telecommunications type categories. Table D-XIV lists land installation sector 1 modifiers and illustrates their placement within the bounding octagon.

TABLE D-XIV. Land installation sector 1 modifiers.

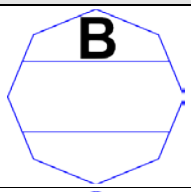
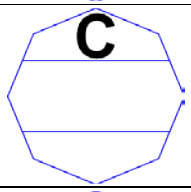
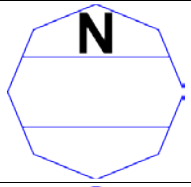
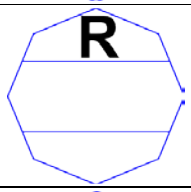
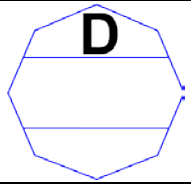
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
BIOLOGICAL Symbol Set Code: 20 Code: 01	CBRN TYPE		N/A
CHEMICAL Symbol Set Code: 20 Code: 02	CBRN TYPE		N/A
NUCLEAR Symbol Set Code: 20 Code: 03	CBRN TYPE		N/A
RADIOLOGICAL Symbol Set Code: 20 Code: 04	CBRN TYPE		N/A
DECONTAMINATION Symbol Set Code: 20 Code: 05	CBRN TYPE		N/A

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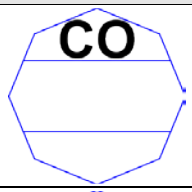
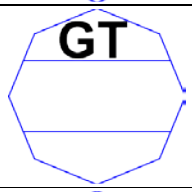
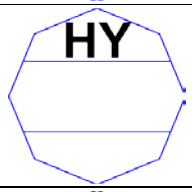
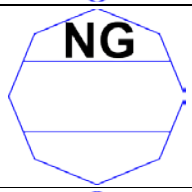
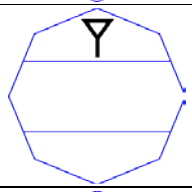
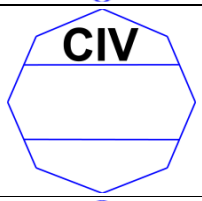
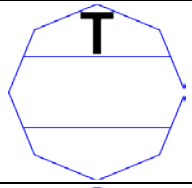
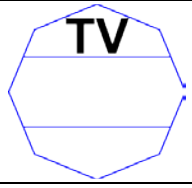
TABLE D-XIV. Land installation sector 1 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
COAL Symbol Set Code: 20 Code: 06	ELECTRIC POWER TYPE		N/A
GEOTHERMAL Symbol Set Code: 20 Code: 07	ELECTRIC POWER TYPE		N/A
HYDROELECTRIC Symbol Set Code: 20 Code: 08	ELECTRIC POWER TYPE		N/A
NATURAL GAS Symbol Set Code: 20 Code: 00	ELECTRIC POWER TYPE		N/A
PETROLEUM Symbol Set Code: 20 Code: 10	ELECTRIC POWER TYPE		N/A
CIVILIAN Symbol Set Code: 20 Code: 11	OPERATION		N/A
CIVILIAN TELEPHONE Symbol Set Code: 20 Code: 12	CIVILIAN TELECOMMUNICATIONS TYPE		N/A
CIVILIAN TELEVISION Symbol Set Code: 20 Code: 13	CIVILIAN TELECOMMUNICATIONS TYPE		N/A

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D.9.4 Land installation sector 2 modifiers. Land installation sector 2 modifiers denote warfare capability category. Table D-XV lists the land installation sector 2 modifiers and illustrates their placement within the bounding octagon.

TABLE D-XV. Land installation sector 2 modifiers

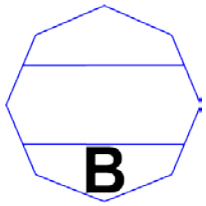
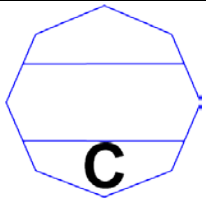
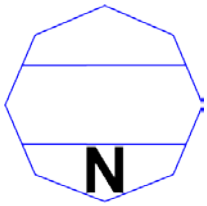
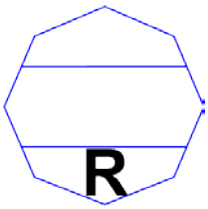
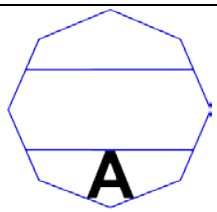
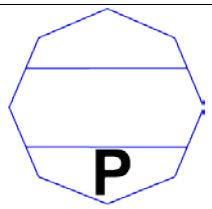
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
BIOLOGICAL WARFARE PRODUCTION Symbol Set Code: 12 Code: 01			N/A
CHEMICAL WARFARE PRODUCTION Symbol Set Code: 12 Code: 02			N/A
NUCLEAR WARFARE PRODUCTION Nuclear Warfare Production Symbol Set Code: 12 Code: 03			N/A
RADIOLOGICAL WARFARE PRODUCTION Radiologicial Warfare Production Symbol Set Code: 12 Code: 04			N/A
ATOMIC ENERGY REACTOR Symbol Set Code: 12 Code: 05			N/A
NUCLEAR MATERIAL PRODUCTION Symbol Set Code: 12 Code: 06			N/A

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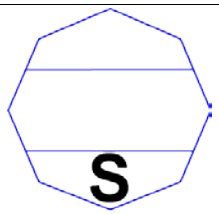
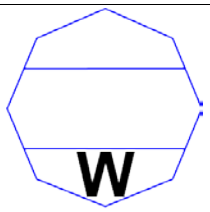
TABLE D-XV. Land installation sector 2 modifiers - Continued.

NUCLEAR MATERIAL STORAGE Symbol Set Code: 12 Code: 07			N/A
WEAPONS GRADE PRODUCTION Symbol Set Code: 12 Code: 08			N/A

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APPENDIX E - SEA SURFACE SYMBOLS

E.1 SCOPE

E.1.1 Scope. This appendix addresses symbols that support sea surface units, equipment and installations (UEI) in the C2 domain. The tables in this appendix present the icons and modifiers for the sea surface domain. This appendix is a mandatory part of the standard. The information contained herein is intended for compliance.

E.2 APPLICABLE DOCUMENTS

Specific documents in 2.2 of this standard apply 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. This appendix contains technical specifications, a symbol coding scheme, a symbology hierarchy and sea surface symbology.

E.5 DETAILED REQUIREMENTS

E.5.1 Technical specifications. Composition, construction and display of symbols are explained in the detailed requirements section of the standard.

E.5.2 Symbol identification coding scheme. A symbol identification code (SIDC) is a numeric string that may be used to provide the unique identifier necessary to display or exchange symbol information between MIL-STD-2525 compliant systems. Refer to Appendix A for SIDC positions and descriptions.

E.5.3 Composition of sea surface symbols. A standard method for constructing symbols is presented. Refer to 5.3.8 for an explanation of symbol composition. Figure E-1 shows an example of a sea surface equipment symbol.

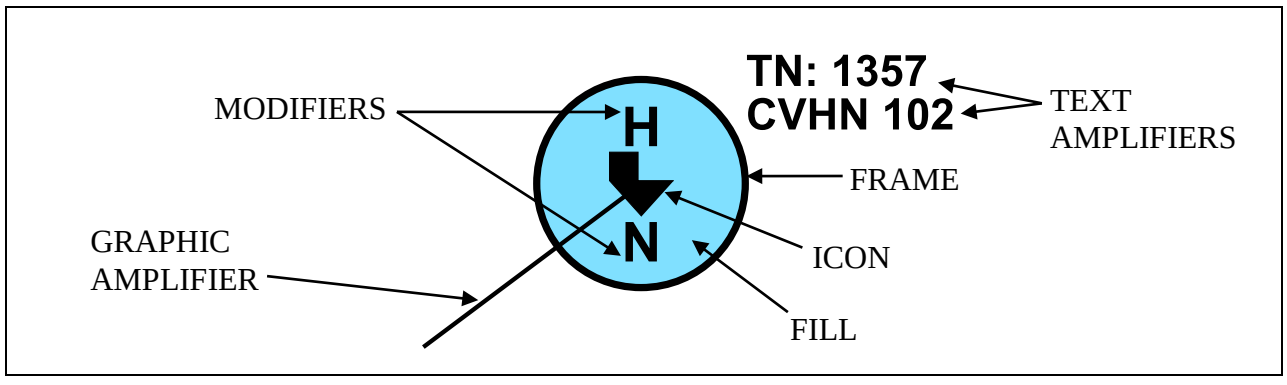

FIGURE E-1. Sea surface symbol components.

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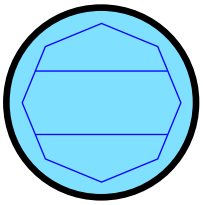
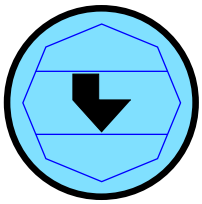
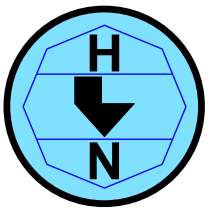
E.5.3.1 Symbol building process. Table E-I depicts the symbol building process for sea surface symbols. The process is identical for icons and modifiers requiring the vertical bounding octagon.

TABLE E-I. Sea surface symbol building process.

STEP	DESCRIPTION	EXAMPLE
1.	Choose the frame that matches the standard identity of the object from the sea surface column in tables I, II, or III. In this example, the standard identity is friend. The example depicts a “friendly sea surface track.”	
2.	Choose an icon for the main sector of the bounding octagon. In this example, the icon is “carrier,” a sea surface entity type. The example depicts a “friendly military combatant carrier.”	
3.	If required, choose a modifier to depict an additional characteristic of the icon. In this example, the modifier is “helicopter equipped/VTOL,” a sector 1 modifier. The example depicts a “friendly military combatant carrier, helicopter equipped/VTOL.”	
4.	If required, choose a modifier to depict another characteristic of the icon. In this example, the modifier is “nuclear powered,” a sector 2 modifier. The example depicts a “friendly military combatant carrier, helicopter equipped/VTOL, nuclear powered.”	
5.	The finished symbol will appear as shown in the example.	

E.5.3.2 Icons and modifiers. All icons shall be placed within the main sector of the bounding octagon (see table D-I). When depicted, modifiers shall be placed in sectors 1 or 2 as

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appropriate (see table D-I). Only one modifier may be placed in each sector at a given time. Multiple modifiers in the same position are prohibited due to legibility concerns.

E.5.3.3 Amplifiers.

E.5.3.3.1 Text amplifiers. The purpose of the static text amplifiers described in this appendix is to standardize the display of additional alphanumerical information on identity, movement and location and capabilities. See 5.1.6 for more information on amplifiers. Figure E-2 shows the placement of sea surface symbol amplifiers around the friend symbol frame. Table D-II provides descriptions and formats of each amplifier.

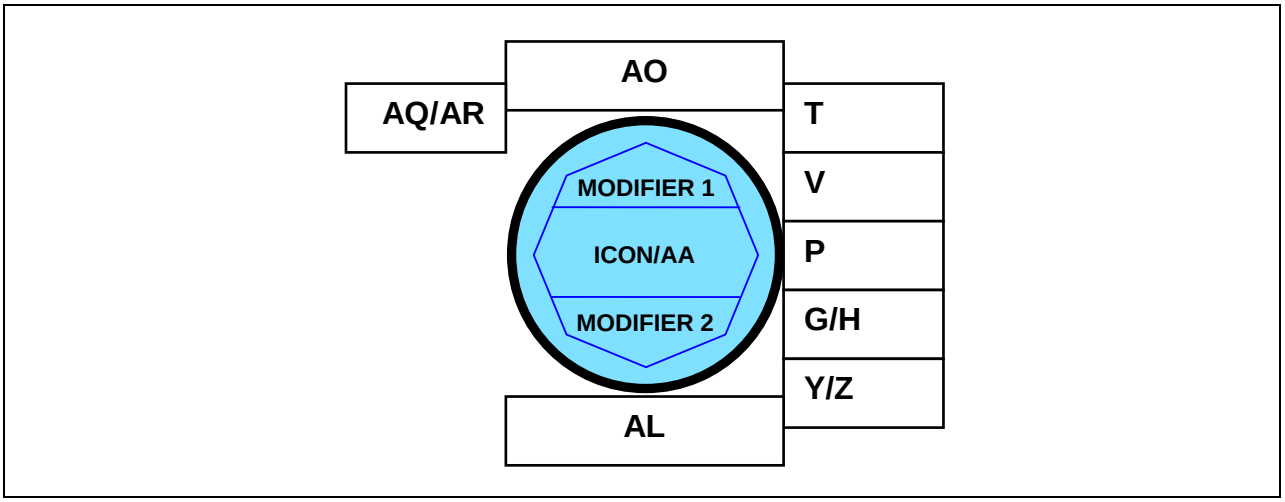

FIGURE E-2. Placement of sea surface symbol amplifiers.

TABLE E-II. Descriptions and formats of sea surface symbol amplifiers.

FIELD	FIELD TITLE	DESCRIPTION	FORMAT
A	Ship/Ship Type Icon	Uses icon and sector modifiers	
G	Staff Comments	A text amplifier for units, equipment and installations; content is implementation specific.	
H	Additional Information	A text amplifier for units, equipment and installations; content is implementation specific.	
P	Automatic Identification System (AIS)	A text amplifier displaying the maritime Automatic Identification System.	
T	Unique Designation (Track Number)	A text amplifier for units, equipment and installations that uniquely identifies a particular symbol or track number.	Prefix = TN:##### Example: TN:13579
V	Type	A text amplifier for equipment that indicates types of equipment.	

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TABLE E-II. Descriptions and formats of sea surface symbol amplifiers - Continued.

FIELD	FIELD TITLE	DESCRIPTION	FORMAT
Y	Location	A text amplifier for units, equipment and installations that displays a symbol's location in degrees, minutes and seconds (or in UTM or other applicable display format).	
Z	Speed	A text amplifier for CBRN, units and equipment that displays velocity as set forth in MIL-STD- 6040.	
AL	Operational Condition	A graphic amplifier for equipment or installations that indicates operational condition or capacity.	Operational Condition amplifier, if used, shall be comprised of only one color. Ex. Aircraft: Red - damaged, Green – fully capable Ex: Missile: Red – imminent threat, Green – no threat
AO	Engagement Bar	A graphic amplifier placed immediately atop the symbol. May denote, 1) local/remote status; 2) engagement status; and 3) weapon type.	A:BBB-CC, where A = remote/local BBB = engagement status CC = weapon asset
AQ	Guarded Unit	During ballistic missile defense, some tracks are designated as guarded by a particular unit.	The 2-character string, BG
AR	Special Designator	Special track designators, such as Non-Real Time (NRT) and Tactically Significant (SIG) tracks, are denoted here.	The 3-character strings, NRT or SIG

E.5.3.3.2 Graphic amplifiers. Graphic amplifiers can be static, located in a fixed position in relation to a track's symbol, or dynamic and move about the symbol based on the track's characteristics. See 5.1.6 for more information on amplifiers, including examples of dynamic amplifiers.

E.6 SEA SURFACE UNIT, EQUIPMENT AND INSTALLATION SYMBOLS

E.6.1 Sea surface unit, equipment and installation symbols. This section includes the lists of icons and modifiers for building sea surface unit, equipment and installation symbols.

E.6.2 Sea surface unit, equipment and installation icons. Table E-III depicts sea surface unit, equipment and installation icons.

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In accordance with STANAG 1166, Standard Ship Designator System, single letter codes specify the type of merchant ship, while two- and three-letter codes specify the type of military ship. For other types of civilian surface vessels, the letter codes of the icon are without a STANAG reference. Military symbols are depicted with black-filled icons, whereas civilian symbols are depicted with white-filled icons.

TABLE E-III. Sea surface unit, equipment and installation icons.

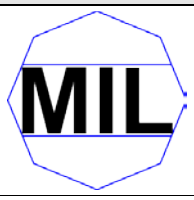
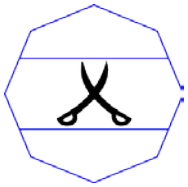
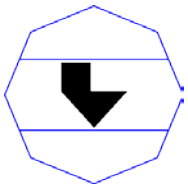
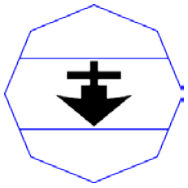
DESCRIPTION	ICON	REMARKS
MILITARY Type: Entity Symbol Set Code: 30 Code: **11**0000 Icon Type: Main		This symbol shall not be displayed on a C2 system but may be displayed for training or hierarchal explanation purposes.
MILITARY COMBATANT Type: Entity Symbol Set Code: 30 Code: **12**0000 Icon Type: Main		This symbol shall not be displayed on a C2 system but may be displayed for training or hierarchal explanation purposes.
CARRIER Type: Entity Type Entity: MILITARY COMBATANT Symbol Set Code: 30 Code: 12**01**00 Icon Type: Main		N/A
SURFACE COMBATANT, LINE Type: Entity Type Entity: MILITARY COMBATANT Symbol Set Code: 30 Code: 12**02**00 Icon Type: Main		N/A
BATTLESHIP Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/SURFACE COMBATANT, LINE Symbol Set Code: 30 Code: 1202**01** Icon Type: Main		N/A

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TABLE E-III. Sea surface unit, equipment and installation icons - Continued.

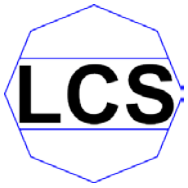
DESCRIPTION	ICON	REMARKS
CRUISER Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/SURFACE COMBATANT, LINE Symbol Set Code: 30 Code: 1202**02** Icon Type: Main		N/A
DESTROYER Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/SURFACE COMBATANT, LINE Symbol Set Code: 30 Code: 1202**03** Icon Type: Main		N/A
FRIGATE Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/SURFACE COMBATANT, LINE Symbol Set Code: 30 Code: 1202**04** Icon Type: Main		N/A
CORVETTE Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/SURFACE COMBATANT, LINE Symbol Set Code: 30 Code: 1202**05** Icon Type: Main		N/A
LITTORAL COMBATANT SHIP Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/SURFACE COMBATANT, LINE Symbol Set Code: 30 Code: 1202**06** Icon Type: Main		N/A

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TABLE E-III. Sea surface unit, equipment and installation icons - Continued.

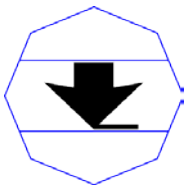
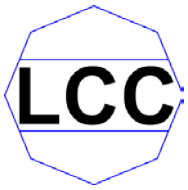
DESCRIPTION	ICON	REMARKS
AMPHIBIOUS WARFARE SHIP Type: Entity Type Entity: MILITARY COMBATANT Symbol Set Code: 30 Code: 12**03**00 Icon Type: Main		N/A
AMPHIBIOUS COMMAND SHIP Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/AMPHIBIOUS WARFARE SHIP Symbol Set Code: 30 Code: 1203**01** Icon Type: Main		N/A
AMPHIBIOUS ASSAULT, NON-SPECIFIED Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/AMPHIBIOUS WARFARE SHIP Symbol Set Code: 30 Code: 1203**02** Icon Type: Main		N/A
AMPHIBIOUS ASSAULT SHIP, GENERAL Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/AMPHIBIOUS WARFARE SHIP Symbol Set Code: 30 Code: 1203**03** Icon Type: Main		N/A
AMPHIBIOUS ASSAULT SHIP, MULTIPURPOSE Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/AMPHIBIOUS WARFARE SHIP Symbol Set Code: 30 Code: 1203**04** Icon Type: Main		N/A

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TABLE E-III. Sea surface unit, equipment and installation icons - Continued.

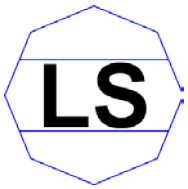
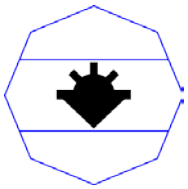
DESCRIPTION	ICON	REMARKS
AMPHIBIOUS ASSAULT SHIP, HELICOPTER Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/AMPHIBIOUS WARFARE SHIP Symbol Set Code: 30 Code: 1203**05** Icon Type: Main		N/A
AMPHIBIOUS TRANSPORT DOCK Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/AMPHIBIOUS WARFARE SHIP Symbol Set Code: 30 Code: 1203**06** Icon Type: Main		N/A
LANDING SHIP Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/AMPHIBIOUS WARFARE SHIP Symbol Set Code: 30 Code: 1203**07** Icon Type: Main		N/A
LANDING CRAFT Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/AMPHIBIOUS WARFARE SHIP Symbol Set Code: 30 Code: 1203**08** Icon Type: Main		N/A
MINE WARFARE SHIP Type: Entity Type Entity: MILITARY COMBATANT Symbol Set Code: 30 Code: 12**04**00 Icon Type: Main		N/A

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TABLE E-III. Sea surface unit, equipment and installation icons - Continued.

DESCRIPTION	ICON	REMARKS
MINE LAYER Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/MINE WARFARE SHIP Symbol Set Code: 30 Code: 1204**01** Icon Type: Main		N/A
MINE SWEEPER Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/MINE WARFARE SHIP Symbol Set Code: 30 Code: 1204**02** Icon Type: Main		N/A
MINE SWEEPER, DRONE Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/MINE WARFARE SHIP Symbol Set Code: 30 Code: 1204**03** Icon Type: Main		N/A
MINE HUNTER Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/MINE WARFARE SHIP Symbol Set Code: 30 Code: 1204**04** Icon Type: Main		N/A
MINE COUNTERMEASURES Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/MINE WARFARE SHIP Symbol Set Code: 30 Code: 1204**05** Icon Type: Main		N/A

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TABLE E-III. Sea surface unit, equipment and installation icons - Continued.

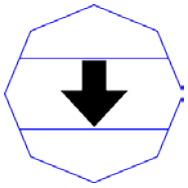
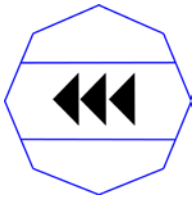
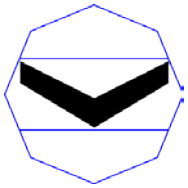
DESCRIPTION	ICON	REMARKS
MINE COUNTERMEASURES, SUPPORT SHIP Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/MINE WARFARE SHIP Symbol Set Code: 30 Code: 120406 Icon Type: Main		N/A
PATROL BOAT Type: Entity Type Entity: MILITARY COMBATANT Symbol Set Code: 30 Code: 120500 Icon Type: Main		N/A
PATROL CRAFT, SUBMARINE CHASER/ESCORT, GENERAL Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/PATROL BOAT Symbol Set Code: 30 Code: 120501 Icon Type: Main		N/A
PATROL SHIP, GENERAL Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/PATROL BOAT Symbol Set Code: 30 Code: 120502 Icon Type: Main		N/A
DECOY Type: Entity Type Entity: MILITARY COMBATANT Symbol Set Code: 30 Code: 120600 Icon Type: Main		N/A
UNMANNED SURFACE WATER VEHICLE (USV) Type: Entity Type Entity: MILITARY COMBATANT Symbol Set Code: 30 Code: 120700 Icon Type: Main		N/A

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TABLE E-III. Sea surface unit, equipment and installation icons - Continued.

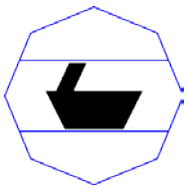
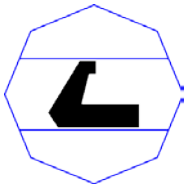
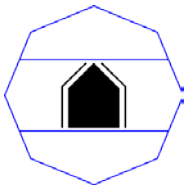
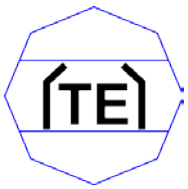
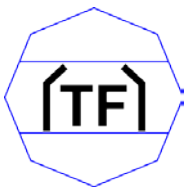
DESCRIPTION	ICON	REMARKS
SPEEDBOAT Type: Entity Type Entity: MILITARY COMBATANT Symbol Set Code: 30 Code: 12**08**00 Icon Type: Main		N/A
RIGID-HULL INFLATABLE BOAT (RHIB) Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/SPEEDBOAT Symbol Set Code: 30 Code: 1208**01** Icon Type: Main		N/A
JET SKI Type: Entity Type Entity: MILITARY COMBATANT Symbol Set Code: 30 Code: 12**09**00 Icon Type: Main		N/A
NAVY TASK ORGANIZATION Type: Entity Type Entity: MILITARY COMBATANT Symbol Set Code: 30 Code: 12**10**00 Icon Type: Main		N/A
NAVY TASK ELEMENT Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/NAVY TASK ORGANIZATION Symbol Set Code: 30 Code: 1210**01** Icon Type: Main		N/A
NAVY TASK FORCE Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/NAVY TASK ORGANIZATION Symbol Set Code: 30 Code: 1210**02** Icon Type: Main		N/A

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TABLE E-III. Sea surface unit, equipment and installation icons - Continued.

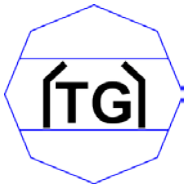
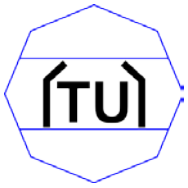
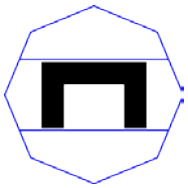
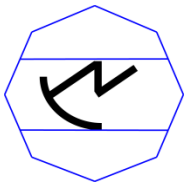
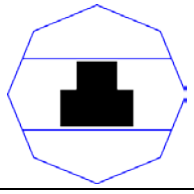
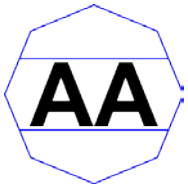
DESCRIPTION	ICON	REMARKS
NAVY TASK GROUP Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/NAVY TASK ORGANIZATION Symbol Set Code: 30 Code: 1210**03** Icon Type: Main		N/A
NAVY TASK UNIT Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/NAVY TASK ORGANIZATION Symbol Set Code: 30 Code: 1210**04** Icon Type: Main		N/A
CONVOY Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/NAVY TASK ORGANIZATION Symbol Set Code: 30 Code: 1210**05** Icon Type: Main		N/A
SEA-BASED X-BAND (SBX) RADAR Type: Entity Type Entity: MILITARY COMBATANT Symbol Set Code: 30 Code: 12**11**00 Icon Type: Main		N/A
MILITARY NONCOMBATANT Type: Entity Symbol Set Code: 30 Code: **13**0000 Icon Type: Main		This symbol shall not be displayed on a C2 system but may be displayed for training or hierarchal explanation purposes.
AUXILIARY SHIP Type: Entity Type Entity: MILITARY NONCOMBATANT Symbol Set Code: 30 Code: 13**01**00 Icon Type: Main		N/A

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TABLE E-III. Sea surface unit, equipment and installation icons - Continued.

DESCRIPTION	ICON	REMARKS
AMMUNITION SHIP Type: Entity Subtype Entity/Entity Type: MILITARY NONCOMBATANT/AUXILIARY SHIP Symbol Set Code: 30 Code: 1301**01** Icon Type: Main		N/A
NAVAL STORES SHIP Type: Entity Subtype Entity/Entity Type: MILITARY NONCOMBATANT/AUXILIARY SHIP Symbol Set Code: 30 Code: 1301**02** Icon Type: Main		N/A
AUXILIARY FLAG SHIP Type: Entity Subtype Entity/Entity Type: MILITARY NONCOMBATANT/AUXILIARY SHIP Symbol Set Code: 30 Code: 1301**03** Icon Type: Main		N/A
INTELLIGENCE COLLECTOR Type: Entity Subtype Entity/Entity Type: MILITARY NONCOMBATANT/AUXILIARY SHIP Symbol Set Code: 30 Code: 1301**04** Icon Type: Main		N/A
OCEANOGRAPHIC RESEARCH SHIP Type: Entity Subtype Entity/Entity Type: MILITARY NONCOMBATANT/AUXILIARY SHIP Symbol Set Code: 30 Code: 1301**05** Icon Type: Main		N/A

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TABLE E-III. Sea surface unit, equipment and installation icons - Continued.

DESCRIPTION	ICON	REMARKS
SURVEY SHIP Type: Entity Subtype Entity/Entity Type: MILITARY NONCOMBATANT/AUXILIARY SHIP Symbol Set Code: 30 Code: 1301**06** Icon Type: Main		N/A
HOSPITAL SHIP Type: Entity Subtype Entity/Entity Type: MILITARY NONCOMBATANT/AUXILIARY SHIP Symbol Set Code: 30 Code: 1301**07** Icon Type: Main		N/A
NAVAL CARGO SHIP Type: Entity Subtype Entity/Entity Type: MILITARY NONCOMBATANT/AUXILIARY SHIP Symbol Set Code: 30 Code: 1301**08** Icon Type: Main		N/A
COMBAT SUPPORT SHIP, FAST Type: Entity Subtype Entity/Entity Type: MILITARY NONCOMBATANT/AUXILIARY SHIP Symbol Set Code: 30 Code: 1301**09** Icon Type: Main		N/A
OILER, REPLENISHMENT Type: Entity Subtype Entity/Entity Type: MILITARY NONCOMBATANT/AUXILIARY SHIP Symbol Set Code: 30 Code: 1301**10** Icon Type: Main		N/A

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TABLE E-III. Sea surface unit, equipment and installation icons - Continued.

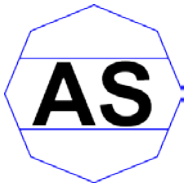
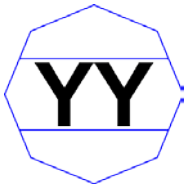
DESCRIPTION	ICON	REMARKS
REPAIR SHIP Type: Entity Subtype Entity/Entity Type: MILITARY NONCOMBATANT/AUXILIARY SHIP Symbol Set Code: 30 Code: 1301**11** Icon Type: Main		N/A
SUBMARINE TENDER Type: Entity Subtype Entity/Entity Type: MILITARY NONCOMBATANT/AUXILIARY SHIP Symbol Set Code: 30 Code: 1301**12** Icon Type: Main		N/A
TUG, OCEAN GOING Type: Entity Subtype Entity/Entity Type: MILITARY NONCOMBATANT/AUXILIARY SHIP Symbol Set Code: 30 Code: 1301**13** Icon Type: Main		N/A
SERVICE CRAFT/YARD Type: Entity Type Entity: MILITARY NONCOMBATANT Symbol Set Code: 30 Code: 13**02**00 Icon Type: Main		N/A
BARGE, NOT SELF-PROPELLED Type: Entity Subtype Entity/Entity Type: MILITARY NONCOMBATANT/SERVICE CRAFT/YARD Symbol Set Code: 30 Code: 1302**01** Icon Type: Main		N/A

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TABLE E-III. Sea surface unit, equipment and installation icons - Continued.

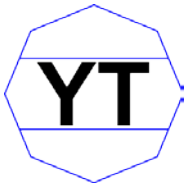
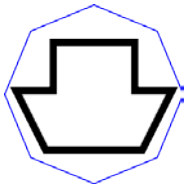
DESCRIPTION	ICON	REMARKS
BARGE, SELF-PROPELLED Type: Entity Subtype Entity/Entity Type: MILITARY NONCOMBATANT/SERVICE CRAFT/YARD Symbol Set Code: 30 Code: 1302**02** Icon Type: Main		N/A
TUG, HARBOR Type: Entity Subtype Entity/Entity Type: MILITARY NONCOMBATANT/SERVICE CRAFT/YARD Symbol Set Code: 30 Code: 1302**03** Icon Type: Main		N/A
LAUNCH Type: Entity Subtype Entity/Entity Type: MILITARY NONCOMBATANT/SERVICE CRAFT/YARD Symbol Set Code: 30 Code: 1302**04** Icon Type: Main		N/A
CIVILIAN Type: Entity Symbol Set Code: 30 Code: **14**0000 Icon Type: Main		N/A
MERCHANT SHIP Type: Entity Type Entity: CIVILIAN Symbol Set Code: 30 Code: 14**01**00 Icon Type: Full Octagon		N/A
CARGO, GENERAL Type: Entity Subtype Entity/Entity Type: CIVILIAN/MERCHANT SHIP Symbol Set Code: 30 Code: 1401**01** Icon Type: Full Octagon		N/A

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TABLE E-III. Sea surface unit, equipment and installation icons - Continued.

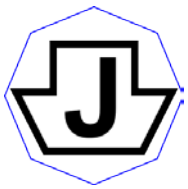
DESCRIPTION	ICON	REMARKS
CONTAINER SHIP Type: Entity Subtype Entity/Entity Type: CIVILIAN/MERCHANT SHIP Symbol Set Code: 30 Code: 1401**02** Icon Type: Full Octagon		N/A
DREDGE Type: Entity Subtype Entity/Entity Type: CIVILIAN/MERCHANT SHIP Symbol Set Code: 30 Code: 1401**03** Icon Type: Full Octagon		N/A
ROLL ON/ROLL OFF Type: Entity Subtype Entity/Entity Type: CIVILIAN/MERCHANT SHIP Symbol Set Code: 30 Code: 1401**04** Icon Type: Full Octagon		N/A
FERRY Type: Entity Subtype Entity/Entity Type: CIVILIAN/MERCHANT SHIP Symbol Set Code: 30 Code: 1401**05** Icon Type: Full Octagon		N/A
HEAVY LIFT Type: Entity Subtype Entity/Entity Type: CIVILIAN/MERCHANT SHIP Symbol Set Code: 30 Code: 1401**06** Icon Type: Full Octagon		N/A
HOVERCRAFT Type: Entity Subtype Entity/Entity Type: CIVILIAN/MERCHANT SHIP Symbol Set Code: 30 Code: 1401**07** Icon Type: Full Octagon		N/A

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TABLE E-III. Sea surface unit, equipment and installation icons - Continued.

DESCRIPTION	ICON	REMARKS
LASH CARRIER (WITH BARGES) Type: Entity Subtype Entity/Entity Type: CIVILIAN/MERCHANT SHIP Symbol Set Code: 30 Code: 1401**08** Icon Type: Full Octagon		N/A
OILER/TANKER Type: Entity Subtype Entity/Entity Type: CIVILIAN/MERCHANT SHIP Symbol Set Code: 30 Code: 1401**09** Icon Type: Full Octagon		N/A
PASSENGER Type: Entity Subtype Entity/Entity Type: CIVILIAN/MERCHANT SHIP Symbol Set Code: 30 Code: 1401**10** Icon Type: Full Octagon		N/A
TUG, OCEAN GOING Type: Entity Subtype Entity/Entity Type: CIVILIAN/MERCHANT SHIP Symbol Set Code: 30 Code: 1401**11** Icon Type: Full Octagon		N/A
TOW Type: Entity Subtype Entity/Entity Type: CIVILIAN/MERCHANT SHIP Symbol Set Code: 30 Code: 1401**12** Icon Type: Full Octagon		N/A
TRANSPORT SHIP, HAZARDOUS MATERIAL Type: Entity Subtype Entity/Entity Type: CIVILIAN/MERCHANT SHIP Symbol Set Code: 30 Code: 1401**13** Icon Type: Full Octagon		N/A

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TABLE E-III. Sea surface unit, equipment and installation icons - Continued.

DESCRIPTION	ICON	REMARKS
JUNK/DHOW Type: Entity Subtype Entity/Entity Type: CIVILIAN/MERCHANT SHIP Symbol Set Code: 30 Code: 1401**14** Icon Type: Full Octagon		N/A
BARGE, NOT SELF-PROPELLED Type: Entity Subtype Entity/Entity Type: CIVILIAN/MERCHANT SHIP Symbol Set Code: 30 Code: 1401**15** Icon Type: Full Octagon		N/A
HOSPITAL SHIP Type: Entity Subtype Entity/Entity type: CIVILIAN/MERCHANT SHIP Symbol Set Code: 30 Code: 1401**16** Icon Type: Full Octagon		N/A
FISHING VESSEL Type: Entity Type Entity: CIVILIAN Symbol Set Code: 30 Code: 14**02**00 Icon Type: Full Octagon		N/A
DRIFTER Type: Entity Subtype Entity/Entity Type: CIVILIAN/FISHING VESSEL Symbol Set Code: 30 Code: 1402**01** Icon Type: Full Octagon		N/A
TRAWLER Type: Entity Subtype Entity/Entity Type: CIVILIAN/FISHING VESSEL Symbol Set Code: 30 Code: 1402**02** Icon Type: Full Octagon		N/A

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TABLE E-III. Sea surface unit, equipment and installation icons - Continued.

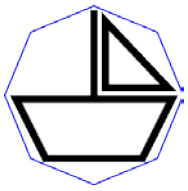
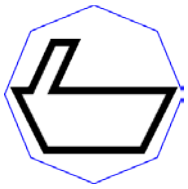
DESCRIPTION	ICON	REMARKS
DREDGER Type: Entity Subtype Entity/Entity Type: CIVILIAN/FISHING VESSEL Symbol Set Code: 30 Code: 1402**03** Icon Type: Full Octagon		N/A
LAW ENFORCEMENT VESSEL Type: Entity Type Entity: CIVILIAN Symbol Set Code: 30 Code: 14**03**00 Icon Type: Full Octagon		N/A
LEISURE CRAFT, SAILING Type: Entity Type Entity: CIVILIAN Symbol Set Code: 30 Code: 14**04**00 Icon Type: Full Octagon		N/A
LEISURE CRAFT, MOTORIZED Type: Entity Type Entity: CIVILIAN Symbol Set Code: 30 Code: 14**05**00 Icon Type: Full Octagon		N/A
RIGID-HULL INFLATABLE BOAT (RHIB) Type: Entity Subtype Entity/Entity Type: CIVILIAN/LEISURE CRAFT, MOTORIZED Symbol Set Code: 30 Code: 1405**01** Icon Type: Full Octagon		N/A
SPEEDBOAT Type: Entity Subtype Entity/Entity Type: CIVILIAN/LEISURE CRAFT, MOTORIZED Symbol Set Code: 30 Code: 1405**02** Icon Type: Full Octagon		N/A

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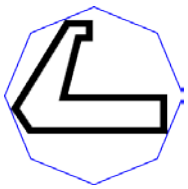
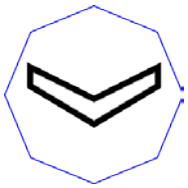
TABLE E-III. Sea surface unit, equipment and installation icons - Continued.

DESCRIPTION	ICON	REMARKS
JET SKI Type: Entity Type Entity: CIVILIAN Symbol Set Code: 30 Code: 14**06**00 Icon Type: Full Octagon		N/A
UNMANNED SURFACE WATER VEHICLE (USV) Type: Entity Type Entity: CIVILIAN Symbol Set Code: 30 Code: 14**07**00 Icon Type: Full Octagon		N/A

E.6.3 Sea surface unit, equipment and installation sector 1 modifiers. Sea surface unit, equipment and installation sector 1 modifiers denote mission area, weapons capability and asset capability categories. Modifiers are not permitted with civilian sea surface symbols. Table E-IV lists sea surface unit, equipment and installation sector 1 modifiers and illustrates their placement within the bounding octagon.

TABLE E-IV. Sea surface unit, equipment and installation sector 1 modifiers.

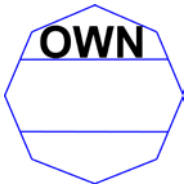
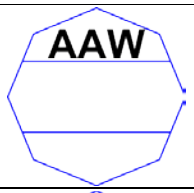
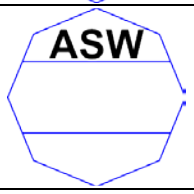
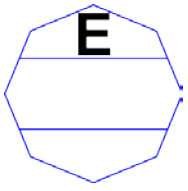
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
OWN SHIP Symbol Set Code: 30 Code: 01	MISSION AREA		APP-6
ANTIAIR WARFARE Symbol Set Code: 30 Code: 02	MISSION AREA		N/A
ANTISUBMARINE WARFARE Symbol Set Code: 30 Code: 03	MISSION AREA		N/A
ESCORT Symbol Set Code: 30 Code: 04	MISSION AREA		N/A

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TABLE E-IV. Sea surface unit, equipment and installation sector 1 modifiers - Continued.

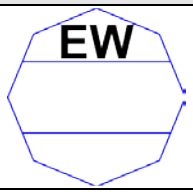
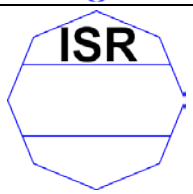
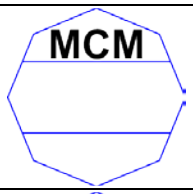
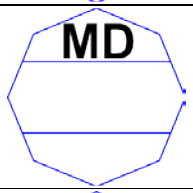
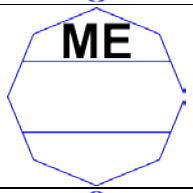
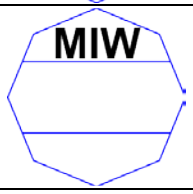
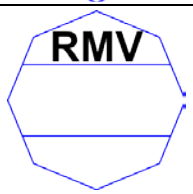
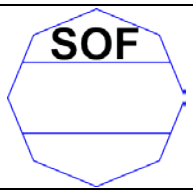
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
ELECTRONIC WARFARE Symbol Set Code: 30 Code: 05	MISSION AREA		N/A
INTELLIGENCE, SURVEILLANCE, RECONNAISSANCE Symbol Set Code: 30 Code: 06	MISSION AREA		N/A
MINE COUNTERMEASURES Symbol Set Code: 30 Code: 07	MISSION AREA		N/A
MISSILE DEFENSE Symbol Set Code: 30 Code: 08	MISSION AREA		N/A
MEDICAL Symbol Set Code: 30 Code: 09	MISSION AREA		N/A
MINE WARFARE Symbol Set Code: 30 Code: 10	MISSION AREA		N/A
REMOTE MULTIMISSION VEHICLE (RMV) Symbol Set Code: 30 Code: 11	MISSION AREA		US only
SPECIAL OPERATIONS FORCES (SOF) Symbol Set Code: 30 Code: 12	ASSET CAPABILITY		N/A

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TABLE E-IV. Sea surface unit, equipment and installation sector 1 modifiers - Continued.

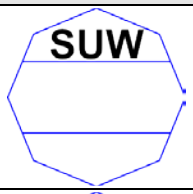
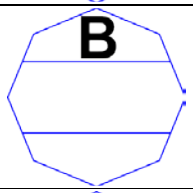
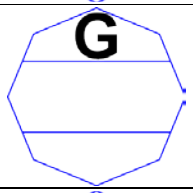
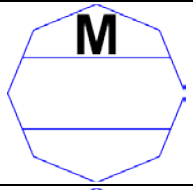
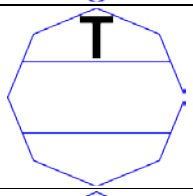
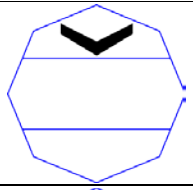
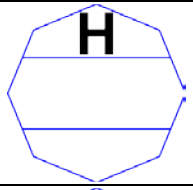
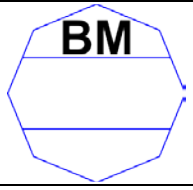
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
SURFACE WARFARE Symbol Set Code: 30 Code: 13	MISSION AREA		N/A
BALLISTIC MISSILE Symbol Set Code: 30 Code: 14	WEAPONS CAPABILITY		N/A
GUIDED MISSILE Symbol Set Code: 30 Code: 15	WEAPONS CAPABILITY		N/A
OTHER GUIDED MISSILE Symbol Set Code: 30 Code: 16	WEAPONS CAPABILITY		N/A
TORPEDO Symbol Set Code: 30 Code: 17	WEAPONS CAPABILITY		N/A
DRONE EQUIPPED Symbol Set Code: 30 Code: 18	ASSET CAPABILITY		N/A
HELICOPTER EQUIPPED/VSTOL Symbol Set Code: 30 Code: 19	ASSET CAPABILITY		N/A
BALLISTIC MISSILE DEFENSE, SHOOTER Symbol Set Code: 30 Code: 20	MISSION AREA		N/A

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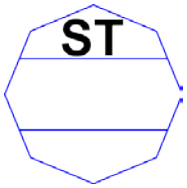
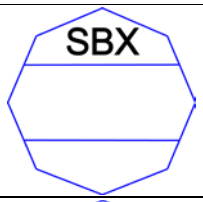
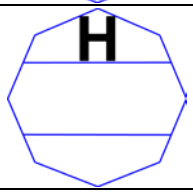
TABLE E-IV. Sea surface unit, equipment and installation sector 1 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
BALLISTIC MISSILE DEFENSE, LONG-RANGE SURVEILLANCE AND TRACK (LRS&T) Symbol Set Code: 30 Code: 21	MISSION AREA		N/A
SEA-BASE X-BAND Symbol Set Code: 30 Code: 22	MISSION AREA		Used with SBX Radar (Code: 12**11**00) only
HIJACKING/HIJACKED Symbol Set Code: 30 Code: 23	CRIME		N/A

E.6.4 Sea surface unit, equipment and installation sector 2 modifiers. Sea surface unit, equipment and installation sector 2 modifiers denote ship propulsion, ship capacity, cargo capacity, ship mobility and USV control categories. Modifiers are not permitted with civilian sea surface symbols. Table E-V lists sea surface unit, equipment and installation sector 2 modifiers and illustrates their placement within the bounding octagon.

TABLE E-V. Sea surface unit, equipment and installation sector 2 modifiers .

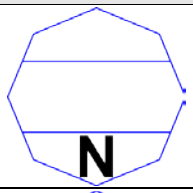
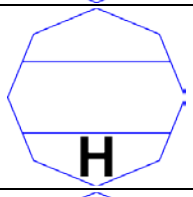
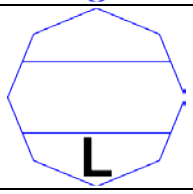
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
NUCLEAR POWERED Symbol Set Code: 30 Code: 01	SHIP PROPULSION		N/A
HEAVY Symbol Set Code: 30 Code: 02	SHIP CAPACITY		N/A
LIGHT Symbol Set Code: 30 Code: 03	SHIP CAPACITY		N/A

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TABLE E-V. Sea surface unit, equipment and installation sector 2 modifiers - Continued.

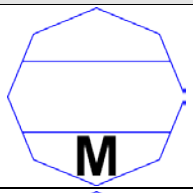
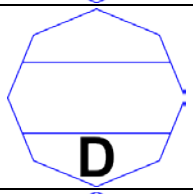
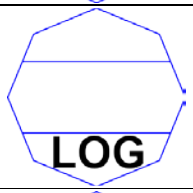
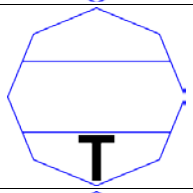
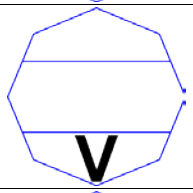
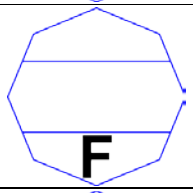
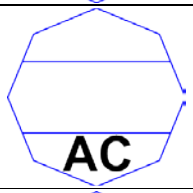
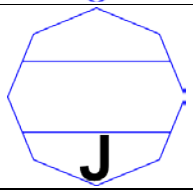
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
MEDIUM Symbol Set Code: 30 Code: 04	SHIP CAPACITY		N/A
DOCK Symbol Set Code: 30 Code: 05	CARGO CAPACITY		N/A
LOGISTICS Symbol Set Code: 30 Code: 06	CARGO CAPACITY		N/A
TANK Symbol Set Code: 30 Code: 07	CARGO CAPACITY		N/A
VEHICLE Symbol Set Code: 30 Code: 08	CARGO CAPACITY		N/A
FAST Symbol Set Code: 30 Code: 09	SHIP MOBILITY		N/A
AIR-CUSHIONED (US) Symbol Set Code: 30 Code: 10	SHIP MOBILITY		N/A
AIR-CUSHIONED (NATO) Symbol Set Code: 30 Code: 11	SHIP MOBILITY		N/A

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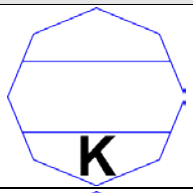
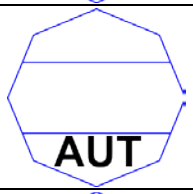
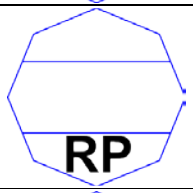
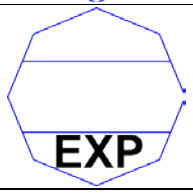
TABLE E-V. Sea surface unit, equipment and installation sector 2 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
HYDROFOIL Symbol Set Code: 30 Code: 12	SHIP MOBILITY		N/A
AUTONOMOUS CONTROL Symbol Set Code: 30 Code: 13	USV CONTROL		Used with USV only.
REMOTELY PILOTED Symbol Set Code: 30 Code: 14	USV CONTROL		Used with USV only.
EXPENDABLE Symbol Set Code: 30 Code: 15	USV CONTROL		Used with USV only.

E.6.5 Sea surface local tracks. Local tracks are tracks internal to a particular Combat Information Center (CIC). These tracks are not intended to be transmitted outside the ship's CIC. Table E-VII depicts local tracks. Modifiers are not permitted with local track symbols.

E.6.5.1 Fused tracks. Fused tracks are tracks in the process of classification. Multiple sources of incoming information need to be adjudicated and combined (fused) into a single track. Fused tracks are denoted by a question mark ("?") encapsulated within an hourglass icon (see table E-VII). All fused tracks have a pending standard identity frame.

TABLE E-VI. Own Ship.

DESCRIPTION	ICON	REMARKS
OWN SHIP Type: Entity (Local) Symbol Set Code: 30 Code: **15**0000 Icon Type: Full Octagon		The diameter of the icon shall be 1L. This icon shall be used with a friend standard identity only.

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TABLE E-VII. Sea surface local tracks.

DESCRIPTION	ICON	REMARKS
FUSED TRACK Type: Entity (Local) Symbol Set Code: 30 Code: **16**0000 Icon Type: Full Octagon		All fused tracks shall have a pending standard identity frame.
MANUAL TRACK Type: Entity (Local) Symbol Set Code: 30 Code: **17**0000 Icon Type: Full Octagon		N/A

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APPENDIX F - SUBSURFACE SYMBOLS

F.1 SCOPE

F.1.1 Scope. This appendix addresses symbols that support subsurface units, equipment and installations in the C2 domain. The tables in this appendix present the icons and modifiers for the subsurface domain. This appendix is divided into two sections (see figure F-1): 1) unit, equipment and installation symbols (see section F.6) and 2) mine warfare symbols (see section F.7). This appendix is a mandatory part of the standard. The information contained herein is intended for compliance.

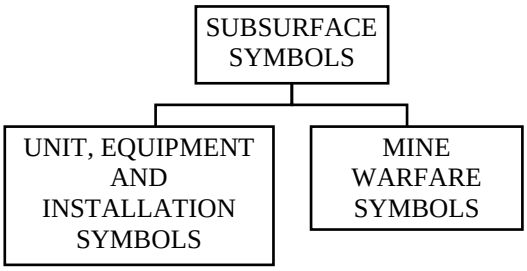

FIGURE F-1. Subsurface appendix sections.

F.2 APPLICABLE DOCUMENTS

Specific documents in 2.2 of this standard apply to this appendix.

F.3 DEFINITIONS

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

F.4 GENERAL REQUIREMENTS

F.4.1 Organization. This appendix contains technical specifications, a symbol coding scheme, a symbology hierarchy and subsurface symbology.

F.5 DETAILED REQUIREMENTS

F.5.1 Technical specifications. Composition, construction and display of symbols are explained in the detailed requirements section of the standard.

F.5.2 Symbol identification coding scheme. A symbol identification code (SIDC) is a numeric string that may be used to provide the unique identifier necessary to display or exchange symbol information between MIL-STD-2525 compliant systems. Refer to Appendix A for SIDC positions and descriptions.

F.5.3 Composition of subsurface symbols. A standard method for constructing symbols is presented. Refer to 5.3.8 for an explanation of symbol composition. Figure F-2 shows an example of a subsurface equipment symbol.

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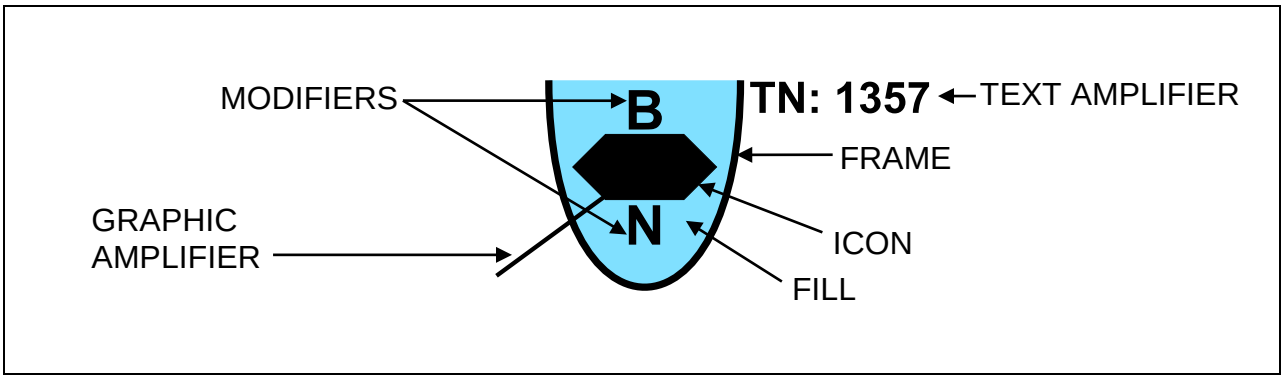


FIGURE F-2. Subsurface symbol components.

F.5.3.1 Symbol building process. Table F-I depicts the symbol building process for subsurface symbols. The process is identical for icons and modifiers requiring the vertical bounding octagon.

TABLE F-I. Subsurface symbol building process.

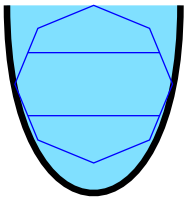
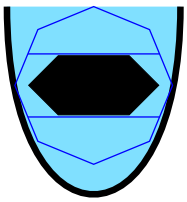
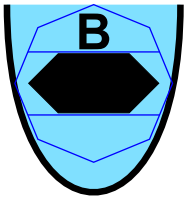
STEP	DESCRIPTION	EXAMPLE
1.	Choose the frame that matches the standard identity of the object from the subsurface column in tables I, II, or III. In this example, the standard identity is friend. The example depicts a “friendly subsurface track.”	
2.	Choose an icon for the main sector of the bounding octagon. In this example, the icon is “submarine,” a subsurface entity type. The example depicts a “friendly submarine.”	
3.	If required, choose a modifier to depict an additional characteristic of the icon. In this example, the modifier is “ballistic missile,” a sector 1 modifier. The example depicts a “friendly submarine with ballistic missile weapons capability.”	

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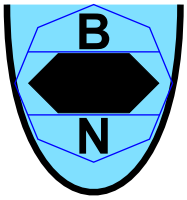
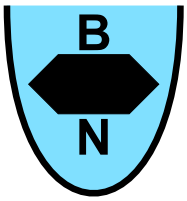
TABLE F-I. Subsurface symbol building process - Continued.

STEP	DESCRIPTION	EXAMPLE
4.	If required, choose a modifier to depict another characteristic of the icon. In this example, the modifier is "nuclear powered," a sector 2 modifier. The example depicts a "friendly nuclear powered submarine with ballistic missile weapons capability."	
5.	The finished symbol will appear as shown in the example.	

F.5.3.2 Icons and modifiers. All icons shall be placed within the main sector of the bounding octagon or fill the octagon, as indicated in table F-III. When depicted, modifiers shall be placed in sectors 1 or 2 as appropriate (see table F-I). Only one modifier may be placed in each sector at a given time. Multiple modifiers in the same position are prohibited due to legibility concerns.

F.5.3.3 Amplifiers.

F.5.3.3.1 Text amplifiers. The purpose of the static text amplifiers described in this appendix is to standardize the display of additional alphanumerical information on identity, movement and location and capabilities. See 5.1.6 for more information on amplifiers. Figure F-3 shows the placement of subsurface symbol amplifiers around the friend symbol frame. Table F-II provides descriptions and formats of each amplifier.

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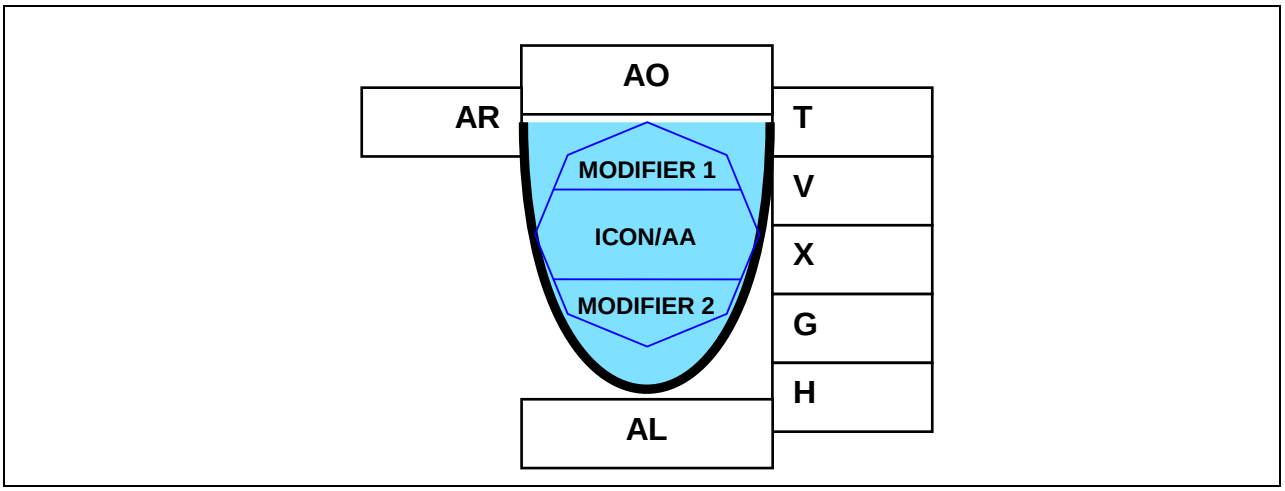

FIGURE F-3. Placement of subsurface symbol amplifiers.

TABLE F-II. Descriptions and formats of subsurface symbol amplifiers.

FIELD	FIELD TITLE	DESCRIPTION	FORMAT
A	Sub/Sub Type Icon	Uses icon and sector modifiers	
G	Staff Comments	A text amplifier for units, equipment and installations; content is implementation specific.	
H	Additional Information	A text amplifier for units, equipment and installations; content is implementation specific.	
T	Unique Designation (Track Number)	A text amplifier for units, equipment and installations that uniquely identifies a particular symbol or track number.	Prefix = TN:##### Example: TN:13579
V	Type	A text amplifier for equipment that indicates types of equipment.	
X	Depth	A text amplifier for equipment that displays depth for submerged objects.	Measurement units (FT, M) shall be displayed within the string. Ex: 105 FT
AL	Operational Condition	A graphic amplifier for equipment or installations that indicates operational condition or capacity.	Operational Condition amplifier, if used, shall be comprised of only one color. Ex. Aircraft: Red - damaged, Green – fully capable Ex: Missile: Red – imminent threat, Green – no threat
AO	Engagement Bar	A graphic amplifier placed immediately atop the symbol. May denote, 1) local/remote status; 2) engagement status; and 3) weapon type.	A:BBB-CC, where A = remote/local BBB = engagement status CC = weapon asset
AR	Special Designator	Special track designators such as Non-Real Time (NRT) and Tactically Significant (SIG) tracks are denoted here.	The 3-character strings, NRT or SIG

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F.5.3.3.2 Graphic amplifiers. Graphic amplifiers can be static, located in a fixed position in relation to a track's symbol, or dynamic and move about the symbol based on the track's characteristics. See 5.1.6 for more information on amplifiers, including examples of dynamic amplifiers.

F.6 SUBSURFACE UNIT, EQUIPMENT AND INSTALLATION SYMBOLS

F.6.1 Subsurface unit, equipment and installation symbols. This section includes the lists of icons and modifiers for building subsurface unit, equipment and installation symbols.

F.6.2 Subsurface unit, equipment and installation icons. Table F-III depicts subsurface unit, equipment and installation icons. Military symbols are depicted with black-filled icons, whereas civilian symbols are depicted with white-filled icons. Sea mines and sea mine decoys are presented in section F.7.

TABLE F-III. Subsurface unit, equipment and installation icons.

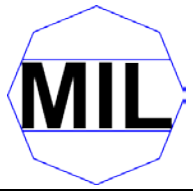
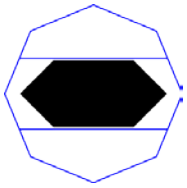
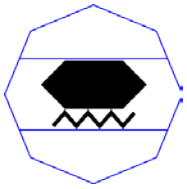
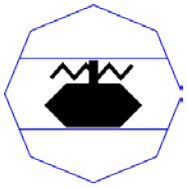
DESCRIPTION	ICON	REMARKS
MILITARY Type: Entity Symbol Set Code: 35 Code: **11**0000 Icon Type: Main		N/A
SUBMARINE Type: Entity Type Entity: MILITARY Symbol Set Code: 35 Code: 11**01**00 Icon Type: Main		N/A
SUBMARINE, SURFACED Type: Entity Subtype Entity/Entity Type: MILITARY/SUBMARINE Symbol Set Code: 35 Code: 1101**01** Icon Type: Main		N/A
SUBMARINE, SNORKELING Type: Entity Subtype Entity/Entity Type: MILITARY/SUBMARINE Symbol Set Code: 35 Code: 1101**02** Icon Type: Main		N/A

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TABLE F-III. Subsurface unit, equipment and installation icons - Continued.

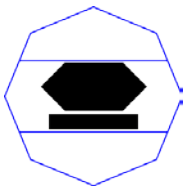
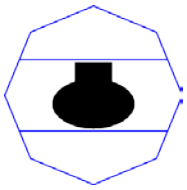
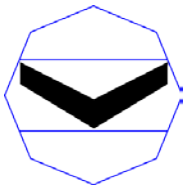
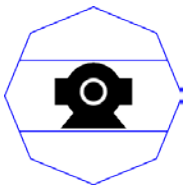
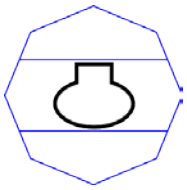
DESCRIPTION	ICON	REMARKS
SUBMARINE, BOTTOMED Type: Entity Subtype Entity/Entity Type: MILITARY/SUBMARINE Symbol Set Code: 35 Code: 1101**03** Icon Type: Main		N/A
OTHER SUBMERSIBLE Type: Entity Type Entity: MILITARY Symbol Set Code: 35 Code: 11**02**00 Icon Type: Main		N/A
NONSUBMARINE Type: Entity Type Entity: MILITARY Symbol Set Code: 35 Code: 11**03**00 Icon Type: Full Octagon		N/A
AUTONOMOUS UNDERWATER VEHICLE (AUV)/UNMANNED UNDERWATER VEHICLE (UUV) Type: Entity Type Entity: MILITARY Symbol Set Code: 35 Code: 11**04**00 Icon Type: Main		N/A
DIVER Type: Entity Type Entity: MILITARY Symbol Set Code: 35 Code: 11**05**00 Icon Type: Main		N/A
CIVILIAN Type: Entity Symbol Set Code: 35 Code: **12**0000 Icon Type: Main		N/A
SUBMERSIBLE Type: Entity Type Entity: CIVILIAN Symbol Set Code: 35 Code: 12**01**00 Icon Type: Main		N/A

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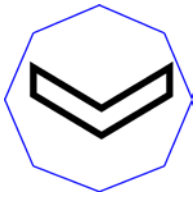
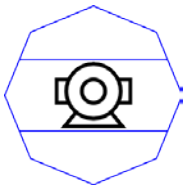
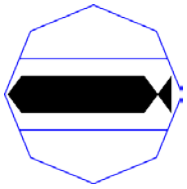
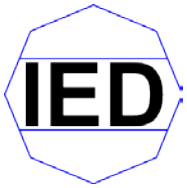
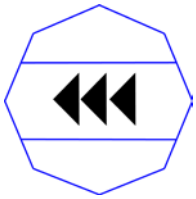
TABLE F-III. Subsurface unit, equipment and installation icons - Continued.

DESCRIPTION	ICON	REMARKS
AUTONOMOUS UNDERWATER VEHICLE (AUV)/UNMANNED UNDERWATER VEHICLE (UUV) Type: Entity Type Entity: CIVILIAN Symbol Set Code: 35 Code: 12**02**00 Icon Type: Full Octagon		N/A
DIVER Type: Entity Type Entity: CIVILIAN Symbol Set Code: 35 Code: 12**03**00 Icon Type: Main		N/A
WEAPON Type: Entity Symbol Set Code: 35 Code: **13**0000 Icon Type: Main		N/A
TORPEDO Type: Entity Type Entity: WEAPON Symbol Set Code: 35 Code: 13**01**00 Icon Type: Main		N/A
IMPROVISED EXPLOSIVE DEVICE (IED) Type: Entity Type Entity: WEAPON Symbol Set Code: 35 Code: 13**02**00 Icon Type: Main		Used with hostile standard identity only.
DECOY Type: Entity Type Entity: WEAPON Symbol Set Code: 35 Code: 13**03**00 Icon Type: Main		N/A

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F.6.3 Subsurface unit, equipment and installation sector 1 modifiers. Subsurface unit, equipment and installation sector 1 modifiers denote mission area, weapons capability, asset capability and submarine confidence categories. Table F-IV lists subsurface unit, equipment and installation sector 1 modifiers and illustrates their placement within the bounding octagon.

TABLE F-IV. Subsurface unit, equipment and installation sector 1 modifiers.

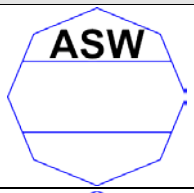
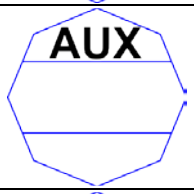
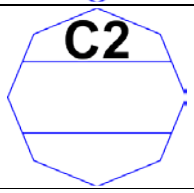
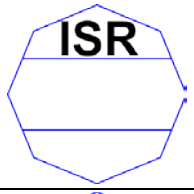
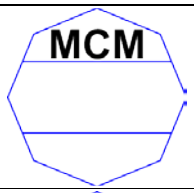
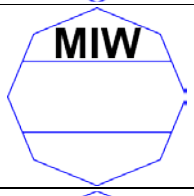
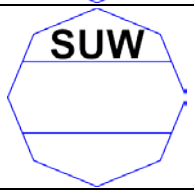
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
ANTISUBMARINE WARFARE Symbol Set Code: 35 Code: 01	MISSION AREA		N/A
AUXILIARY Symbol Set Code: 35 Code: 02	MISSION AREA		Used with SUBMARINE entity type only.
COMMAND AND CONTROL Symbol Set Code: 35 Code: 03	MISSION AREA		Used with SUBMARINE entity type only.
INTELLIGENCE, SURVEILLANCE, RECONNAISSANCE Symbol Set Code: 35 Code: 04	MISSION AREA		N/A
MINE COUNTERMEASURES Symbol Set Code: 35 Code: 05	MISSION AREA		N/A
MINE WARFARE Symbol Set Code: 35 Code: 06	MISSION AREA		N/A
SURFACE WARFARE Symbol Set Code: 35 Code: 07	MISSION AREA		N/A

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TABLE F-IV. Subsurface unit, equipment and installation sector 1 modifiers - Continued.

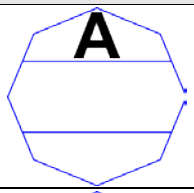
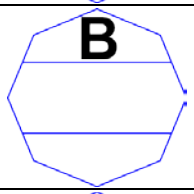
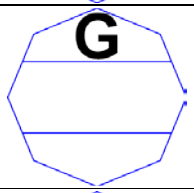
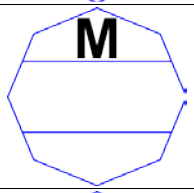
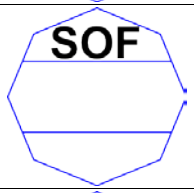
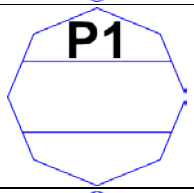
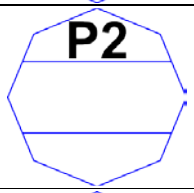
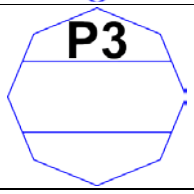
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
ATTACK Symbol Set Code: 35 Code: 08	WEAPONS CAPABILITY		Used with SUBMARINE entity type only.
BALLISTIC MISSILE Symbol Set Code: 35 Code: 09	WEAPONS CAPABILITY		Used with SUBMARINE entity type only.
GUIDED MISSILE Symbol Set Code: 35 Code: 10	WEAPONS CAPABILITY		Used with SUBMARINE entity type only.
OTHER GUIDED MISSILE Symbol Set Code: 35 Code: 11	WEAPONS CAPABILITY		Used with SUBMARINE entity type only.
SPECIAL OPERATIONS FORCES (SOF) Symbol Set Code: 35 Code: 12	ASSET CAPABILITY		Used with SUBMARINE entity type only.
POSSIBLE SUBMARINE - LOW 1 Symbol Set Code: 35 Code: 13	SUBMARINE CONFIDENCE		Used with SUBMARINE entity type only.
POSSIBLE SUBMARINE - LOW 2 Symbol Set Code: 35 Code: 14	SUBMARINE CONFIDENCE		Used with SUBMARINE entity type only.
POSSIBLE SUBMARINE - HIGH 3 Symbol Set Code: 35 Code: 15	SUBMARINE CONFIDENCE		Used with SUBMARINE entity type only.

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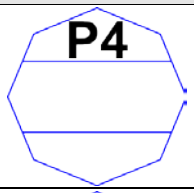
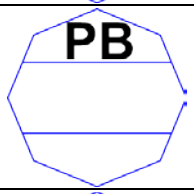
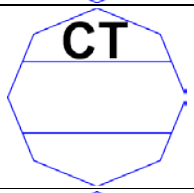
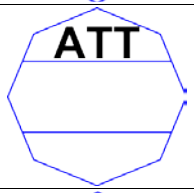
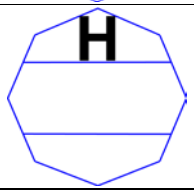
TABLE F-IV. Subsurface unit, equipment and installation sector 1 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
POSSIBLE SUBMARINE - HIGH 4 Symbol Set Code: 35 Code: 16	SUBMARINE CONFIDENCE		Used with SUBMARINE entity type only.
PROBABLE SUBMARINE Symbol Set Code: 35 Code: 17	SUBMARINE CONFIDENCE		Used with SUBMARINE entity type only.
CERTAIN SUBMARINE Symbol Set Code: 35 Code: 18	SUBMARINE CONFIDENCE		Used with SUBMARINE entity type only.
ANTI-TORPEDO TORPEDO Symbol Set Code: 35 Code: 19	WEAPONS CAPABILITY		Used with TORPEDO entity type only.
HIJACKING/HIJACKED Symbol Set Code: 35 Code: 20	CRIME		N/A

F.6.4 Subsurface unit, equipment and installation sector 2 modifiers. Subsurface unit, equipment and installation sector 2 modifiers denote ship propulsion and UUV control categories. Table F-V lists subsurface unit, equipment and installation sector 2 modifiers and illustrates their placement within the bounding octagon.

TABLE F-V. Subsurface unit, equipment and installation sector 2 modifiers.

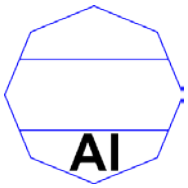
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
AIR INDEPENDENT PROPULSION Symbol Set Code: 35 Code: 01	SHIP PROPULSION		Used with SUBMARINE entity type only.

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TABLE F-V. Subsurface unit, equipment and installation sector 2 modifiers - Continued.

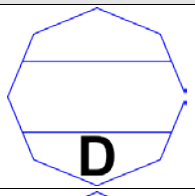
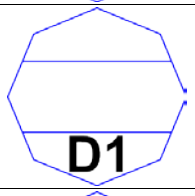
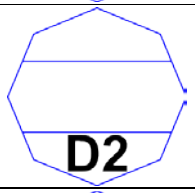
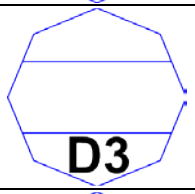
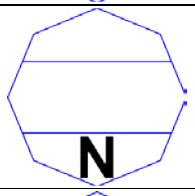
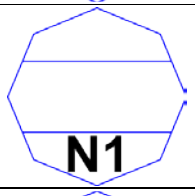
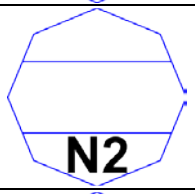
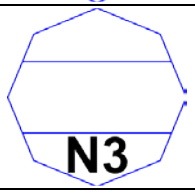
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
DIESEL ELECTRIC, GENERAL Symbol Set Code: 35 Code: 02	SHIP PROPULSION		Used with SUBMARINE entity type only.
DIESEL - TYPE 1 Symbol Set Code: 35 Code: 03	SHIP PROPULSION		Used with SUBMARINE entity type only.
DIESEL - TYPE 2 Symbol Set Code: 35 Code: 04	SHIP PROPULSION		Used with SUBMARINE entity type only.
DIESEL - TYPE 3 Symbol Set Code: 35 Code: 05	SHIP PROPULSION		Used with SUBMARINE entity type only.
NUCLEAR POWERED, GENERAL Symbol Set Code: 35 Code: 06	SHIP PROPULSION		Used with SUBMARINE entity type only.
NUCLEAR - TYPE 1 Symbol Set Code: 35 Code: 07	SHIP PROPULSION		Used with SUBMARINE entity type only.
NUCLEAR - TYPE 2 Symbol Set Code: 35 Code: 08	SHIP PROPULSION		Used with SUBMARINE entity type only.
NUCLEAR - TYPE 3 Symbol Set Code: 35 Code: 09	SHIP PROPULSION		Used with SUBMARINE entity type only.

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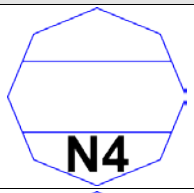
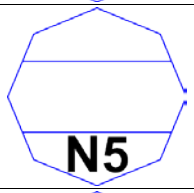
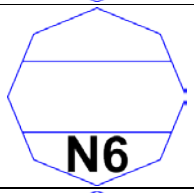
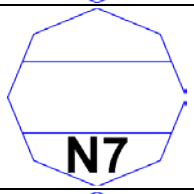
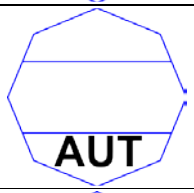
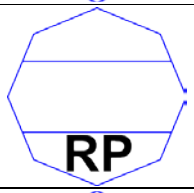
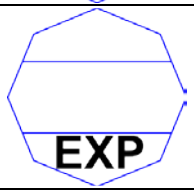
TABLE F-V. Subsurface unit, equipment and installation sector 2 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
NUCLEAR - TYPE 4 Symbol Set Code: 35 Code: 10	SHIP PROPULSION		Used with SUBMARINE entity type only.
NUCLEAR - TYPE 5 Symbol Set Code: 35 Code: 11	SHIP PROPULSION		Used with SUBMARINE entity type only.
NUCLEAR - TYPE 6 Symbol Set Code: 35 Code: 12	SHIP PROPULSION		Used with SUBMARINE entity type only.
NUCLEAR - TYPE 7 Symbol Set Code: 35 Code: 13	SHIP PROPULSION		Used with SUBMARINE entity type only.
AUTONOMOUS CONTROL Symbol Set Code: 35 Code: 14	UUV CONTROL		Used with AUV/UUV entity type only.
REMOTELY PILOTED Symbol Set Code: 35 Code: 15	UUV CONTROL		Used with AUV/UUV entity type only.
EXPENDABLE Symbol Set Code: 35 Code: 16	UUV CONTROL		Used with AUV/UUV entity type only.

F.6.5 Subsurface local tracks. Local tracks are tracks internal to a particular Combat Information Center (CIC). These tracks are not intended to be transmitted outside the ship's CIC. Table F-VI depicts local tracks. Modifiers are not permitted with local track symbols.

F.6.5.1 Fused tracks. Fused tracks are tracks in the process of classification. Multiple sources of incoming information need to be adjudicated and combined (fused) into a single track.

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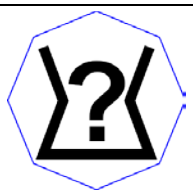
Fused tracks are denoted by a question mark (?) encapsulated within an hourglass icon (see table F-VI). All fused tracks have a pending standard identity frame.

TABLE F-VI. Subsurface local tracks.

DESCRIPTION	ICON	REMARKS
ECHO TRACKER CLASSIFIER (ETC)/POSSIBLE CONTACT (POSCON) Type: Entity (Local) Symbol Set Code: 35 Code: **14**0000 Icon Type: Full Octagon		All ETC/POSCON tracks shall have a pending standard identity frame.
FUSED TRACK Type: Entity (Local) Symbol Set Code: 35 Code: **15**0000 Icon Type: Full Octagon		All fused tracks shall have a pending standard identity frame.
MANUAL TRACK Type: Entity (Local) Symbol Set Code: 35 Code: **16**0000 Icon Type: Full Octagon		N/A

F.7 MINE WARFARE SYMBOLS

F.7.1 Mine warfare symbols. This section includes the lists of icons for building mine warfare (MIW) symbols. There are no modifiers in MIW symbols.

F.7.2 Mine warfare icons. MIW symbols are represented using Mine Warfare Environmental Decision Aids Library (MEDAL) icons embedded within MIL-STD-2525 standard identity frames. The color in MEDAL icons represents the threat level of that contact. Red denotes mine, orange denotes mine-like contact (MILCO), yellow denotes mine-like echo (MILEC), dark green denotes non-mine mine-like object (or non-mine) and bright green denotes neutralized mine. An alternative icon set directly corresponding to MEDAL icons may also be used. The alternative set depicts the same MEDAL icons, but depicts them as black icons eliminating the color threat coding scheme. The MEDAL icons shall be used with unfilled subsurface frames. The alternative icons shall be used with the normal subsurface frames (see tables F-I, F-II and F-III). Figure F-4 shows examples of framed MEDAL and alternative icons. Table F-VII depicts mine warfare icons.

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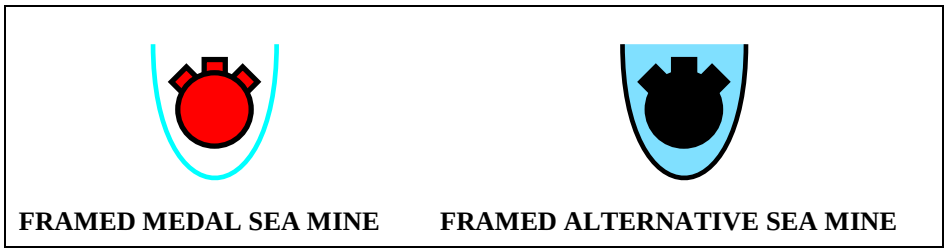

FIGURE F-4. Framing examples of MEDAL and alternative mine warfare icons.

TABLE F-VII. Mine warfare icons.

DESCRIPTION	MEDAL ICON	ALTERNATIVE ICON	REMARKS
SEA MINE, GENERAL Type: Entity Symbol Set Code: 36 Code: **11**0000 Icon Type: Full Octagon			N/A
SEA MINE, BOTTOM Type: Entity Type Entity: SEA MINE, GENERAL Symbol Set Code: 36 Code: 11**01**00 Icon Type: Full Octagon			N/A
SEA MINE, MOORED Type: Entity Type Entity: SEA MINE, GENERAL Symbol Set Code: 36 Code: 11**02**00 Icon Type: Full Octagon			N/A
SEA MINE, FLOATING Type: Entity Type Entity: SEA MINE, GENERAL Symbol Set Code: 36 Code: 11**03**00 Icon Type: Full Octagon			N/A
SEA MINE, RISING Type: Entity Type Entity: SEA MINE, GENERAL Symbol Set Code: 36 Code: 11**04**00 Icon Type: Full Octagon			N/A

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TABLE F-VII. Mine warfare icons - Continued.

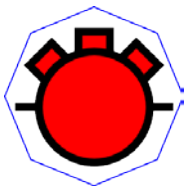
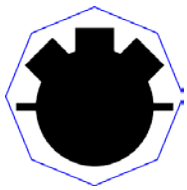
DESCRIPTION	MEDAL ICON	ALTERNATIVE ICON	REMARKS
SEA MINE, OTHER POSITION Type: Entity Type Entity: SEA MINE, GENERAL Symbol Set Code: 36 Code: 11**05**00 Icon Type: Full Octagon			N/A
KINGFISHER Type: Entity Type Entity: SEA MINE, GENERAL Symbol Set Code: 36 Code: 11**06**00 Icon Type: Full Octagon	N/A		There is no MEDAL icon associated with this symbol.
SMALL OBJECT, MINE-LIKE Type: Entity Type Entity: SEA MINE, GENERAL Symbol Set Code: 36 Code: 11**07**00 Icon Type: Full Octagon	N/A		There is no MEDAL icon associated with this symbol.
EXERCISE MINE, GENERAL Type: Entity Type Entity: SEA MINE, GENERAL Symbol Set Code: 36 Code: 11**08**00 Icon Type: Full Octagon			Used with exercise frame only.
EXERCISE MINE, BOTTOM Type: Entity Subtype Entity/Entity Type: SEA MINE, GENERAL/EXERCISE MINE, GENERAL Symbol Set Code: 36 Code: 1108**01** Icon Type: Full Octagon			Used with exercise frame only.

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TABLE F-VII. Mine warfare icons - Continued.

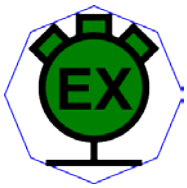
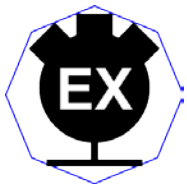
DESCRIPTION	MEDAL ICON	ALTERNATIVE ICON	REMARKS
EXERCISE MINE, MOORED Type: Entity Subtype Entity/Entity Type: SEA MINE, GENERAL/EXERCISE MINE, GENERAL Symbol Set Code: 36 Code: 1108**02** Icon Type: Full Octagon			Used with exercise frame only.
EXERCISE MINE, FLOATING Type: Entity Subtype Entity/Entity Type: SEA MINE, GENERAL/EXERCISE MINE, GENERAL Symbol Set Code: 36 Code: 1108**03** Icon Type: Full Octagon			Used with exercise frame only.
EXERCISE MINE, RISING Type: Entity Subtype Entity/Entity Type: SEA MINE, GENERAL/EXERCISE MINE, GENERAL Symbol Set Code: 36 Code: 1108**04** Icon Type: Full Octagon			Used with exercise frame only.
NEUTRALIZED MINE, GENERAL Type: Entity Type Entity: SEA MINE, GENERAL Symbol Set Code: 36 Code: 11**09**00 Icon Type: Full Octagon			N/A

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TABLE F-VII. Mine warfare icons - Continued.

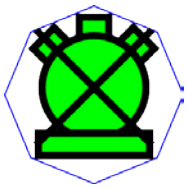
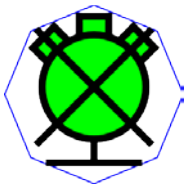
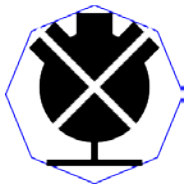
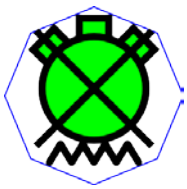
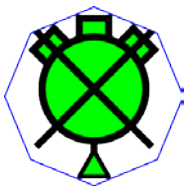
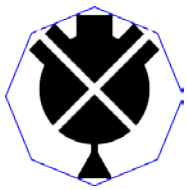
DESCRIPTION	MEDAL ICON	ALTERNATIVE ICON	REMARKS
NEUTRALIZED MINE, BOTTOM Type: Entity Subtype Entity/Entity Type: SEA MINE, GENERAL/NEUTRALIZED MINE, GENERAL Symbol Set Code: 36 Code: 1109**01** Icon Type: Full Octagon			N/A
NEUTRALIZED MINE, MOORED Type: Entity Subtype Entity/Entity Type: SEA MINE, GENERAL/NEUTRALIZED MINE, GENERAL Symbol Set Code: 36 Code: 1109**02**			N/A
NEUTRALIZED MINE, FLOATING Type: Entity Subtype Entity/Entity Type: SEA MINE, GENERAL/NEUTRALIZED MINE, GENERAL Symbol Set Code: 36 Code: 1109**03** Icon Type: Full Octagon			N/A
NEUTRALIZED MINE, RISING Type: Entity Subtype Entity/Entity Type: SEA MINE, GENERAL/NEUTRALIZED MINE, GENERAL Symbol Set Code: 36 Code: 1109**04** Icon Type: Full Octagon			N/A

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TABLE F-VII. Mine warfare icons - Continued.

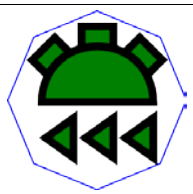
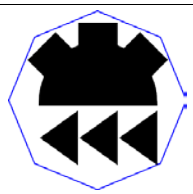
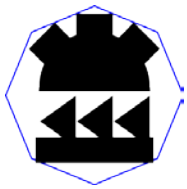
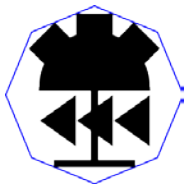
DESCRIPTION	MEDAL ICON	ALTERNATIVE ICON	REMARKS
NEUTRALIZED MINE, OTHER POSITION Type: Entity Subtype Entity/Entity Type: SEA MINE, GENERAL/NEUTRALIZED MINE, GENERAL Symbol Set Code: 36 Code: 1109**05** Icon Type: Full Octagon			N/A
UNEXPLODED ORDNANCE Type: Entity Symbol Set Code: 36 Code: **12**0000 Icon Type: Full Octagon			N/A
SEA MINE DECOY Type: Entity Symbol Set Code: 36 Code: **13**0000 Icon Type: Full Octagon			N/A
SEA MINE DECOY, BOTTOM Type: Entity Type Entity: SEA MINE DECOY Symbol Set Code: 36 Code: 13**01**00 Icon Type: Full Octagon			N/A
SEA MINE DECOY, MOORED Icon Type: Full Octagon Type: Entity Type Entity: SEA MINE DECOY Symbol Set Code: 36 Code: 13**02**00 Icon Type: Full Octagon			N/A
MINE-LIKE CONTACT (MILCO) Type: Entity Symbol Set Code: 36 Code: **14**0000	N/A	N/A	N/A

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TABLE F-VII. Mine warfare icons - Continued.

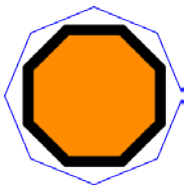
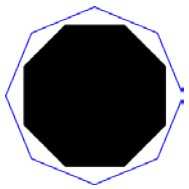
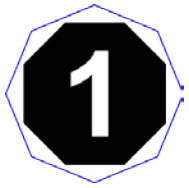
DESCRIPTION	MEDAL ICON	ALTERNATIVE ICON	REMARKS
MILCO - GENERAL Type: Entity Type Entity: MILCO Symbol Set Code: 36 Code: 14**01**00 Icon Type: Full Octagon			N/A
MILCO - GENERAL, CONFIDENCE LEVEL 1 Type: Entity Subtype Entity/Entity Type:MILCO/MILCO-GENERAL Symbol Set Code: 36 Code: 1401**01** Icon Type: Full Octagon			N/A
MILCO - GENERAL, CONFIDENCE LEVEL 2 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO-GENERAL Symbol Set Code: 36 Code: 1401**02** Icon Type: Full Octagon			N/A
MILCO - GENERAL, CONFIDENCE LEVEL 3 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO-GENERAL Symbol Set Code: 36 Code: 1401**03** Icon Type: Full Octagon			N/A
MILCO - GENERAL, CONFIDENCE LEVEL 4 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO-GENERAL Symbol Set Code: 36 Code: 1401**04** Icon Type: Full Octagon			N/A

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TABLE F-VII. Mine warfare icons - Continued.

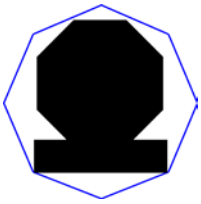
DESCRIPTION	MEDAL ICON	ALTERNATIVE ICON	REMARKS
MILCO - GENERAL, CONFIDENCE LEVEL 5 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO-GENERAL Symbol Set Code: 36 Code: 1401**05** Icon Type: Full Octagon			N/A
MILCO - BOTTOM Type: Entity Type Entity: MILCO Symbol Set Code: 36 Code: 14**02**00 Icon Type: Full Octagon			N/A
MILCO - BOTTOM, CONFIDENCE LEVEL 1 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO-BOTTOM Symbol Set Code: 36 Code: 1402**01** Icon Type: Full Octagon			N/A
MILCO - BOTTOM, CONFIDENCE LEVEL 2 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO-BOTTOM Symbol Set Code: 36 Code: 1402**02** Icon Type: Full Octagon			N/A
MILCO - BOTTOM, CONFIDENCE LEVEL 3 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO-BOTTOM Symbol Set Code: 36 Code: 1402**03** Icon Type: Full Octagon			N/A

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TABLE F-VII. Mine warfare icons - Continued.

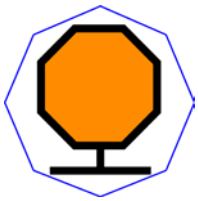
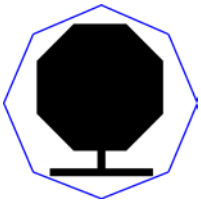
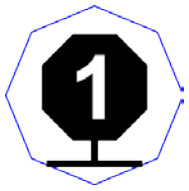
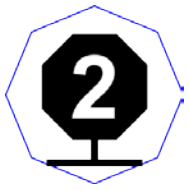
DESCRIPTION	MEDAL ICON	ALTERNATIVE ICON	REMARKS
MILCO - BOTTOM, CONFIDENCE LEVEL 4 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO-BOTTOM Symbol Set Code: 36 Code: 1402**04** Icon Type: Full Octagon			N/A
MILCO - BOTTOM, CONFIDENCE LEVEL 5 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO-BOTTOM Symbol Set Code: 36 Code: 1402**05** Icon Type: Full Octagon			N/A
MILCO - MOORED Type: Entity Type Entity: MILCO Symbol Set Code: 36 Code: 14**03**00 Icon Type: Full Octagon			N/A
MILCO - MOORED, CONFIDENCE LEVEL 1 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO-MOORED Symbol Set Code: 36 Code: 1403**01** Icon Type: Full Octagon			N/A
MILCO - MOORED, CONFIDENCE LEVEL 2 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO-MOORED Symbol Set Code: 36 Code: 1403**02** Icon Type: Full Octagon			N/A

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TABLE F-VII. Mine warfare icons - Continued.

DESCRIPTION	MEDAL ICON	ALTERNATIVE ICON	REMARKS
MILCO - MOORED, CONFIDENCE LEVEL 3 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO-MOORED Symbol Set Code: 36 Code: 1403**03** Icon Type: Full Octagon			N/A
MILCO - MOORED, CONFIDENCE LEVEL 4 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO-MOORED Symbol Set Code: 36 Code: 1403**04** Icon Type: Full Octagon			N/A
MILCO - MOORED, CONFIDENCE LEVEL 5 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO-MOORED Symbol Set Code: 36 Code: 1403**05** Icon Type: Full Octagon			N/A
MILCO - FLOATING Type: Entity Type Entity: MILCO Symbol Set Code: 36 Code: 14**04**00 Icon Type: Full Octagon			N/A
MILCO - FLOATING, CONFIDENCE LEVEL 1 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO-FLOATING Symbol Set Code: 36 Code: 1404**01** Icon Type: Full Octagon			N/A

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TABLE F-VII. Mine warfare icons - Continued.

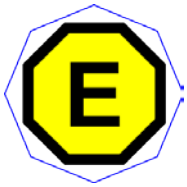
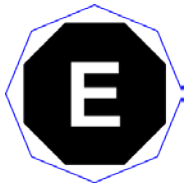
DESCRIPTION	MEDAL ICON	ALTERNATIVE ICON	REMARKS
MILCO - FLOATING, CONFIDENCE LEVEL 2 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO-FLOATING Symbol Set Code: 36 Code: 1404**02** Icon Type: Full Octagon			N/A
MILCO - FLOATING, CONFIDENCE LEVEL 3 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO-FLOATING Symbol Set Code: 36 Code: 1404**03** Icon Type: Full Octagon			N/A
MILCO - FLOATING, CONFIDENCE LEVEL 4 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO-FLOATING Symbol Set Code: 36 Code: 1404**04** Icon Type: Full Octagon			N/A
MILCO - FLOATING, CONFIDENCE LEVEL 5 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO-FLOATING Symbol Set Code: 36 Code: 1404**05** Icon Type: Full Octagon			N/A
MINE-LIKE ECHO (MILEC), GENERAL Type: Entity Symbol Set Code: 36 Code: **15**0000 Icon Type: Full Octagon			N/A

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TABLE F-VII. Mine warfare icons - Continued.

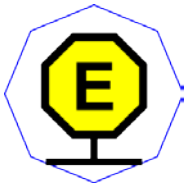
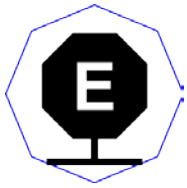
DESCRIPTION	MEDAL ICON	ALTERNATIVE ICON	REMARKS
MINE-LIKE ECHO, BOTTOM Type: Entity Type Entity: MINE-LIKE ECHO (MILEC), GENERAL Symbol Set Code: 36 Code: 15**01**00 Icon Type: Full Octagon			N/A
MINE-LIKE ECHO, MOORED Type: Entity Type Entity: MINE-LIKE ECHO (MILEC), GENERAL Symbol Set Code: 36 Code: 15**02**00 Icon Type: Full Octagon			N/A
MINE-LIKE ECHO, FLOATING Type: Entity Type Entity: MINE-LIKE ECHO (MILEC), GENERAL Symbol Set Code: 36 Code: 15**03**00 Icon Type: Full Octagon			N/A
NEGATIVE REACQUISITION, GENERAL Type: Entity Symbol Set Code: 36 Code: **16**0000 Icon Type: Full Octagon			N/A
NEGATIVE REACQUISITION, BOTTOM Type: Entity Type Entity: NEGATIVE REACQUISITION, GENERAL Symbol Set Code: 36 Code: 16**01**00 Icon Type: Full Octagon			N/A

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TABLE F-VII. Mine warfare icons - Continued.

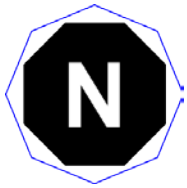
DESCRIPTION	MEDAL ICON	ALTERNATIVE ICON	REMARKS
NEGATIVE REACQUISITION, MOORED Type: Entity Type Entity: NEGATIVE REACQUISITION, GENERAL Symbol Set Code: 36 Code: 16**02**00 Icon Type: Full Octagon			N/A
NEGATIVE REACQUISITION, FLOATING Type: Entity Type Entity: NEGATIVE REACQUISITION, GENERAL Symbol Set Code: 36 Code: 16**03**00 Icon Type: Full Octagon			N/A
OBSTRUCTOR Type: Entity Symbol Set Code: 36 Code: **17**0000 Icon Type: Full Octagon			N/A
NEUTRALIZED OBSTRUCTOR Type: Entity Type Entity: OBSTRUCTOR Symbol Set Code: 36 Code: 17**01**00 Icon Type: Full Octagon			N/A
GENERAL MINE ANCHOR Type: Entity Symbol Set Code: 36 Code: **18**0000 Icon Type: Full Octagon			N/A
NON-MINE MINE-LIKE OBJECT (NMLO), GENERAL Type: Entity Symbol Set Code: 36 Code: **19**0000 Icon Type: Full Octagon			N/A

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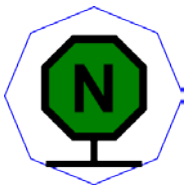
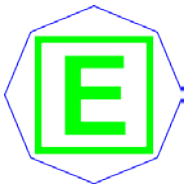
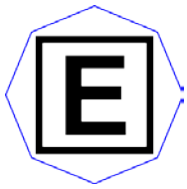
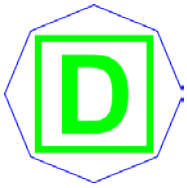
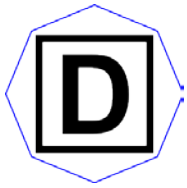
TABLE F-VII. Mine warfare icons - Continued.

DESCRIPTION	MEDAL ICON	ALTERNATIVE ICON	REMARKS
NON-MINE MINE-LIKE OBJECT, BOTTOM Type: Entity Type Entity: NON-MINE MINE-LIKE OBJECT (NMLO), GENERAL Symbol Set Code: 36 Code: 19**01**00 Icon Type: Full Octagon			N/A
NON-MINE MINE-LIKE OBJECT, MOORED Type: Entity Type Entity: NON-MINE MINE-LIKE OBJECT (NMLO), GENERAL Symbol Set Code: 36 Code: 19**02**00 Icon Type: Full Octagon			N/A
NON-MINE MINE-LIKE OBJECT, FLOATING Type: Entity Type Entity: NON-MINE MINE-LIKE OBJECT (NMLO), GENERAL Symbol Set Code: 36 Code: 19**03**00 Icon Type: Full Octagon			N/A
ENVIRONMENTAL REPORT LOCATION Type: Entity Symbol Set Code: 36 Code: **20**0000 Icon Type: Full Octagon			N/A
DIVE REPORT LOCATION Type: Entity Symbol Set Code: 36 Code: **21**0000 Icon Type: Full Octagon			N/A

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APPENDIX G - ACTIVITIES SYMBOLS

G.1 SCOPE

G.1.1 Scope. In this appendix, activities across the range of military operations use various symbols to predominately show support. Activities include stability operations, defense support to civil authorities, foreign humanitarian assistance, incidents, natural events, and operations. Among the types of activities represented are acts of terrorism, sabotage, crime, natural disasters, relief operations, and the uncontrolled movement of large numbers of people. The tables in this appendix present the icons and modifiers used for support stability operations, defense support to civil authorities, and foreign humanitarian assistance. Many of these icons represent emergency first response events used in a civilian community. This appendix is a mandatory part of the standard. The information contained herein is intended for compliance.

G.2 APPLICABLE DOCUMENTS

Specific documents in 2.2 of this standard apply to this appendix.

G.3 DEFINITIONS

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

G.4 GENERAL REQUIREMENTS

G.4.1 Organization. This appendix contains technical specifications, a symbol coding scheme, a symbology hierarchy and supports activies symbology.

G.5 DETAILED REQUIREMENTS

G.5.1 Technical specifications. Composition, construction and display of symbols are explained in the detailed requirements section of the standard.

G.5.2 Symbol identification coding scheme. A symbol identification code (SIDC) is a numeric string that may be used to provide the unique identifier necessary to display or exchange symbol information between MIL-STD-2525 compliant systems. Refer to Appendix A for SIDC positions and descriptions.

G.5.3 Composition of activities symbols. A standard method for constructing symbols is presented. Refer to 5.3.8 for an explanation of symbol composition. Figure G-1 shows an example of a activites symbol.

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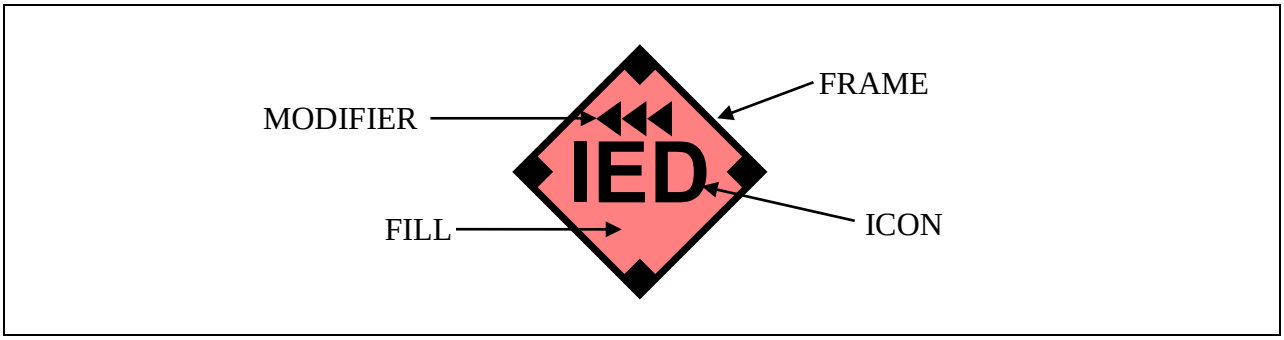


FIGURE G-1. Activities components.

G.5.3.1 Symbol building process. Table G-I depicts the symbol building process for activities symbols. The process is identical for icons and modifiers requiring the vertical bounding octagon. Activities symbols use the land frames for units, equipment and installations, as well as the activity/event frames for incidents.

TABLE G-I. Activities symbol building process.

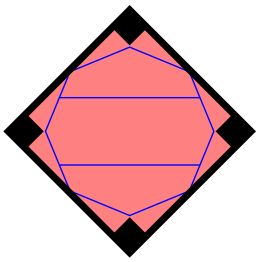
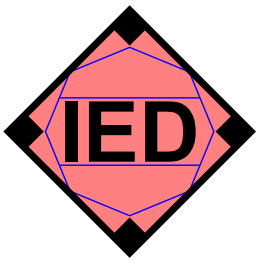
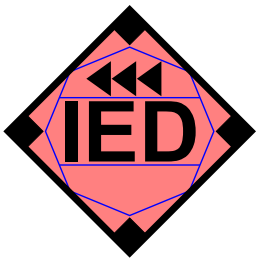
STEP	DESCRIPTION	EXAMPLE
1.	Choose the frame that matches the standard identity of the object from the activity/event column in tables I, II, or III. In this example, the standard identity is hostile. The example depicts a “hostile incident.”	
2.	Choose an icon for the symbol. In this example, the icon is “IED,” an equipment entity subtype. The example depicts a “hostile IED incident.”	
3.	If required, choose a modifier to depict an additional characteristic of the icon. In this example, the modifier is “hoax,” a sector 1 modifier. The example depicts “hostile IED hoax incident.” Note: There are no sector 2 modifiers in activities symbols.	

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TABLE G-I. Activities symbol building process - Continued.

STEP	DESCRIPTION	EXAMPLE
4.	The finished symbol will appear as shown in the example.	

G.5.3.2 Icons and modifiers. All icons shall be placed within the main sector of the bounding octagon (see table G-I). When depicted, modifiers shall be placed in sectors 1 or 2 as appropriate (see table G-I). Only one modifier may be placed in each sector at a given time. Multiple modifiers in the same position are prohibited due to legibility concerns.

G.5.3.3 Amplifiers.

G.5.3.3.1 Text amplifiers. The purpose of the static text amplifiers described in this appendix is to standardize the display of additional alphanumerical information on identity, movement and location and capabilities. See 5.1.6 for more information on amplifiers. Figure G-2 shows the placement of activities symbol amplifiers around the friend symbol frame. Table G-II provides descriptions and formats of each amplifier.

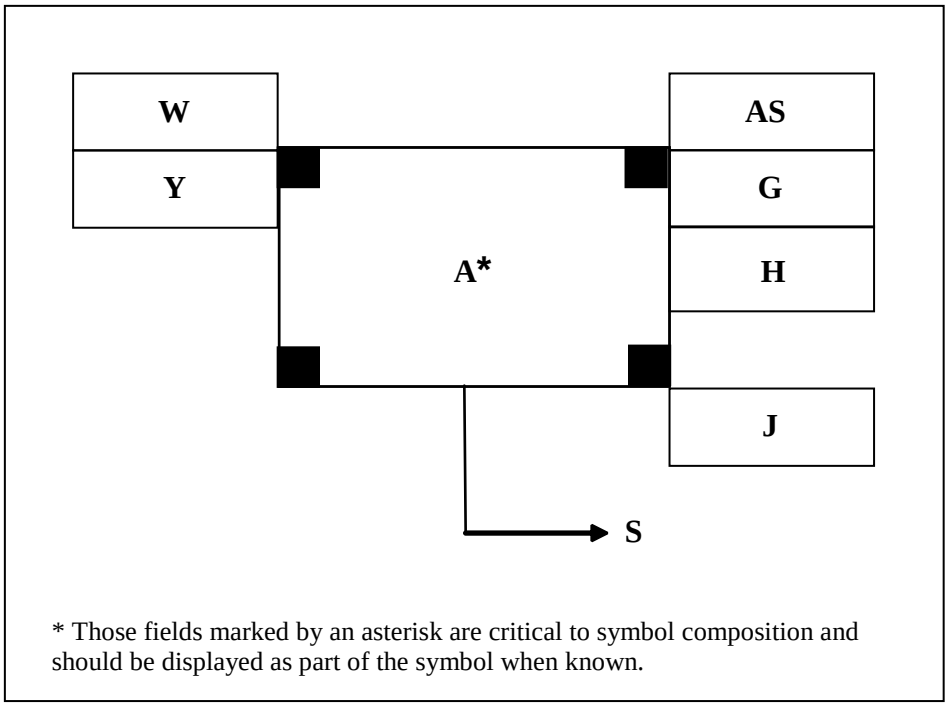

FIGURE G-2. Activities icon, modifier and amplifier fields.

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TABLE G-II. Description of icon, modifier and amplifier fields for activities symbols.

Field	Field Title	Description	Text/Graphic
A	Symbol	Symbol contains an icon in the "Main" sector of the bounding octagon and may contain a modifier in sector 1, sector 2, or both.	Either
G	Staff Comments	Free text. Can be used by staff for information required by commander.	Text
H	Additional Information	Free text.	Text
J	Evaluation Rating	Degree of confidence that may be placed on the information represented by the symbol. It is shown as one letter and one number made up of Reliability of Source and Credibility of Information. (STANAG 2511). Reliability of Source: A. Completely reliable B. Usually reliable C. Fairly reliable D. Not usually reliable E. Unreliable F. Reliability cannot be judged. Credibility of Information: 1. Confirmed by other sources 2. Probably true 3. Possibly true 4. Doubtful 5. Improbable 6. Truth cannot be judged.	Text
S	Offset Location Indicator	It is used to denote precise location.	Graphic
W	Date-Time Group	An alphanumeric designator for displaying a date-time group (DDHHMMSSZMONYY) or "O/O" for on order. The date-time group is composed of a group of six numeric digits with a time zone suffix and the standardized three-letter abbreviation for the month followed by two digits. The first pair of digits represents the day; the second pair, the hour; the third pair, the minutes. The last two digits of the year are after the month. For automated systems, two digits may be added before the time zone suffix and after the minutes to designate seconds.	Text
Y	Location	A text amplifier for units, equipment and installations that displays a symbol's location in degrees, minutes and decimal minutes (or in MGRS or other applicable display format).	Text
AS	Country Indicator	A three-letter code that indicates the country of origin of the organization (STANAG 1059). In stability activities, this field can be used for factions or groups.	Text

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G.5.3.3.2 Graphic amplifiers. Graphic amplifiers can be static, located in a fixed position in relation to a track's symbol, or dynamic and move about the symbol based on the track's characteristics. See 5.1.6 for more information on amplifiers, including examples of dynamic amplifiers.

G.6 ACTIVITIES SYMBOLS

G.6.1 Activities symbols. This section includes the lists of icons and modifiers for building activities symbols.

G.6.2 Activities icons. Table G-III depicts activities icons.

TABLE G-III. Activities icons.

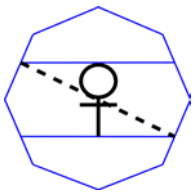
DESCRIPTION	ICON	REMARKS
INCIDENT Type: Entity Symbol Set Code: 40 Code: **11**0000	N/A	No icon is associated with this entity. It is for hierarchal purposes only.
CRIMINAL ACTIVITY INCIDENT Type: Entity Type Entity: INCIDENT Symbol Set Code: 40 Code: 11**01**00 Icon Type: Full Octagon		N/A
ARREST Type: Entity Subtype Entity: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 1101**01** Icon Type: Full Octagon		N/A
ARSON Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 1101**02** Icon Type: Full Octagon		N/A
ATTEMPTED CRIMINAL ACTIVITY Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 1101**03** Icon Type: Main		APP-6C

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TABLE G-III. Activities icons - Continued.

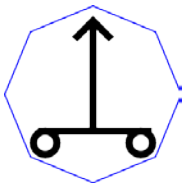
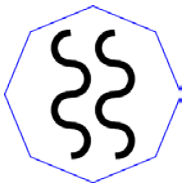
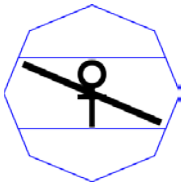
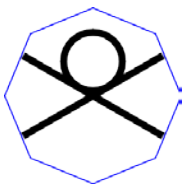
DESCRIPTION	ICON	REMARKS
DRIVE-BY SHOOTING Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 1101**04** Icon Type: Full Octagon		N/A
DRUG RELATED Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 1101**05** Icon Type: Main		APP-6C
EXTORTION Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 1101**06** Icon Type: Full Octagon		N/A
GRAFFITI Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 1101**07** Icon Type: Full Octagon		N/A
KILLING Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 1101**08** Icon Type: Main		N/A
POISONING Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 1101**09** Icon Type: Full Octagon		N/A

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TABLE G-III. Activities icons - Continued.

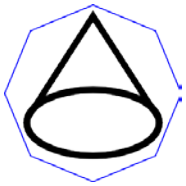
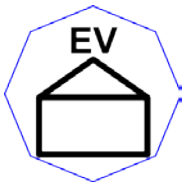
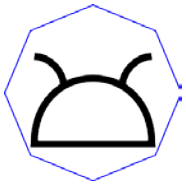
DESCRIPTION	ICON	REMARKS
CIVIL RIOTING Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 1101**10** Icon Type: Main		N/A
BOOBY TRAP Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 1101**11** Icon Type: Full Octagon		N/A
HOME EVICTION Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 1101**12** Icon Type: Full Octagon		N/A
BLACK MARKETING Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 1101**13** Icon Type: Full Octagon		N/A
VANDALISM / LOOT / RANSACK / PLUNDER Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 1101**14** Icon Type: Full Octagon		N/A
JAIL BREAK Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 1101**15** Icon Type: Full Octagon		N/A

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TABLE G-III. Activities icons - Continued.

DESCRIPTION	ICON	REMARKS
ROBBERY Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 1101**16** Icon Type: Main		N/A
THEFT Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 1101**17** Icon Type: Main		N/A
BURGLARY Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 1101**18** Icon Type: Main		N/A
SMUGGLING Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 1101**19** Icon Type: Main		N/A
ROCK THROWING Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 1101**20** Icon Type: Full Octagon		N/A
DEAD BODY Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 1101**21** Icon Type: Full Octagon		N/A

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TABLE G-III. Activities icons - Continued.

DESCRIPTION	ICON	REMARKS
SABOTAGE Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Code: 1101**22** Icon Type: Main		N/A
SUSPICIOUS ACTIVITY Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 1101**23** Icon Type: Full Octagon		N/A
BOMB/BOMBING Type: Entity Type Entity: INCIDENT Symbol Set Code: 40 Code: 11**02**00 Icon Type: Main		N/A
BOMB THREAT Type: Entity Subtype Entity/Entity Type: INCIDENT/BOMB/BOMBING Symbol Set Code: 40 Code: 1102**01** Icon Type: Full Octagon		N/A
IED EVENT Type: Entity Type Entity: INCIDENT Symbol Set Code: 40 Code: 11**03**00 Icon Type: Main		N/A
IED EXPLOSION Type: Entity Subtype Entity/Entity Type: INCIDENT/IED EVENT Symbol Set Code: 40 Code: 1103**01** Icon Type: Full Octagon		N/A

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TABLE G-III. Activities icons - Continued.

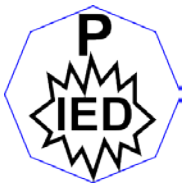
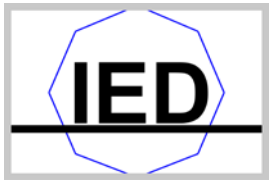
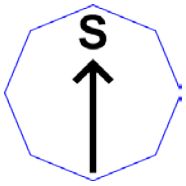
DESCRIPTION	ICON	REMARKS
PREMATURE IED EXPLOSION Type: Entity Subtype Entity/Entity Type: INCIDENT/IED EVENT Symbol Set Code: 40 Code: 1103**02** Icon Type: Full Octagon		N/A
IED CACHE Type: Entity Subtype Entity/Entity Type: INCIDENT/IED EVENT Symbol Set Code: 40 Code: 1103**03** Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
IED SUICIDE BOMBER Type: Entity Subtype Entity/Entity Type: INCIDENT/IED EVENT Symbol Set Code: 40 Code: 1103**04** Icon Type: Full Octagon		N/A
SHOOTING Type: Entity Type Entity: INCIDENT Symbol Set Code: 40 Code: 11**04**00 Icon Type: Full Octagon		N/A
SNIPING Type: Entity Subtype Entity/Entity Type: INCIDENT/SHOOTING Symbol Set Code: 40 Code: 1104**01** Icon Type: Full Octagon		N/A
ILLEGAL DRUG OPERATION Type: Entity Type Entity: INCIDENT Symbol Set Code: 40 Code: 11**05**00 Icon Type: Main		N/A

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TABLE G-III. Activities icons - Continued.

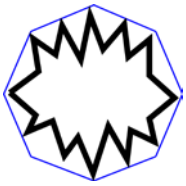
DESCRIPTION	ICON	REMARKS
TRAFFICKING Type: Entity Subtype Entity/Entity Type: INCIDENT/ILLEGAL DRUG OPERATION Symbol Set Code: 40 Code: 1105**01** Icon Type: Full Octagon		N/A
ILLEGAL DRUG LAB Type: Entity Subtype Entity/Entity Type: INCIDENT/ILLEGAL DRUG OPERATION Symbol Set Code: 40 Code: 1105**02** Icon Type: Full Octagon		N/A
EXPLOSION Type: Entity Type Entity: INCIDENT Symbol Set Code: 40 Code: 11**06**00 Icon Type: Full Octagon		N/A
GRENADE EXPLOSION Type: Entity Subtype Entity: INCIDENT/EXPLOSION Symbol Set Code: 40 Code: 1106**01** Icon Type: Full Octagon		N/A
INCENDIARY EXPLOSION Type: Entity Subtype Entity: INCIDENT/EXPLOSION Symbol Set Code: 40 Code: 1106**02** Icon Type: Full Octagon		N/A
MINE EXPLOSION Type: Entity Subtype Entity: INCIDENT/EXPLOSION Symbol Set Code: 40 Code: 1106**03** Icon Type: Full Octagon		N/A

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TABLE G-III. Activities icons - Continued.

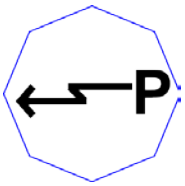
DESCRIPTION	ICON	REMARKS
MORTAR FIRE EXPLOSION Type: Entity Subtype Entity: INCIDENT/EXPLOSION Symbol Set Code: 40 Code: 1106**04** Icon Type: Full Octagon		N/A
ROCKET EXPLOSION Type: Entity Subtype Entity: INCIDENT/EXPLOSION Symbol Set Code: 40 Code: 1106**05** Icon Type: Full Octagon		N/A
BOMB EXPLOSION Type: Entity Subtype Entity: INCIDENT/EXPLOSION Symbol Set Code: 40 Code: 1106**06** Icon Type: Full Octagon		N/A
CIVIL DISTURBANCE Type: Entity Symbol Set Code: 40 Code: **12**0000 Icon Type: Full Octagon		
DEMONSTRATION Type: Entity Type Entity/Entity Type: CIVIL DISTURBANCE Symbol Set Code: 40 Code: 12**01**00 Icon Type: Main		N/A
OPERATION Type: Entity Symbol Set Code: 40 Code: **13**0000	N/A	No icon is associated with this entity. It is for hierarchal purposes only.
PATROLLING Type: Entity Type Entity: OPERATION Symbol Set Code: 40 Code: 13**01**00 Icon Type: Full Octagon		N/A

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TABLE G-III. Activities icons - Continued.

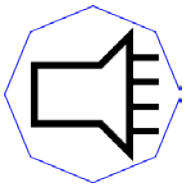
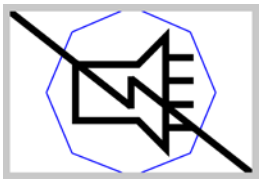
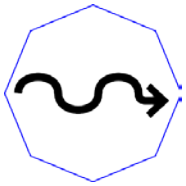
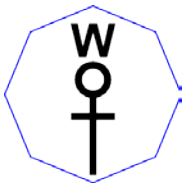
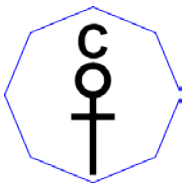
DESCRIPTION	ICON	REMARKS
MILITARY INFORMATION SUPPORT OPERATION (MISO) Type: Entity Type Entity: OPERATION Symbol Set Code: 40 Code: 13**02**00 Icon Type: Full Octagon		N/A
TV AND RADIO PROPAGANDA Type: Entity Subtype Entity/Entity Type: OPERATION/MISO OPERATION Symbol Set Code: 40 Code: 1302**01** Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
FORAGING/SEARCHING Type: Entity Type Entity: OPERATION Symbol Set Code: 40 Code: 13**03**00 Icon Type: Full Octagon		N/A
RECRUITMENT Type: Entity Type Entity: OPERATION Symbol Set Code: 40 Code: 13**04**00	N/A	No icon is associated with this entity. It is for hierarchal purposes only.
WILLING Type: Entity Subtype Entity/Entity Type: OPERATION/RECRUITMENT Symbol Set Code: 40 Code: 1304**01** Icon Type: Full Octagon		N/A
COERCED/IMPRESSED Type: Entity Subtype Entity/Entity Type: OPERATION/RECRUITMENT Symbol Set Code: 40 Code: 1304**02** Icon Type: Full Octagon		N/A

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TABLE G-III. Activities icons - Continued.

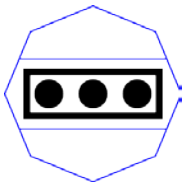
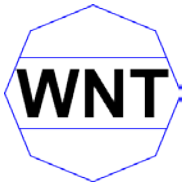
DESCRIPTION	ICON	REMARKS
MINE LAYING Type: Entity Type Entity: OPERATION Symbol Set Code: 40 Code: 13**05**00 Icon Type: Main		N/A
SPY Type: Entity Type Entity: OPERATION Symbol Set Code: 40 Code: 13**06**00 Icon Type: Main		N/A
WARRANT SERVED Type: Entity Type Entity: OPERATION Symbol Set Code: 40 Code: 13**07**00 Icon Type: Main		N/A
EXFILTRATION Type: Entity Type Entity: OPERATION Symbol Set Code: 40 Code: 13**08**00 Icon Type: Full Octagon		N/A
INFILTRATION Type: Entity Type Entity: OPERATION Symbol Set Code: 40 Code: 13**09**00 Icon Type: Full Octagon		N/A
MEETING Type: Entity Type Entity: OPERATION Symbol Set Code: 40 Code: 13**10**00 Icon Type: Full Octagon		N/A
POLLING PLACE/ELECTION Type: Entity Type Entity: OPERATION/MEETING Symbol Set Code: 40 Code: 1310**01** Icon Type: Full Octagon		N/A

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TABLE G-III. Activities icons - Continued.

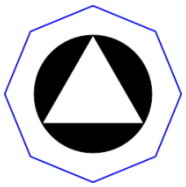
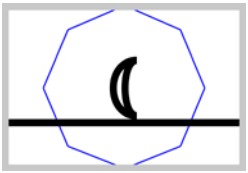
DESCRIPTION	ICON	REMARKS
RAID ON HOUSE Type: Entity Type Entity: OPERATION Symbol Set Code: 40 Code: 13**11**00 Icon Type: Full Octagon		N/A
EMERGENCY OPERATION Type: Entity Type Entity: OPERATION Symbol Set Code: 40 Code: 13**12**00 Icon Type: Full Octagon		N/A
EMERGENCY COLLECTION EVACUATION POINT Type: Entity Subtype Entity/Entity Type: OPERATION/EMERGENCY OPERATION Symbol Set Code: 40 Code: 1312**01** Icon Type: Full Octagon		N/A
EMERGENCY FOOD DISTRIBUTION Type: Entity Type Entity: OPERATION Symbol Set Code: 40 Code: 1312**02** Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
EMERGENCY INCIDENT COMMAND CENTER Type: Entity Subtype Entity/Entity Type: OPERATION/EMERGENCY OPERATION Symbol Set Code: 40 Code: 1312**03** Icon Type: Full Octagon		N/A

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TABLE G-III. Activities icons - Continued.

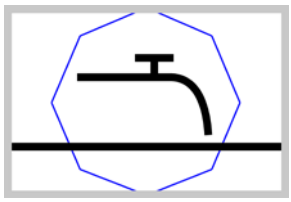
DESCRIPTION	ICON	REMARKS
EMERGENCY OPERATIONS CENTER Type: Entity Subtype Entity/Entity Type: OPERATION/EMERGENCY OPERATION Symbol Set Code: 40 Code: 1312**04** Icon Type: Full Octagon		N/A
EMERGENCY PUBLIC INFORMATION CENTER Type: Entity Subtype Entity/Entity Type: OPERATION/EMERGENCY OPERATION Symbol Set Code: 40 Code: 1312**05** Icon Type: Full Octagon		N/A
EMERGENCY SHELTER Type: Entity Subtype Entity/Entity Type: OPERATION/EMERGENCY OPERATION Symbol Set Code: 40 Code: 1312**06** Icon Type: Full Octagon		N/A
EMERGENCY STAGING AREA Type: Entity Subtype Entity/Entity Type: OPERATION/EMERGENCY OPERATION Symbol Set Code: 40 Code: 1312**07** Icon Type: Full Octagon		N/A
EMERGENCY WATER DISTRIBUTION CENTER Type: Entity Subtype Entity/Entity Type: OPERATION/EMERGENCY OPERATION Symbol Set Code: 40 Code: 1312**08** Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.

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TABLE G-III. Activities icons - Continued.

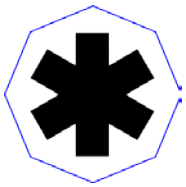
DESCRIPTION	ICON	REMARKS
EMERGENCY MEDICAL OPERATIONS Type: Entity Type Entity: OPERATION Symbol Set Code: 40 Code: 13**13**00 Icon Type: Full Octagon		N/A
EMT STATION LOCATION Type: Entity Subtype Entity/Entity Type: OPERATION/EMERGENCY MEDICAL OPERATION Symbol Set Code: 40 Code: 1313**01** Icon Type: Full Octagon		N/A
HEALTH DEPARTMENT FACILITY Type: Entity Subtype Entity/Entity Type: OPERATION/EMERGENCY MEDICAL OPERATION Symbol Set Code: 40 Code: 1313**02** Icon Type: Full Octagon		N/A
MEDICAL FACILITIES OUTPATIENT Type: Entity Subtype Entity/Entity Type: OPERATION/EMERGENCY MEDICAL OPERATION Symbol Set Code: 40 Code: 1313**03** Icon Type: Full Octagon		N/A
MORGUE Type: Entity Subtype Entity/Entity Type: OPERATION/EMERGENCY MEDICAL OPERATION Symbol Set Code: 40 Code: 1313**04** Icon Type: Full Octagon		N/A

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TABLE G-III. Activities icons - Continued.

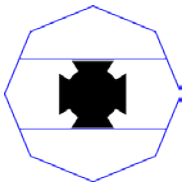
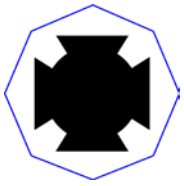
DESCRIPTION	ICON	REMARKS
PHARMACY Type: Entity Subtype Entity/Entity Type: OPERATION/EMERGENCY MEDICAL OPERATION Symbol Set Code: 40 Code: 1313**05** Icon Type: Full Octagon		N/A
TRIAGE Type: Entity Subtype Entity/Entity Type: OPERATION/EMERGENCY MEDICAL OPERATION Symbol Set Code: 40 Code: 1313**06** Icon Type: Full Octagon		N/A
FIRE FIGHTING OPERATION Type: Entity Type Entity: OPERATION Symbol Set Code: 40 Code: 13**14**00 Icon Type: Main		N/A
FIRE HYDRANT Type: Entity Type Entity: OPERATION/ FIRE FIGHTING OPERATION Symbol Set Code: 40 Code: 1314**01** Icon Type: Full Octagon		N/A
FIRE STATION Type: Entity Type Entity: OPERATION/ FIRE FIGHTING OPERATION Symbol Set Code: 40 Code: 1314**02** Icon Type: Full Octagon		N/A
OTHER WATER SUPPLY LOCATION Type: Entity Type Entity: OPERATION/ FIRE FIGHTING OPERATION Symbol Set Code: 40 Code: 1314**03** Icon Type: Full Octagon		N/A

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TABLE G-III. Activities icons - Continued.

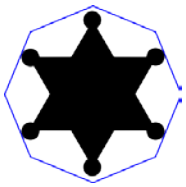
DESCRIPTION	ICON	REMARKS
LAW ENFORCEMENT OPERATION Type: Entity Type Entity: OPERATION Symbol Set Code: 40 Code: 13**15**00 Icon Type: Full Octagon		N/A
BUREAU OF ALCOHOL, TOBACCO, FIREARMS AND EXPLOSIVES (ATF) (DEPARTMENT OF JUSTICE) Type: Entity Subtype Entity/Entity Type: OPERATION/LAW ENFORCEMENT OPERATION Symbol Set Code: 40 Code: 1315**01** Icon Type: Main		N/A
BORDER PATROL Type: Entity Subtype Entity/Entity Type: OPERATION/LAW ENFORCEMENT OPERATION Symbol Set Code: 40 Code: 1315**02** Icon Type: Full Octagon		N/A
CUSTOMS SERVICE Type: Entity Subtype Entity/Entity Type: OPERATION/LAW ENFORCEMENT OPERATION Symbol Set Code: 40 Code: 1315**03** Icon Type: Full Octagon		N/A
DRUG ENFORCEMENT ADMINISTRATION (DEA) Type: Entity Subtype Entity/Entity Type: OPERATION/LAW ENFORCEMENT OPERATION Symbol Set Code: 40 Code: 1315**04** Icon Type: Main		N/A

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TABLE G-III. Activities icons - Continued.

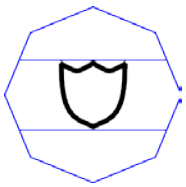
DESCRIPTION	ICON	REMARKS
DEPARTMENT OF JUSTICE (DOJ) Type: Entity Subtype Entity/Entity Type: OPERATION/LAW ENFORCEMENT OPERATION Symbol Set Code: 40 Code: 131505 Icon Type: Full Octagon		N/A
FEDERAL BUREAU OF INVETIGATION (FBI) Type: Entity Subtype Entity/Entity Type: OPERATION/LAW ENFORCEMENT OPERATION Symbol Set Code: 40 Code: 131506 Icon Type: Main		N/A
POLICE Type: Entity Subtype Entity/Entity Type: OPERATION/LAW ENFORCEMENT OPERATION Symbol Set Code: 40 Code: 131507 Icon Type: Main		N/A
PRISON Type: Entity Subtype Entity/Entity Type: OPERATION/LAW ENFORCEMENT OPERATION Symbol Set Code: 40 Code: 131508 Icon Type: Full Octagon		N/A
UNITED STATES SECRET SERVICE (USSS) Type: Entity Subtype Entity/Entity Type: OPERATION/LAW ENFORCEMENT OPERATION Symbol Set Code: 40 Code: 131509 Icon Type: Main		N/A

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TABLE G-III. Activities icons - Continued.

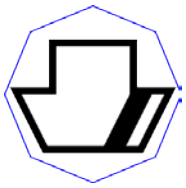
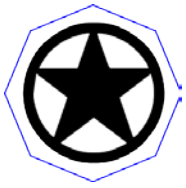
DESCRIPTION	ICON	REMARKS
TRANSPORATION SECURITY ADMINISTRATION (TSA) Type: Entity Subtype Entity/Entity Type: OPERATION/LAW ENFORCEMENT OPERATION Symbol Set Code: 40 Code: 1315**10** Icon Type: Main		N/A
COAST GUARD Type: Entity Subtype Entity/Entity Type: OPERATION/LAW ENFORCEMENT OPERATION Symbol Set Code: 40 Code: 1315**11** Icon Type: Full Octagon		N/A
US MARSHALS SERVICE Type: Entity Subtype Entity/Entity Type: OPERATION/LAW ENFORCEMENT OPERATION Symbol Set Code: 40 Code: 1315**12** Icon Type: Full Octagon		N/A
INTERNAL SECURITY FORCE Type: Entity Subtype Entity/Entity Type: OPERATION/LAW ENFORCEMENT OPERATION Symbol Set Code: 40 Code: 1315**13** Icon Type: Main		N/A
FIRE EVENT Type: Entity Symbol Set Code: 40 Code: **14**0000 Icon Type: Full Octagon		
FIRE ORIGIN Type: Entity Type Entity/Entity Type: FIRE EVENT Symbol Set Code: 40 Code: 14**01**00 Icon Type: Full Octagon		N/A

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TABLE G-III. Activities icons - Continued.

DESCRIPTION	ICON	REMARKS
SMOKE Type: Entity Type Entity/Entity Type: FIRE EVENT Symbol Set Code: 40 Code: 14**02**00 Icon Type: Full Octagon		N/A
HOT SPOT Type: Entity Type Entity/Entity Type: FIRE EVENT Symbol Set Code: 40 Code: 14**03**00 Icon Type: Full Octagon		N/A
NON-RESIDENTIAL FIRE Type: Entity Type Entity/Entity Type: FIRE EVENT Symbol Set Code: 40 Code: 14**04**00 Icon Type: Full Octagon		N/A
RESIDENTIAL FIRE Type: Entity Type Entity/Entity Type: FIRE EVENT Symbol Set Code: 40 Code: 14**05**00 Icon Type: Full Octagon		N/A
SCHOOL FIRE Type: Entity Type Entity/Entity Type: FIRE EVENT Symbol Set Code: 40 Code: 14**06**00 Icon Type: Full Octagon		N/A
SPECIAL NEEDS FIRE Type: Entity Type Entity/Entity Type: FIRE EVENT Symbol Set Code: 40 Code: 14**07**00 Icon Type: Full Octagon		N/A
WILD FIRE Type: Entity Subtype Entity/Entity Type: INCIDENT/FIRE EVENT Symbol Set Code: 40 Code: 14**08**00 Icon Type: Full Octagon		N/A

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TABLE G-III. Activities icons - Continued.

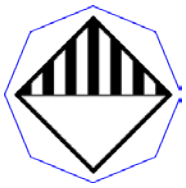
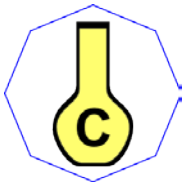
DESCRIPTION	ICON	REMARKS
HAZARDOUS MATERIALS Type: Entity Symbol Set Code: 40 Code: **15**0000	N/A	No icon is associated with this entity. It is for hierarchal purposes only.
HAZARDOUS MATERIALS INCIDENT Type: Entity Type Entity: INCIDENT Symbol Set Code: 40 Code: 15**01**00 Icon Type: Full Octagon		N/A
CHEMICAL AGENT Type: Entity Subtype Entity/Entity Type: HAZARDOUS MATERIALS /HAZARDOUS MATERIALS INCIDENT Symbol Set Code: 40 Code: 1501**01** Icon Type: Full Octagon		N/A
CORROSIVE MATERIAL Type: Entity Subtype Entity/Entity Type: HAZARDOUS MATERIALS /HAZARDOUS MATERIALS INCIDENT Symbol Set Code: 40 Code: 1501**02** Icon Type: Full Octagon		N/A
HAZARDOUS WHEN WET Type: Entity Subtype Entity/Entity Type: HAZARDOUS MATERIALS /HAZARDOUS MATERIALS INCIDENT Symbol Set Code: 40 Code: 1501**03** Icon Type: Full Octagon		N/A
EXPLOSIVE MATERIAL Type: Entity Subtype Entity/Entity Type: HAZARDOUS MATERIALS /HAZARDOUS MATERIALS INCIDENT Symbol Set Code: 40 Code: 1501**04** Icon Type: Full Octagon		N/A

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TABLE G-III. Activities icons - Continued.

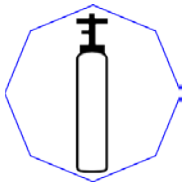
DESCRIPTION	ICON	REMARKS
FLAMMABLE GAS Type: Entity Subtype Entity/Entity Type: HAZARDOUS MATERIALS /HAZARDOUS MATERIALS INCIDENT Symbol Set Code: 40 Code: 1501**05** Icon Type: Full Octagon		N/A
FLAMMABLE LIQUID Type: Entity Subtype Entity/Entity Type: HAZARDOUS MATERIALS /HAZARDOUS MATERIALS INCIDENT Symbol Set Code: 40 Code: 1501**06** Icon Type: Full Octagon		N/A
FLAMMABLE SOLID Type: Entity Subtype Entity/Entity Type: HAZARDOUS MATERIALS /HAZARDOUS MATERIALS INCIDENT Symbol Set Code: 40 Code: 1501**07** Icon Type: Full Octagon		N/A
NON-FLAMMABLE GAS Type: Entity Subtype Entity/Entity Type: HAZARDOUS MATERIALS /HAZARDOUS MATERIALS INCIDENT Symbol Set Code: 40 Code: 1501**08** Icon Type: Full Octagon		N/A
ORGANIC PEROXIDE Type: Entity Subtype Entity/Entity Type: HAZARDOUS MATERIALS /HAZARDOUS MATERIALS INCIDENT Symbol Set Code: 40 Code: 1501**09** Icon Type: Full Octagon		N/A

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TABLE G-III. Activities icons - Continued.

DESCRIPTION	ICON	REMARKS
OXIDIZER Type: Entity Subtype Entity/Entity Type: HAZARDOUS MATERIALS /HAZARDOUS MATERIALS INCIDENT Symbol Set Code: 40 Code: 150110 Icon Type: Full Octagon		N/A
RADIOACTIVE MATERIAL Type: Entity Subtype Entity/Entity Type: HAZARDOUS MATERIALS /HAZARDOUS MATERIALS INCIDENT Symbol Set Code: 40 Code: 150111 Icon Type: Full Octagon		N/A
SPONTANEOUSLY COMBUSTIBLE MATERIAL Type: Entity Subtype Entity/Entity Type: HAZARDOUS MATERIALS /HAZARDOUS MATERIALS INCIDENT Symbol Set Code: 40 Code: 150112 Icon Type: Full Octagon		N/A
TOXIC GAS Type: Entity Subtype Entity/Entity Type: HAZARDOUS MATERIALS /HAZARDOUS MATERIALS INCIDENT Symbol Set Code: 40 Code: 150113 Icon Type: Full Octagon		N/A
TOXIC INFECTIOUS MATERIAL Type: Entity Subtype Entity/Entity Type: INCIDENT/HAZARDOUS MATERIALS INCIDENT Symbol Set Code: 40 Code: 150114 Icon Type: Full Octagon		N/A

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TABLE G-III. Activities icons - Continued.

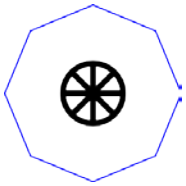
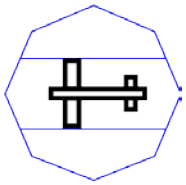
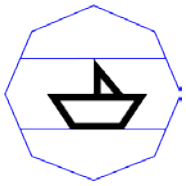
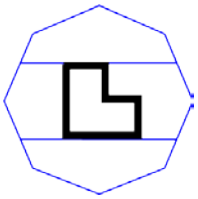
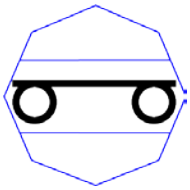
DESCRIPTION	ICON	REMARKS
UNEXPLODED ORDNANCE Type: Entity Subtype Entity/Entity Type: INCIDENT/HAZARDOUS MATERIALS INCIDENT Symbol Set Code: 40 Code: 1501**15** Icon Type: Full Octagon		N/A
TRANSPORTATION INCIDENT Type: Entity Symbol Set Code: 40 Code: **16**0000 Icon Type: Full Octagon		This symbol shall not be displayed on a C2 system but may be displayed for training or hierarchal explanation purposes.
AIR Type: Entity Type Entity: TRANSPORTATION INCIDENT Symbol Set Code: 40 Code: 16**01**00 Icon Type: Main		N/A
MARINE Type: Entity Type Entity: TRANSPORTATION INCIDENT Symbol Set Code: 40 Code: 16**02**00 Icon Type: Main		N/A
RAIL Type: Entity Type Entity: TRANSPORTATION INCIDENT Symbol Set Code: 40 Code: 16**03**00 Icon Type: Main		N/A
VEHICLE Type: Entity Type Entity: TRANSPORTATION INCIDENT Symbol Set Code: 40 Code: 16**04**00 Icon Type: Main		N/A

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TABLE G-III. Activities icons - Continued.

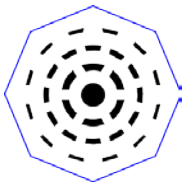
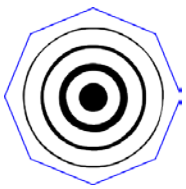
DESCRIPTION	ICON	REMARKS
WHEELED VEHICLE EXPLOSION Type: Entity Type Entity: TRANSPORTATION INCIDENT Symbol Set Code: 40 Code: 16**05**00 Icon Type: Full Octagon		N/A
NATURAL EVENT Type: Entity Symbol Set Code: 40 Code: **17**0000 Icon Type: Main		This symbol shall not be displayed on a C2 system but may be displayed for training or hierarchal explanation purposes.
GEOLOGIC Type: Entity Type Entity: NATURAL EVENT Symbol Set Code: 40 Code: 17**01**00 Icon Type: Main		This symbol shall not be displayed on a C2 system but may be displayed for training or hierarchal explanation purposes.
AFTERSHOCK Type: Entity Subtype Entity/Entity Type: NATURAL EVENT/GEOLOGIC Symbol Set Code: 40 Code: 1701**01** Icon Type: Full Octagon		N/A
AVALANCHE Type: Entity Subtype Entity/Entity Type: NATURAL EVENT/GEOLOGIC Symbol Set Code: 40 Code: 1701**02** Icon Type: Full Octagon		N/A
EARTHQUAKE EPICENTER Type: Entity Subtype Entity/Entity Type: NATURAL EVENT/GEOLOGIC Symbol Set Code: 40 Code: 1701**03** Icon Type: Full Octagon		N/A

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TABLE G-III. Activities icons - Continued.

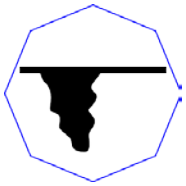
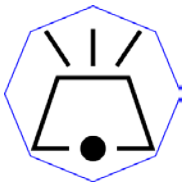
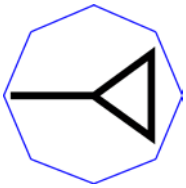
DESCRIPTION	ICON	REMARKS
LANDSLIDE Type: Entity Subtype Entity/Entity Type: NATURAL EVENT/GEOLOGIC Symbol Set Code: 40 Code: 1701**04** Icon Type: Full Octagon		N/A
SUBSIDENCE Type: Entity Subtype Entity/Entity Type: NATURAL EVENT/GEOLOGIC Symbol Set Code: 40 Code: 1701**05** Icon Type: Full Octagon		N/A
VOLCANIC ERUPTION Type: Entity Subtype Entity/Entity Type: NATURAL EVENT/GEOLOGIC Symbol Set Code: 40 Code: 1701**06** Icon Type: Full Octagon		N/A
VOLCANIC THREAT Type: Entity Subtype Entity/Entity Type: NATURAL EVENT/GEOLOGIC Symbol Set Code: 40 Code: 1701**07** Icon Type: Full Octagon		N/A
CAVE ENTRANCE Type: Entity Subtype Entity/Entity Type: NATURAL EVENT/GEOLOGIC Symbol Set Code: 40 Code: 1701**08** Icon Type: Full Octagon		N/A
HYDRO-METEOROLOGICAL Type: Entity Type Entity: NATURAL EVENT Symbol Set Code: 40 Code: 17**02**00 Icon Type: Main		This symbol shall not be displayed on a C2 system but may be displayed for training or hierarchal explanation purposes.

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TABLE G-III. Activities icons - Continued.

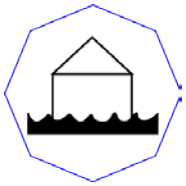
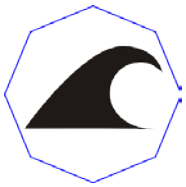
DESCRIPTION	ICON	REMARKS
DROUGHT Type: Entity Subtype Entity/Entity Type: NATURAL EVENT/HYDRO-METEOROLOGICAL Symbol Set Code: 40 Code: 1702**01** Icon Type: Full Octagon		N/A
FLOOD Type: Entity Subtype Entity/Entity Type: NATURAL EVENT/HYDRO-METEOROLOGICAL Symbol Set Code: 40 Code: 1702**02** Icon Type: Full Octagon		N/A
TSUNAMI Type: Entity Subtype Entity/Entity Type: NATURAL EVENT/HYDRO-METEOROLOGICAL Symbol Set Code: 40 Code: 1702**03** Icon Type: Full Octagon		N/A
INFESTATION Type: Entity Type Entity: NATURAL EVENT Symbol Set Code: 40 Code: 17**03**00 Icon Type: Main		This symbol shall not be displayed on a C2 system but may be displayed for training or hierarchal explanation purposes.
BIRD Type: Entity Subtype Entity/Entity Type: NATURAL EVENT/INFESTATION Symbol Set Code: 40 Code: 1703**01** Icon Type: Full Octagon		N/A
INSECT Type: Entity Subtype Entity/Entity Type: NATURAL EVENT/INFESTATION Symbol Set Code: 40 Code: 1703**02** Icon Type: Full Octagon		N/A

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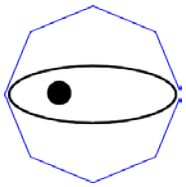
TABLE G-III. Activities icons - Continued.

DESCRIPTION	ICON	REMARKS
MICROBIAL Type: Entity Subtype Entity/Entity Type: NATURAL EVENT/INFESTATION Symbol Set Code: 40 Code: 1703**03** Icon Type: Full Octagon		N/A
REPTILE Type: Entity Subtype Entity/Entity Type: NATURAL EVENT/INFESTATION Symbol Set Code: 40 Code: 1703**04** Icon Type: Full Octagon		N/A
RODENT Type: Entity Subtype Entity/Entity Type: NATURAL EVENT/INFESTATION Symbol Set Code: 40 Code: 1703**05** Icon Type: Full Octagon		N/A
INDIVIDUAL Type: Entity Symbol Set Code: 40 Code: **18**0000	N/A	No icon is associated with this entity. It is for hierarchal purposes only.
RELIGIOUS LEADER Type: Entity Type Entity: INDIVIDUAL Symbol Set Code: 40 Code: 18**01**00 Icon Type: Full Octagon		N/A
SPEAKER Type: Entity Type Entity: INDIVIDUAL Symbol Set Code: 40 Code: 18**02**00 Icon Type: Full Octagon		N/A

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G.6.3 Activities sector 1 modifiers. Activities sector 1 modifiers denote crime, military information support operations, IED and incident qualifier categories. Table G-IV lists activites sector 1 modifiers and illustrates their placement within the bounding octagon.

TABLE G-IV. Activities sector 1 modifiers.

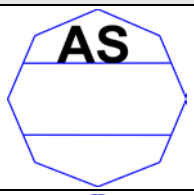
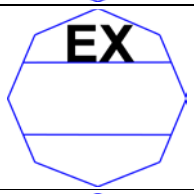
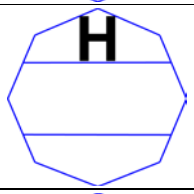
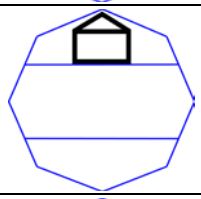
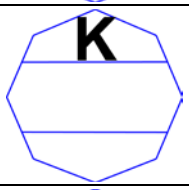
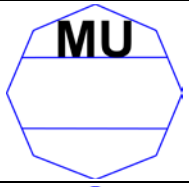
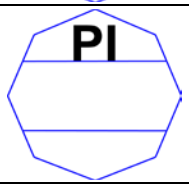
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
ASSASSINATION Symbol Set Code: 40 Code: 01	CRIME		N/A
EXECUTION (WRONGFUL KILLING) Symbol Set Code: 40 Code: 02	CRIME		N/A
HIJACKING/HIJACKED Symbol Set Code: 40 Code: 03	CRIME		N/A
HOUSE-TO-HOUSE Symbol Set Code: 40 Code: 04	MILITARY INFORMATION SUPPORT OPERATIONS		N/A
KIDNAPPING Symbol Set Code: 40 Code: 05	CRIME		N/A
MURDER Symbol Set Code: 40 Code: 06	CRIME		N/A
PIRACY Symbol Set Code: 40 Code: 07	CRIME		N/A

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TABLE G-IV. Activities sector 1 modifiers - Continued.

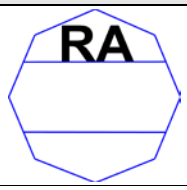
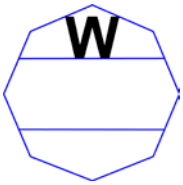
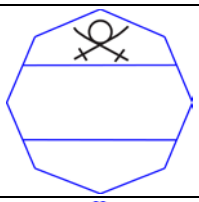
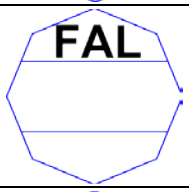
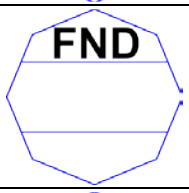
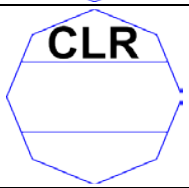
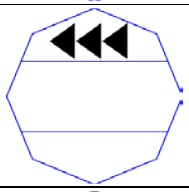
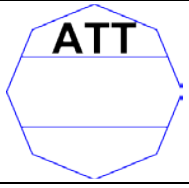
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
RAPE Symbol Set Code: 40 Code: 08	CRIME		N/A
WRITTEN MILITARY INFORMATION SUPPORT OPERATIONS Symbol Set Code: 40 Code: 09	MILITARY INFORMATION SUPPORT OPERATIONS		N/A
PIRATE Symbol Set Code: 40 Code: 10	CRIME		N/A
FALSE Symbol Set Code: 40 Code: 11	IED CATEGORY		N/A
FIND Symbol Set Code: 40 Code: 12	IED CATEGORY		N/A
FOUND AND CLEARED Symbol Set Code: 40 Code: 13	IED CATEGORY		N/A
HOAX (DECOY) Symbol Set Code: 40 Code: 14	IED CATEGORY		N/A
ATTEMPTED Symbol Set Code: 40 Code: 15	INCIDENT QUALIFIER		N/A

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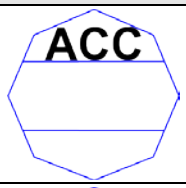
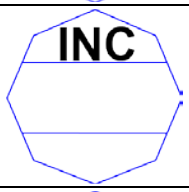
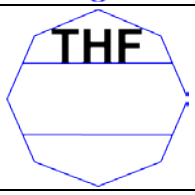
TABLE G-IV. Activities sector 1 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
ACCIDENT Symbol Set Code: 40 Code: 16	INCIDENT QUALIFIER		N/A
INCIDENT Symbol Set Code: 40 Code: 17	INCIDENT QUALIFIER		N/A
THEFT Symbol Set Code: 40 Code: 18	CRIME		N/A

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APPENDIX H - CONTROL MEASURE SYMBOLS

H.1 SCOPE

H.1.1 Scope. This appendix addresses symbols that support control measures as well as symbols for chemical, biological, radiological and nuclear (CBRN) incidents in the C2 domain. The tables in this appendix present the icons and amplifiers for control measures and CBRN. This appendix is a mandatory part of the standard. The information contained herein is intended for compliance. Ultimately, the joint force commander and his forces must be capable of accomplishing their mission, either directly or indirectly, by the employment of capabilities to create physical or psychological effects and be able to sustain such operations for as long as is necessary to achieve operational objectives. The principal method by which this capability is delivered is through the combination of joint operational capabilities and a range of mechanisms and control measures. This appendix establishes a standard system for the development and use of control measures symbols. Within this standard system there are series of control measure symbols that follow standard formats and there are control measure symbols that follow stand alone formats. This appendix provides rules for automated and hand-drawn symbols and examples for all control measure symbols. These control measure symbols are the standard for all command and control systems and simulations, including those used in live, virtual and planning. For many control measure symbols, there is a corresponding definition provided in this section. These definitions are provided to help add clarity in using these symbols. For ease of understanding and use the control measure symbols have been broken down into groups that correspond to the joint functions of command and control to include joint targeting, maneuver and fires, intelligence, force protection, sustainment and deception under information operations.

H.2 APPLICABLE DOCUMENTS

Specific documents in 2.2 of this standard apply to this appendix.

H.3 DEFINITIONS

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

H.4 GENERAL REQUIREMENTS

H.4.1 Organization. This appendix contains technical specifications, a symbol coding scheme, a symbology hierarchy and control measures symbology.

H.5 DETAILED REQUIREMENTS

H.5.1 Control measure symbols. Control measures are directives given to assign responsibilities, coordinate fires and maneuvers and control operations. They may be boundaries, special area designations and other unique markings related to operational environment geometry and necessary for planning and management of operations. Control measure symbols provide operational information that cannot be displayed via icon-based symbols alone. Control measures can be displayed as points, lines, areas, or tactical mission tasks.

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H.5.1.1 Composition of control measure symbols. Control measure symbols can be combined with other symbols, icons and amplifiers to display operational information (see figure H-1). They do not follow the same building rules as the icon-based symbols but shall be built in accordance with the rules specified in the control measure appendix.

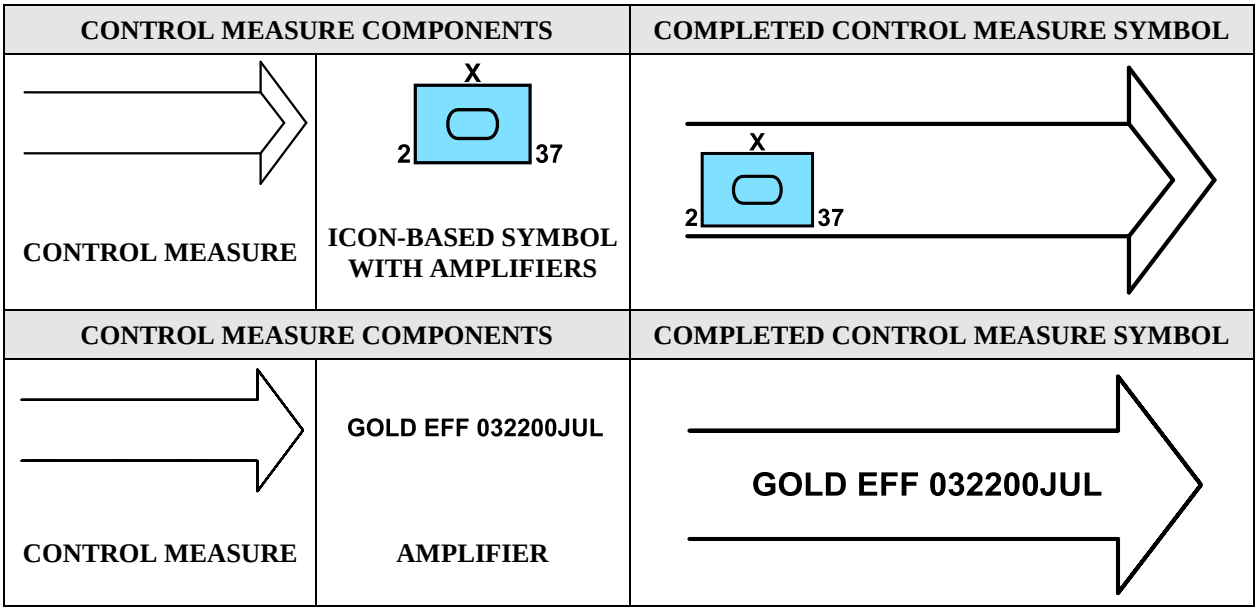

FIGURE H-1. Composition of control measure symbols.

H.5.1.1.1 Standard identity (color rules) for control measure symbols. The control measure symbols for monochrome systems shall be black or white, depending on display background. For color systems, control measures shall be black, blue (friendly), red (hostile), green (neutral or obstacles), or yellow (unknown or chemical, biological, radiological and nuclear cross-hatched contaminated area fill). If red is not available for hostile standard identity, the graphic shall be drawn in black with the abbreviation “ENY” placed on the graphic in at least two places for linear and multi point control measures and in one place for single point control measures.

H.5.1.1.2 Point control measure height. Unless specifically indicated otherwise in the size/shape parameter of a point control measure’s notes, the default point control measure symbol height should be 1L, where L is the default length and height of the bounding octagon (see 5.3.1).

H.5.1.1.3 Status. Status refers to whether a control measure 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”). If a control measure is on order, the status code shall be specified “A – Anticipated/Planned” and field amplifier “W” shall be present and specified “O/O”. In general, linear control measures (including boundary lines) and area control measures shall be a solid line when indicating present status and a dashed line when indicating anticipated or planned status, as depicted in Table H-I. There are certain control measures 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.

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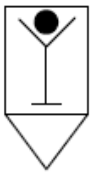
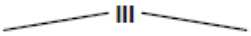
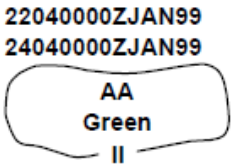
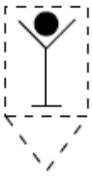
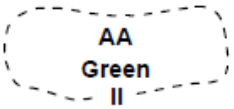
TABLE H-I. Present and planned status for control measures symbols.

	POINT GRAPHICS	BOUNDARY LINE GRAPHICS	AREA GRAPHICS
PRESENT POSITION (P)			
ANTICIPATED, PLANNED, SUSPECTED, OR ON ORDER (A)			

H.5.1.1.4 Amplifiers. An amplifier provides optional additional information about a tactical symbol. The field ID, field title, description and maximum allowable display lengths of tactical symbol amplifiers are presented in table H-II. An example of each amplifier (both text and graphic indicators) is included in figure H-2.The default placement of amplifiers in fields for boundaries, points, lines and areas are shown in figures H-3, H-4, H-5 and H-6, respectively. An example of chemical, biological, radiological and nuclear (CBRN) events can be seen in table H-XIX. As indicated in figures H-3, H-4, H-5 and H-6, certain fields can be displayed more than once within a tactical symbol. In some cases, a tactical symbol may require multiple instances of a given amplifier 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 II, not all amplifiers are applicable to all tactical symbols. However, when any such amplifier is displayed, it shall be defined in accordance with the contents of this table and positioned in accordance with figures H-3, H-4, H-5, H-6 and table H-XIX.

TABLE H-II. Amplifier descriptions and maximum lengths for control measure symbols.

FIELD ID	FIELD TITLE	DESCRIPTION	P[1]	L[1]	A[1]	BL[1]	B/C[1]	R/N[1]
A	Symbol Icon	The innermost part of a symbol that represents a joint military object (see 5.3.4).	G[2]	G	G	G	G	G
B	Echelon	A graphic amplifier in a unit symbol that identifies command level (see tables D-III and D-V in the Land appendix and figure H-3 and figure H-6).	-	G	G	G	-	-
C	Quantity	A text amplifier in an equipment symbol that identifies the number of items present.	-	-	-	-	-	6[2]

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TABLE H-II. Amplifier descriptions and maximum lengths for control measure symbols - Continued.

FIELD ID	FIELD TITLE	DESCRIPTION	P[1]	L[1]	A[1]	BL[1]	B/C[1]	R/N[1]
H	Additional Information	A**Error! Bookmark not defined.** text amplifier for control measure symbols; content is implementation specific.	20	20	20	-	20	20
N	Hostile (Enemy)	A text amplifier for control measure symbols; the letters "ENY" denote hostile control measure symbols.	3	3	3	3	3	3
Q	Direction of Movement Indicator	A graphic amplifier for events that identifies the direction of movement (see H.5.1.1.5 and table XIX).	-	-	-	-	G	G
S	Offset Location Indicator	A graphic amplifier for points and CBRN events used when placing an object away from its actual location (see H.5.1.1.7 and figures H-2, H-3, H-4, H-5, H-6 and table XIX).	G	-	-	-	G	G
T	Unique Designation	A text amplifier that uniquely identifies a particular control measure symbol; target number. **Nuclear:** delivery unit (missile, aircraft, satellite, etc.)	30	30	30	30	30	30
V	Type	A text amplifier for equipment that indicates types of equipment or nuclear weapon type.	20	20	20		20	20
W[3]	Date/Time Group (DTG)	An alphanumeric designator for displaying a date-time group (DDHHMMSSZMONYYYY) or “O/O” for on order. The date-time group is composed of a group of six numeric digits with a time zone suffix and the standardized three-letter abbreviation for the month followed by four digits. The first pair of digits represents the day; the second pair, the hour; the third pair, the minutes. The last four digits after the month are the year. For automated systems, two digits may be added before the time zone suffix and after the minutes to designate seconds.	16	16	16	-	16	16
X	Altitude / Depth	A text amplifier that displays the minimum, maximum and/or specific altitude (in feet or meters in relation to a reference datum), flight level, or depth (for submerged objects in feet below sea level). See H.5.1.1.9 for content.	14	14	14	-	14	14
Y	Location	A text amplifier 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
AM	Distance	A numeric amplifier that displays a minimum, maximum, or a specific distance (range, radius, width, length, etc.), in meters.	6	6	6	-	-	-
AN	Azimuth	A numeric amplifier that displays an angle measured from true north to any other line in degrees.	3	3	3	-	-	-

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TABLE H-II. Amplifier descriptions and maximum lengths for control measure symbols - Continued.

FIELD ID	FIELD TITLE	DESCRIPTION	P[1]	L[1]	A[1]	BL[1]	B/C[1]	R/N[1]
AP	Target Designator	A six character text modifier used in Fire Support operations to uniquely designate targets in accordance with STANAG 2147, where characters 1 and 2 are alphabetic, and characters 3-6 are numeric: AANNNN.	6	6	6	-	-	-
AS	Country	Identifies the country of the organization being shown.	-	3	-	3	-	-

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

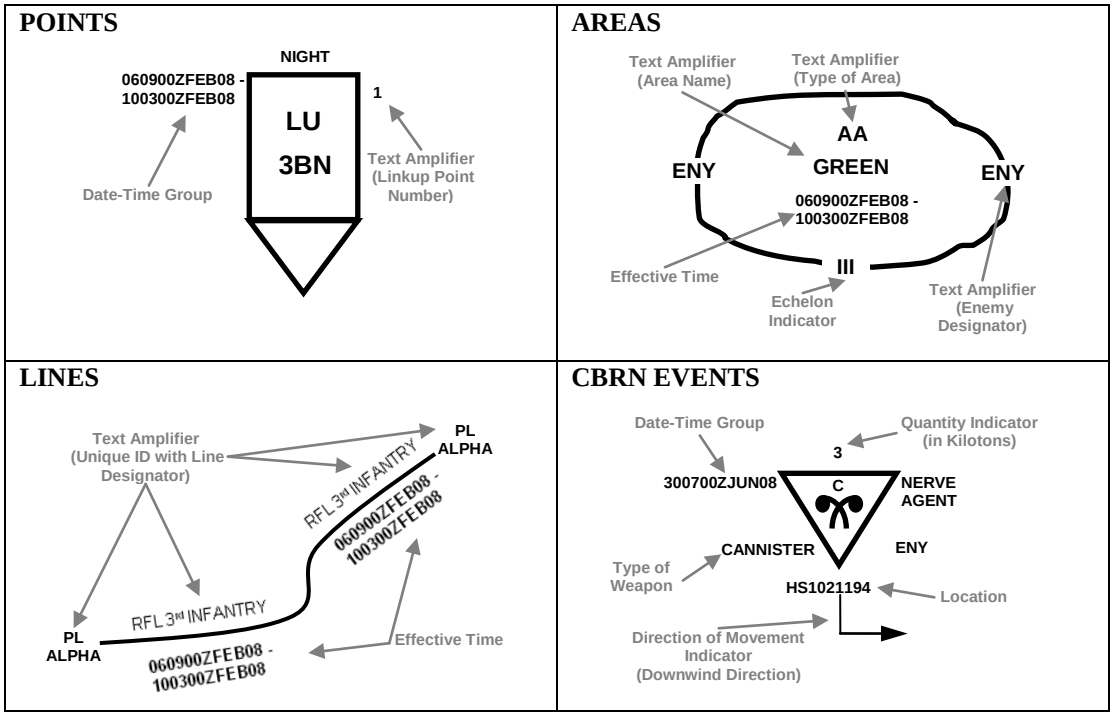

FIGURE H-2. Graphic amplifiers for control measure symbols.

H.5.1.1.5 Direction of movement indicator. The direction of movement indicator is an arrow identifying the direction of movement of events. The arrow extends downward from the center of the icon and points in the direction of movement. The indicator is represented in field Q as defined in table II and positioned as shown in table XIX.

H.5.1.1.6 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 D-III of the land appendix. The indicator is represented in field B as defined in table H-II and positioned as shown in figure H-2 and figure H-6.

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H.5.1.1.7 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 H-II and positioned as shown in figures H-2, H-3, H-4, H-5, H-6 and table H-XIX.

H.5.1.1.8 Text amplifier. Table H-II defines the specific content, length and type of each text amplifier. 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.

H.5.1.1.9 Altitude/depth amplifier. This field may contain alternate value formats. Enter a description of the altitude/depth (X) using one of the following.

H.5.1.1.10 Altitude base reference point. Legal values are “GL” ground level and “MSL” mean sea level.

H.5.1.1.10.1 Relative altitude. The relative altitude is a composite field consisting of multiple parts, the numeric altitude, the altitude unit of measurement and the altitude vertical dimension. Legal values for the numeric altitude are (minus) -99999 through 99999 in increments of 1. Legal values for altitude units of measure is feet “FT,” meters “M,” kilometers “KM,” and statute miles “SM.” The legal value for the depth unit of measure is feet “FT.” Legal values for the vertical dimension are “AGL” above ground level, “AMSL” above mean sea level, “HAE” height above ellipsoid and “BMSL” below mean sea level. BMSL is used only for depth of submerged objects, reported in feet. A space may be added between the values in the field to make it easier to read.

Examples: 1250 FT AGL, 1000 FT AMSL, 1524 M HAE, 35760 FT BMSL.

H.5.1.1.10.2 Flight level. By definition, flight level (FL) is, “Surfaces of constant atmospheric pressure which are related to a specific pressure datum, 1013.2 mb (29.92 in) and are separated by specific pressure intervals. (Flight levels are expressed in three digits that represent hundreds of feet; e.g., flight level 250 represents a barometric altimeter indication of 25,000 feet and flight level 255 is an indication of 25,500 feet.).” The legal value for flight level indicator is “FL.” A space may be added between the values in the field to make it easier to read. The legal value for context quantity is 000-999, in increments of one.

Example: FL 290.

H.5.1.1.10.3 Multiple instances of altitude/depth amplifiers. When multiple instances of the “X” amplifier are present in a single instance of a symbol or graphic (ex., Minimum Altitude “X,” Maximum Altitude “X1”), for display purposes, the fields may be separated by a hyphen “-,” or a space, hyphen and space “ - .”

Examples:
500 FT AGL – 1250 FT AGL

25 FT AMSL – 150 FT AMSL

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FL 250 – FL 290

MSL – 35760 FT BMSL

H.5.1.1.11 Date-time group. Date-time group (DTG) is defined as the date and time expressed in an alphanumeric combination. The alphanumeric combination used is day-time-time zone-month-year. The alphanumeric combination can be displayed in a number of ways. In its longest form, sixteen characters, it is composed of eight digits (first pair of digits denotes the date, second pair denotes the hours, third pair denotes the minutes and fourth pair denotes the seconds) followed by the time zone suffix, followed by a three-letter month abbreviation and four digits for the year: DDHHMMSSZMONYYYY. It can also be expressed in shorter forms by removing characters, such as DDHHMMZMONYY. On order (O/O) is a valid substitute for DTG.

H.5.2 Construction of control measure symbols. The rules for constructing control measure symbols vary depending on whether the object is point, line, or area based. The latter category of objects includes various forms of linear control measure symbols such as boundaries, areas of all shapes and sizes and complex figures such as an air corridor.

H.5.2.1 Point control measure symbols. A point-based control measure symbol, 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 amplifiers in tactical symbols also apply to point based control measure symbols.

H.5.2.2 Line and area control measure symbols. A line or area control measure symbol is constructed using the anchor points, size and orientation defined for the control measure symbol. This appendix includes these parameters for the line and area graphics in the C2 domain. The size of the control measure symbol is determined by these parameters and the scale of the background on which the control measure symbols 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 control measure symbols, 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.

H.5.3 Coloring. All friendly control measure symbols will be shown in black or blue when drawn manually or on a color computer-generated display. Hostile control measure symbols shall be shown in red. If red is not available, they will be drawn in black with the abbreviation “ENY” placed on the symbols in one place for single point symbols and at least two places for Area and Line symbols. All obstacles as shown in this appendix, friendly, hostile, neutral, unknown or factional, shall be drawn using the color green. If the color green is not available obstacles should be drawn using black. The color yellow will be used for the cross-hatching for CBRN contaminated areas. NOTE: The use of green and yellow for obstacles and CBRN is in contradiction to the standard identities.

H.5.4 Labeling. All text labeling shall be in upper case letters. The reader should be able to read the labels for all text labels of amplifier fields for control measures symbols when

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the bottom of the overlay is closest to the reader. Labeling written on an angle should be readable to the viewer so they do not have to turn their head. Where space is limited within an area, the amplifying information may be shown in a stacked manner, rather than side by side as displayed in the templates.

H.5.4.1 Fonts. Font sizes shall be scaled as appropriate in order for the information to be readable to the viewer.

H.5.5 Command and Control. The exercise of authority and direction by a properly designated commander over assigned and attached forces in the accomplishment of the mission. Command and control functions are performed through an arrangement of personnel, equipment, communications, facilities, and procedures employed by a commander in planning, directing, coordinating, and controlling forces and operations in the accomplishment of the mission.

H.5.5.1 Boundaries. In land warfare, a boundary is a line by which areas of responsibility between adjacent units/formations are defined. For boundaries, all field labels are displayed perpendicular to the boundary line. Figure H-3 "Orientation of Boundary Lines" below provides the orientation of field labels for horizontal (east/west) and vertical (north/south) boundaries. The symbol for the highest echelon (Field B) unit on lateral boundaries is used for the boundary line. The graphic for the lower echelon (Field B) unit on a rear or forward boundary is used for the boundary line (see Table H-III) When units of the same echelon are adjacent to each other, the abbreviated unique designator (Field T) can be omitted from the alphanumeric designator. Tables H-XXIII and H-XXIV at the end of the appendix provide a list of abbreviations and acronyms to be used for Field T. For all boundaries, use Arabic numerals to show the numbers of units, except for a corps boundary, use Roman numerals to show the number of corps. When the boundary is between units of different countries, the country trigraph (Field AS) is shown in parenthesis behind or below the unit designation.

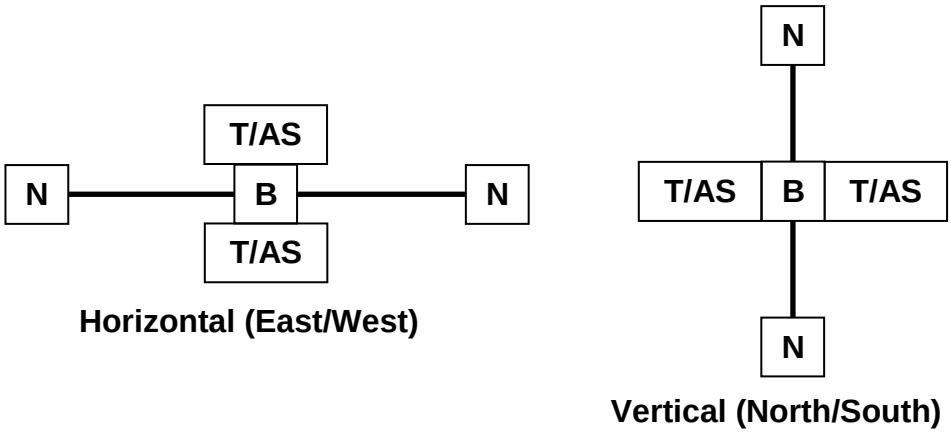

FIGURE H-3. Orientation of boundary lines.

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TABLE H-III. Boundaries.

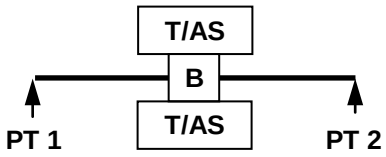
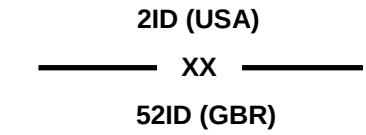
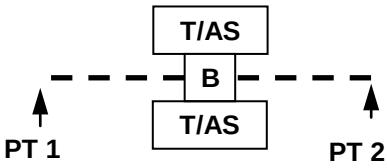
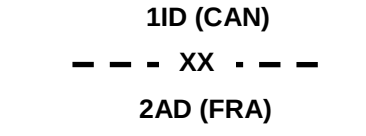
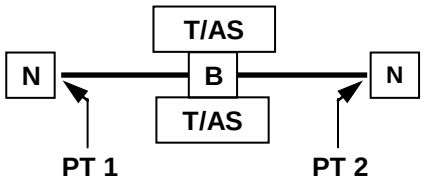
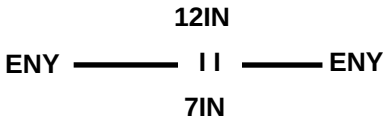
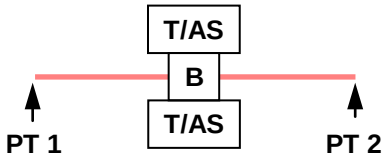
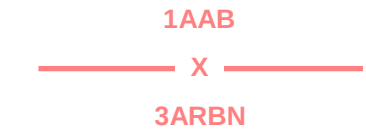
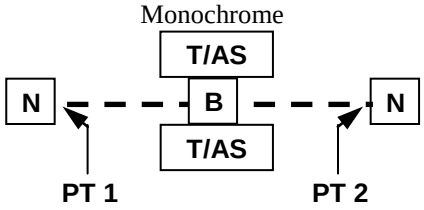
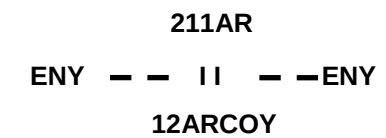
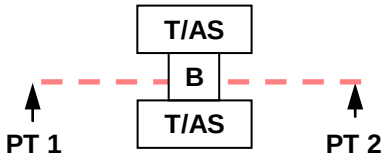
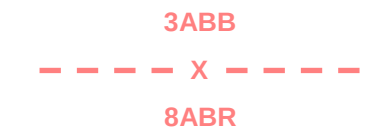
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored gray are used to help explain how the control measure is used, but they are not a part of the control measure.
Friendly Present Boundary		Anchor Points. This symbol requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend and shape the line. 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. Orientation. Orientation is determined by the anchor points.	
Friendly Planned or On Order Boundary			
Enemy Known Boundary	Monochrome 		
	Color 		
Enemy Suspected or Templated Boundary	Monochrome 		
	Color 		

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TABLE H-IV. Command and control lines.

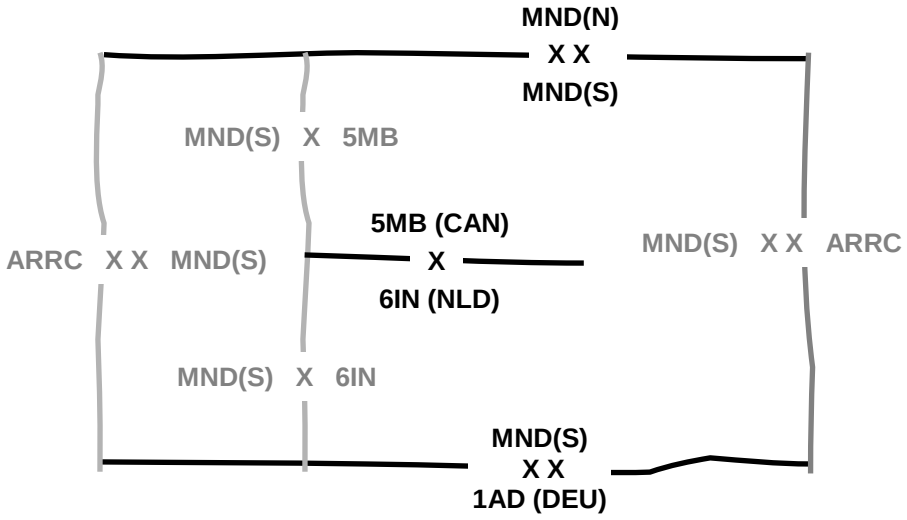
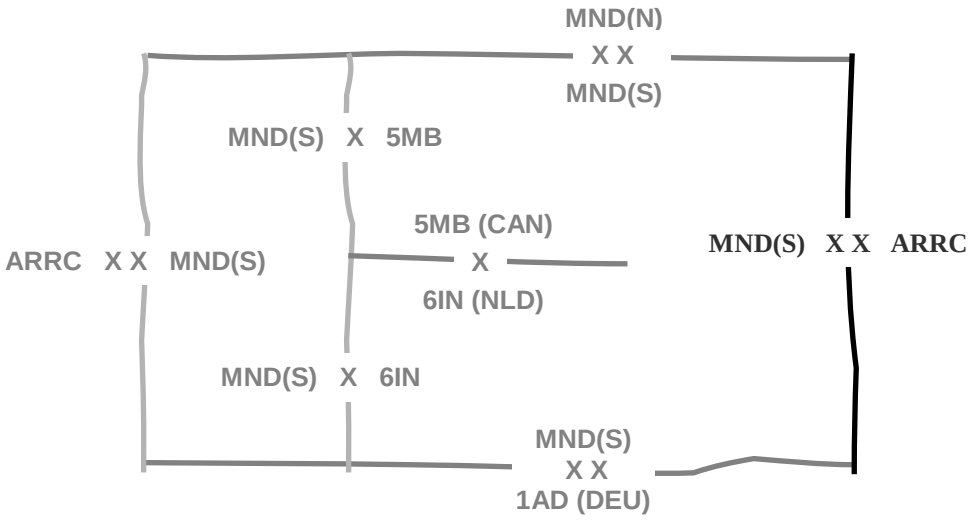
BOUNDARY TYPE	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Command and Control Lines Symbol Set Code: 25 Code: **11**0000	N/A
Boundary Symbol Set Code: 25 Code: 11**01**00	see Table H-III and examples below
Lateral Boundary Control measure that defines the left or right limit of a unit's operational area. Together with the rear and forward boundaries and a coordinating altitude, lateral boundaries define the area of operations for a commander.	
Forward Boundary The farthest limit, in the direction of the enemy, of an organization's responsibility.	

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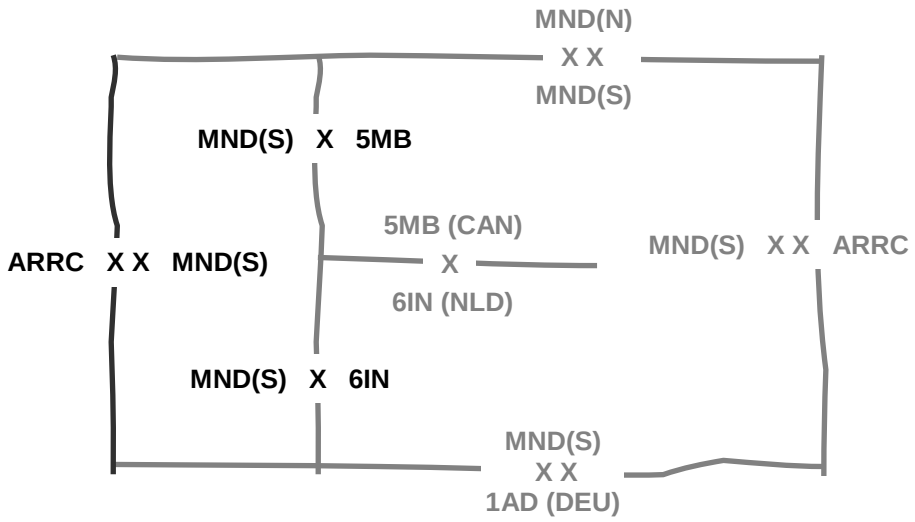
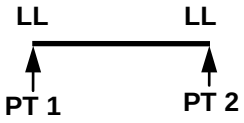
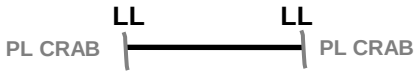
TABLE H-IV. Command and control lines - Continued.

BOUNDARY TYPE	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Rear Boundary Line that defines the rear area of operations assigned to a particular unit. The area behind the rear boundary belongs to the next higher commander and positioning of elements behind it must be coordinated with that commander.	

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Light Line Designated line forward of which vehicles are required to use black-out lights at night. Symbol Set Code: 25 Code: 11**02**00			

H.5.6 Points. In a number of tables (sustainment, CBRN decontamination and special C2) that follow there are single point control measure symbols that follow a specific format as shown in Figure H-4 below. Supply points follow this same format with a modification to the symbol. Supply points use the same icon used for supply units. The supply icon is placed toward the bottom of the box as shown in Figure H-4 below. This is format for use only with these types of points, as there are other points (contact, coordination, decision, targets, etc.) as displayed throughout this section on land control measure symbols that are formatted differently. In building points, the type of point is abbreviated and positioned inside the top part of the point symbol in field A. For supply symbols this may be a graphic depiction. In addition, below the abbreviation of the point name, the designation of the unit servicing that point may be included in field T1. To differentiate points, the point is numbered, lettered, or a combination. The

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number, letter or combination is placed on the outside of the symbol on the right side at the top in field T. On the outside of the point on the left side at the top and middle, date-time groups can be associated with the point. On the outside of the point at the top, additional information can be provided in field H. Text will not be written on an angle for single point symbols. For dynamic displays, if the system has the capability to rotate the map display in the direction of movement, a single point symbol may optionally be rotated on its anchor point.

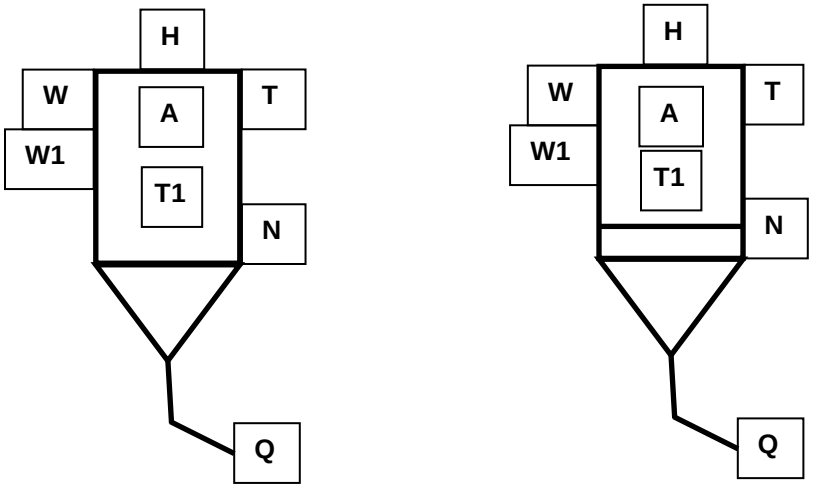

FIGURE H-4. Template for point (left) and supply point (right) control measure symbols.

H.5.7 Lines. In the tables that follow there are line control measure symbols that follow a specific format as shown in Figure H-5 below. Most lines are also named as a phase line for easy reference for use in orders and during transmissions. A phase line will be marked as PL with the name in the T field. Other lines that have a specific purpose and are also named as phase lines should have the primary purpose in the T1 field (such as restrictive fire line "RFL") labeled on top of the line at both ends of the line inside the lateral boundaries or as often as necessary for clarity. The T2 field is used for fire support coordination measures to show the designation of the controlling headquarters. The use of phase lines to mark line control measure symbols is not mandatory.

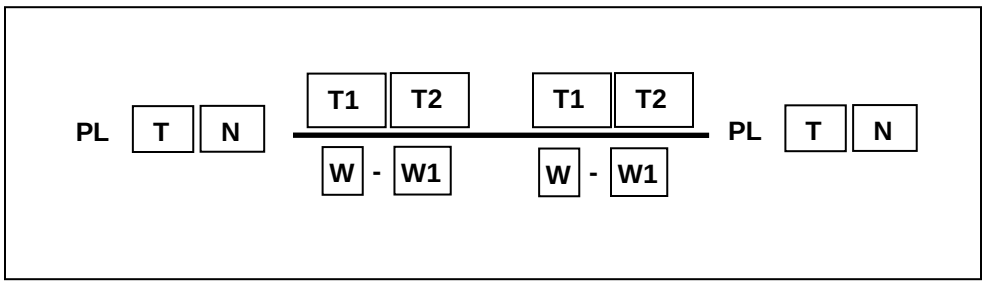

FIGURE H-5. Template for line control measure symbols.

H.5.8 Areas. In the tables that follow there are area control measure symbols that follow a specific format as shown in Figure H-6. Areas will normally be marked with the abbreviation for the type of area in the A field followed by a name in the T field. This labeling should be in

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the center of the area unless the area is too small or the labeling would interfere with the locating of units. Not all fields are required for each area; some areas may use only one field, while other will use several.

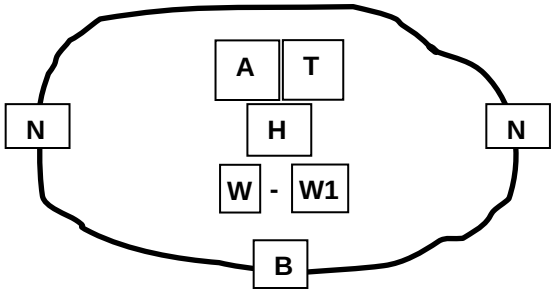


FIGURE H-6. Template for area control measure symbols.

H.5.9 Area of operations. An area of operations is an operational area defined by a joint commander for land or maritime forces to conduct military activities. Normally, an area of operations does not encompass the entire joint operations area of the joint commander, but is sufficient in size for the joint force component commander to accomplish assigned missions and protect forces. Operational area is an overarching term encompassing more descriptive terms for geographic areas in which military operations are conducted. Operational areas include, but are not limited to, such descriptors as area of responsibility, theatre of war, theatre of operations, joint operations area, amphibious objective area, joint special operations area and area of operations.

TABLE H-V. Command and control areas.

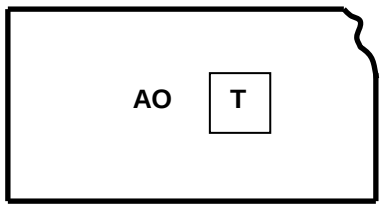
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Command and Control Areas Symbol Set Code: 25 Code: **12**0000	N/A		N/A
Area of Operations Symbol Set Code: 25 Code: 12**01**00		Anchor Points. This symbol requires at least three anchor points to define the boundary of the area. Add as	

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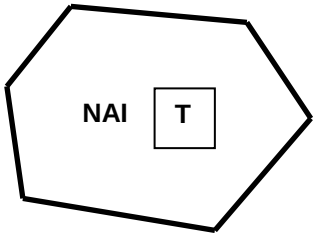
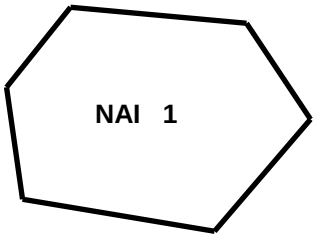
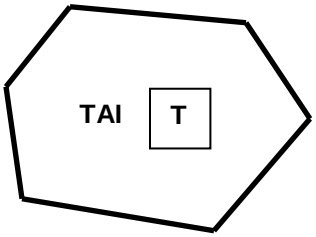
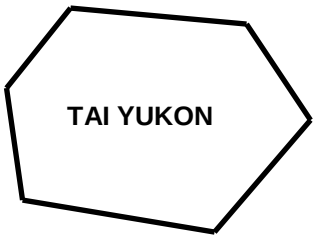
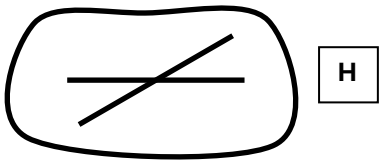
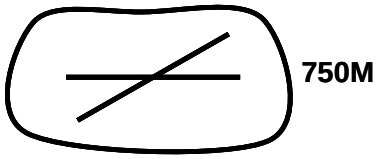
TABLE H-V. Command and control areas - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Named Area of Interest A geographical area where information is gathered to satisfy specific intelligence requirements. Symbol Set Code: 25 Code: 12**02**00		many points as necessary to accurately reflect the area's size and shape. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. Orientation. Not applicable. Static/Dynamic: D	
Target Area of Interest The geographical area where high-value targets can be acquired and engaged by friendly forces. Symbol Set Code: 25 Code: 12**03**00			
Airfield Zone Symbol Set Code: 25 Code: 12**04**00 Static/Dynamic: D	 Note: The Field "H" for this symbol includes type of airfield, length of runway and other pertinent information.	Anchor Points. This symbol 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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.	

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H.5.10 Command and control measure symbols. These symbols are used in the exercise of authority and direction by a properly designated commander over assigned and attached forces in the accomplishment of the mission.

TABLE H-VI. Command and Control points.

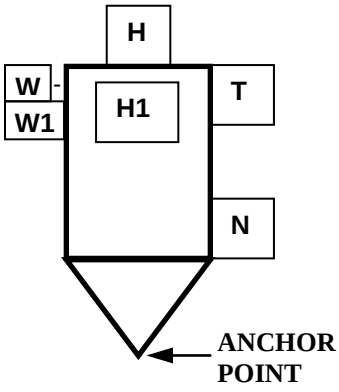
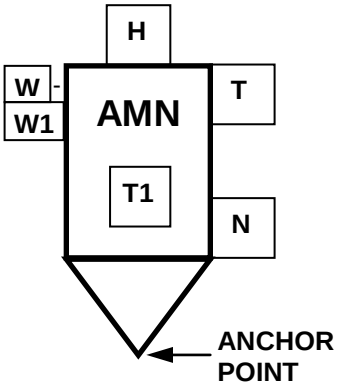
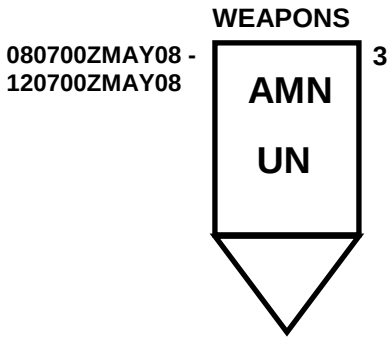
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Command and Control Points Type: Entity Symbol Set Code: 25 Code: **13**0000	N/A		N/A
Action Points (General) Symbol Set Code: 25 Code: 13**01**00		Anchor Points. This symbol requires one anchor point. The point defines the tip of the inverted cone. Size/Shape. Static. Orientation. The symbol will typically be oriented upright, as shown in the example to the right. Static/Dynamic: S	Examples follow.
Amnesty Point Symbol Set Code: 25 Code: 13**02**00			

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TABLE H-VI. Command and Control points - Continued.

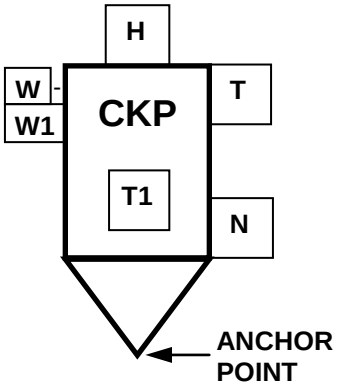
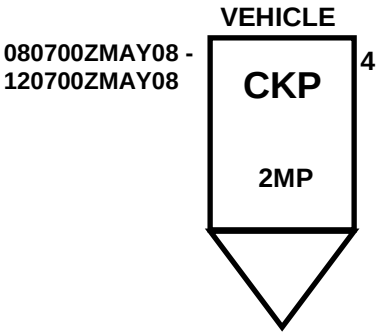
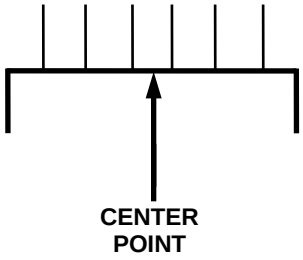
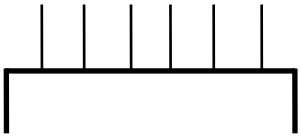
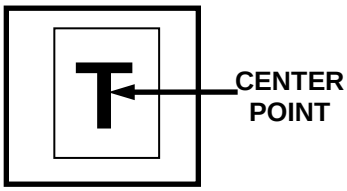
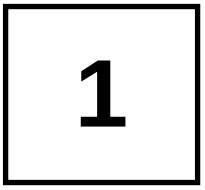
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Checkpoint Predetermined point on the surface of the earth used as a means of controlling movement, a registration target for fire adjustment, or reference for location. Symbol Set Code: 25 Code: 13**03**00			
Center of Main Effort Symbol Set Code: 25 Code: 13**04**00		Anchor Points. This symbol requires one anchor point. The center point defines the center of the symbol. Size/Shape. Static. Orientation. The symbol is typically centered over the desired location. **Note:** For the Center of Main effort, the symbol can be rotated so that the lines at the top of the	
Contact Point In land warfare, a point on the terrain, easily identifiable, where two or more units are required to make contact. Symbol Set Code: 25 Code: 13**05**00			

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TABLE H-VI. Command and Control points - Continued.

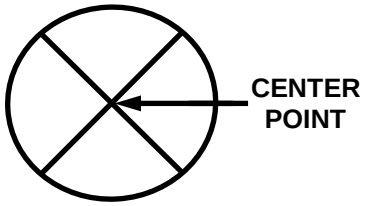
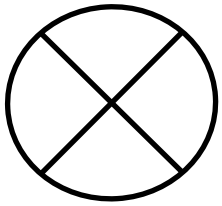
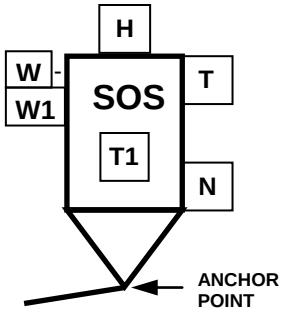
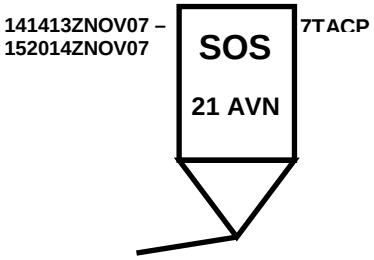
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Coordinating Point Designated point at which, in all types of combat, adjacent units/formations must make contact for purposes of control and coordination. Symbol Set Code: 25 Code: 13**06**00		symbol are oriented toward the point of main effort. Static/Dynamic: S	
Decision Point A point in space and time, identified during the planning process, where it is anticipated that the commander must make a decision concerning a specific course of action. Symbol Set Code: 25 Code: 13**07**00			
Distress Call Symbol Set Code: 25 Code: 13**08**00 Static/Dynamic: S		Anchor Points. This symbol requires one anchor point. The point defines the tip of the inverted cone. Size/Shape. Static.	

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TABLE H-VI. Command and Control points - Continued.

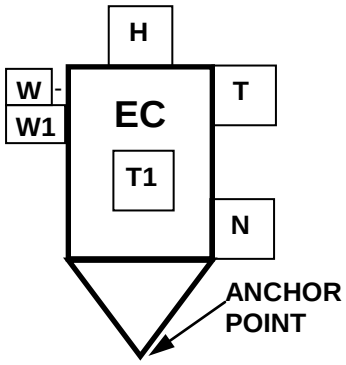
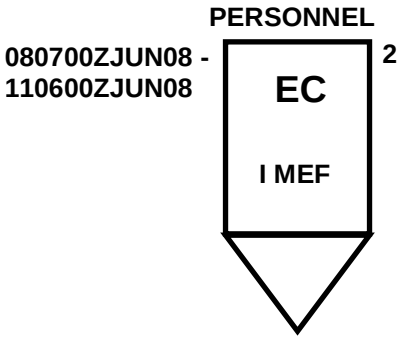
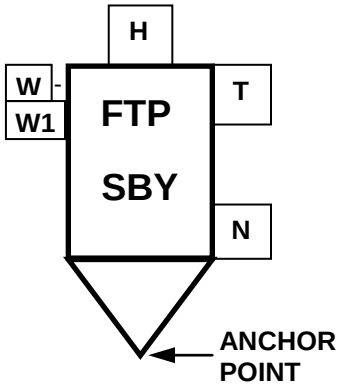
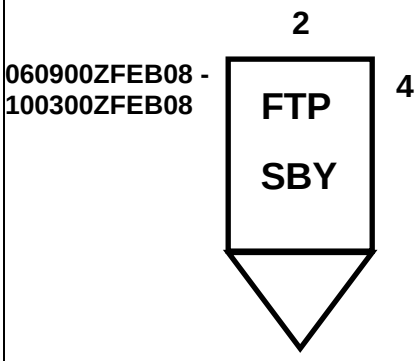
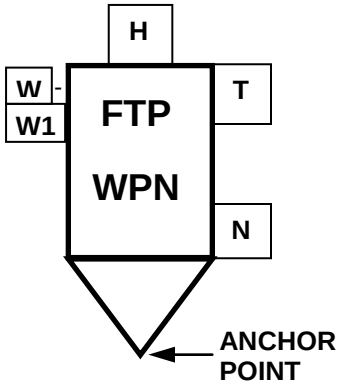
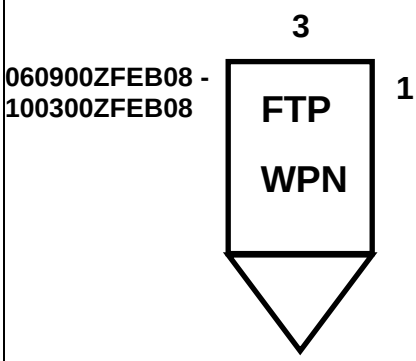
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Entry Control Point Symbol Set Code: 25 Code: 13**09**00		Orientation. The symbol will typically be oriented upright, as shown in the example to the right. Static/Dynamic: S	
Fly-To-Point Symbol Set Code: 25 Code: 13**10**00	N/A		N/A
Fly-To-Point (Sonobuoy) Symbol Set Code: 25 Code: 1310**01**			
Fly-To-Point (Weapon) Symbol Set Code: 25 Code: 1310**02**			

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TABLE H-VI. Command and Control points - Continued.

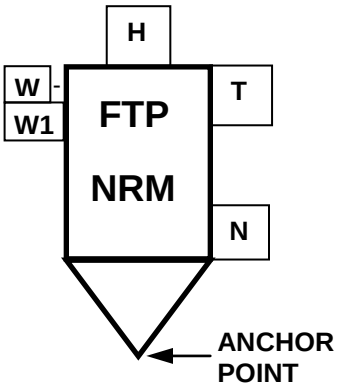
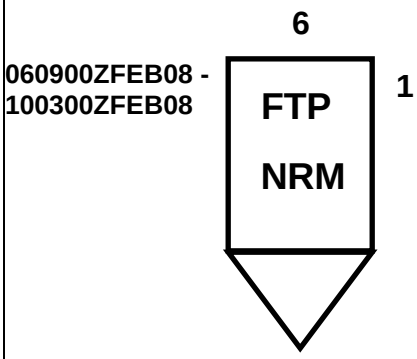
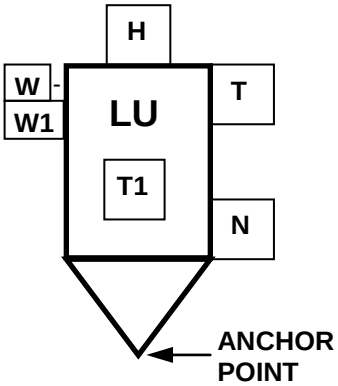
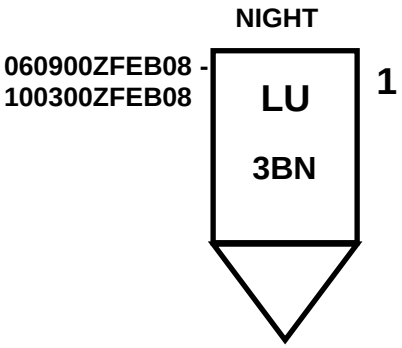
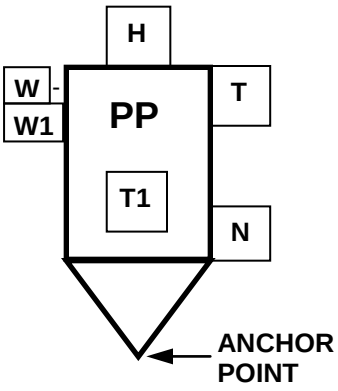
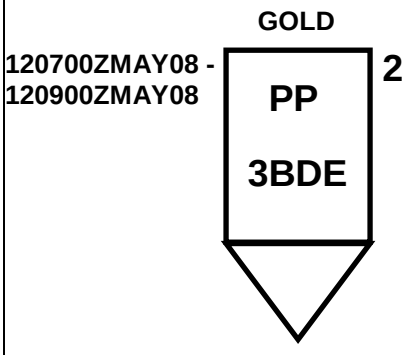
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Fly-To-Point (Normal) Symbol Set Code: 25 Code: 131**03**			
Linkup Point A point where two infiltrating elements in the same or different infiltration lanes are scheduled to meet to consolidate before proceeding with their missions. Symbol Set Code: 25 Code: 13**11**00			
Passage Point A specifically designated place where the passing units will pass through the stationary unit. Symbol Set Code: 25 Code: 13**12**00			

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TABLE H-VI. Command and Control points - Continued.

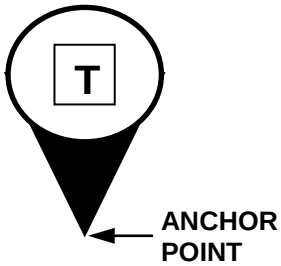
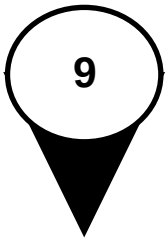
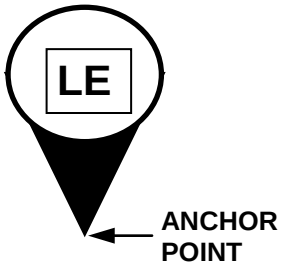
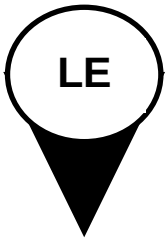
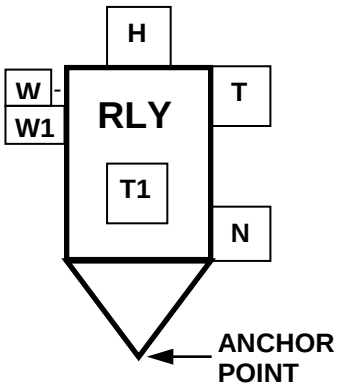
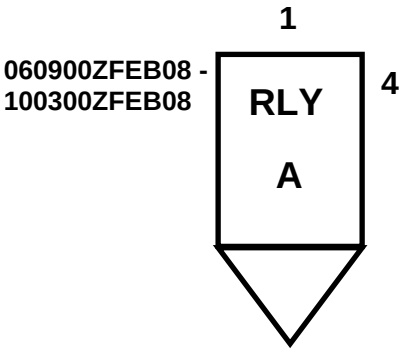
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Point of Interest Symbol Set Code: 25 Code: 13**13**00			
Point of Interest – Launch Event Symbol Set Code: 25 Code: 1313**01**			
Rally Point An easily identifiable point on the ground at which units can reassemble and reorganize if they become dispersed. Symbol Set Code: 25 Code: 13**14**00			

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TABLE H-VI. Command and Control points - Continued.

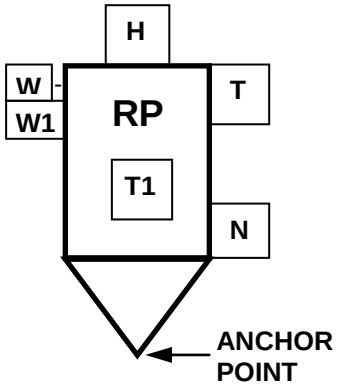
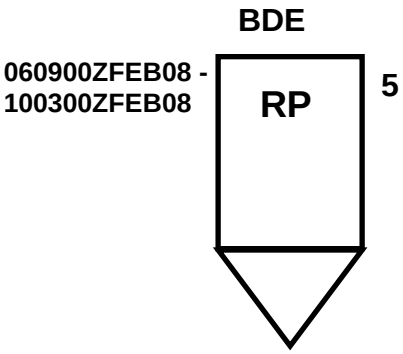
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Release Point In road movements, a well defined point on a route at which the elements composing a column return under the authority of their respective commanders, each one of these elements continuing its movement towards its own appropriate destination. Symbol Set Code: 25 Code: 131500			

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TABLE H-VI. Command and Control points - Continued.

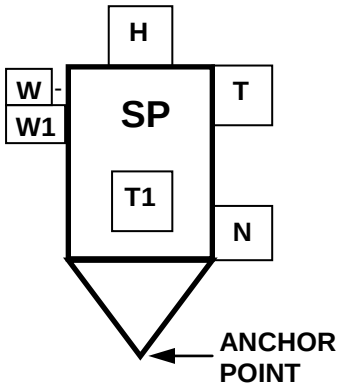
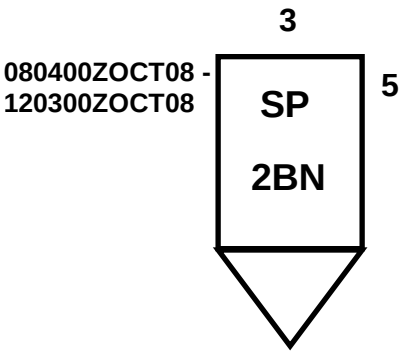
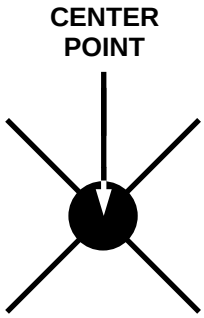
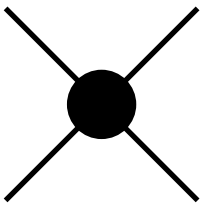
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Start Point A well defined point on a route at which a movement of vehicles begins to be under the control of the commander of this movement. It is at this point that the column is formed by the successive passing, at an appointed time, of each of the elements composing the column. In addition to the principal start point of a column there may be secondary start points for its different elements. Symbol Set Code: 25 Code: 131**6**00			
Special Point Symbol Set Code: 25 Code: 131**7**00		Anchor Points. This symbol requires one anchor point. The center point defines the center of the symbol. Size/Shape. Static. Orientation. The	

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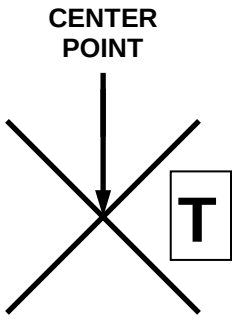
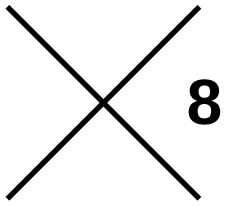
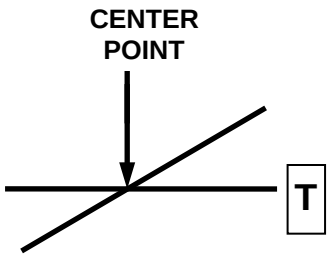
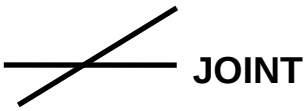
TABLE H-VI. Command and Control points - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Waypoint Designated point or series of points loaded and stored in a global positioning system or other electronic navigational aid system to facilitate movement. Symbol Set Code: 25 Code: 13**18**00		symbol is typically centered over the desired location. Static/Dynamic: S	
Airfield (AEGIS Only) Symbol Set Code: 25 Code: 13**19**00			

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H.5.11 Maneuver Control Measure Symbols. Maneuver is the employment of forces on the battlefield through movement in combination with fire, or fire potential, to achieve a position of advantage in respect to the enemy in order to accomplish the mission.

TABLE H-VII. Maneuver control measure symbols.

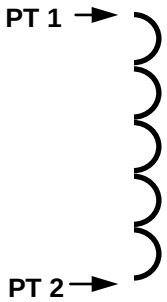
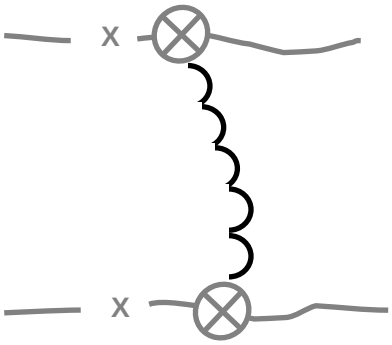
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Maneuver Lines Symbol Set Code: 25 Code: **14**0000	N/A		N/A
Forward Line of Troops A line which indicates the most forward positions of forces in any kind of military operation at a specific time. Symbol Set Code: 25 Code: 14**01**00	N/A		N/A
Friendly Present Symbol Set Code: 25 Code: 1401**01**		Anchor Points. This symbol requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line. Size/Shape. The first and last	

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TABLE H-VII. Maneuver control measure symbols - Continued.

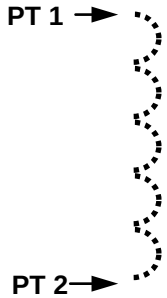
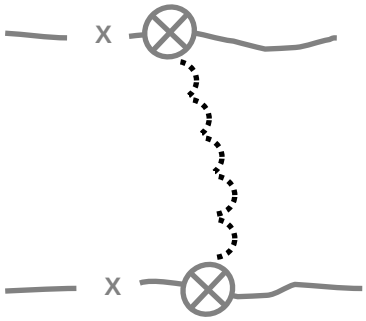
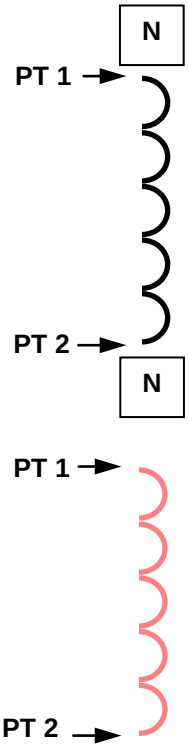
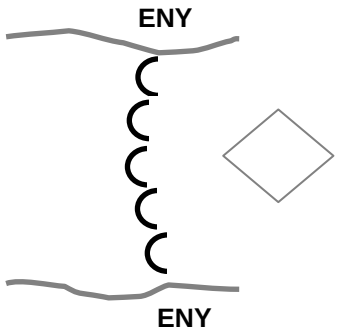
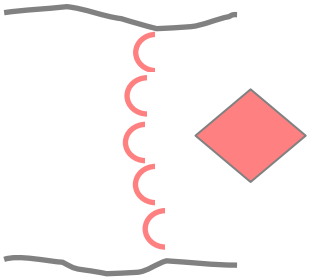
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Friendly Planned or On Order Symbol Set Code: 25 Code: 140**102**		anchor points determine the length of the line. Orientation. Orientation is determined by the order in which the anchor points are entered. **Note:** The open side of the arc reflects the reported unit. Static/Dynamic: D	
Enemy Known Symbol Set Code: 25 Code: 140**103**	 		 

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TABLE H-VII. Maneuver control measure symbols - Continued.

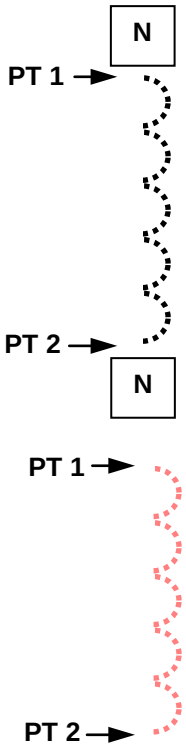
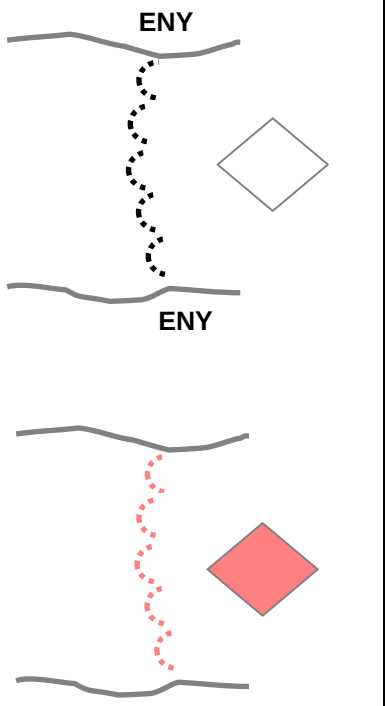
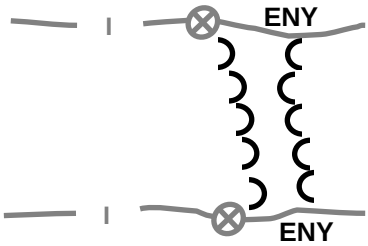
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Enemy Suspected or Templated Symbol Set Code: 25 Code: 1401**04**			
Line of Contact A general trace delineating the locations where two opposing forces are engaged. Symbol Set Code: 25 Code: 14**02**00	The line of contact symbol is created when both the friendly and enemy forward line of troops symbols are displayed.		

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TABLE H-VII. Maneuver control measure symbols - Continued.

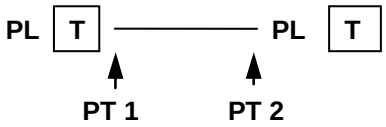
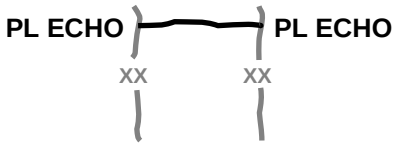
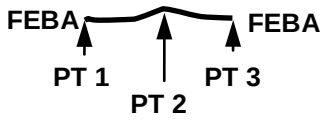
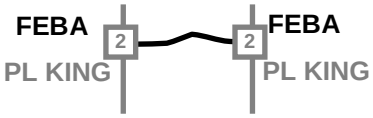
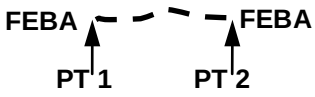
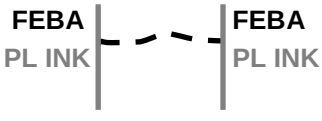
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Phase Line A line utilized for control and coordination of military operations, usually a terrain feature extending across the zone of action. Symbol Set Code: 25 Code: 14**03**00		Anchor Points. This symbol requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 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. Orientation. Orientation is determined by the order in which the anchor points are entered. Static/Dynamic: D	
Forward Edge of the Battle Area The foremost limits of a series of areas in which ground combat units are deployed, excluding the areas in which the covering or screening forces are operating, designated to coordinate fire support, the positioning of forces or the maneuver of units. Symbol Set Code: 25 Code: 14**04**00			
Proposed or On Order Forward Edge of the Battle Area Symbol Set Code: 25 Code: 1404**01**			

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TABLE H-VII. Maneuver control measure symbols - Continued.

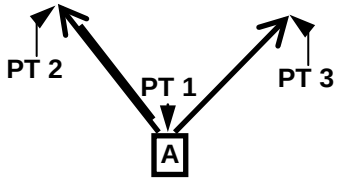
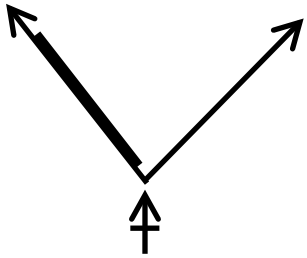
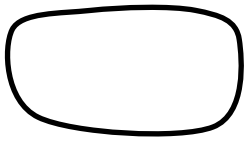
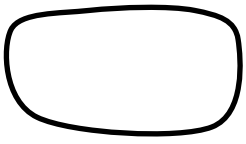
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Principal Direction of Fire Symbol Set Code: 25 Code: 14**05**00		Anchor Points. This symbol requires three anchor points. Point 1 defines the vertex of the symbol. Points 2 and 3 define the tips of the arrowheads. Size/Shape. The length and orientation of the arrows can vary independently. Orientation. Orientation is determined by the anchor points. The arrowheads may touch other symbols that define the limits of the task. The top of the tactical symbol indicator may touch point 1.	
Areas			
Maneuver Areas Symbol Set Code: 25 Code: **15**0000	N/A		N/A
Area Symbol Set Code: 25 Code: 15**01**00	N/A		N/A
Friendly Area Symbol Set Code: 25 Code: 1501**01**		Anchor Points. This symbol requires at least three anchor points to define the boundary of the area. Add as	

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TABLE H-VII. Maneuver control measure symbols - Continued.

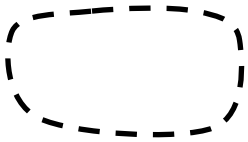
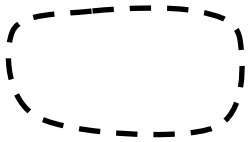
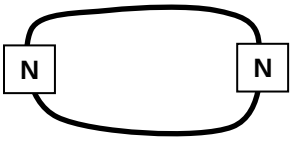
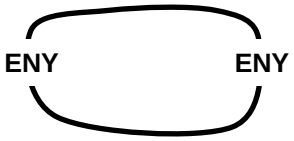
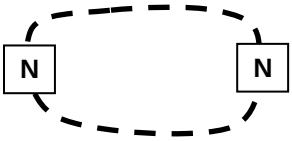
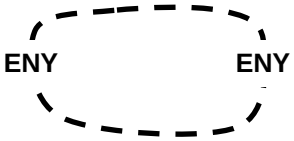
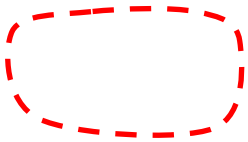
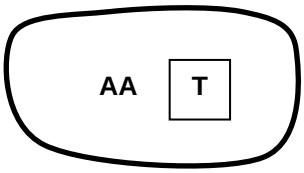
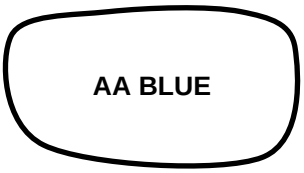
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Friendly Planned or On Order Area Symbol Set Code: 25 Code: 150**102**		many points as necessary to accurately reflect the area's size and shape. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. Orientation. Not applicable. Static/Dynamic: D	
Enemy Known or Confirmed Area Symbol Set Code: 25 Code: 150**103**			
Enemy Suspected Area Symbol Set Code: 25 Code: 150**104**			 
Assembly Area (AA) An area in which a command is assembled preparatory to further action. Symbol Set Code: 25 Code: 15**02**00			

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TABLE H-VII. Maneuver control measure symbols - Continued.

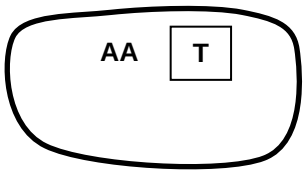
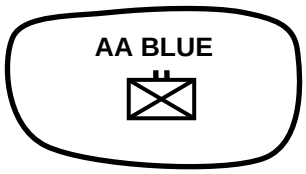
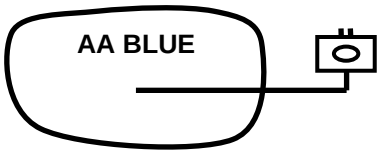
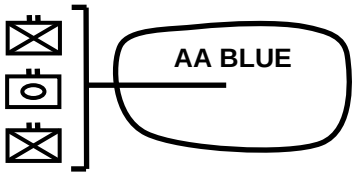
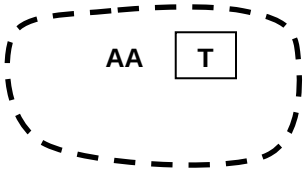
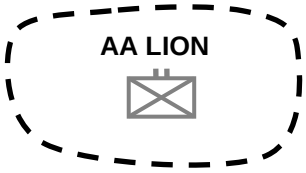
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Occupied Assembly Area Symbol Set Code: 25 Code: 15**03**00		Anchor Points. This symbol requires at least 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. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. Orientation. Not applicable. **Note**: Although unit symbols are not part of this control measure symbol area, numerous unit symbols can be included in the area for presentation. Static/Dynamic: D	
Occupied Assembly Area with Offset Unit Symbol Set Code: 25 Code: 1503**01**			
Occupied Assembly Area with Offset Units Symbol Set Code: 25 Code: 1503**02**			
Proposed or On Order Assembly Area Symbol Set Code: 25 Code: 15**04**00			
Action Area Symbol Set Code: 25 Code: 15**05**00	N/A		N/A

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TABLE H-VII. Maneuver control measure symbols - Continued.

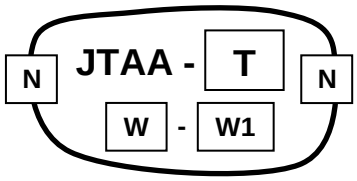
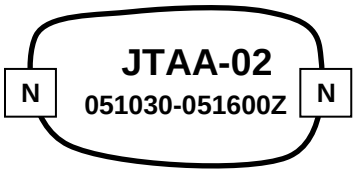
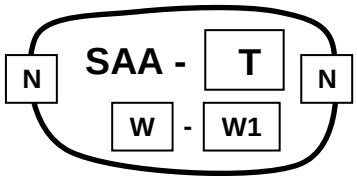
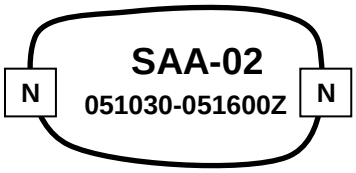
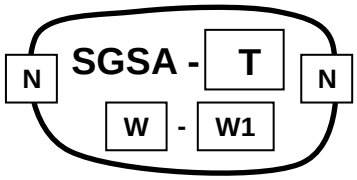
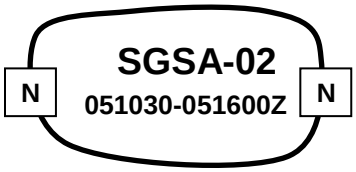
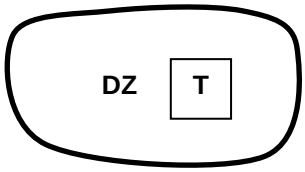
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Joint Tactical Action Area (JTAA) Symbol Set Code: 25 Code: 1505**01**		Anchor Points. This symbol requires 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. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. Orientation. Not applicable. Static/Dynamic: D	
Submarine Action Area (SAA) Symbol Set Code: 25 Code: 1505**02**			
Submarine-Generated Action Area (SGAA) Symbol Set Code: 25 Code: 1505**03**			
Drop Zone (DZ) A specified area upon which airborne troops, equipment, or supplies are airdropped. Symbol Set Code: 25 Code: 15**06**00			

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TABLE H-VII. Maneuver control measure symbols - Continued.

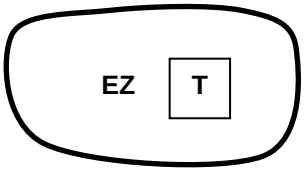
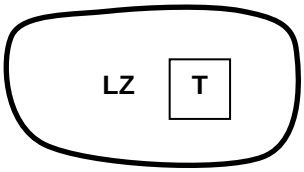
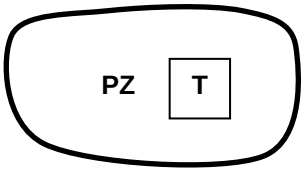
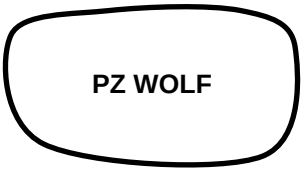
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Extraction Zone (EZ) A specified drop zone used for the delivery of supplies and/or equipment by means of an extraction technique from an aircraft flying very close to the ground. Symbol Set Code: 25 Code: 15**07**00			
Landing Zone (LZ) A specified zone used for the landing of aircraft on land, water or deck. Symbol Set Code: 25 Code: 15**08**00			
Pickup Zone (PZ) A geographic area used to pick up troops or equipment by helicopter. Symbol Set Code: 25 Code: 15**09**00			

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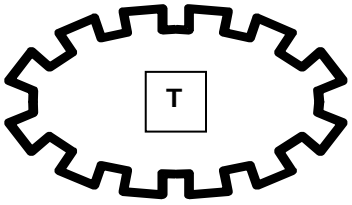
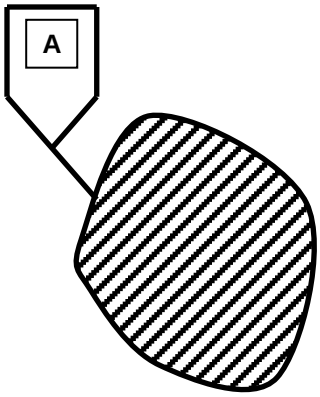
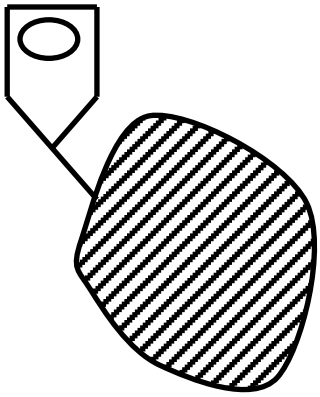
TABLE H-VII. Maneuver control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Fortified Area. Symbol Set Code: 25 Code: 151**0**00			
Limited Access Area Symbol Set Code: 25 Code: 151**1**00 Static/Dynamic: D		Anchor Points. The area symbol 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. The LAA point symbol requires one anchor point and is connected to the area symbol with a straight line. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. Orientation. The LAA point symbol will be oriented upright, as shown in the example to the right.	

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H.5.12 Defensive maneuver. Defensive operations defeat an enemy attack, buy time, economize forces, or develop conditions favorable for offensive operations.

H.5.12.1 Areas.

TABLE H-VIII. Defensive control measure symbols.

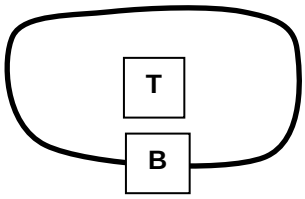
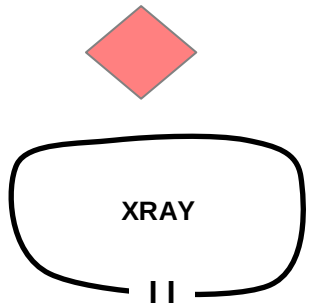
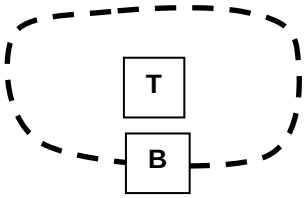
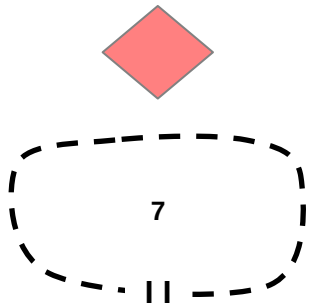
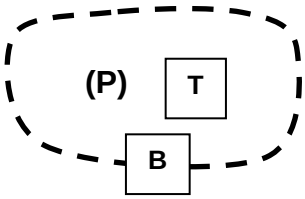
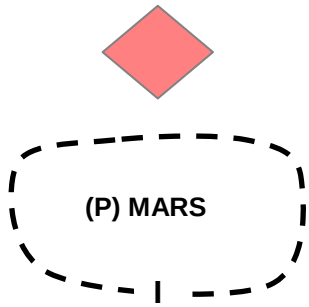
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Battle Position A defensive location oriented on a likely enemy avenue of approach. Symbol Set Code: 25 Code: 15**12**00		Anchor Points. This symbol 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. Size/Shape. Determined by the anchor points. The information field should be moveable and scalable within the area. Orientation. The side opposite Field B (Echelon) faces toward the hostile force. Static/Dynamic: D	
Battle Position Planned Symbol Set Code: 25 Code: 1512**01**			
Battle Position Prepared (P) but not Occupied Symbol Set Code: 25 Code: 1512**02**			

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TABLE H-VIII. Defensive control measure symbols – Continued.

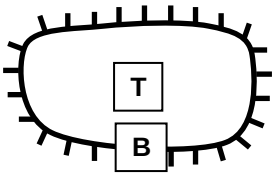
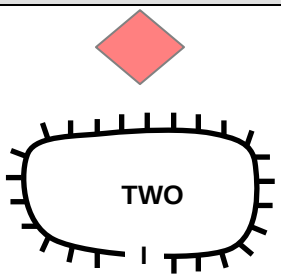
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Strong Point A key point in a defensive position usually strongly fortified and heavily armed with automatic weapons, around which other positions are grouped for its protection. Symbol Set Code: 25 Code: 1512**03** Static/Dynamic: D		Anchor Points. This symbol 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. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. The default tic length should be the same as the text height of the echelon field (B). Spacing between the tics should also be the height of B. Users should be provided a facility to allow them to manually alter the height of B, which in turn should affect the tic length and spacing accordingly. Orientation. Not applicable.	

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TABLE H-VIII. Defensive control measure symbols – Continued.

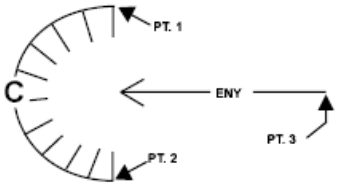
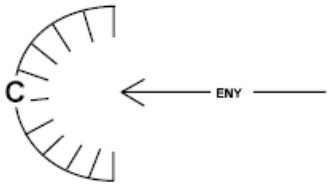
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Contain Symbol Set Code: 25 Code: 1512**04** Static/Dynamic: D		Anchor Points. This symbol requires three anchor points. Points 1 and 2 define the endpoints of the semicircle's opening. Point 3 defines the end of the arrow. 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 center point of the semicircle's diameter and will project perpendicularly from the line between points 1 and 2. The default tic length should be the same as the text height of the echelon field (B). Spacing between the tics should also be the height of B. Users should be provided a facility to allow them to manually alter the height of B, which in turn should affect the tic length and spacing accordingly. Orientation. The opening typically faces enemy forces.	

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TABLE H-VIII. Defensive control measure symbols – Continued.

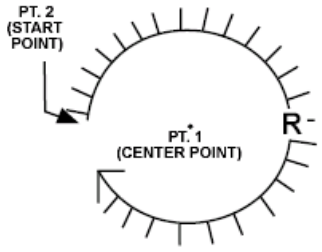
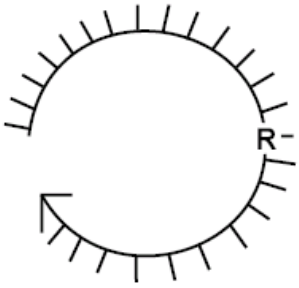
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Retain Symbol Set Code: 25 Code: 1512**05** Static/Dynamic: D		Anchor Points. This symbol requires two anchor points. Point 1 defines the center point of the graphic and point 2 defines the graphic's start point and radius. 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. The default tic length should be the same as the text height of the echelon field (R). Spacing between the tics should also be the height of R. Users should be provided a facility to allow them to manually alter the height of R, which in turn should affect the tic length and spacing accordingly. Orientation. The opening will be on the friendly side of the symbol.	

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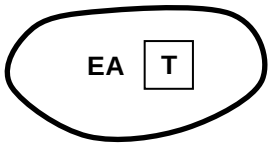
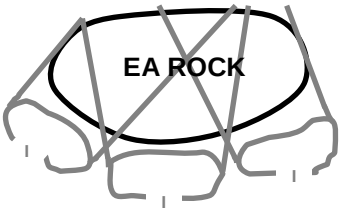
TABLE H-VIII. Defensive control measure symbols – Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Engagement Area (EA) An area where the commander intends to contain and destroy an enemy force with the massed effects of all available weapons and supporting systems. Symbol Set Code: 25 Code: 15**13**00 Static/Dynamic: D		Anchor Points. This symbol 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. Size/Shape. Determined by the anchor points. The information field should be moveable as a block within the area. Orientation. Not applicable.	

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H.5.12.2 Observation post. A position from which military observations are made, or fire directed and adjusted and which possesses appropriate communications; may be airborne.

TABLE H-IX. Observation post.

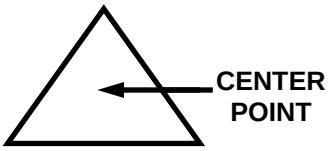
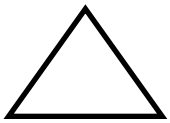
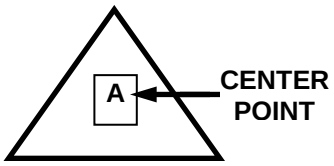
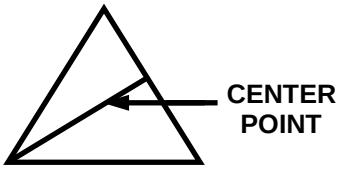
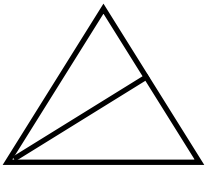
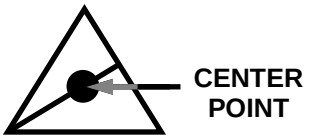
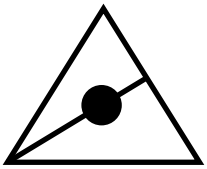
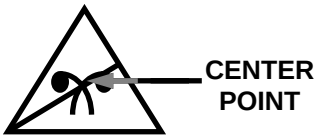
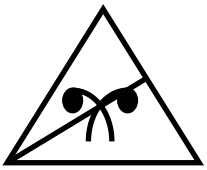
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Maneuver Points Symbol Set Code: 25 Code: **16**0000	N/A		N/A
Observation Post /Outpost (Unspecified) Symbol Set Code: 25 Code: 16**01**00		Anchor Points. This symbol requires one anchor point. The center point defines the center of the symbol. Size/Shape. Static. Orientation. The symbol is typically centered over the desired location. Static/ Dynamic: S	
Observation Post /Outpost (Specified) Symbol Set Code: 25 Code: 16**02**00			Examples follow.
Reconnaissance Outpost Symbol Set Code: 25 Code: 1602**01**			
Forward Observer Outpost/Position Symbol Set Code: 25 Code: 1602**02**			
CBRN Observation Outpost Symbol Set Code: 25 Code: 1602**03**			

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TABLE H-IX. Observation post - Continued.

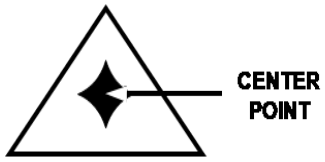
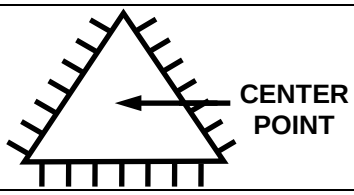
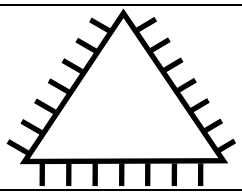
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Sensor Outpost/Listening Post Symbol Set Code: 25 Code: 1602**04**			
Combat Outpost Symbol Set Code: 25 Code: 1602**05**			

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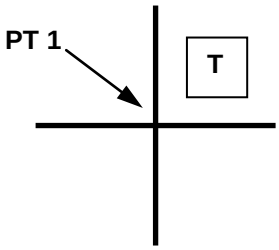
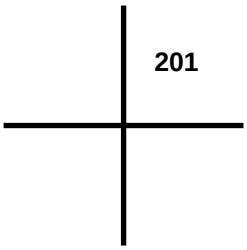
TABLE H-IX. Observation post - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Target Reference Point An easily recognizable point on the ground (either natural or manmade) used to initiate, distribute and control fires. Target reference points (TRPs) can also designate the center of an area where the commander plans to distribute or converge the fires of all his weapons rapidly. They are used by task force and below and can further delineate sectors of fire within an engagement area. TRPs are designated using the standard target symbol and numbers issued by the fire support officer. Once designated, TRPs also constitute indirect fire targets. Symbol Set Code: 25 Code: 16**03**00			

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H.5.13 Offensive maneuver. Offensive operations aim at destroying or defeating an enemy.

H.5.13.1 Axis of advance. A line of advance assigned for purposes of control; often a road or a group of roads, or a designated series of locations, extending in the direction of the enemy.

TABLE H-X. Offensive Control Measure Symbols.

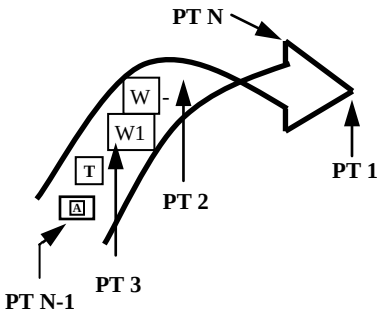
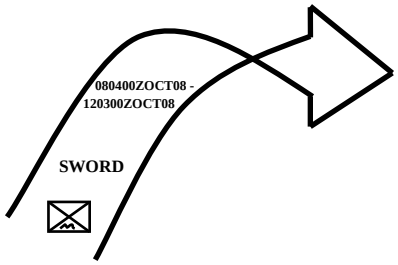
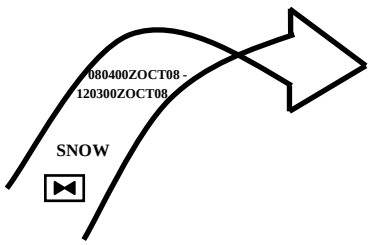
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Axis of Advance Symbol Set Code: 25 Code: 151**4**00	N/A		N/A
Friendly Airborne/ Aviation Symbol Set Code: 25 Code: 1514**01**		Anchor Points. The symbol requires N anchor points, where N is between 3 and 50. Point 1 defines the tip of the arrowhead. Point N-1 defines the rear of the symbol. Point N defines the back of the arrowhead. Anchor points are numbered sequentially beginning with point number one (1), in increments of one (1). Size/Shape. Points 1 through N-1 and 2 determine the graphic's centerline and	Airborne  Aviation 

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TABLE H-X. Offensive Control Measure Symbols - Continued.

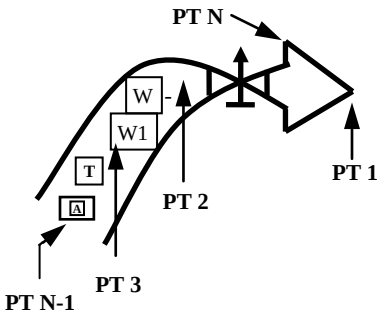
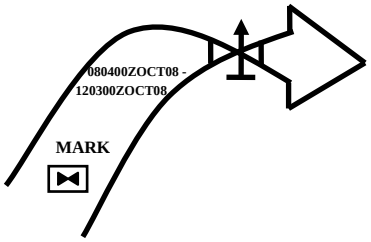
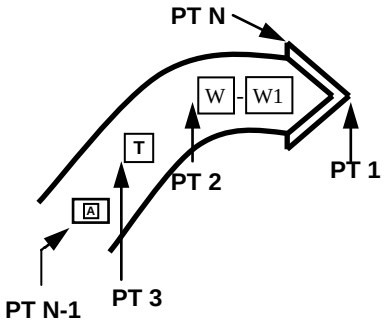
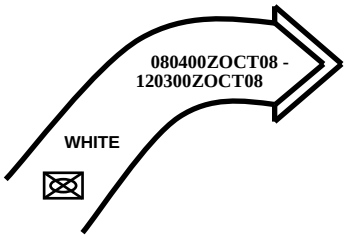
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Attack Helicopter Symbol Set Code: 25 Code: 1514**02**		Point N determines the width. The crossover point on the symbol shall occur between Points 1 and 2. Orientation. The arrowhead typically points toward enemy forces. Static/Dynamic: D	
Main Attack The principal attack or effort into which the commander throws the full weight of the offensive power at his disposal. Symbol Set Code: 25 Code: 1514**03**		Anchor Points. The symbol requires N anchor points, where N is between 3 and 50. Point 1 defines the tip of the arrowhead. Point N-1 defines the rear of the symbol. Point N defines the back of the	

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TABLE H-X. Offensive Control Measure Symbols - Continued.

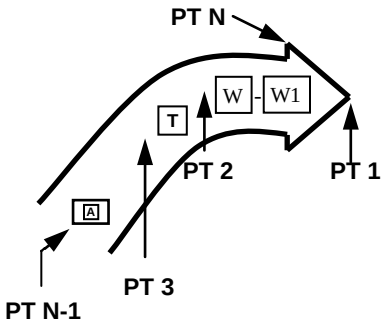
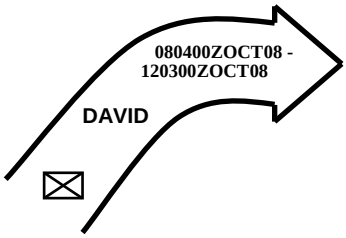
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Supporting Attack An offensive operation carried out in conjunction with a main attack and designed to achieve one or more of the following: a. deceive the enemy; b. destroy or pin down enemy forces which could interfere with the main attack; c. control ground whose occupation by the enemy will hinder the main attack; or d. force the enemy to commit reserves prematurely or in an indecisive area. Symbol Set Code: 25 Code: 1514**04**		arrowhead. Anchor points are numbered sequentially beginning with point number one (1), in increments of one (1). Size/Shape. Points 1 through N-1 and 2 determine the symbol's centerline and Point N determines the width. Orientation. The arrowhead typically points toward enemy forces. Static/Dynamic: D	

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TABLE H-X. Offensive Control Measure Symbols - Continued.

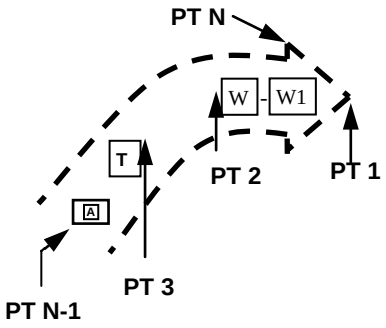
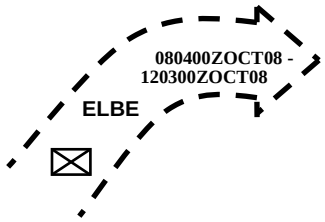
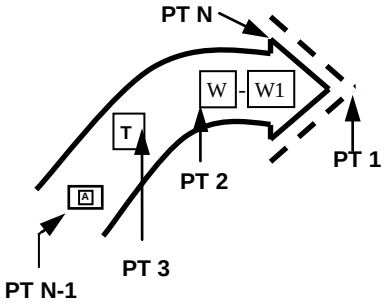
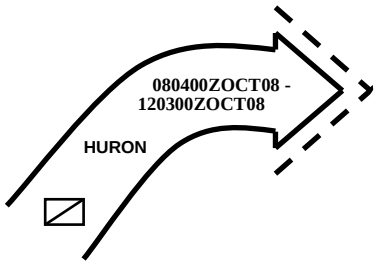
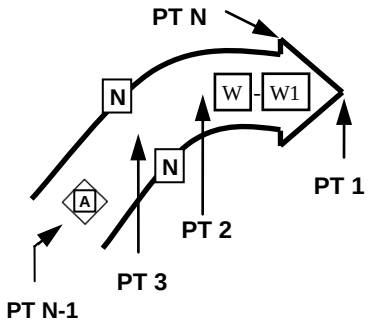
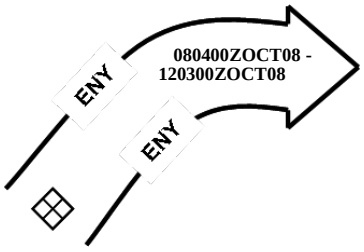
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Supporting Attack Planned or On Order Symbol Set Code: 25 Code: 151405			
Axis of Advance for a Feint Symbol Set Code: 25 Code: 151406			
Enemy Confirmed Symbol Set Code: 25 Code: 151407			

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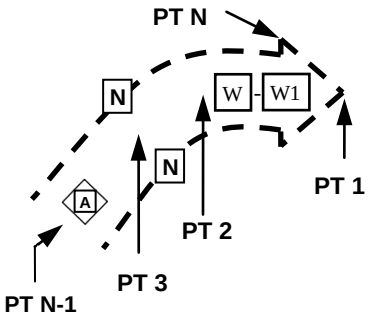
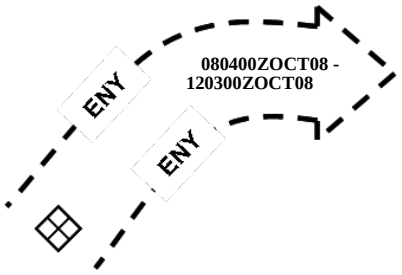
TABLE H-X. Offensive Control Measure Symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Enemy Templated or Suspected Symbol Set Code: 25 Code: 1514**08**			

H.5.13.2 Direction of attack. A specific direction or route that the main attack or center of mass of the unit will follow.

TABLE H-XI. Direction of attack.

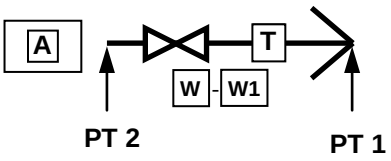
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Direction of Attack Symbol Set Code: 25 Code: 14**06**00	N/A		N/A
Friendly Aviation Symbol Set Code: 25 Code: 1406**01**		Anchor Points. This symbol requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line. Size/Shape. The first and last anchor points	

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TABLE H-XI. Direction of attack - Continued.

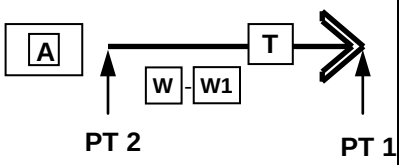
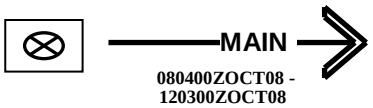
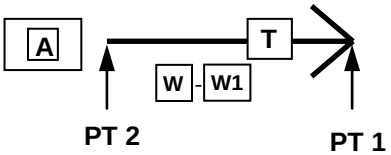
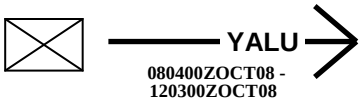
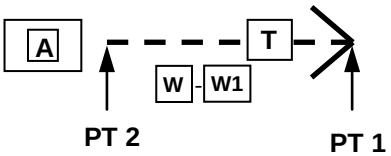
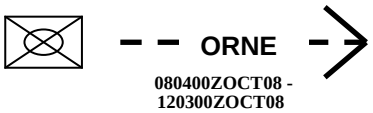
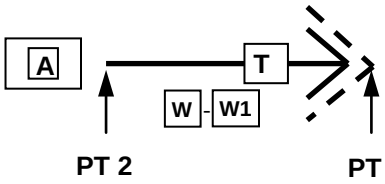
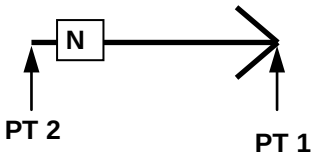
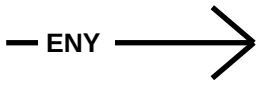
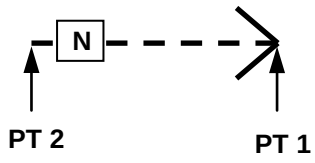
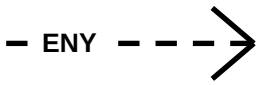
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Friendly Direction of Main Attack Symbol Set Code: 25 Code: 1406**02**		determine the length of the line. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D	
Friendly Direction of Supporting Attack Symbol Set Code: 25 Code: 1406**03**			
Friendly Ground Axis Planned or On Order with Effective Date and Time (if known) Symbol Set Code: 25 Code: 1406**04**			
Direction of Attack for a Feint Symbol Set Code: 25 Code: 1406**05**			
Enemy Confirmed Symbol Set Code: 25 Code: 1406**06**			
Enemy Templated or Suspected Symbol Set Code: 25 Code: 1406**07**			

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TABLE H-XI. Direction of attack - Continued.

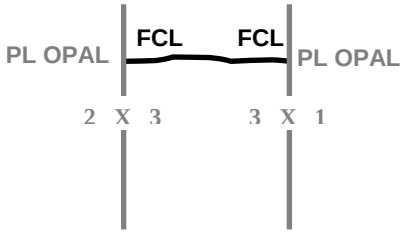
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
		Lines	
Final Coordination Line A line close to the enemy position used to coordinate the lifting or shifting of supporting fires with the final deployment of maneuver elements. Symbol Set Code: 25 Code: 140700 Static/Dynamic: D		Anchor Points. This symbol requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 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. Orientation. Orientation is determined by the order in which the anchor points are entered.	

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TABLE H-XI. Direction of attack - Continued.

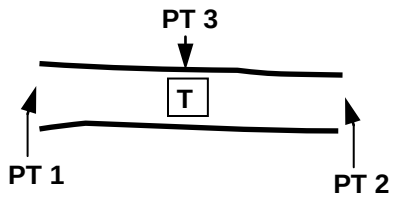
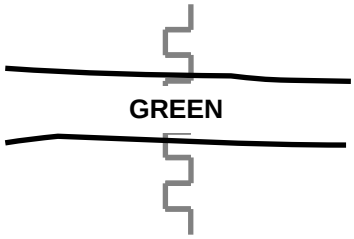
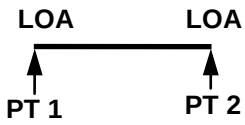
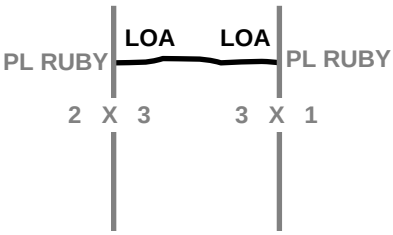
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Infiltration Lane A control measure that coordinates forward and lateral movement of infiltrating units and fixes fire planning responsibilities. Symbol Set Code: 25 Code: 14**08**00 Static/Dynamic: D		Anchor Points. This symbol requires three anchor points. Points 1 and 2 define the endpoints of the infiltration lane and point 3 defines one side of the lane. Size/Shape. Points 1 and 2 determine the centerline of the symbol and point 3 determines the width of the infiltration lane. The rest of the symbol stays proportional to the length of the centerline. Orientation. Orientation is determined by points 1 and 2.	
Limit of Advance An easily recognized terrain feature beyond which attacking elements will not advance. Symbol Set Code: 25 Code: 14**09**00		Anchor Points. This symbol requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line. Size/Shape. The first and last anchor points determine the length of the line. The end-of	

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TABLE H-XI. Direction of attack - Continued.

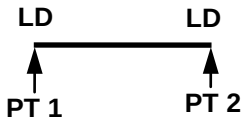
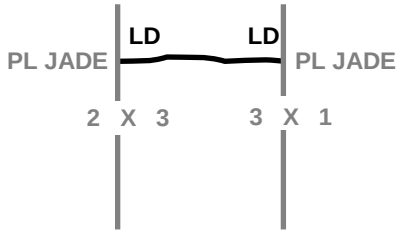
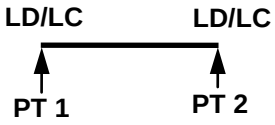
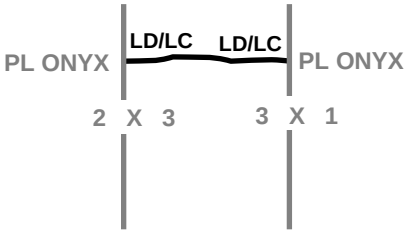
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Line of Departure In land warfare, a line designated to coordinate the departure of attack elements. In amphibious warfare, a suitably marked offshore coordinating line to assist assault craft to land on designated beaches at scheduled times. Symbol Set Code: 25 Code: 14**10**00		line information will typically be posted at the ends of the line as it is displayed on the screen. Orientation. Orientation is determined by the order in which the anchor points are entered. Static/Dynamic: D	
Line of Departure / Line of Contact The designation of forward friendly positions as the line of departure when opposing forces are in contact. Symbol Set Code: 25 Code: 14**11**00			

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TABLE H-XI. Direction of attack - Continued.

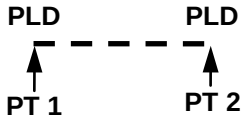
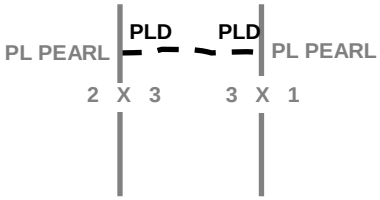
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Probable Line of Deployment. A line selected on the ground, usually the last covered and concealed position prior to the objective and forward of the line of departure, where attacking units deploy prior to beginning an assault; it is generally used under conditions of limited visibility. **Note**: The dashed lines in this graphic shall be displayed in present and anticipated status. Symbol Set Code: 25 Code: 14**12**00			

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TABLE H-XI. Direction of attack - Continued.

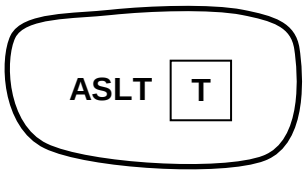
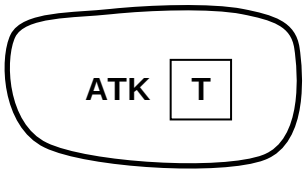
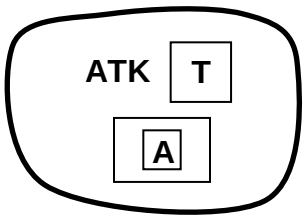
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
	Areas		
Assault Position. That position between the line of departure and the objective in an attack from which forces assault the objective. Ideally, it is the last covered and concealed position before reaching the objective. Symbol Set Code: 25 Code: 15**15**00		Anchor Points. This symbol 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. Size/Shape. Determined by the anchor points. The information field should be moveable and scalable as a block within the area. Orientation. Not applicable. Static/Dynamic: D	
Attack Position The last position occupied by the assault echelon before crossing the start line/line of departure. **Note**: The 'A' modifier is used only used if a unit must stop in the attack position. Offset indicator may also be used. Symbol Set Code: 25 Code: 15**16**00	 		

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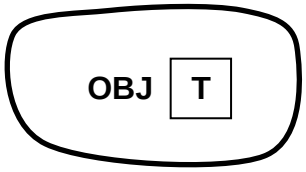
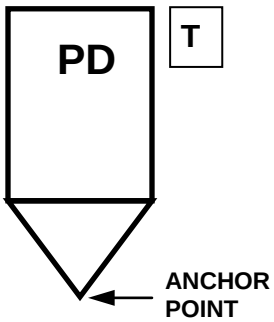
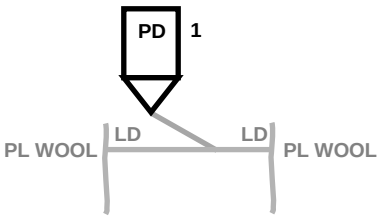
TABLE H-XI. Direction of attack - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Objective Area A defined geographical area within which is located an objective to be captured or reached by the military forces. This area is defined by competent authority for purposes of command and control. Symbol Set Code: 25 Code: 151**7**00			
Points			
Point of Departure A specific place where a unit will cross the line of departure. Symbol Set Code: 25 Code: 160**4**00 Static/Dynamic: S		Anchor Points. This symbol requires one anchor point. The point defines the tip of the inverted cone. Size/Shape. Static. Orientation. The symbol will typically be oriented upright.	 **Note:** The offset indicator is used in the example to allow the viewer to better see the LD. It is not required

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H.5.14 Maneuver control measure symbols.

H.5.14.1 Maneuver control measure symbols. The employment of forces on the battlefield through movement in combination with fire, or fire potential, to achieve a position of advantage in respect to the enemy in order to accomplish the mission.

TABLE H-XII. Maneuver control measure symbols.

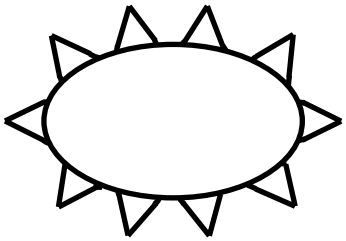
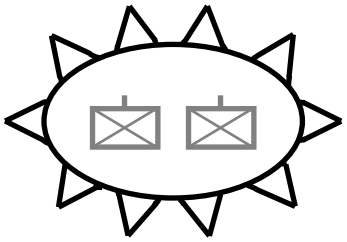
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
		Areas	
Encirclement The loss of freedom of maneuver resulting from enemy control of all ground routes of evacuation and reinforcement. Symbol Set Code: 25 Code: 151**8**00	N/A		N/A
Friendly Symbol Set Code: 25 Code: 1518**01**		Anchor Points. This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately	

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TABLE H-XII. Maneuver control measure symbols - Continued.

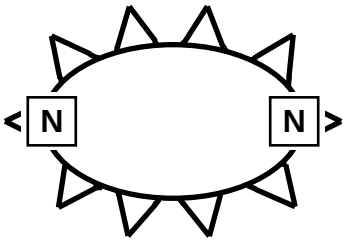
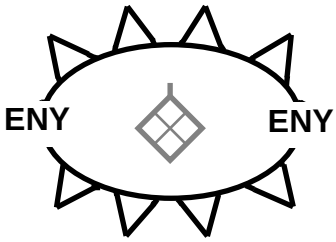
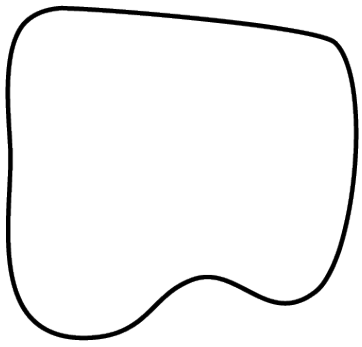
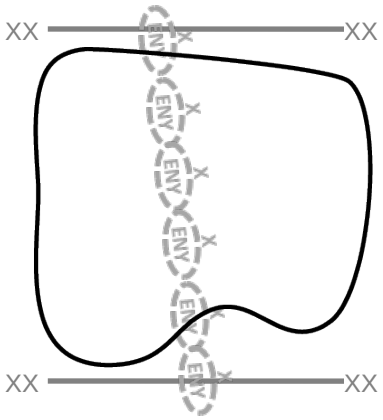
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Enemy Symbol Set Code: 25 Code: 1518**02**		reflect the area's size and shape. Size/Shape. Determined by the anchor points. Orientation. Not applicable. **Note**: Although unit symbols are not part of a control measure symbol area, numerous unit symbols can be included in the area for presentation. Static/Dynamic: D	
Penetration Box Symbol Set Code: 25 Code: 15**19**00 Static/Dynamic: D		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.	

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TABLE H-XII. Maneuver control measure symbols - Continued.

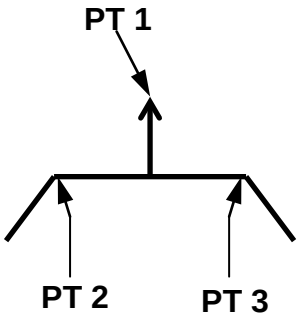
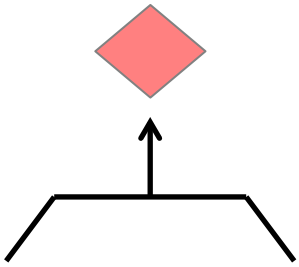
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Attack By Fire Position Symbol Set Code: 25 Code: 15**20**00 Static/Dynamic: D		Anchor Points. This symbol 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 symbol. Size/Shape. Points 2 and 3 determine the length of the straight line on the back side of the symbol. The rear of the arrow should connect to the midpoint of the line between points 2 and 3. Orientation. Orientation is determined by the anchor points. The back side of the symbol encompasses the firing position, while the arrowhead typically points at the target.	

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TABLE H-XII. Maneuver control measure symbols - Continued.

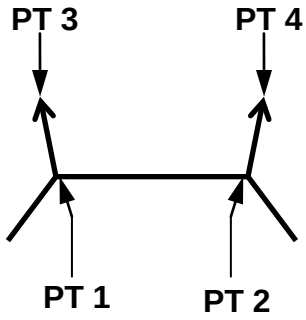
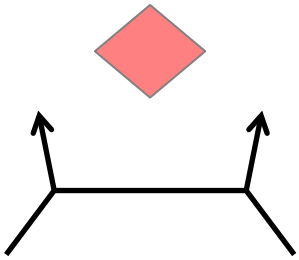
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Support by Fire Position Symbol Set Code: 25 Code: 15**21**00 Static/Dynamic: D		Anchor Points. This symbol requires four anchor points. Points 1 and 2 define the endpoints of the straight line on the back side of the symbol. Points 3 and 4 define the tips of the arrowheads. Size/Shape. Points 1 and 2 determine the length of the straight line on the back side of the symbol. The rear of the arrows should connect to points 1 and 2. Orientation. Orientation is determined by the anchor points. The back side of the symbol encompasses the firing position, while the arrowheads typically indicate the left and right limits of coverage that the firing position is meant to support.	

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TABLE H-XII. Maneuver control measure symbols - Continued.

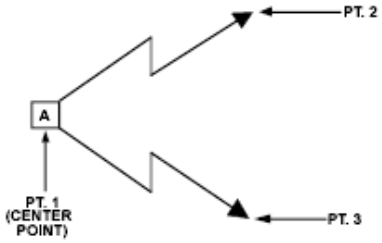
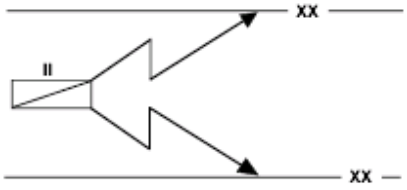
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Search Area/Reconnaissance Area Symbol Set Code: 25 Code: 15**22**00 Static/Dynamic: D		Anchor Points. This symbol requires three anchor points. Point 1 defines the vertex of the graphic. Points 2 and 3 define the tips of the arrowheads. 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. 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.	
Lines			

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TABLE H-XII. Maneuver control measure symbols - Continued.

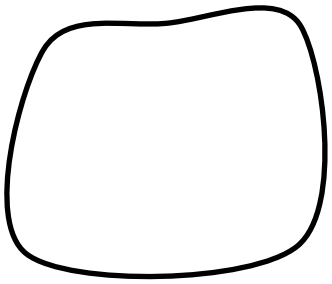
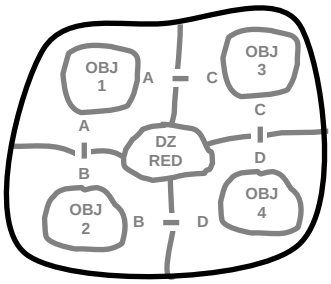
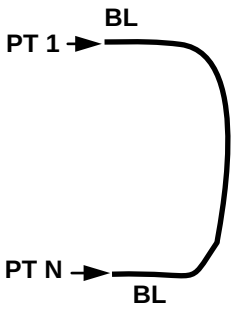
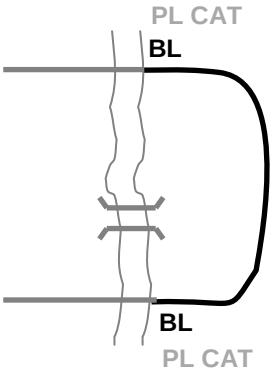
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Airhead Line A line denoting the limits of the objective area for an airborne assault. Airhead: A designated area in a hostile or threatened territory which, when seized and held, ensures the continuous air landing of troops and materiel and provides the maneuver space necessary for projected operations. Normally it is the area seized in the assault phase of an airborne operation. Symbol Set Code: 25 Code: 141300	 AIRHEAD LINE	Anchor Points. This symbol 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. Size/Shape. Determined by the anchor points. Orientation. Not applicable. Static/Dynamic: D	 AIRHEAD LINE
Bridgehead Line (BL) The limit of the objective area in the development of the bridgehead. Symbol Set Code: 25 Code: 141400		Anchor Points. This symbol requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line. Size/Shape. The first and last anchor points	

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TABLE H-XII. Maneuver control measure symbols - Continued.

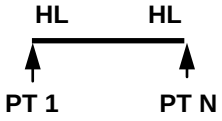
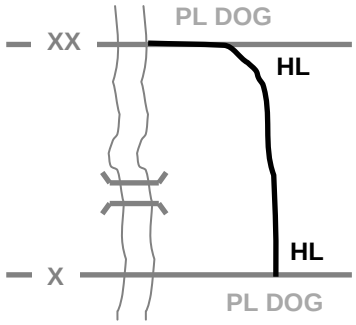
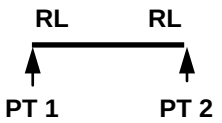
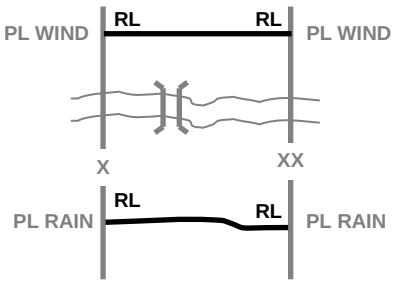
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Holding Line (HL) In retrograde river crossing operations, the outer limit of the area established between the enemy and the water obstacle to preclude direct and observed indirect fires into the crossings. Symbol Set Code: 25 Code: 14**15**00		determine the length of the line. The end-of line information will typically be posted as it is displayed on the screen. Orientation. Orientation is determined by thr order in which the anchor points are entered. Static/Dynamic: D	
Release Line Phase line used in river crossing operations that delineates a change in the headquarters controlling movement. Symbol Set Code: 25 Code: 14**16**00			

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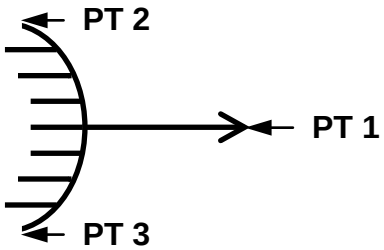
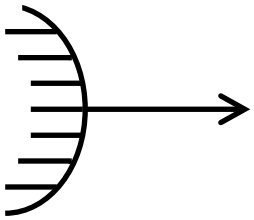
TABLE H-XII. Maneuver control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Ambush A surprise attack by fire from concealed positions on a moving or temporarily halted enemy. Symbol Set Code: 25 Code: 141700 Static/Dynamic: D		Anchor Points. This symbol 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 symbol. Size/Shape. Points 2 and 3 determine the length of the curved line on the back side of the symbol. The rear of the arrow should connect to the midpoint of the line between points 2 and 3. Orientation. Orientation is determined by the anchor points. The back side of the symbol encompasses the ambush position with the airhead shaft positioned at the center of mass, while the arrowhead points in the direction of fire.	

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H.5.15 Airspace Control Measures (Means).

H.5.15.1 Airspace control measures (means). Are control measures used by NATO to segregate, control and/or reserve airspace for allied operations. Airspace control means are used to enhance the effectiveness of accomplishing the joint force commander's objectives; to prevent mutual interference; to facilitate air defense identification; to prevent fratricide; and to help in safely accommodating the flow of all air traffic in the area of operations. In general terms, airspace control means can be broken down into the following groups: points, lines, air corridors and routes and areas.

TABLE H-XIII. Airspace control means.

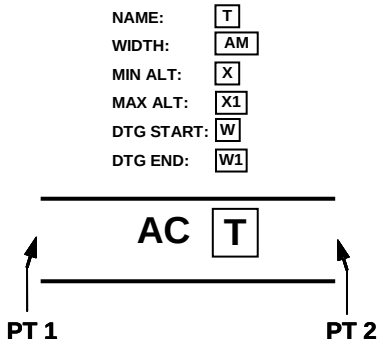
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
		Corridors (Areas)	
Airspace Control (Corridors) Areas Symbol Set Code: 25 Code: **17**0000	N/A		N/A
Air Corridor A restricted air route of travel specified for use by friendly aircraft and established for the purpose of preventing friendly aircraft from being fired on by friendly forces. Symbol Set Code: 25 Code: 17**01**00 Static/Dynamic: D		Anchor Points. This symbol may contain multiple segments. Each segment requires 2 anchor points. Point numbers that define the trace of the segment are sequential beginning with point 1, in increments of 1, up to a max of 99 points. Each anchor point defines the endpoint of a segment's centerline. The anchor points are Air Control Points (ACP), Communications Checkpoints	**NAME: GOLD** **WIDTH: 1200FT** **MIN ALT: 1500FT AGL** **MAX ALT: 20000FT AGL** **DTG START: 270600ZMAY08** **DTG END: 271845ZMAY08**

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TABLE H-XIII. Airspace control means - Continued.

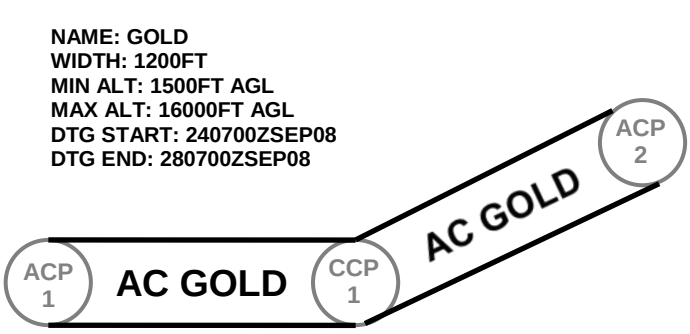
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
		(CCP) or both. Size/Shape. Points 1 and 2 determine the length of a segment. The information field inside each segment should be moveable and scalable within each segment. The information box outside the symbol should be placed between points 1 and 2 in such a way it does not obscure the symbol. Orientation. The anchor points determine orientation.	
Air Corridor with Multiple Segments			

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TABLE H-XIII. Airspace control means - Continued.

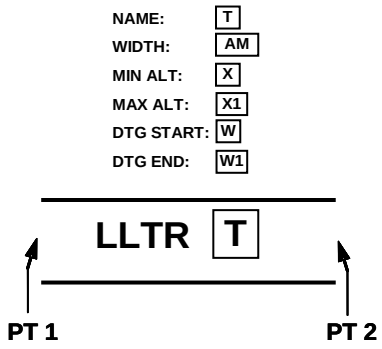
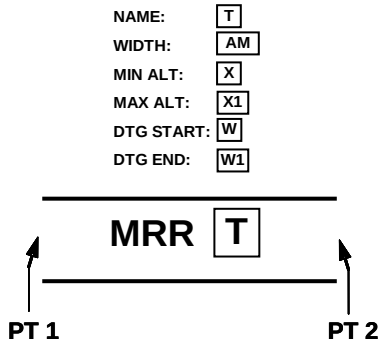
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Low-Level Transit Route A temporary corridor of defined dimensions established in the forward area to minimize the risk to friendly aircraft from friendly air defenses or surface forces. Symbol Set Code: 25 Code: 17**02**00		Anchor Points. This symbol may contain multiple segments. Each segment requires 2 anchor points. Point numbers that define the trace of the segment are sequential beginning with point 1, in increments of 1, up to a max of 99 points. Each anchor point defines the endpoint of a segment's centerline. The anchor points are Air Control Points (ACP), Communications Checkpoints (CCP) or both. Size/Shape. Points 1 and 2 determine the length of a segment. The information field inside each segment should be moveable	**NAME: COBRA** **WIDTH: 300FT** **MIN ALT: 150FT AGL** **MAX ALT: 3000FT AGL** **DTG START: 240500ZOCT08** **DTG END: 241845ZOCT08**
Minimum-Risk Route A temporary route of defined dimensions recommended for use by fixed-wing platforms to route them between transit routes and the rear of the forward area and their operations areas. (AJP-3.3.5) Symbol Set Code: 25 Code: 17**03**00			**NAME: RED** **WIDTH: 1500FT** **MIN ALT: 3000FT AGL** **MAX ALT: 21000FT AGL** **DTG START: 110200ZSEP08** **DTG END: 140300ZSEP08**

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TABLE H-XIII. Airspace control means - Continued.

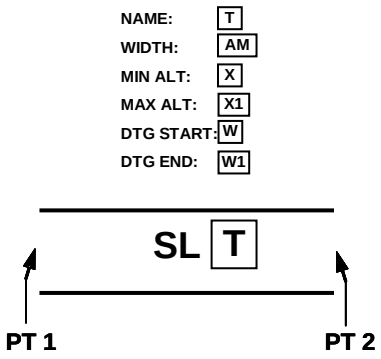
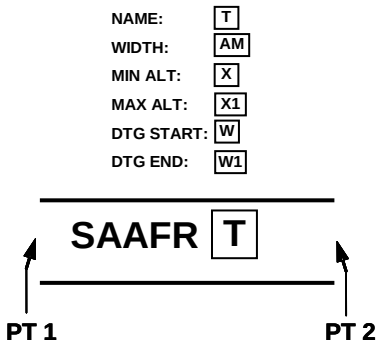
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Safe Lane A bi-directional lane connecting an airbase, landing site and/or base defense zone to adjacent routes/corridors. Safe lanes may also be used to connect adjacent activated routes/ corridors. (AJP-3.3.5) Symbol Set Code: 25 Code: 17**04**00		and scalable within each segment. The information box outside the symbol should be placed between points 1 and 2 in such a way it does not obscure the symbol. Orientation. The anchor points determine orientation. Static/Dynamic: D	**NAME: LION** **WIDTH: 600FT** **MIN ALT: 600FT AGL** **MAX ALT: 3000FT AGL** **DTG START: 240730ZFEB08** **DTG END: 280900ZFEB08**
Standard Use Army Aircraft Flight Route (SAAFR) Route established below the coordination level to facilitate movement of army aviation assets in the forward area in direct support of ground operations. (AJP-3.3.5) Symbol Set Code: 25 Code: 17**05**00			**NAME: BLUE** **WIDTH: 600FT** **MIN ALT: 150FT AGL** **MAX ALT: 3000FT AGL** **DTG START: 260930ZMAY08** **DTG END: 280700ZMAY08**

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TABLE H-XIII. Airspace control means - Continued.

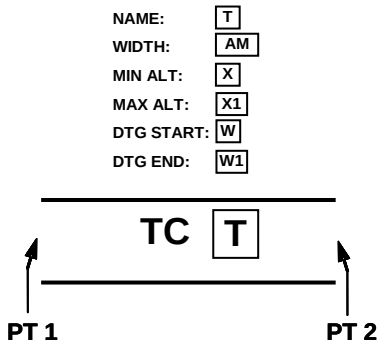
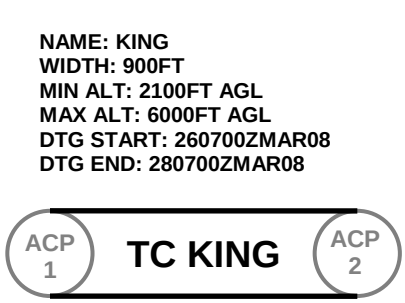
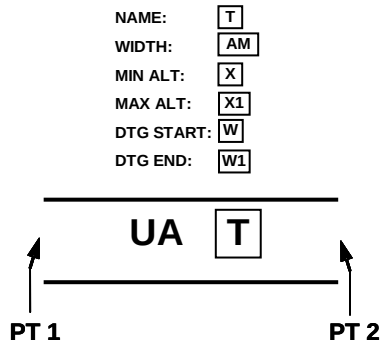
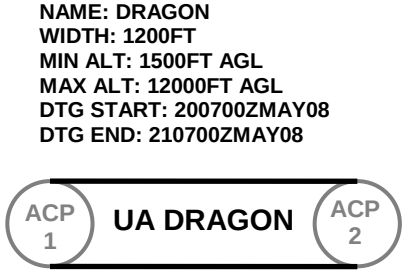
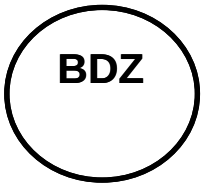
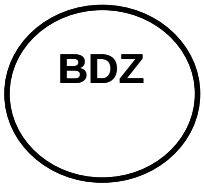
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Transit Corridors Bi-directional and established to route aircraft through air defenses, in the rear area where appropriate, with minimum risk. Symbol Set Code: 25 Code: 17**06**00			
Unmanned Aircraft (UA) Route Airspace created specifically for unmanned aerial vehicle operations. (AJP-3.3.5) Symbol Set Code: 25 Code: 17**07**00			
Areas (Zones)			
Base Defense Zone. A zone established around airbases to enhance the effectiveness of local ground based air defense systems. (AJP 3.3.5) Symbol Set Code: 25 Code: 17**08**00		Anchor Points. This symbol requires one anchor point. The center point defines the center of the symbol. Size/Shape. Static. Orientation. The symbol is typically centered over the desired location.	

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TABLE H-XIII. Airspace control means - Continued.

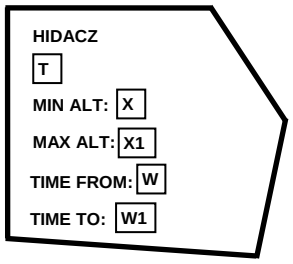
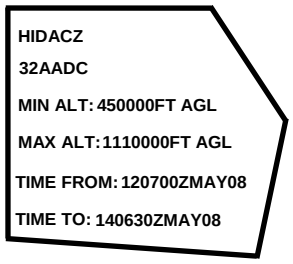
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
High-Density Airspace Control Zone Airspace of defined dimensions, designated by the airspace control authority, in which there is a concentrated employment of numerous and varied weapons/airspace users. Symbol Set Code: 25 Code: 17**09**00		Anchor Points. This symbol 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. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. Orientation. Not applicable. Static/Dynamic: D	

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TABLE H-XIII. Airspace control means - Continued.

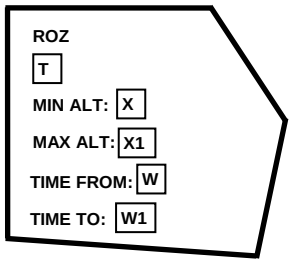
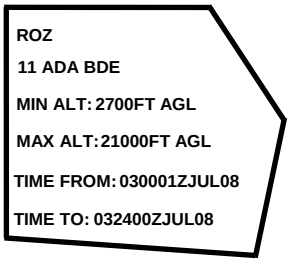
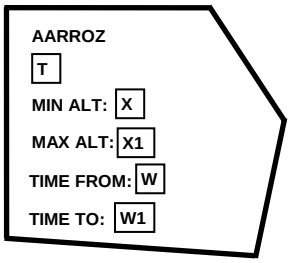
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Restricted Operations Zones			
Restricted Operations Zone (ROZ) Airspace of defined dimensions, designated by the airspace control authority, in response to specific operational situations/requirements within which the operation of one or more airspace users is restricted. *Note*: This is the definition for restricted operations area. Symbol Set Code: 25 Code: 171**0**00		Anchor Points. This symbol 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. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. Orientation. Not applicable. Static/Dynamic: D	
Air-to-Air Restricted Operations Zone (AARROZ) Symbol Set Code: 25 Code: 171**1**00			

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TABLE H-XIII. Airspace control means - Continued.

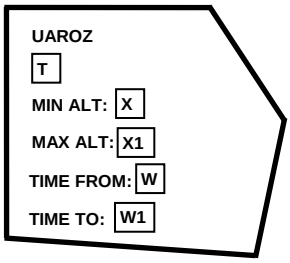
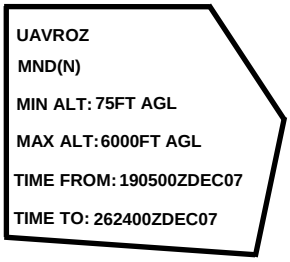
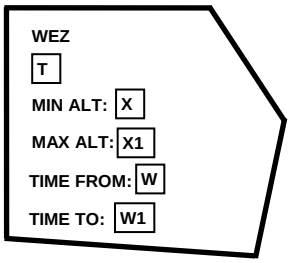
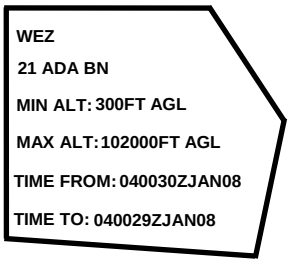
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Unmanned Aircraft Restricted Operations Zone (UA-ROZ) Symbol Set Code: 25 Code: 171**2**00			
Weapons Engagement Zones			
Weapon Engagement Zone In air defense, airspace of defined dimensions within which the responsibility for engagement normally rests with a particular weapon system. *Note*: Includes FEZ, JEZ, MEZ (LOMEZ and HIMEZ), SHORADEZ. Symbol Set Code: 25 Code: 171**3**00		Anchor Points. This symbol 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. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.	

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TABLE H-XIII. Airspace control means - Continued.

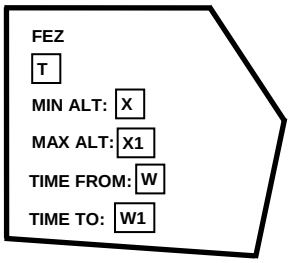
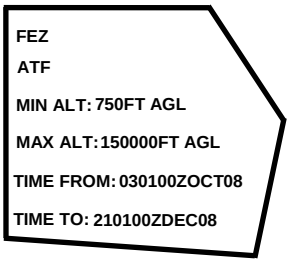
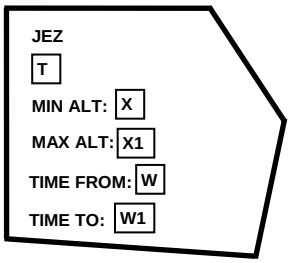
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Fighter Engagement Zone (FEZ) In air defense, airspace of defined dimensions within which the responsibility for engagement normally rests with a particular weapon system. Symbol Set Code: 25 Code: 171400		Orientation. Not applicable. Static/Dynamic: D	
Joint Engagement Zone (JEZ) Symbol Set Code: 25 Code: 171500 In air defense, that airspace of Defined dimensions within which multiple air defense systems (surface-to-air missiles and aircraft) are simultaneously employed to engage air threats.			

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TABLE H-XIII. Airspace control means - Continued.

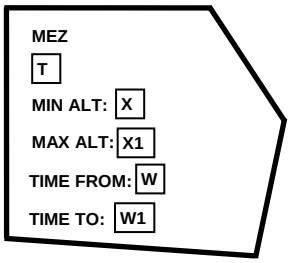
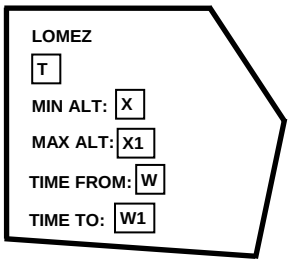
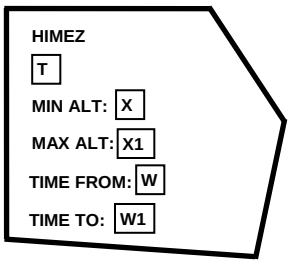
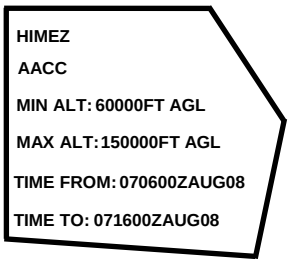
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Missile Engagement Zone (MEZ) In air defense, airspace of defined dimensions within which the responsibility for engagement normally rests with a particular weapon system. Symbol Set Code: 25 Code: 171600			
Low (Altitude) Missile Engagement Zone (LOMEZ) Symbol Set Code: 25 Code: 171700			
High (Altitude) Missile Engagement Zone (HIMEZ) Symbol Set Code: 25 Code: 171800			

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TABLE H-XIII. Airspace control means - Continued.

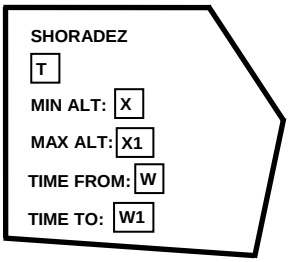
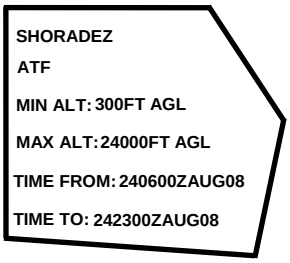
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Short Range Air Defense Engagement Zone (SHORADEZ) In air defense, airspace of defined dimensions within which the responsibility for engagement normally rests with a particular weapon system. **Note**: Replaces Forward Area Air Defense Engagement Zone (FAADEZ) Symbol Set Code: 25 Code: 171900			

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TABLE H-XIII. Airspace control means - Continued.

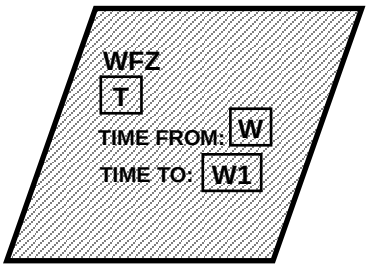
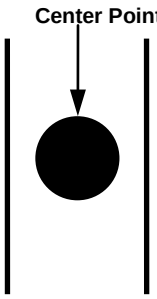
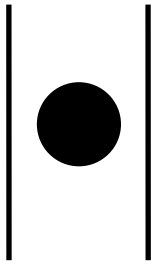
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Weapons Free Zone An air defense zone established around key assets or facilities other than airbases which merit special protection by ground based air defense assets where weapons may be fired at any target not positively identified as friendly. (AJP-3.3.5) **Note:** Upward diagonal lines are part of the fill. Symbol Set Code: 25 Code: 17**20**00			
Points			
Airspace Control Points Symbol Set Code: 25 Code: **18**0000		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Static.	

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TABLE H-XIII. Airspace control means - Continued.

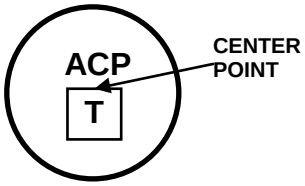
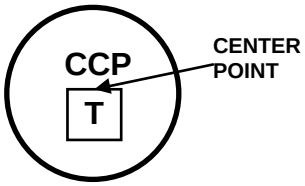
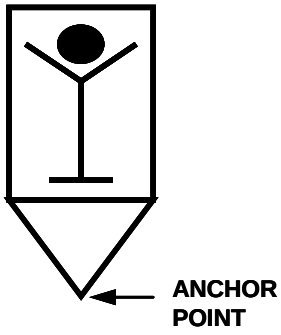
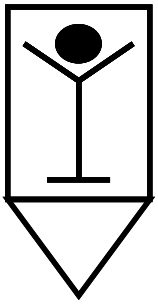
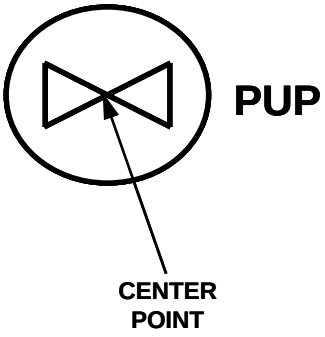
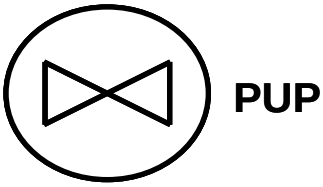
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Air Control Point Symbol Set Code: 25 Code: 18**01**00		Orientation. The graphic is typically centered over the desired location. Static/Dynamic: S	
Communications Check Point Symbol Set Code: 25 Code: 18**02**00			
Downed Aircrew Pick-Up Pont Symbol Set Code: 25 Code: 18**03**00 Static/Dynamic: S		Anchor Points. This symbol requires one anchor point. The point defines the tip of the inverted cone. Size/Shape. Static. Orientation. The symbol will typically be oriented upright.	
Pop-Up Point (PUP) The location at which aircraft quickly gain altitude for target acquisition and engagement. Symbol Set Code: 25 Code: 18**04**00		Anchor Points. This symbol requires one anchor point. The center point defines the center of the symbol. Size/Shape. Static. Orientation. The symbol is typically centered over	

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TABLE H-XIII. Airspace control means - Continued.

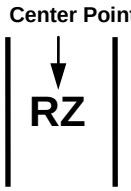
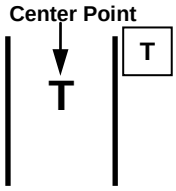
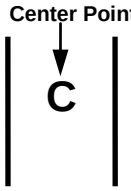
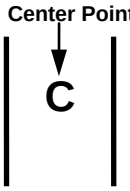
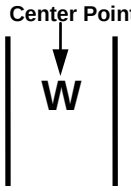
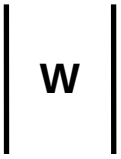
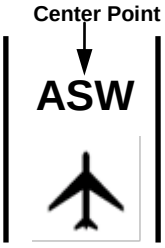
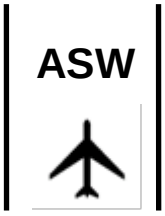
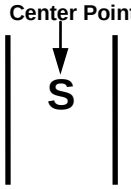
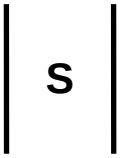
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Air Control Rendezvous Symbol Set Code: 25 Code: 18**05**00		the desired location. Static/Dynamic: S	
TACAN Symbol Set Code: 25 Code: 18**06**00			
CAP Station Symbol Set Code: 25 Code: 18**07**00			
AEW Station Symbol Set Code: 25 Code: 18**08**00			
ASW (Helo and F/W) Station Symbol Set Code: 25 Code: 18**09**00			
Strike Initial Point Symbol Set Code: 25 Code: 18**10**00			

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TABLE H-XIII. Airspace control means - Continued.

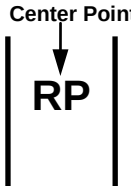
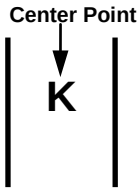
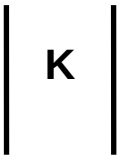
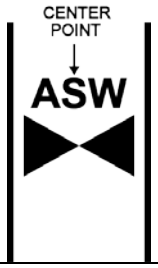
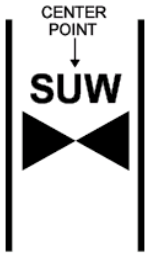
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Replenishment Station Symbol Set Code: 25 Code: 18**11**00			
Tanking Symbol Set Code: 25 Code: 18**12**00			
Antisubmarine Warfare, Rotary Wing Symbol Set Code: 25 Code: 18**13**00			
SUCAP – Fixed Wing Symbol Set Code: 25 Code: 18**14**00			
SUCAP – Rotary Wing Symbol Set Code: 25 Code: 18**15**00			

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TABLE H-XIII. Airspace control means - Continued.

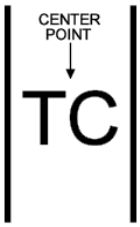
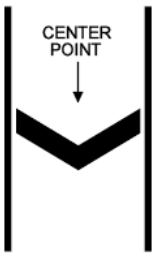
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
MIW – Fixed Wing Symbol Set Code: 25 Code: 18**16**00			
MIW – Rotary Wing Symbol Set Code: 25 Code: 18**17**00			
Tomcat Symbol Set Code: 25 Code: 18**18**00			
Rescue Symbol Set Code: 25 Code: 18**19**00			
Unmanned Aerial System (UAS/UA) Symbol Set Code: 25 Code: 18**20**00			

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TABLE H-XIII. Airspace control means - Continued.

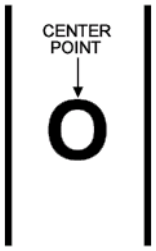
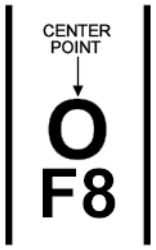
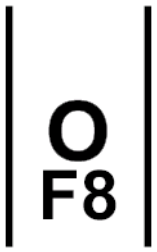
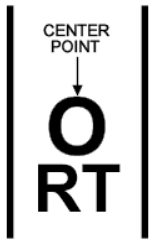
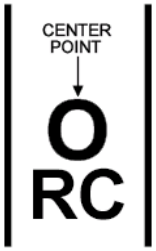
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
VTUA Symbol Set Code: 25 Code: 18**21**00			
Orbit Symbol Set Code: 25 Code: 18**22**00			
Orbit – Figure Eight Symbol Set Code: 25 Code: 18**23**00			
Orbit – Race Track Symbol Set Code: 25 Code: 18**24**00			
Orbit – Random Closed Symbol Set Code: 25 Code: 18**25**00			

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TABLE H-XIII. Airspace control means - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Lines			
Airspace Control Lines Symb ol Set Code: 25 Code: **19**0000	N/A		N/A
Identification, Friend-or-Foe (IFF) Off Line Line demarking where friendly aircraft en-route to targets stop emitting an IFF signal.(AJP-3.5.5) Symbol Set Code: 25 Code: 19**01**00		Anchor Points. This symbol requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 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. Orientation. Orientation is determined by the order in which the anchor points are entered. Static/Dynamic: D	
Identification, Friend-or-Foe (IFF) On Line Line demarking where friendly aircraft returning to friendly territory start emitting an IFF signal. (AJP-3.5.5) Symbol Set Code: 25 Code: 19**02**00			

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H.5.16 Maritime control measures.

H.5.16.1 Maritime control measures. Are used by NATO to help the maritime component commander and his subordinate commanders to direct action by establishing responsibilities and to prevent ships, units, or aircraft from impeding one another and to impose necessary coordination. They aide the cooperation among forces without imposing needless restrictions on their freedom of action. In general terms, maritime control measures can be broken down into the following groups: points, lines and areas.

TABLE H-XIV. Maritime control measures.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE **Note**: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Maritime Control Area Symbol Set Code: 25 Code: **20**0000	N/A		N/A
Launch Area Symbol Set Code: 25 Code: 20**01**00	N/A		N/A

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TABLE H-XIV. Maritime control measures - Continued.

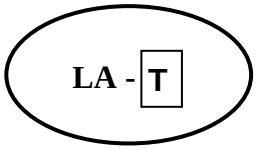
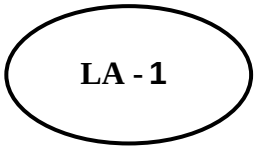
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE **Note**: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Launch Area, Ellipse/Circle (AEGIS only) Symbol Set Code: 25 Code: 2001**01** Static/Dynamic: D **Note**: Launch Area may be depicted as orange (RGB: 255,155,0) where, the area fill is 75% transparent.		Anchor Points. This symbol requires one anchor point. This anchor point represents the center of an ellipse and, therefore, the geographic location of that ellipse. Size/Shape. The size and shape of this symbol is determined by three additional numeric values; A major axis radius, a minor axis radius, and a rotation angle. The radii should be expressed in the appropriate map distance units. Orientation. The orientation of this symbol is determined by the rotation angle provided, where 0 degrees is east/west and a positive rotation angle rotates the ellipse in a counter-clockwise direction.	
Defended Area Symbol Set Code: 25 Code: 20**02**00	N/A		N/A

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TABLE H-XIV. Maritime control measures - Continued.

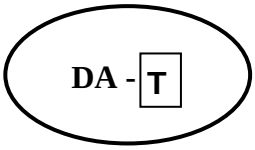
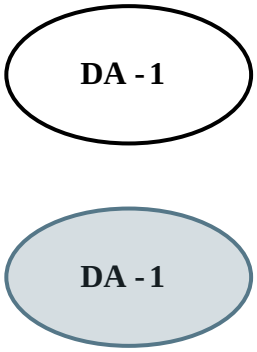
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE **Note**: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Defended Area, Ellipse/Circle (AEGIS only) Symbol Set Code: 25 Code: 2002**01** Static/Dynamic: D **Note**: Defended Area may be depicted as grey (RGB:85,119,136) where the grey area fill is 75% transparent.		Anchor Points. This symbol requires one anchor point. This anchor point represents the center of an ellipse and, therefore, the geographic location of that ellipse. Size/Shape. The size and shape of this symbol is determined by three additional numeric values; A major axis radius, a minor axis radius, and a rotation angle. The radii should be expressed in the appropriate map distance units. Orientation. The orientation of this symbol is determined by the rotation angle provided, where 0 degrees is east/west and a positive rotation angle rotates the ellipse in a counter-clockwise direction.	

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TABLE H-XIV. Maritime control measures - Continued.

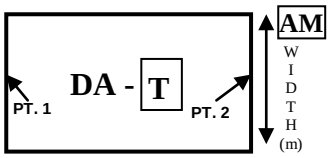
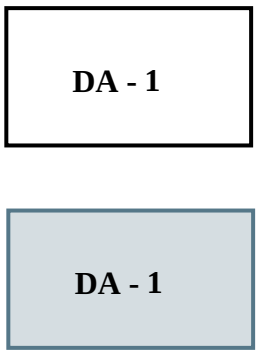
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE **Note**: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Defended Area, Rectangle (AEGIS only) Symbol Set Code: 25 Code: 200**202** Static/Dynamic: D **Note**: Defended Area may be depicted as grey (RGB:85,119,136) where the grey area fill is 75% transparent.		Anchor Points. This symbol 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. 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 scalable. Orientation. As determined by the anchor points.	

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TABLE H-XIV. Maritime control measures - Continued.

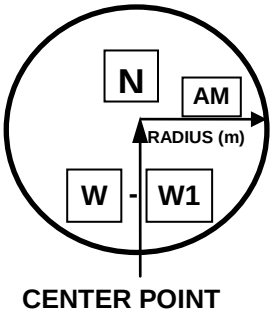
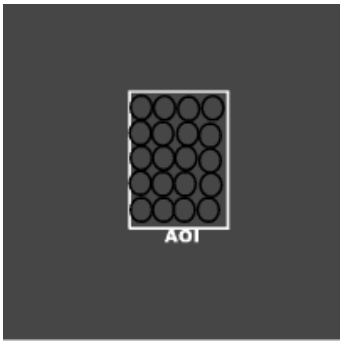
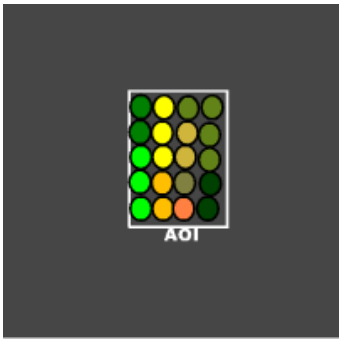
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE **Note**: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
No Attack (NOTACK) Zone (AEGIS only) Symbol Set Code: 25 Code: 20**03**00 Static/Dynamic: D		Anchor Points. This symbol requires one anchor point and a radius. Point 1 defines the center point of the symbol. Size/Shape. Size: The radius defines the size. Shape: Circle. The information fields should be scalable within the circle. Orientation. Not applicable	
Ship Area of Interest (AEGIS only) Symbol Set Code: 25 Code: 20**04**00 Static/Dynamic: S **Note**: Maneuver areas can only occur within a Ship AOI graphic.		Anchor Points. This symbol requires one anchor point. The center point defines the center of the symbol. Size/Shape. Static. Maneuver area graphic shall be drawn with a black border. Maneuver areas may be either unfilled or filled with performance-contoured color options. Orientation. The symbol is typically centered over the desired location.	

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TABLE H-XIV. Maritime control measures - Continued.

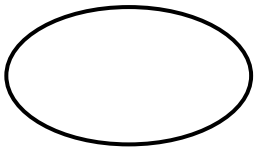
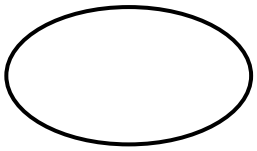
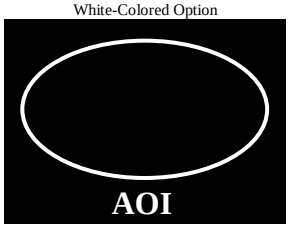
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE **Note**: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Ship Area of Interest, Eclipse/Circle (AEGIS only) Symbol Set Code: 25 Code: 2004**01** Static/Dynamic: D	 **AOI**	Anchor Points. This symbol 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. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. Orientation. Not applicable.	 **AOI** White-Colored Option  **AOI**

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TABLE H-XIV. Maritime control measures - Continued.

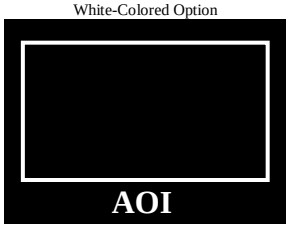
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE **Note**: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Ship Area of Interest, Rectangle (AEGIS only) Symbol Set Code: 25 Code: 200**402** Static/Dynamic: D	 **AOI**	Anchor Points. This symbol 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. 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 scalable. Orientation. As determined by the anchor points.	 **AOI** White-Colored Option  **AOI**

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TABLE H-XIV. Maritime control measures - Continued.

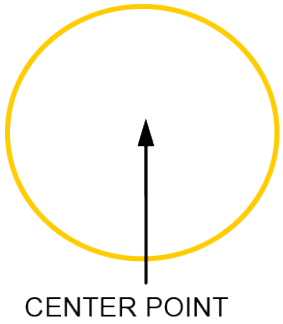
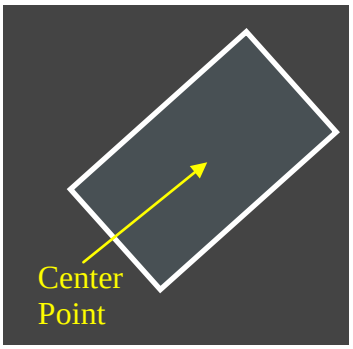
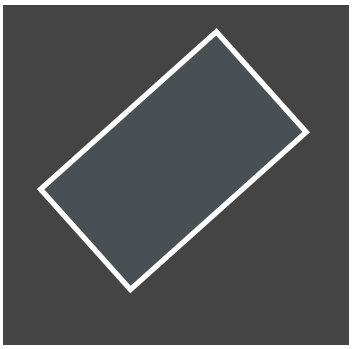
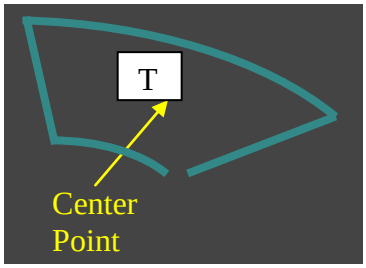
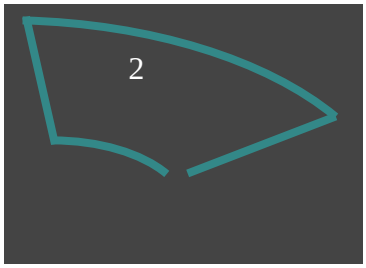
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE **Note**: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Active Maneuver Area (AEGIS only) Symbol Set Code: 25 Code: 20**05**00		Anchor Points: This symbol requires one anchor point. The center point defines/is the center of the symbol. Size/Shape: Static. Orientation: The symbol is typically centered over the desired location. Static/Dynamic: S	
Cued Acquisition Doctrine (AEGIS only) Symbol Set Code: 25 Code: 20**06**00 **Note**: Cued Acquisition Doctrine symbol has a white border (RGB: 255,255,255) with a 75% transparent Grey fill (RGB: 85.119,136)			
Radar Search Doctrine (AEGIS only) Symbol Set Code: 25 Code: 20**07**00 **Note:** RSD Graphic has a dark cyan border (RGB: 51,136,136) with a 75% transparent dark cyan fill (RGB: 51,136,136)			

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TABLE H-XIV. Maritime control measures - Continued.

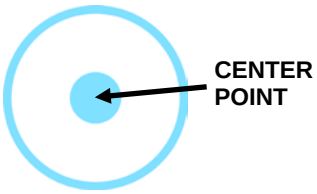
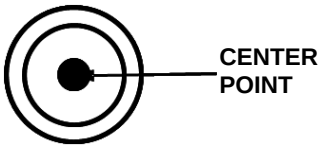
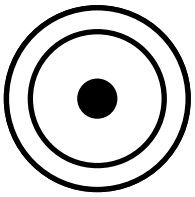
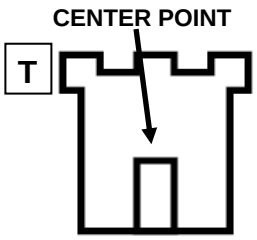
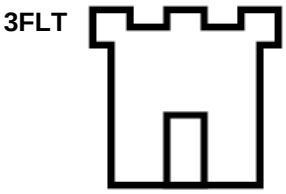
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE **Note**: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Maritime Control Points Symbol Set Code: 25 Code: **21**0000	N/A		N/A
Plan Ship Symbol Set Code: 25 Code: 21**01**00		Anchor Points: This symbol requires one anchor point. The center point defines/is the center of the symbol. Size/Shape: Static. Orientation: The symbol is typically centered over the desired location. Static/Dynamic: S	
Aim Point Symbol Set Code: 25 Code: 21**02**00			
Defended Asset Symbol Set Code: 25 Code: 21**03**00			

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TABLE H-XIV. Maritime control measures - Continued.

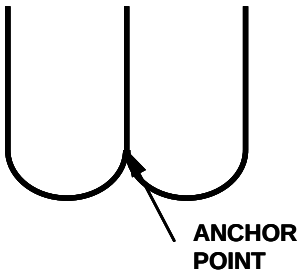
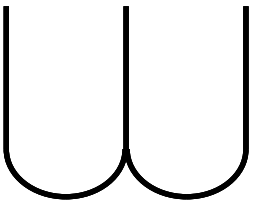
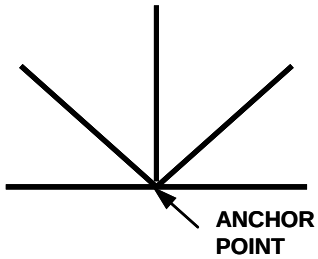
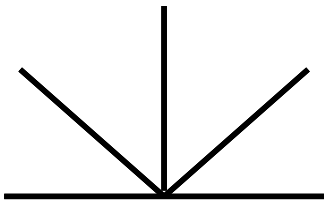
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE **Note**: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Drop Point Symbol Set Code: 25 Code: 21**04**00 Static/Dynamic: S		Anchor Points. This symbol requires one anchor point. The point defines the bottom of the central vertical line in the symbol where the curved and vertical lines meet. Size/Shape. Static. Orientation. The symbol will typically be oriented upright.	
Entry Point Symbol Set Code: 25 Code: 21**05**00 Static/Dynamic: S		Anchor Points. This symbol requires one anchor point. The point defines the point where all the lines meet. Size/Shape. Static. Orientation. The symbol will typically be oriented upright.	

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TABLE H-XIV. Maritime control measures - Continued.

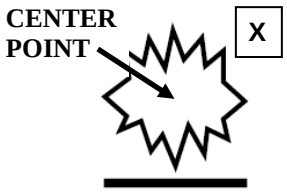
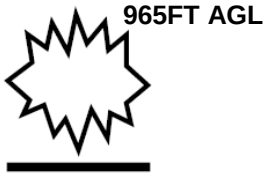
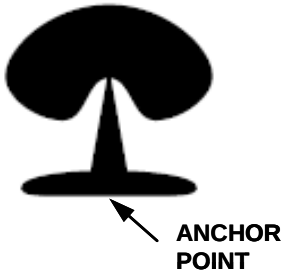
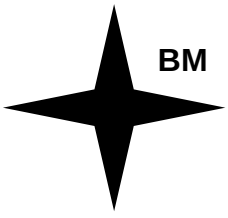
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE **Note**: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Air Detonation Symbol Set Code: 25 Code: 21**06**00 Static/Dynamic: S		Anchor Points: This symbol requires one anchor point. The center point defines/is the center of the symbol. Size/Shape: Static. Orientation: The symbol is typically centered over the desired location.	
Ground Zero Symbol Set Code: 25 Code: 21**07**00 Static/Dynamic: S		Anchor Points. This symbol requires one anchor point. The anchor point defines/is the center of the bottom of the control measure symbol. Size/Shape. Static. Orientation. The symbol will typically be oriented upright.	
Impact Point Symbol Set Code: 25 Code: 21**08**00		Anchor Points: This symbol requires one anchor point. The center point defines/is the center of the symbol. Size/Shape:	

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TABLE H-XIV. Maritime control measures - Continued.

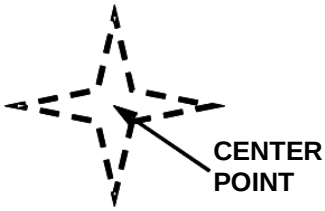
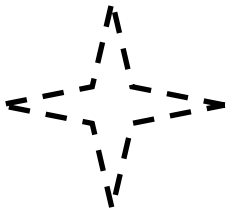
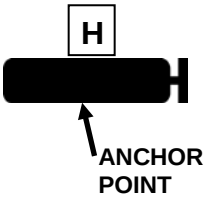
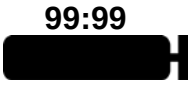
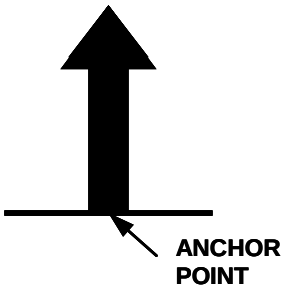
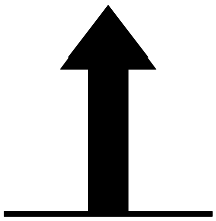
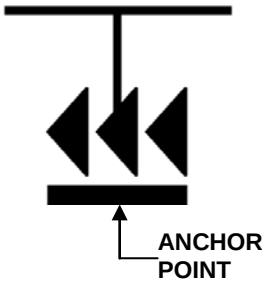
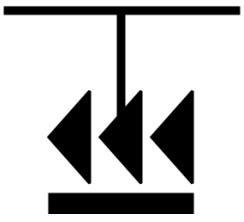
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE **Note**: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Predicted Impact Point Symbol Set Code: 25 Code: 21**09**00		Static. Orientation: The symbol is typically centered over the desired location. Static/Dynamic: S	
Launched Torpedo (AEGIS only) Symbol Set Code: 25 Code: 21**10**00		Anchor Points. This symbol requires one anchor point. The anchor point defines the midpoint of the symbol's base. Size/Shape. Static. Orientation. The symbol will typically be oriented upright. Static/Dynamic: S	
Missile Detection Point Symbol Set Code: 25 Code: 21**11**00			
Sub-Surface Warfare			
Acoustic Countermeasure (Decoy) (AEGIS only) Symbol Set Code: 25 Code: 21**12**00 Static/Dynamic: S		Anchor Points. This symbol requires one anchor point. The anchor point defines the midpoint of the symbol's base. Size/Shape. Static. Orientation. The symbol will typically be oriented upright.	

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TABLE H-XIV. Maritime control measures - Continued.

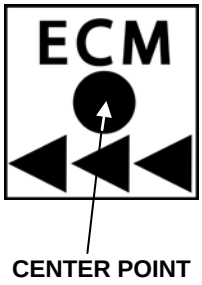
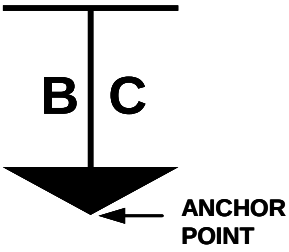
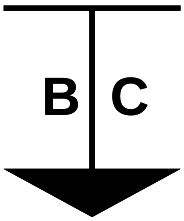
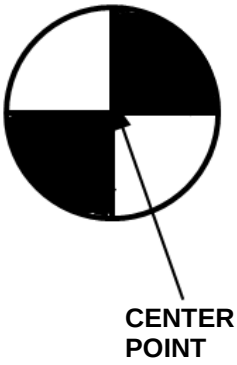
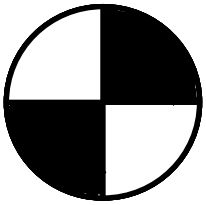
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE **Note**: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Electronic Countermeasures (ECM) Decoy (AEGIS only) Symbol Set Code: 25 Code: 211300 Static/Dynamic: S		Anchor Points: This symbol requires one anchor point. The center point defines/is the center of the symbol. Size/Shape: Static. Orientation: The symbol is typically centered over the desired location.	
Brief Contact Symbol Set Code: 25 Code: 211400 Static/Dynamic: S		Anchor Points. This symbol requires one anchor point. The anchor point defines the midpoint of the symbol's base. Size/Shape. Static. Orientation. The symbol will typically be oriented upright.	
Datum Lost Contact Symbol Set Code: 25 Code: 211500 **Note:** The symbol will be oriented as shown in the example to the right and will be centered over the datum. Static/Dynamic: S		Anchor Points: This symbol requires one anchor point. The center point defines/is the center of the symbol. Size/Shape: Static. Orientation: The symbol is typically centered over the desired location.	

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TABLE H-XIV. Maritime control measures - Continued.

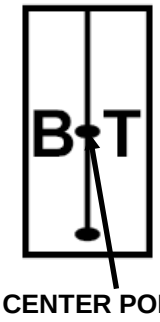
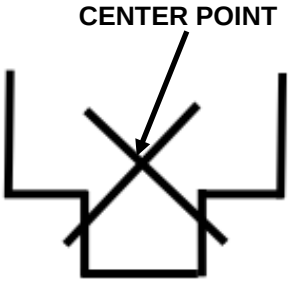
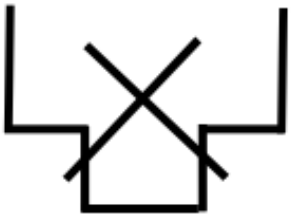
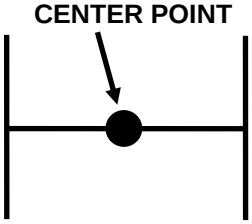
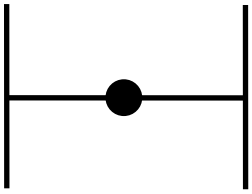
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE **Note**: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
BT Buoy Drop Symbol Set Code: 25 Code: 211**6**00 Static/Dynamic: S		Anchor Points. This symbol requires one anchor (center) point. The point defines the center of the symbol. Size/Shape. Static. The symbol's height should be 2x the symbol's width. Orientation. The symbol's center point is typically centered over the desired location. The symbol shall be oriented upright.	
Reported Bottomed Sub Symbol Set Code: 25 Code: 211**7**00		Anchor Points: This symbol requires one anchor point. The center point defines/is the center of the symbol. Size/Shape: Static. Orientation: The symbol is typically centered over the desired location. Static/Dynamic: S	
Moving Haven Symbol Set Code: 25 Code: 211**8**00			

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TABLE H-XIV. Maritime control measures - Continued.

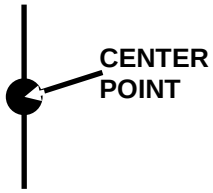
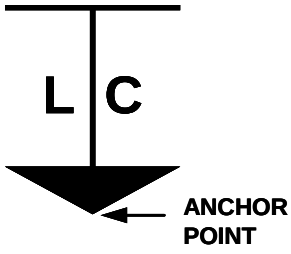
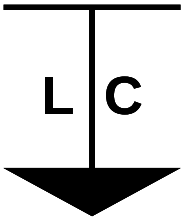
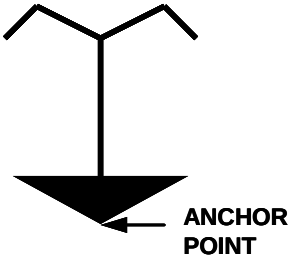
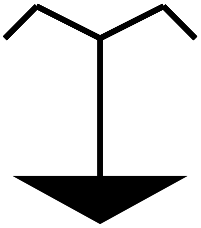
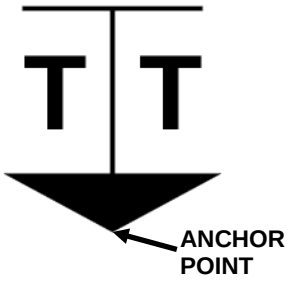
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE **Note**: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Screen Center Symbol Set Code: 25 Code: 211**9**00			
Lost Contact Symbol Set Code: 25 Code: 212**0**00		Anchor Points. This symbol requires one anchor point. The anchor point defines the midpoint of the symbol's base. Size/Shape. Static. Orientation. The symbol will typically be oriented upright. Static/Dynamic: S	
Sinker Symbol Set Code: 25 Code: 212**1**00			
Trial Track Symbol Set Code: 25 Code: 212**2**00			

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TABLE H-XIV. Maritime control measures - Continued.

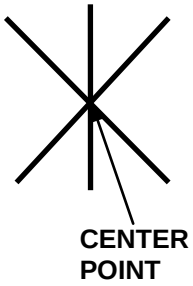
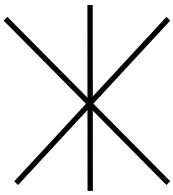
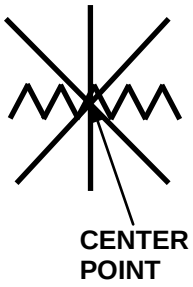
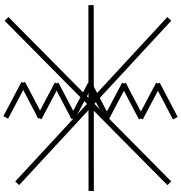
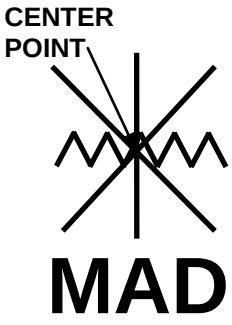
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE **Note**: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
	Fix		
Acoustic Fix Symbol Set Code: 25 Code: 21**23**00		Anchor Points: This symbol requires one anchor point. The center point defines/is the center of the symbol. Size/Shape: Static. Orientation: The symbol is typically centered over the desired location. Static/Dynamic: S	
Electromagnetic Fix Symbol Set Code: 25 Code: 21**24**00			
Electromagnetic - Magnetic Anomaly Detection (MAD) Symbol Set Code: 25 Code: 21**25**00			

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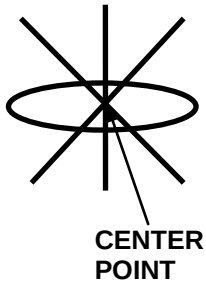
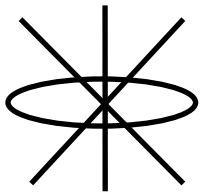
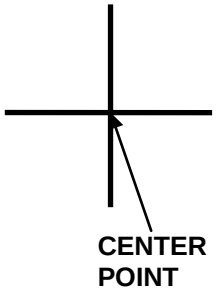
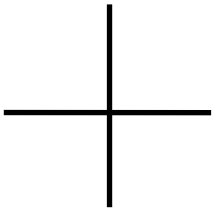
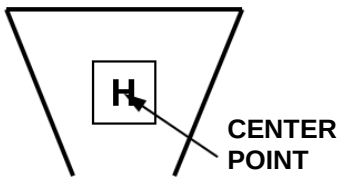
TABLE H-XIV. Maritime control measures - Continued.

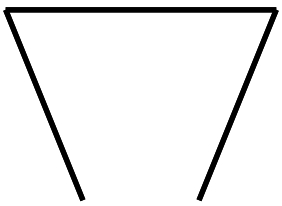
<table>
<tr><th>CONTROL MEASURE</th><th>TEMPLATE</th><th>DRAW RULES</th><th>EXAMPLE
Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</th></tr>
<tr><td>Optical Fix

Symbol Set
Code: 25
Code: 212600</td><td>  </td><td rowspan="3"></td><td>  </td></tr>
<tr><td>Formation

Symbol Set
Code: 25
Code: 212700</td><td>  </td><td>  </td></tr>
<tr><td>Harbor

Symbol Set
Code: 25
Code: 212800</td><td> 

Note: Normally, the H field has four possible entries as shown in the harbor entrance point entry below. However, a user can use this symbol to define a new type of point if the preceding selections are not sufficient.</td><td><u>Anchor Points</u>. This symbol requires one anchor point. The center point defines the center of the symbol.
<u>Size/Shape.</u> Static. The symbol’s corners form a 70- degree angle.
<u>Orientation</u>. The symbol is typically centered over the desired location.

Static/Dynamic: S</td><td>  </td></tr>
<tr><td>Harbor Entrance Point

Symbol Set
Code: 25
Code: 212900</td><td>A

Code: 212901</td><td>Q

Code: 212902</td><td>Must be used in conjunction with the harbor control measure symbol.</td></tr>
</table>

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TABLE H-XIV. Maritime control measures - Continued.

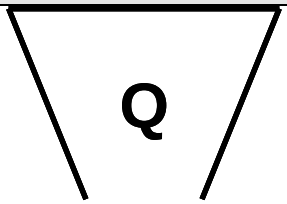
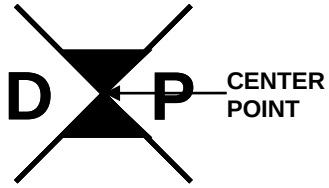
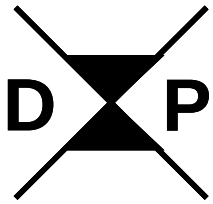
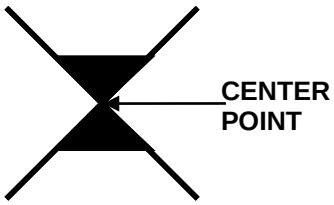
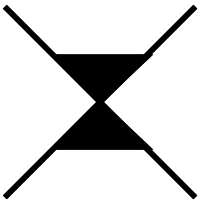
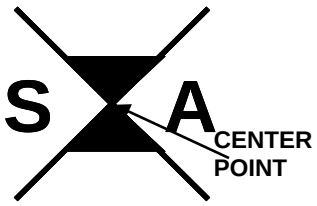
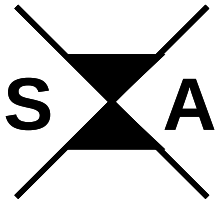
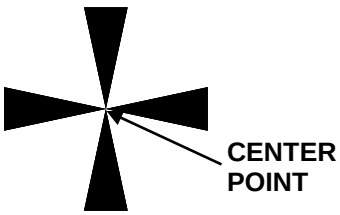
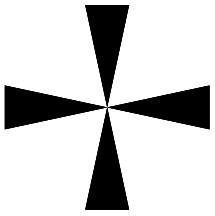
CONTROL MEASURE	TEMPLATE		DRAW RULES	EXAMPLE **Note**: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
	X Code: 212903	Y Code: 212904		
Search				
Dip Position Symbol Set Code: 25 Code: 213000			Anchor Points. This symbol requires one anchor point. The center point defines/is the center of the symbol. Size/Shape. Static. Orientation. The symbol is typically centered over the desired location. Static/Dynamic: S	
Search Symbol Set Code: 25 Code: 213100				
Search Area Symbol Set Code: 25 Code: 213200				
Search Center Symbol Set Code: 25 Code: 213300				

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TABLE H-XIV. Maritime control measures - Continued.

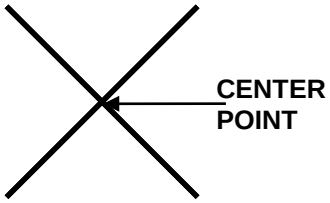
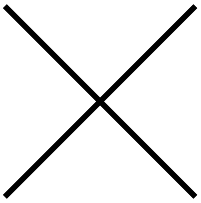
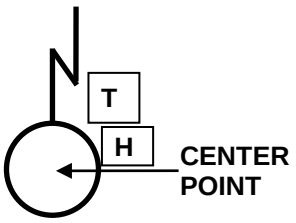
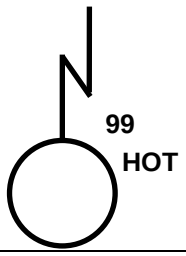
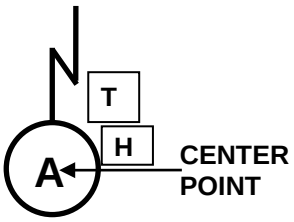
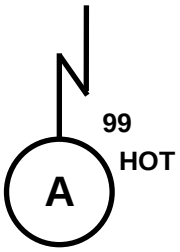
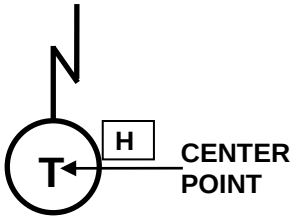
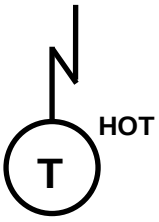
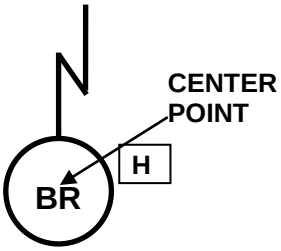
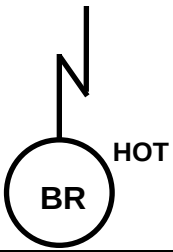
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE **Note**: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Navigational Reference Point Symbol Set Code: 25 Code: 21**34**00			
Sonobuoys			
Sonobuoy Symbol Set Code: 25 Code: 21**35**00		Anchor Points. This symbol requires one anchor point. The point defines the center of the circle. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the symbol. Orientation. The symbol's center point is typically centered over the desired location. The symbol shall be oriented upright. Static/Dynamic: S	
Ambient Noise Sonobuoy Symbol Set Code: 25 Code: 2135**01**			
Air Transportable Communication (ATAC) Symbol Set Code: 25 Code: 2135**02**			
Barra Symbol Set Code: 25 Code: 2135**03**			

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TABLE H-XIV. Maritime control measures - Continued.

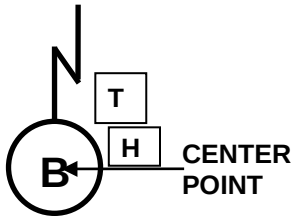
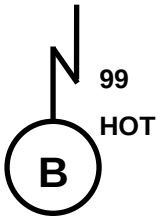
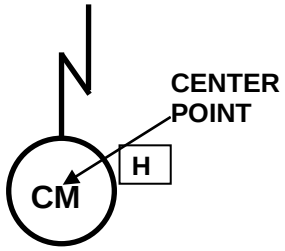
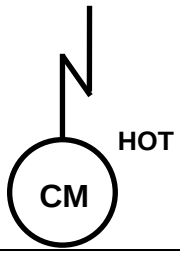
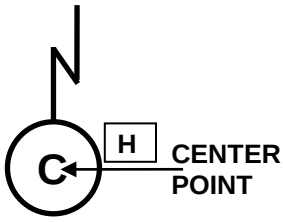
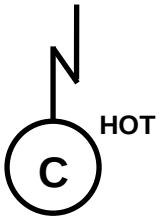
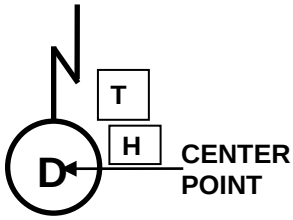
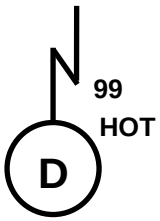
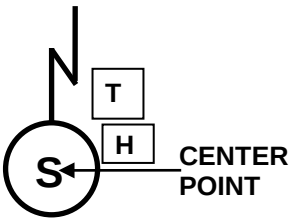
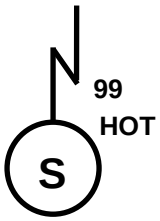
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE **Note**: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Bathythermo-graph Transmitting Sonobuoy (BT) Symbol Set Code: 25 Code: 2135**04**			
Command Active Multi-Beam Sonobuoy (CAMBS) Symbol Set Code: 25 Code: 2135**05**			
Command Active Sonobuoy Directional Command Active Sonobuoy System (CASS) Symbol Set Code: 25 Code: 2135**06**			
Directional Frequency Analyzing and Recording (DIFAR) Symbol Set Code: 25 Code: 2135**07**			
Directional Command Active Sonobuoy System (DICASS) Symbol Set Code: 25 Code: 2135**08**			

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TABLE H-XIV. Maritime control measures - Continued.

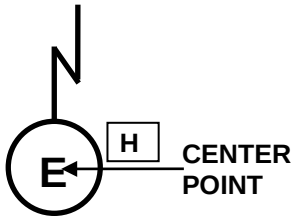
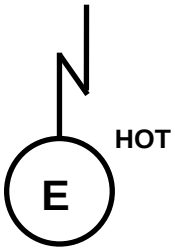
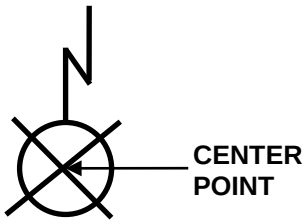
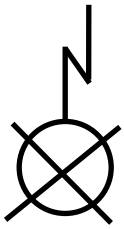
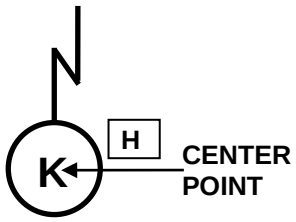
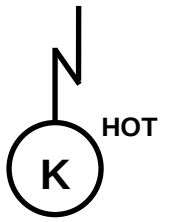
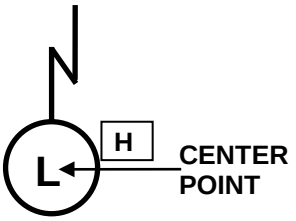
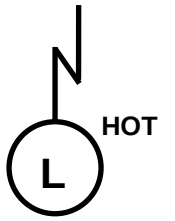
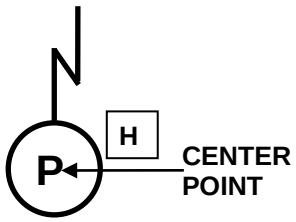
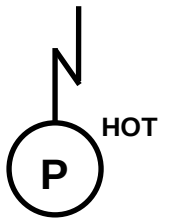
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE **Note**: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Expendable Reliable Acoustic Path Sonobuoy (ERAPS) Symbol Set Code: 25 Code: 2135**09**			
Expired Sonobuoy Symbol Set Code: 25 Code: 2135**10**			
Kingpin Sonobuoy Symbol Set Code: 25 Code: 2135**11**			
Low Frequency Analyzing and Recording Sonobuoy (LOFAR) Symbol Set Code: 25 Code: 2135**12**			
Pattern Center Sonobuoy Symbol Set Code: 25 Code: 2135**13**			

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TABLE H-XIV. Maritime control measures - Continued.

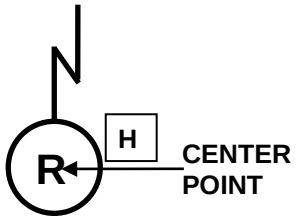
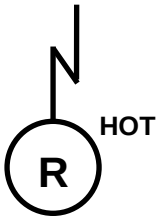
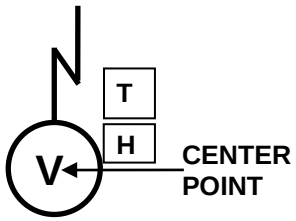
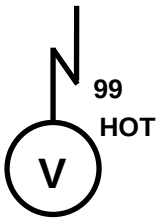
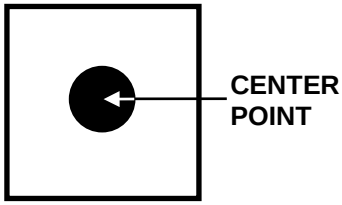
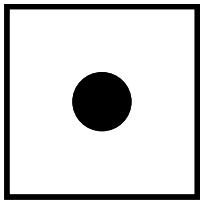
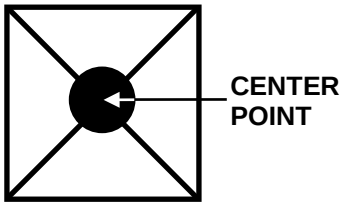
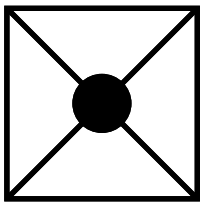
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE **Note**: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Range Only Sonobuoy Symbol Set Code: 25 Code: 2135**14**			
Vertical Line Array Directional Frequency Analysis and Recording (DIFAR) Sonobuoy Symbol Set Code: 25 Code: 2135**15**			
Reference Points			
Reference Point Symbol Set Code: 25 Code: 21**36**00		Anchor Points. This symbol requires one anchor point. The center point defines/is the center of the symbol. Size/Shape. Static. Orientation. The symbol is typically centered over the desired location.	
Special Point Symbol Set Code: 25 Code: 21**37**00			

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TABLE H-XIV. Maritime control measures - Continued.

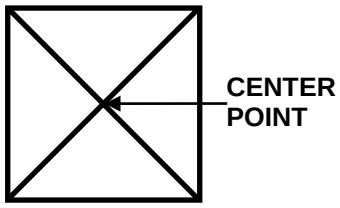
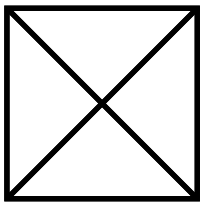
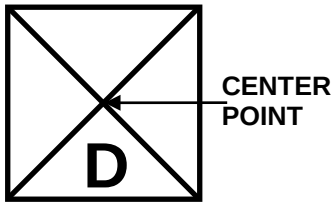
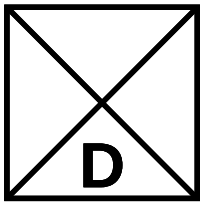
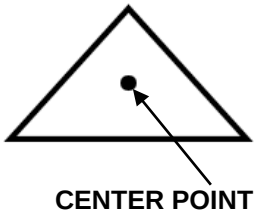
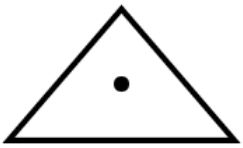
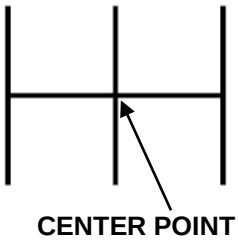
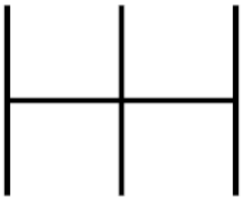
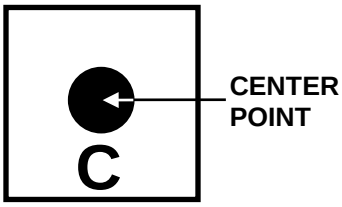
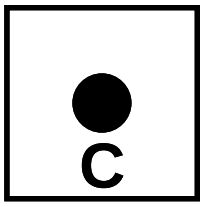
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE **Note**: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Navigational Reference Point Symbol Set Code: 25 Code: 21**38**00		Static/Dynamic: S	
Data Link Reference Point Symbol Set Code: 25 Code: 21**39**00			
Forward Observer / Spotter Position Symbol Set Code: 25 Code: 21**40**00			
Vital Area Center Symbol Set Code: 25 Code: 21**41**00			
Corridor Tab Point Symbol Set Code: 25 Code: 21**42**00			

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TABLE H-XIV. Maritime control measures - Continued.

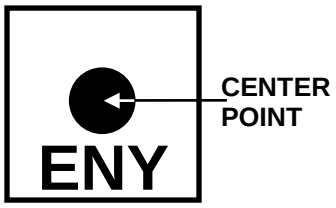
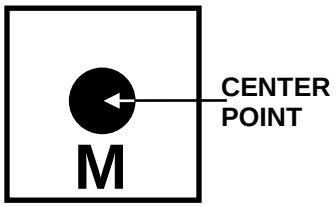
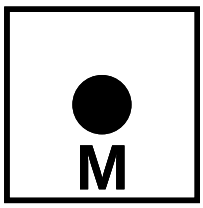
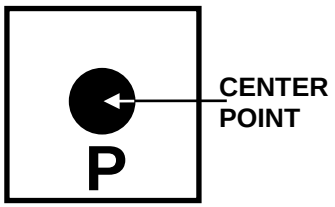
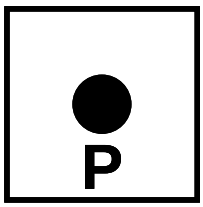
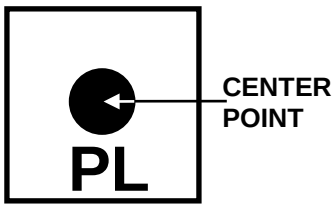
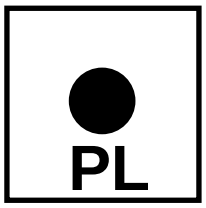
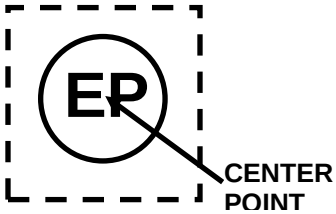
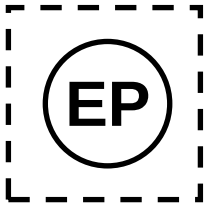
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE **Note**: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Enemy Point Symbol Set Code: 25 Code: 21**4**300			
Marshall Point Symbol Set Code: 25 Code: 21**4**400			
Position and Intended Movement (PIM) Symbol Set Code: 25 Code: 21**4**500			
Pre-Landfall Waypoint Symbol Set Code: 25 Code: 21**4**600			
Estimated Position (EP) Symbol Set Code: 25 Code: 21**4**700			

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TABLE H-XIV. Maritime control measures - Continued.

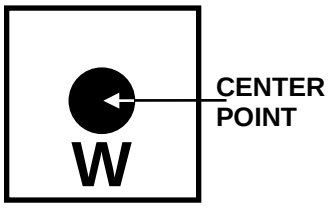
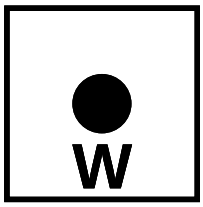
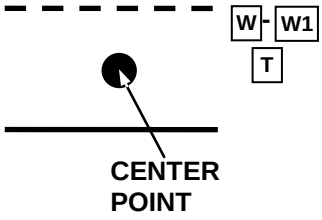
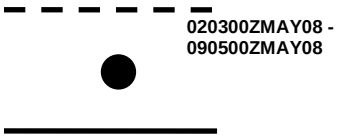
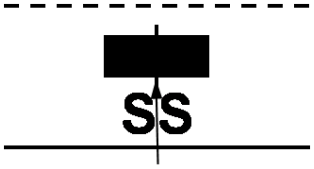
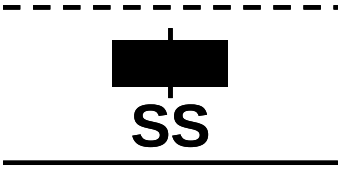
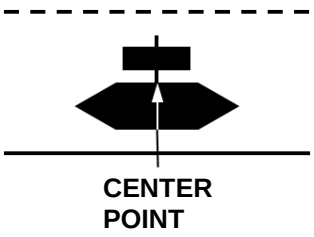
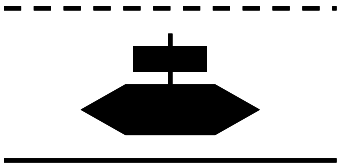
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE **Note**: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Waypoint Symbol Set Code: 25 Code: 21**48**00			
Subsurface Stations			
General Subsurface Station Symbol Set Code: 25 Code: 21**49**00		Anchor Points. This symbol requires one anchor point. The center point defines/is the center of the symbol. Size/Shape. Static. Orientation. The symbol is typically centered over the desired location. Static/Dynamic: S	
Submarine Subsurface Station Symbol Set Code: 25 Code: 21**50**00			
Submarine Antisubmarine Warfare Subsurface Station Symbol Set Code: 25 Code: 21**51**00			

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TABLE H-XIV. Maritime control measures - Continued.

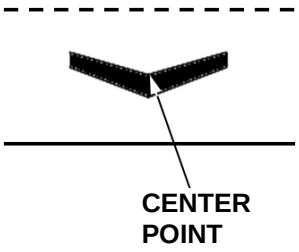
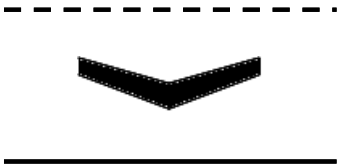
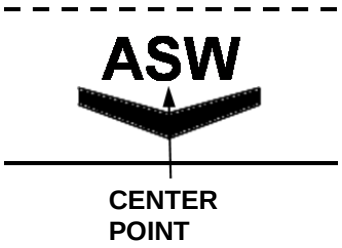
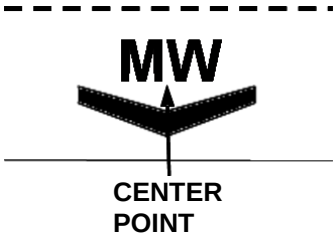
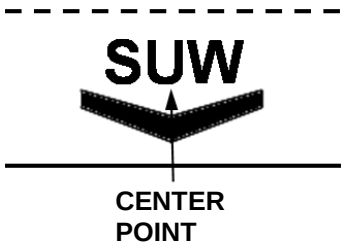
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE **Note**: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Unmanned Underwater Vehicle Subsurface Station Symbol Set Code: 25 Code: 215200			
Antisubmarine Warfare (ASW) Unmanned Underwater Vehicle Subsurface Station Symbol Set Code: 25 Code: 215300			
Mine Warfare Unmanned Underwater Vehicle Subsurface Station Symbol Set Code: 25 Code: 215400			
Surface Warfare Unmanned Underwater Vehicle Subsurface Station Symbol Set Code: 25 Code: 215500			

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TABLE H-XIV. Maritime control measures - Continued.

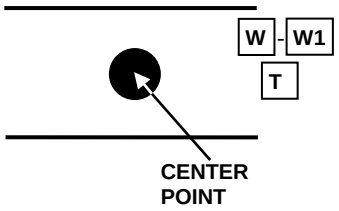
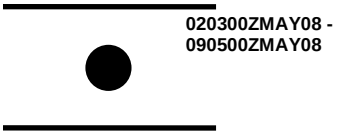
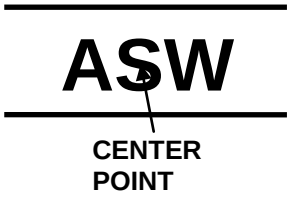
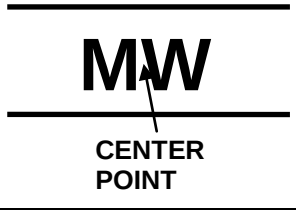
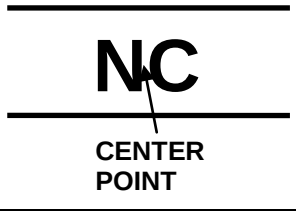
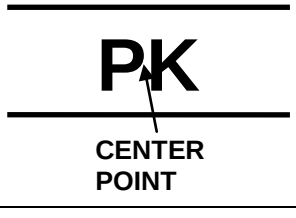
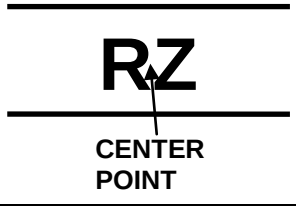
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE **Note**: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Surface Stations			
General Surface Station Symbol Set Code: 25 Code: 215**6**00		Anchor Points. This symbol requires one anchor point. The center point defines/is the center of the symbol. Size/Shape. Static. Orientation. The symbol is typically centered over the desired location. Static/Dynamic: S	
Antisubmarine Warfare (ASW) Surface Station Symbol Set Code: 25 Code: 215**7**00			
Mine Warfare Surface Station Symbol Set Code: 25 Code: 215**8**00			
Non-Combatant Surface Station Symbol Set Code: 25 Code: 215**9**00			
Picket Surface Station Symbol Set Code: 25 Code: 216**0**00			
Rendezvous Surface Station Symbol Set Code: 25 Code: 216**1**00			

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TABLE H-XIV. Maritime control measures - Continued.

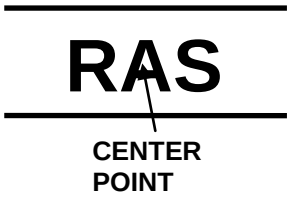
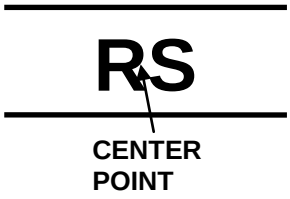
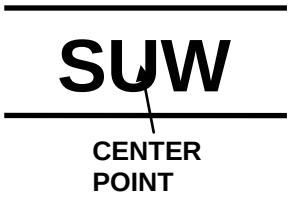
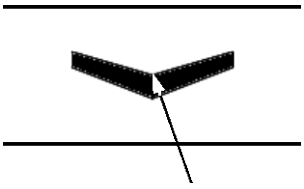
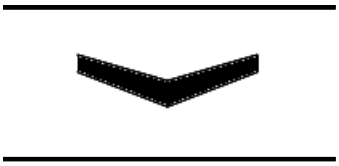
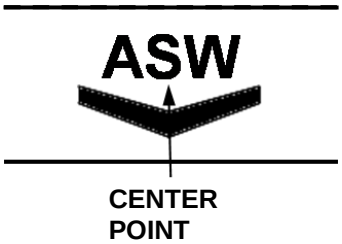
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE **Note**: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Replenishment at Sea Surface Station Symbol Set Code: 25 Code: 21**62**00			
Rescue Surface Station Symbol Set Code: 25 Code: 21**63**00			
Surface Warfare Surface Station Symbol Set Code: 25 Code: 21**64**00			
Unmanned Underwater Vehicle Surface Station Symbol Set Code: 25 Code: 21**65**00			
Antisubmarine Warfare (ASW) Unmanned Underwater Vehicle Surface Station Symbol Set Code: 25 Code: 21**66**00			

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TABLE H-XIV. Maritime control measures - Continued.

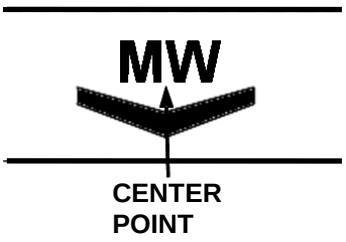
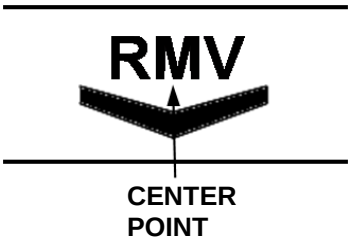
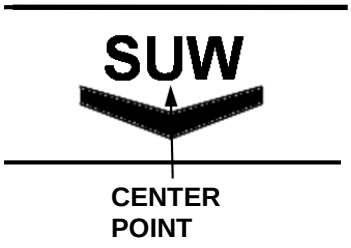
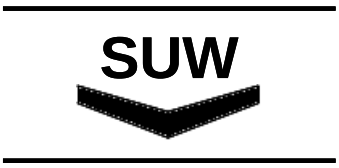
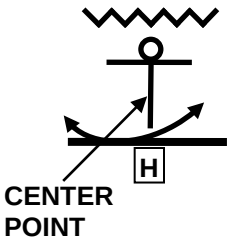
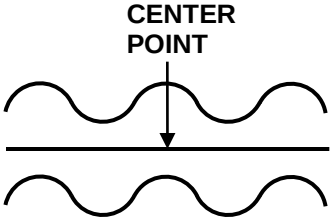
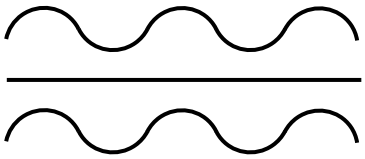
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE **Note**: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Mine Warfare Unmanned Underwater Vehicle Surface Station Symbol Set Code: 25 Code: 21**6**700			
Remote Multi-Mission Vehicle Unmanned Underwater Vehicle Surface Station Symbol Set Code: 25 Code: 21**68**00			
Surface Warfare Unmanned Underwater Vehicle Surface Station Symbol Set Code: 25 Code: 21**69**00			
Shore Control Station Symbol Set Code: 25 Code: 21**7**000			
Routes			
General Route Symbol Set Code: 25 Code: 21**71**00		Anchor Points. This symbol requires one anchor point. The center point defines/is the center of the symbol.	

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TABLE H-XIV. Maritime control measures - Continued.

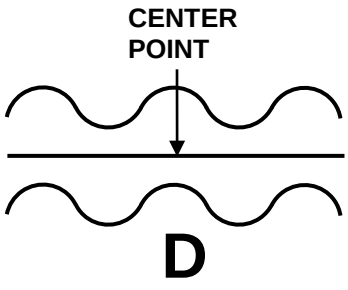
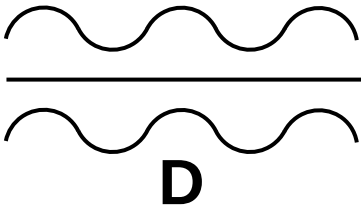
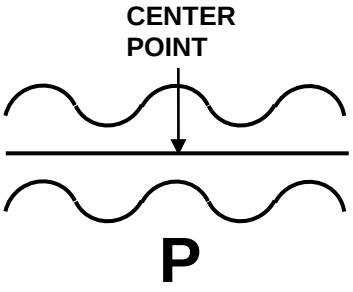
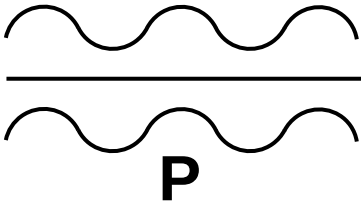
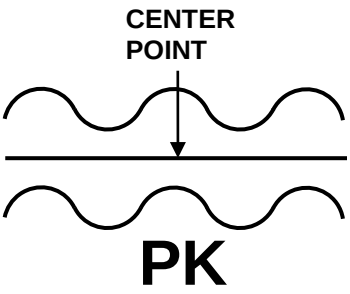
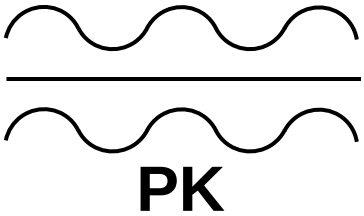
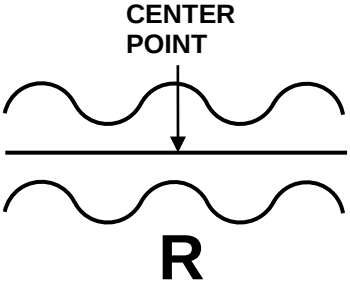
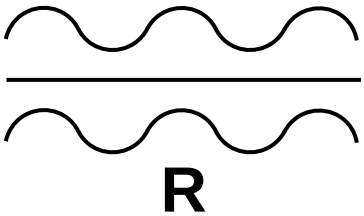
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE **Note**: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Diversion Route Symbol Set Code: 25 Code: 217200		Size/Shape. Static. Orientation. The symbol is typically centered over the desired location. Static/Dynamic: S	
Position and Intended Movement (PIM) Route Symbol Set Code: 25 Code: 217300			
Picket Route Symbol Set Code: 25 Code: 217400			
Point R Route Symbol Set Code: 25 Code: 217500			

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TABLE H-XIV. Maritime control measures - Continued.

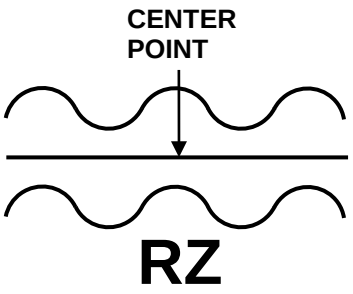
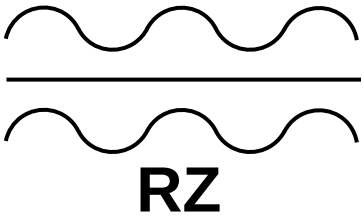
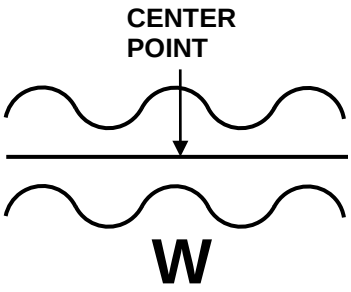
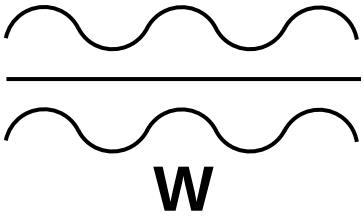
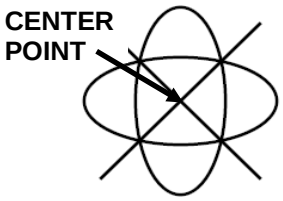
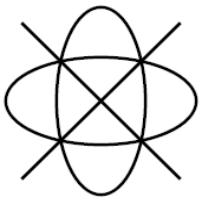
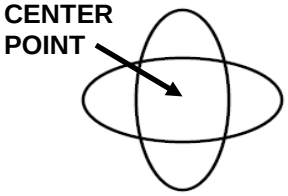
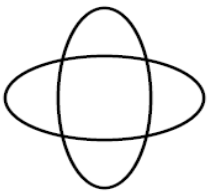
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE **Note**: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Rendezvous Route Symbol Set Code: 25 Code: 217600			
Waypoint Route Symbol Set Code: 25 Code: 217700			
Clutter, Stationary or Cease Reporting Symbol Set Code: 25 Code: 217800			
Tentative or Provisional Track Symbol Set Code: 25 Code: 217900			

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TABLE H-XIV. Maritime control measures - Continued.

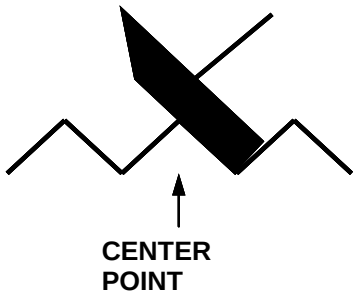
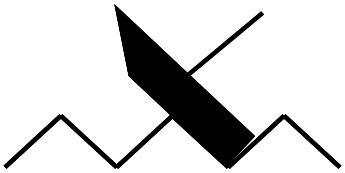
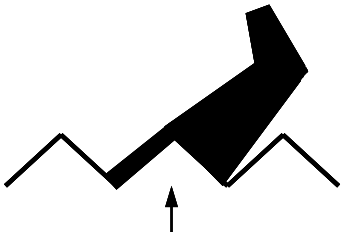
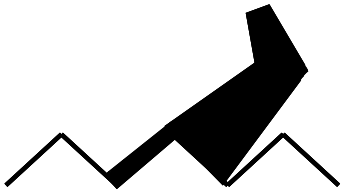
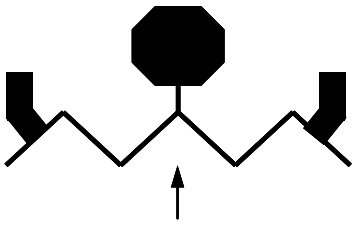
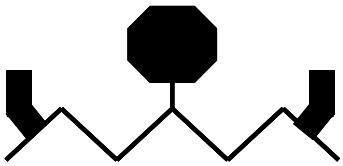
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE **Note**: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
	Emergency		
Distressed Vessel Symbol Set Code: 25 Code: 21**80**00		Anchor Points. This symbol requires one anchor point. The anchor point defines the midpoint of the symbol's base. Size/Shape. Static. Orientation. The symbol will typically be oriented upright. Static/Dynamic: S	
Ditched Aircraft/Downed Aircraft Symbol Set Code: 25 Code: 21**81**00			
Person In Water/ Bailout Symbol Set Code: 25 Code: 21**82**00			

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TABLE H-XIV. Maritime control measures - Continued.

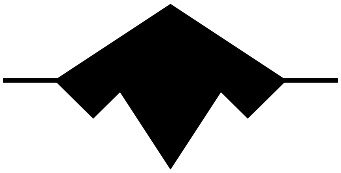
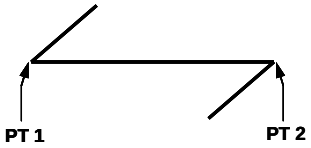
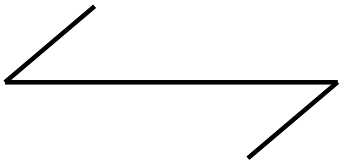
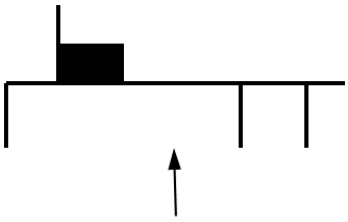
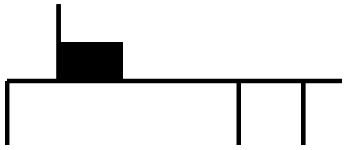
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE **Note**: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
	Hazard		
Iceberg Symbol Set Code: 25 Code: 21**83**00 Static/Dynamic: S	 **CENTER POINT**	Anchor Points. This symbol requires one anchor point. The center point defines/is the center of the symbol. Size/Shape. Static. Orientation. The symbol is typically centered over the desired location.	
Navigational Symbol Set Code: 25 Code: 21**84**00 Static/Dynamic: D	 **PT 1** **PT 2**	Anchor Points. This symbol requires two anchor points. Points 1 and 2 define the corner points of the symbol. Size/Shape. The symbol varies only in length. Orientation. Orientation is determined by the anchor points.	
Oil Rig Symbol Set Code: 25 Code: 21**85**00	 **CENTER POINT**	Anchor Points. This symbol requires one anchor point. The center point defines/is the center of the symbol. Size/Shape. Static. Orientation.	

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TABLE H-XIV. Maritime control measures - Continued.

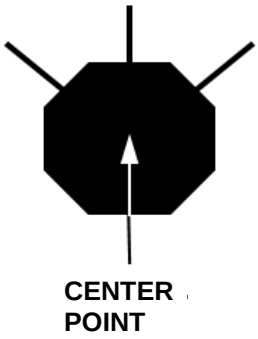
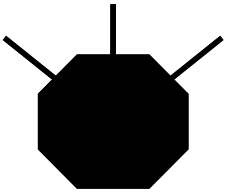
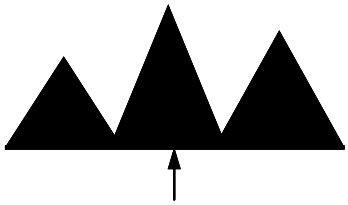
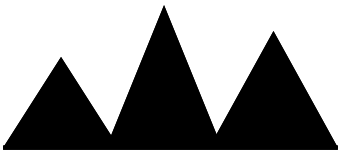
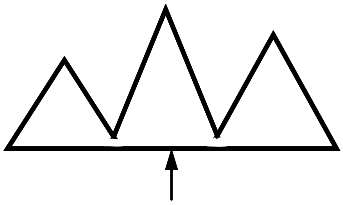
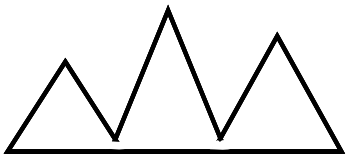
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE **Note**: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Sea Mine-Like Symbol Set Code: 25 Code: 21**86**00 **Note**: The orientation of symbol can be rotated in 90 degree increments.		The symbol is typically centered over the desired location. Static/Dynamic: S	
Sea Subsurface Returns			
Bottom Return/ Non-Mine, Mine-Like Bottom Object (NOMBO) Symbol Set Code: 25 Code: 21**87**00		Anchor Points. This symbol requires one anchor point. The anchor point defines the midpoint of the symbol's base. Size/Shape. Static. Orientation. The symbol will typically be oriented upright. Static/Dynamic: S	
Bottom Return/ Non-Mine, Mine-Like Bottom Object (NOMBO)/ Installation/ Manmade Symbol Set Code: 25 Code: 21**88**00			

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TABLE H-XIV. Maritime control measures - Continued.

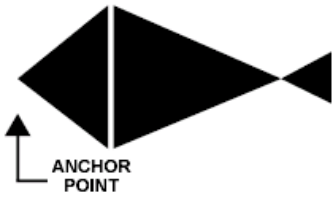
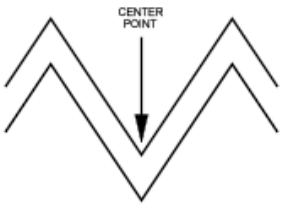
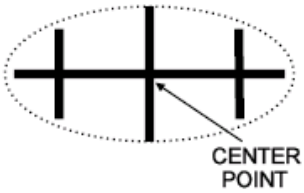
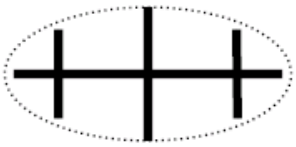
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE **Note**: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Marine Life Symbol Set Code: 25 Code: 21**89**00 Static/Dynamic: S		Anchor Points. This graphic requires one anchor point. The anchor point defines "nose" of the graphic. Size/Shape. Static. Orientation. The graphic is typically centered over the desired location	
Sea Anomaly (Wake, Current, Knuckle) Symbol Set Code: 25 Code: 21**90**00		Anchor Points. This graphic requires one anchor point. The center point defines/is the center of the graphic. Size/Shape. Static. Orientation. The graphic's center point is typically centered over the desired location. Static/Dynamic: S	
Bottom Return/Non-MILCO, Wreck, Dangerous Symbol Set Code: 25 Code: 21**91**00			

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TABLE H-XIV. Maritime control measures - Continued.

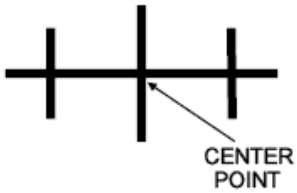
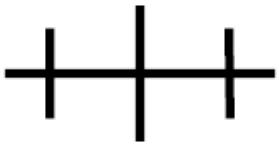
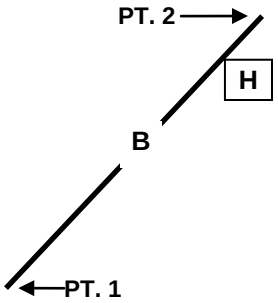
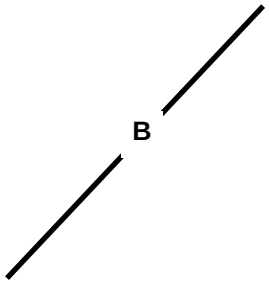
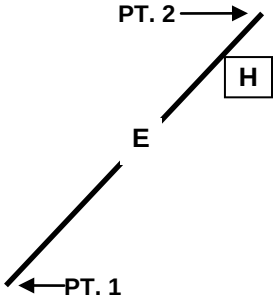
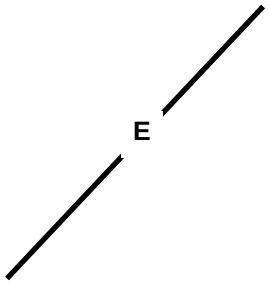
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE **Note**: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Bottom Return/Non-MILCO, Wreck, Non Dangerous Symbol Set Code: 25 Code: 21**92**00			
Maritime Control Lines Symbol Set Code: 25 Code: **22**0000	N/A		N/A
Bearing Line Symbol Set Code: 25 Code: 22**01**00		Anchor Points. This graphic requires two anchor points. Points 1 and 2 define the endpoints of the symbol. Size/Shape. The symbol varies only in length. Orientation. One point defines the origin from which the bearing is being taken and the other point defines the location or	
Bearing Line, Electronic Symbol Set Code: 25 Code: 2201**01**			

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TABLE H-XIV. Maritime control measures - Continued.

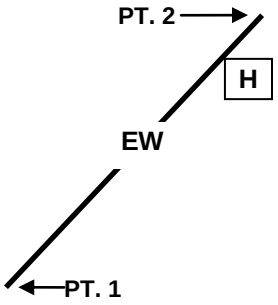
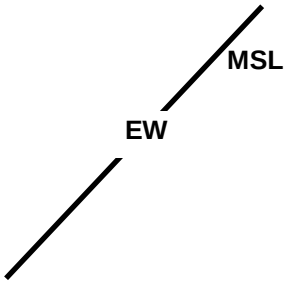
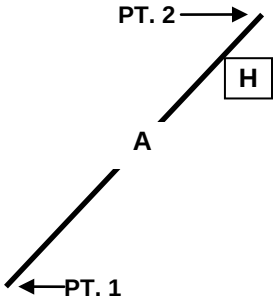
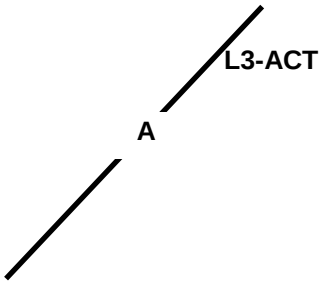
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE **Note**: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Bearing Line, Electronic Warfare Symbol Set Code: 25 Code: 220102		direction from which a contact is made. Static/Dynamic: D	 **Note**: "H" field may contain the following identifiers: •"MSL" – missile •"MCU" – missile control unit •"TENT - tentative
Bearing Line, Acoustic Symbol Set Code: 25 Code: 220103			 **Note**: "H" field may contain the following identifiers: •"L3-ACT" – LAMPS, active •"L3-pHELO" – LAMPS, Helicopter, passive •"L3-pSHIP" – LAMPS, Ship, passive •"L3-OSC" – LAMPS, Operator Specified Contact, passive •"L3-ATT" – LAMPS, Acoustic Target Track, passive

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TABLE H-XIV. Maritime control measures - Continued.

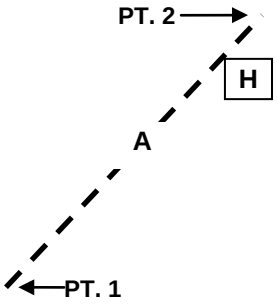
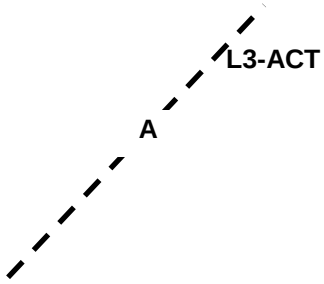
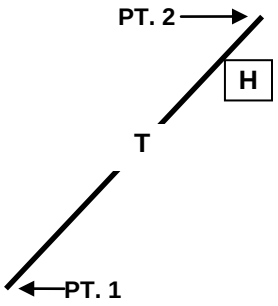
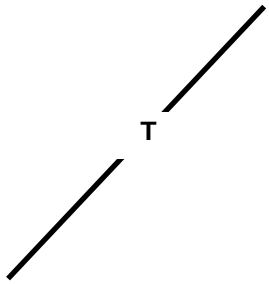
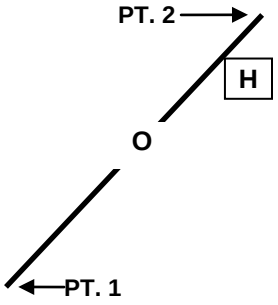
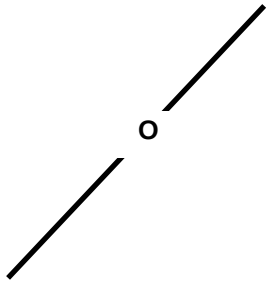
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE **Note**: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Bearing Line, Acoustic (Ambiguous) Symbol Set Code: 25 Code: 2201**04**			 **Note**: "H" field may contain the following identifiers: •"L3-ACT" – LAMPS, active •"L3-pHELO" – LAMPS, Helicopter, passive •"L3-pSHIP" – LAMPS, Ship, passive •"L3-OSC" – LAMPS, Operator Specified Contact, passive •"L3-ATT" – LAMPS, Acoustic Target Track, passive
Bearing Line, Torpedo Symbol Set Code: 25 Code: 2201**05**			
Bearing Line, Electro-Optical Intercept Symbol Set Code: 25 Code: 2201**06**			

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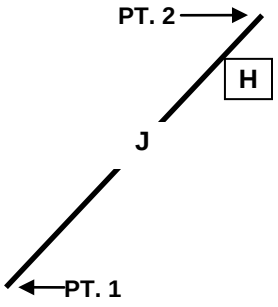
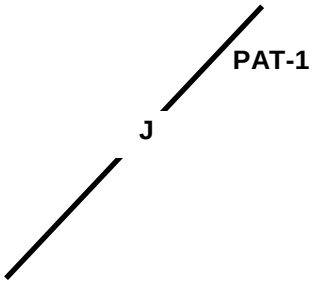
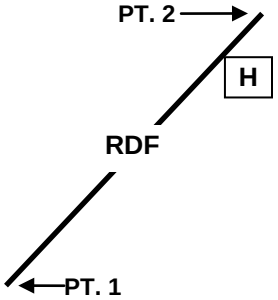
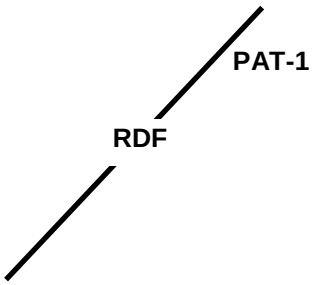
TABLE H-XIV. Maritime control measures - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE **Note**: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Bearing Line, Jammer Symbol Set Code: 25 Code: 2201**07** **Note:** "H" field may contain the following: •"PAT-1" – PAT-1 Jammer			 **Note:** "H" field may only contain the "PAT-1" – PAT-1 Jammer
Bearing Line, Radio Detention Finder (RDF) Symbol Set Code: 25 Code: 2201**08** Static/Dynamic: D			

H.5.17 Deception control measures.

H.5.17.1 Deception control measures. Are designed to mislead the enemy by manipulation, distortion, or falsification of evidence to induce him to react in a manner prejudicial to his interests.

TABLE H-XV. Deception control measure symbols.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Deception Symbol Set Code: 25 Code: **23**0000	N/A		N/A

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TABLE H-XV. Deception control measure symbols - Continued.

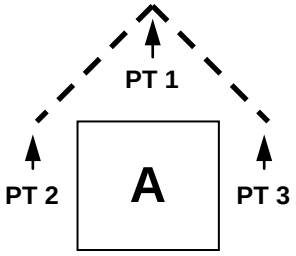
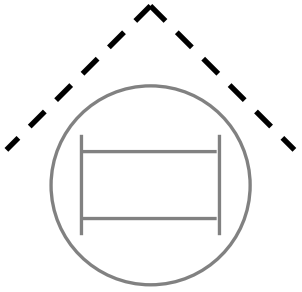
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Decoy/Dummy An imitation of a person, object or phenomenon, which is intended to deceive hostile surveillance or detection systems or mislead the adversary. Symbol Set Code: 25 Code: 23**01**00		Anchor Points. This symbol requires 3 anchor points. Point 1 defines the vertex of the symbol and points 2 and 3 define its endpoints. 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. Orientation. Orientation is determined by the anchor points.	

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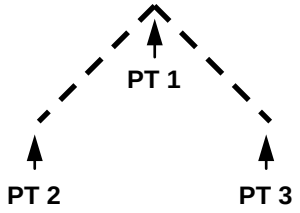
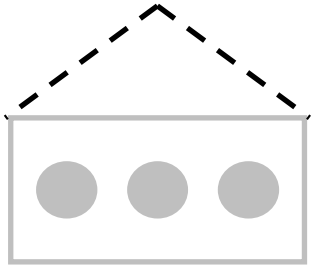
TABLE H-XV. Deception control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Decoy/Dummy and Feint In military deception, an offensive action involving contact with the adversary conducted for the purpose of deceiving the adversary as to the location and/or time of the actual main offensive action. Symbol Set Code: 25 Code: 23**02**00		Note: Anchor points are determined by the relationship between the control measure symbol being modified and the decoy/dummy or feint control measure symbol modifying it. See the specific control measure being modified for anchor points. Static/Dynamic: D	
Axis of Advance for a Feint	***See Axis of Advance under Maneuver Control Measures***		
Direction of Attack for a Feint	***See Direction of Attack under Maneuver Control Measures***		
Decoy Mined Area	***See Decoy Mined Area under Obstacles***		
Dummy Minefield	***See Decoy Mined Area under Obstacles***		

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H.5.18 Fire Support Coordination Measures.

H.5.18.1 Fire Support Coordination Measures. Measures employed by land or amphibious commanders to facilitate the rapid engagement of targets and simultaneously provide safeguards for friendly forces. Fire support control measures should be labeled with the abbreviation of the control measure, the controlling headquarters (Field T) and the effective times (Field W/W1). For lines this labeling should be on both ends of the line and repeated as often as necessary for clarity along any line that passes through many boundaries.

TABLE H-XVI. Fire Support Coordination Measures.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Fire Areas Symbol Set Code: 25 Code: **24**0000	N/A		N/A
Airspace Coordination Area (ACA) Symbol Set Code: 25 Code: 24**01**00	N/A		N/A

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TABLE H-XVI. Fire Support Coordination Measures - Continued.

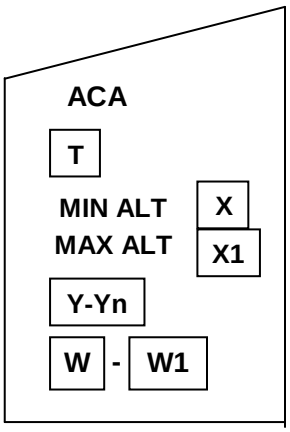
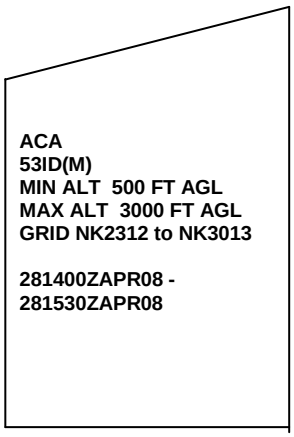
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Airspace Coordination Area (ACA) - Irregular A restricted area or route of travel specified for use by friendly aircraft and established for the purpose of preventing friendly aircraft from being fired on by friendly forces. (AArtyP-5) Symbol Set Code: 25 Code: 2401**01** Static/Dynamic: D		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. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. Orientation. Not applicable.	

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TABLE H-XVI. Fire Support Coordination Measures - Continued.

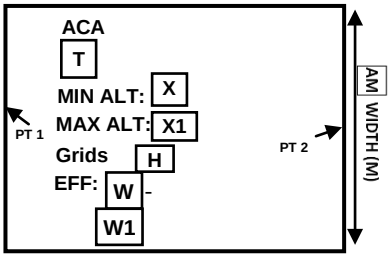
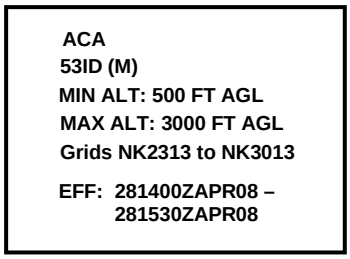
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Airspace Coordination Area (ACA) - Rectangle Symbol Set Code: 25 Code: 2401**02** Static/Dynamic: D		Anchor Points. This symbol 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. 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 scalable. Orientation. As determined by the anchor points.	

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TABLE H-XVI. Fire Support Coordination Measures - Continued.

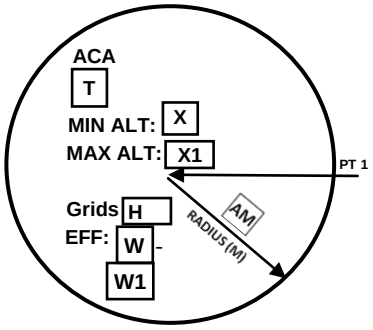
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Airspace Coordination Area (ACA) – Circular Symbol Set Code: 25 Code: 2401**03** Static/Dynamic: D		Anchor Points. This symbol requires one (1) anchor point and a radius. Point 1 defines the center point of the symbol. Size/Shape. Size: The radius defines the size. Shape: Circle. The information fields should be scalable within the circle. Orientation. Not applicable.	
Free Fire Area (FFA) Symbol Set Code: 25 Code: 24**02**00	N/A		N/A

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TABLE H-XVI. Fire Support Coordination Measures - Continued.

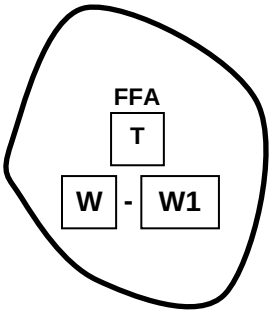
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Free Fire Area (FFA) - Irregular A specific designated area into which any weapon system may fire without additional co-ordination with the establishing headquarters. Symbol Set Code: 25 Code: 2402**01** Static/Dynamic: D		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. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. Orientation. Not applicable.	

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TABLE H-XVI. Fire Support Coordination Measures - Continued.

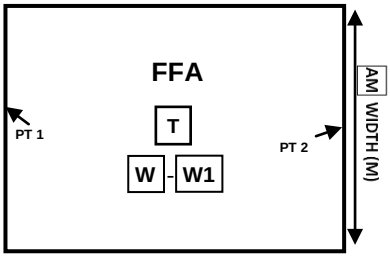
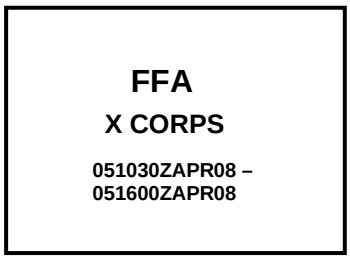
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Free Fire Area (FFA) – Rectangle Symbol Set Code: 25 Code: 240**02** Static/Dynamic: D		Anchor Points. This symbol 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. 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 scalable. Orientation. As determined by the anchor points.	

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TABLE H-XVI. Fire Support Coordination Measures - Continued.

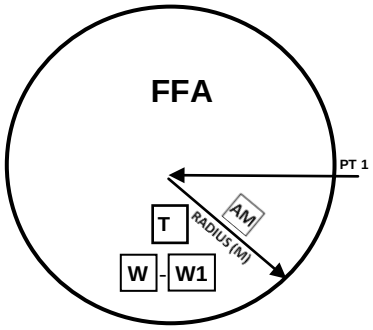
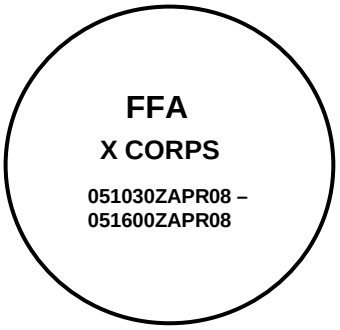
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Free Fire Area (FFA) – Circular Symbol Set Code: 25 Code: 2402**03** Static/Dynamic: D		Anchor Points. This symbol requires one (1) anchor point and a radius. Point 1 defines the center point of the symbol. Size/Shape. Size: The radius defines the size. Shape: Circle. The information fields should be scalable within the circle. Orientation. Not applicable.	
No Fire Area (NFA) Symbol Set Code: 25 Code: 24**03**00	N/A		N/A

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TABLE H-XVI. Fire Support Coordination Measures - Continued.

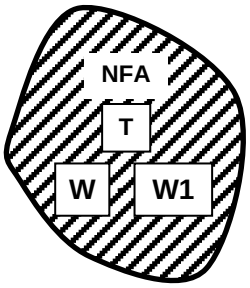
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
No Fire Area (NFA) - Irregular A area into which no fires or the effects of fires are allowed. Symbol Set Code: 25 Code: 2403**01** Static/Dynamic: D		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. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. Orientation. Not applicable.	

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TABLE H-XVI. Fire Support Coordination Measures - Continued.

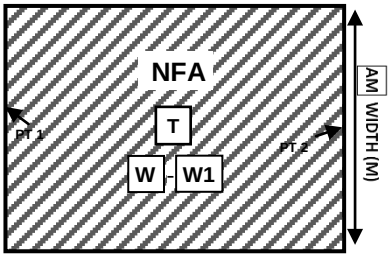
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
No Fire Area (NFA) – Rectangular Symbol Set Code: 25 Code: 2403**02** Static/Dynamic: D		Anchor Points. This symbol 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. 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 scalable. Orientation. As determined by the anchor points.	

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TABLE H-XVI. Fire Support Coordination Measures - Continued.

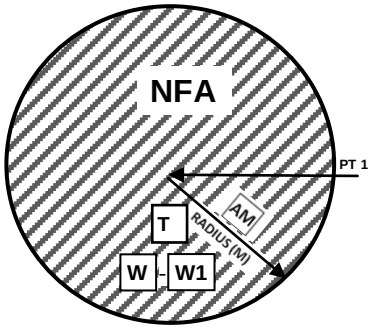
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
No Fire Area (NFA) – Circular Symbol Set Code: 25 Code: 2403**03** Static/Dynamic: D		Anchor Points. This symbol requires one (1) anchor point and a radius. Point 1 defines the center point of the symbol. Size/Shape. Size: The radius defines the size. Shape: Circle. The information fields should be scalable within the circle. Orientation. Not applicable.	
Restricted Fire Area (RFA) Symbol Set Code: 25 Code: 24**04**00	N/A		N/A

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TABLE H-XVI. Fire Support Coordination Measures - Continued.

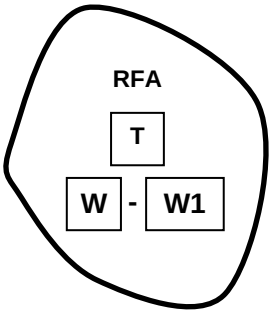
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Restricted Fire Area (RFA) - Irregular An area in which specific restrictions are imposed and in which fires that exceed those restrictions are not delivered without co-ordination with the establishing headquarters. (AartyP-5). Symbol Set Code: 25 Code: 2404**01** Static/Dynamic: D		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. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. Orientation. Not applicable.	

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TABLE H-XVI. Fire Support Coordination Measures - Continued.

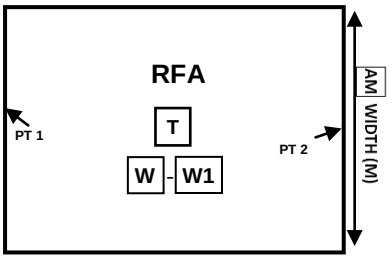
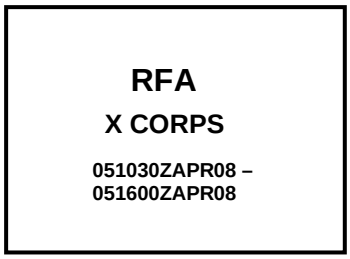
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Restricted Fire Area (RFA) – Rectangular Symbol Set Code: 25 Code: 240**402** Static/Dynamic: D		Anchor Points. This symbol 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. 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 scalable. Orientation. As determined by the anchor points.	

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TABLE H-XVI. Fire Support Coordination Measures - Continued.

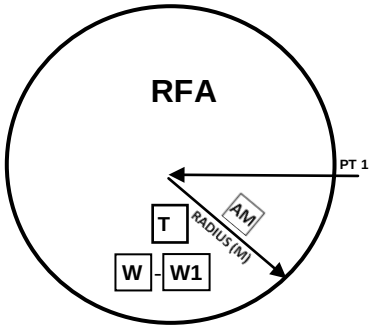
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Restricted Fire Area (RFA) – Circular Symbol Set Code: 25 Code: 240**03** Static/Dynamic: D		Anchor Points. This symbol requires one (1) anchor point and a radius. Point 1 defines the center point of the symbol. Size/Shape. Size: The radius defines the size. Shape: Circle. The information fields should be scalable within the circle. Orientation. Not applicable.	
Position Area For Artillery (PAA) Symbol Set Code: 25 Code: 24**05**00	N/A		N/A

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TABLE H-XVI. Fire Support Coordination Measures - Continued.

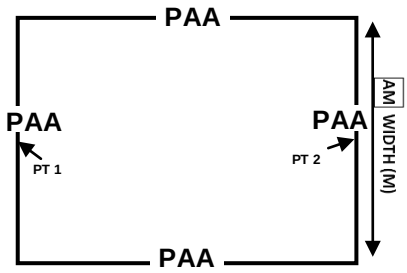
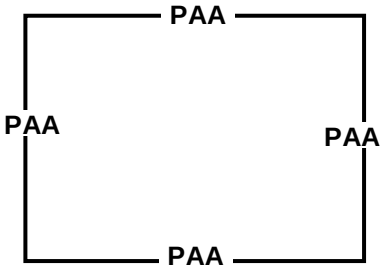
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Position Area For Artillery (PAA) - Rectangular Symbol Set Code: 25 Code: 240501 Static/Dynamic: D		Anchor Points. This symbol 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. 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 scalable. Orientation. As determined by the anchor points.	

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TABLE H-XVI. Fire Support Coordination Measures - Continued.

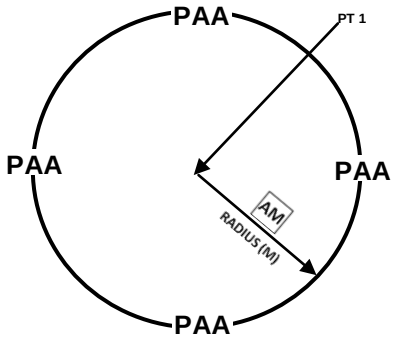
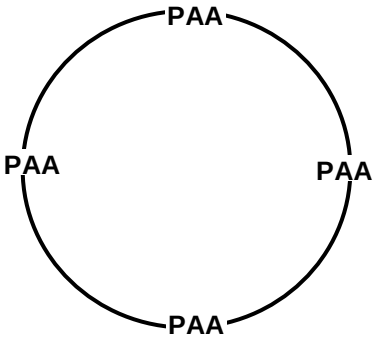
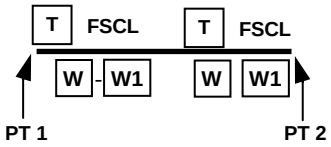
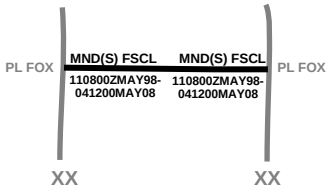
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Position Area For Artillery (PAA) - Circular Symbol Set Code: 25 Code: 2405**02** Static/Dynamic: D		Anchor Points. This symbol requires one (1) anchor point and a radius. Point 1 defines the center point of the symbol. Size/Shape. Size: The radius defines the size. Shape: Circle. The information fields should be scalable within the circle. Orientation. Not applicable.	
Fire Lines Symbol Set Code: 25 Code: **26**0000	N/A		N/A
Fire Support Coordination Line (FSCL) **Note**: Because of the length of the FSCL definition it is included in the glossary. Symbol Set Code: 25 Code: 26**01**00 Static/Dynamic: D		Anchor Points. This symbol requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line. Size/Shape. The first and last anchor points determine the length of the line. Orientation. Orientation is determined by the anchor points.	 The end-of line information will typically be posted at the ends of the line as it is shown in the example.

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TABLE H-XVI. Fire Support Coordination Measures - Continued.

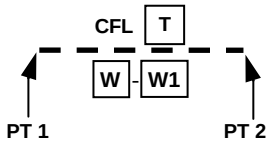
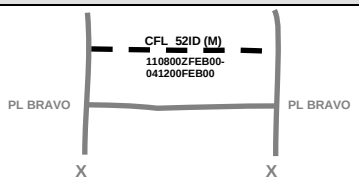
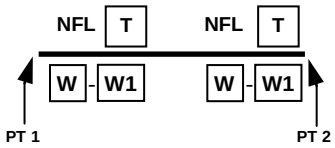
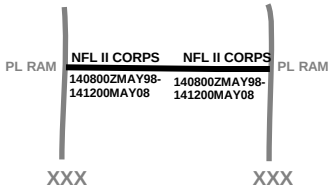
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Coordinated Fire Line (CFL) Symbol Set Code: 25 Code: 26**02**00 Static/Dynamic: D		Anchor Points: This symbol requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. Size/Shape: The first and last anchor points determine the length of the line. The line information will be posted once at the center of the line as it is displayed on the screen. Orientation: Orientation is determined by the order in which the anchor points are entered.	
No Fire Line Symbol Set Code: 25 Code: 26**03**00		Anchor Points. This symbol requires at least two points, points 1 and 2, to define the line. Additional points can be defined to	

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TABLE H-XVI. Fire Support Coordination Measures - Continued.

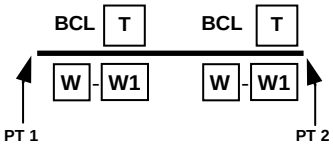
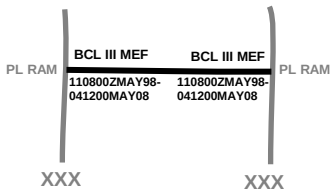
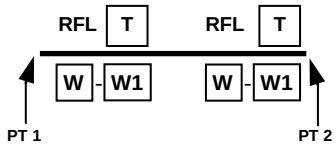
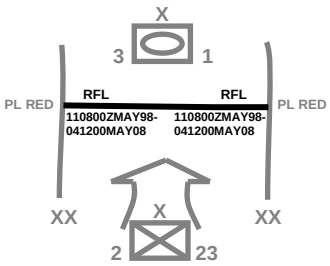
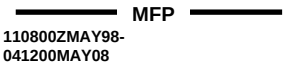
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Battlefield Coordination Line Symbol Set Code: 25 Code: 26**04**00		extend the line. Size/Shape. The first and last anchor points determine the length of the line. Orientation. Orientation is determined by the anchor points. Static/Dynamic: D	
Restrictive Fire Line A line established between converging friendly forces (one or both may be moving) that prohibits all fire or effects from fires across the line without coordination with the affected force. (AartyP-5) Symbol Set Code: 25 Code: 26**05**00			
Munition Flight Path Symbol Set Code: 25 Code: 26**06**00 **Note 1**. "MFP" shall be displayed once at the approximate center of the overall length of the Munition Flight Path.		Anchor Points. This graphic requires a minimum of two (2) anchor points. Up to 298 additional points can be added to extend the line. The first point (point 1) defines the start point. The last point defines the endpoint.	

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TABLE H-XVI. Fire Support Coordination Measures - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Note 2. The MFP begins at a weapon system/surface-to-surface fires unit and terminates at a target. **Note 3**. The effective DTG of the MFP is the shot/launch time of the projectile. The expiration DTG of the MFP is the splash/time of impact of the projectile. DTGs are not required to be displayed. If the DTG is displayed, it shall be displayed one time mid way between Point 1 and midpoint of the graphic. **Note 4**. The 3D display of a MFP requires a height value for each anchor point.		The points are numbered sequentially beginning with point one (1), in increments of one. Size/Shape. The anchor points define the size and shape. Orientation. The orientation is determined by the anchor points. Static/Dynamic: D	

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H.5.19 Targets.

H.5.19.1 Targets. Are the objects of a particular action, for example a geographic area, a complex, an installation, a force, equipment, an individual, a group or a system, planned for capture, exploitation, neutralization or destruction by military forces.

TABLE H-XVII. Target control measure symbols.

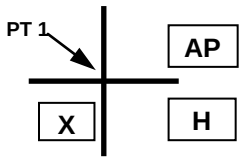
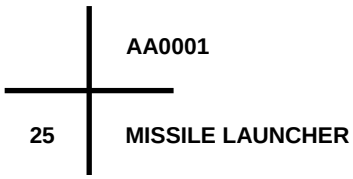
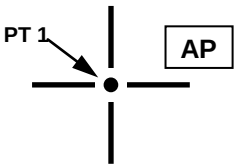
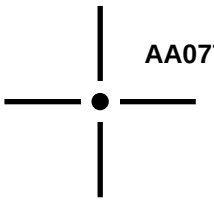
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Point Targets			
Point Targets Symbol Set Code: 25 Code: 24**06**00	N/A		N/A
Point or Single Target A target which requires the accurate placement of bombs or fire. Note: Guidance on building target numbers is found in AArtyP-1. Symbol Set Code: 25 Code: 2406**01**		Anchor Points. This symbol requires one anchor point. The center point defines/is the center of the symbol. Size/Shape. Static. Orientation. The symbol is typically centered over the desired location. Static/ Dynamic: S	
Nuclear Target **Note**: The point at the center of the target represents the desired ground zero. Symbol Set Code: 25 Code: 2406**02**			

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TABLE H-XVII. Target control measure symbols – Continued.

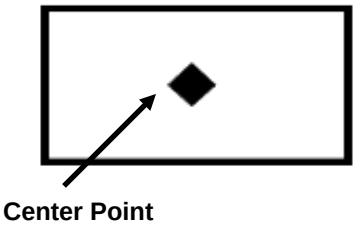
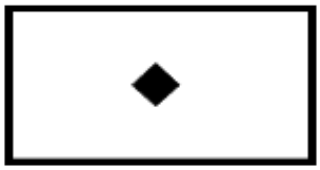
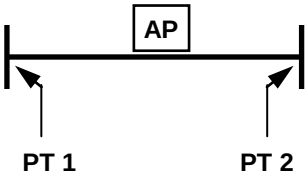
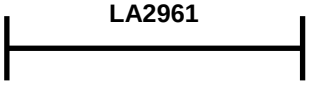
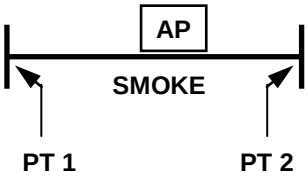
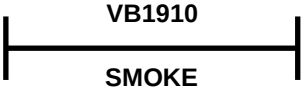
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Target-Recorded **(AEGIS Only)** Symbol Set Code: 25 Code: 2406**03** Static/Dynamic: S	 	Anchor Points. This symbol requires one center point. The point defines the center of the symbol. Size/Shape: Static. Length is 2x the size of height. Orientation: The symbol is centered over the desired location. The symbol shall be oriented upright.	
Linear Targets Symbol Set Code: 25 Code: 24**07**00	N/A		N/A
Linear Target Symbol Set Code: 25 Code: 2407**01**	 	Anchor Points. This symbol requires two anchor points. Points 1 and 2 define the endpoints of the symbol. Size/Shape. The symbol varies only in length. Orientation. One point defines the	
Linear Smoke Target Symbol Set Code: 25 Code: 2407**02**	 		

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TABLE H-XVII. Target control measure symbols – Continued.

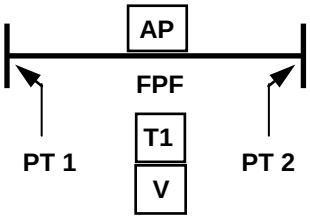
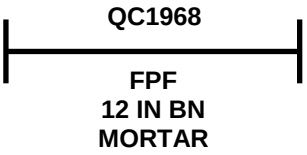
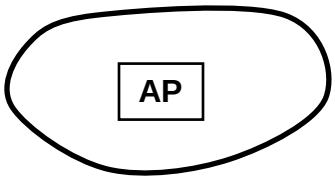
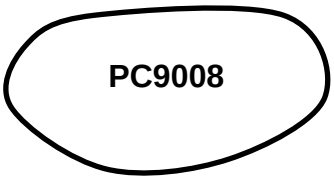
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Final Protective Fire (FPF) An immediately available prearranged barrier of fire designed to impede enemy movement across defensive lines or areas. Symbol Set Code: 25 Code: 2407**03**		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	
Area Targets Symbol Set Code: 25 Code: 24**08**00	N/A		N/A
Area Target Symbol Set Code: 25 Code: 2408**01** Static/Dynamic: D		Anchor Points. This symbol 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. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. Orientation. Not applicable.	

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TABLE H-XVII. Target control measure symbols – Continued.

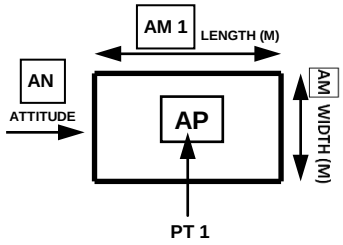
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Rectangular Target Symbol Set Code: 25 Code: 2408**02** Static/Dynamic: D		Anchor Points. This symbol requires one (1) anchor point to define the center of the area. Size/Shape. Size is 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. Orientation. As determined by the Target Attitude (in mils).	

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TABLE H-XVII. Target control measure symbols – Continued.

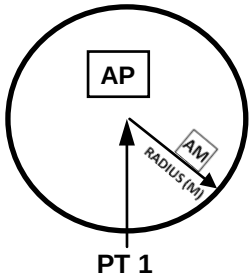
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Circular Target Symbol Set Code: 25 Code: 2408**03** Static/Dynamic: D		Anchor Points. This symbol requires one (1) anchor point. Point 1 defines the center point of the symbol. Size/Shape. Size: The radius defines the size. Shape: Circle. The information fields should be scalable within the circle. Orientation. Not applicable.	

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TABLE H-XVII. Target control measure symbols – Continued.

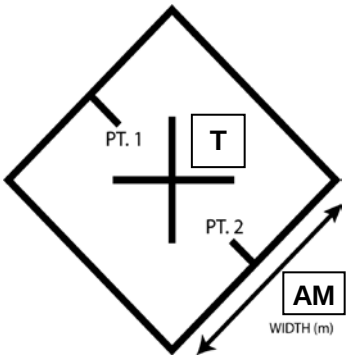
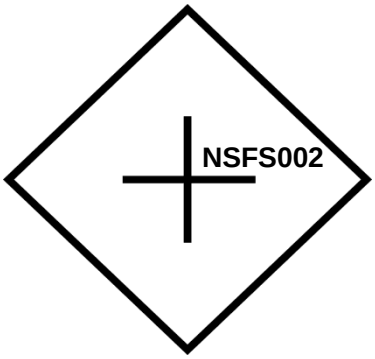
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Rectangular Target – Single Target **(AEGIS Only)** Symbol Set Code: 25 Code: 2408**04** Static/Dynamic: D	 Area: This symbol requires two anchor points and a width (defined in meters) to define the boundary of the area. Points 1 and 2 will be located on the opposite sides of the area.	Anchor Points. This symbol requires one anchor (center) point to define the center of the symbol. The target tactical symbol shall be centered upon the center of the area. The size and the orientation of the target symbol are fixed within the area. Size/Shape. As determined by the anchor points. The anchor points determine the area's length. Width, determined in meters, will define the width of the rectangle. Orientation. As determined by the anchor points. The center point of the area, shall always have the target symbol with the same upright orientation.	

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TABLE H-XVII. Target control measure symbols – Continued.

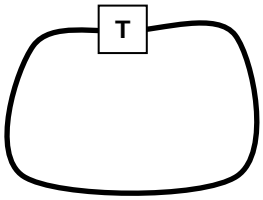
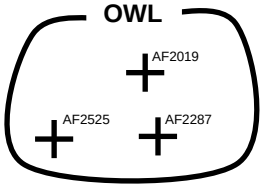
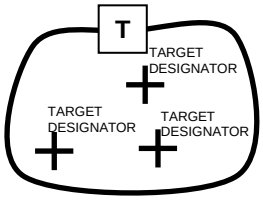
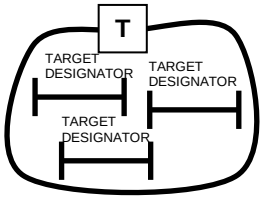
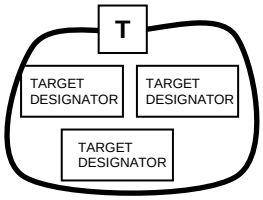
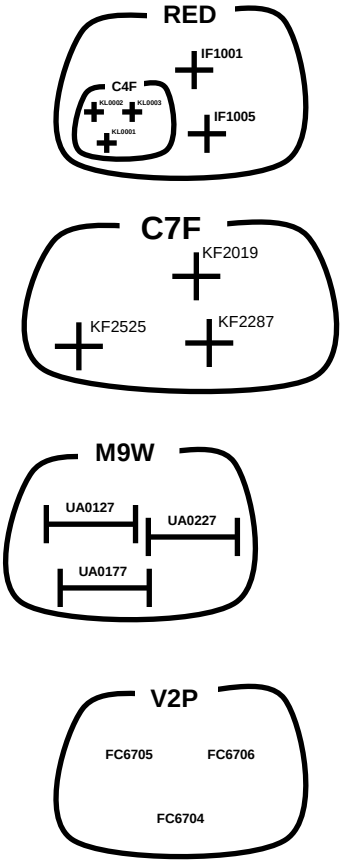
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Series or Group of Targets In artillery and naval fire support, a number of targets and/or group(s) of targets planned to support a maneuver phase. A series of targets may be indicated by a nickname. A group of targets is designated by a letter/number combination or a nickname. Symbol Set Code: 25 Code: 2408**05**	Point Targets  	Anchor Points. This symbol 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. Size/Shape. Determined by the anchor points. Orientation. Not applicable. The area will encompass two or more fire support symbols (point/single target, nuclear target, circular target, rectangular target, or area target). The naming convention determines whether the area describes a series or group of targets. Static/ Dynamic: D	
Point Targets  Linear Targets  Area Targets  		Targets and Groups of Targets 

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TABLE H-XVII. Target control measure symbols – Continued.

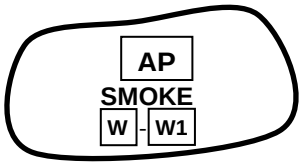
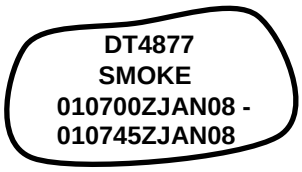
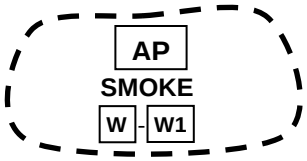
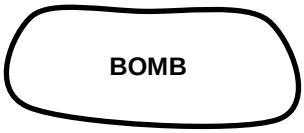
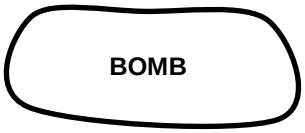
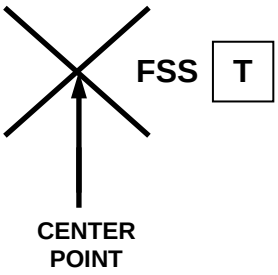
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Smoke Symbol Set Code: 25 Code: 2408**06**		Anchor Points. This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. Size/Shape. Determined by the anchor points. The information field should be moveable and scalable as a block within the area. Orientation. Not applicable. Static/ Dynamic: D	
Smoke Planned or On Order Symbol Set Code: 25 Code: 2408**07**			
Bomb Area Symbol Set Code: 25 Code: 2408**08**			
Naval Gunfire			
Fire Support Station An exact location at sea within a fire support area from which a fire support ship delivers fire. Symbol Set Code: 25 Code: 24**09**00 Static/Dynamic: D		Anchor Points. This symbol requires one anchor point. The center point defines/is the center of the symbol. Size/Shape. Static. Orientation. The symbol is typically centered over the desired location.	

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TABLE H-XVII. Target control measure symbols – Continued.

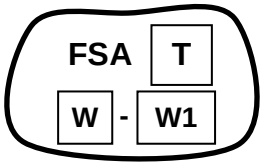
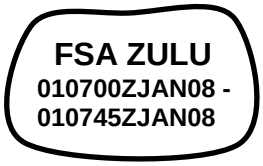
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Fire Support Area Symbol Set Code: 25 Code: 24**10**00	N/A		N/A
Fire Support Area - Irregular An appropriate maneuver area assigned to fire support ships from which to deliver gun-fire support of an amphibious operation. Symbol Set Code: 25 Code: 2410**01** Static/Dynamic: D		Anchor Points. This symbol 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. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. Orientation. Not applicable.	 **010700ZJAN08 - 010745ZJAN08**

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TABLE H-XVII. Target control measure symbols – Continued.

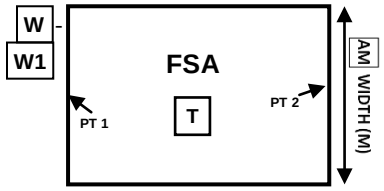
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Fire Support Area - Rectangular Symbol Set Code: 25 Code: 241**02** Static/Dynamic: D		Anchor Points. This symbol 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. 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 scalable. Orientation. As determined by the anchor points.	**010700ZJAN08 - 010745ZJAN08**

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TABLE H-XVII. Target control measure symbols – Continued.

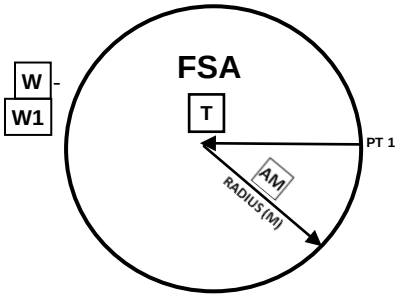
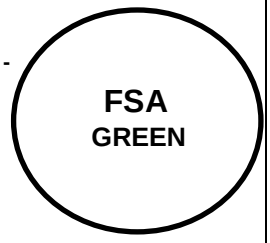
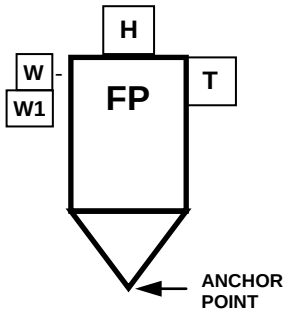
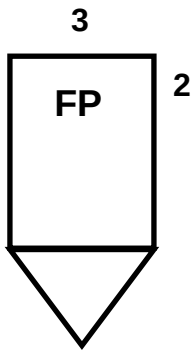
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Fire Support Area - Circular Symbol Set Code: 25 Code: 2410**03** Static/Dynamic: D		Anchor Points. This symbol requires one (1) anchor point and a radius. Point 1 defines the center point of the symbol. Size/Shape. Size: The radius defines the size. Shape: Circle. The information fields should be scalable within the circle. Orientation. Not applicable.	010700ZJAN08 - 010745ZJAN08 
Field Artillery			
Fires Points Symbol Set Code: 25 Code: **25**0000	N/A		N/A
Firing Point Symbol Set Code: 25 Code: 25**01**00		Anchor Points. This symbol requires one anchor point. The point defines/is the tip of the inverted cone. Size/Shape. Static. Orientation. The symbol will typically	060900ZFEB08 - 100300ZFEB08 

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TABLE H-XVII. Target control measure symbols – Continued.

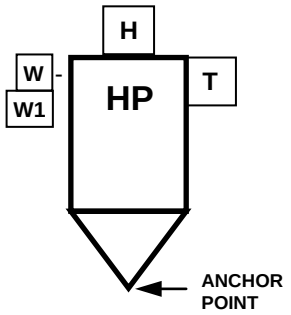
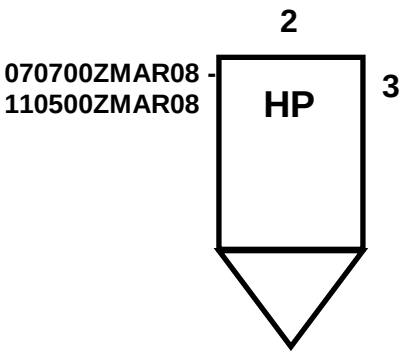
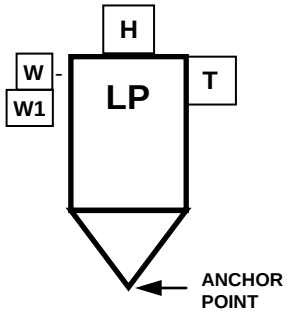
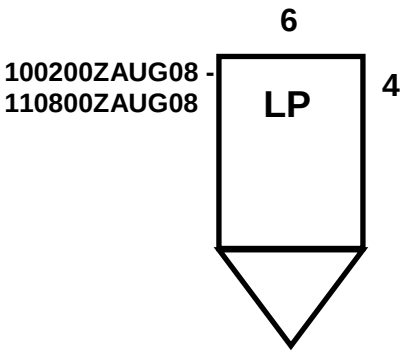
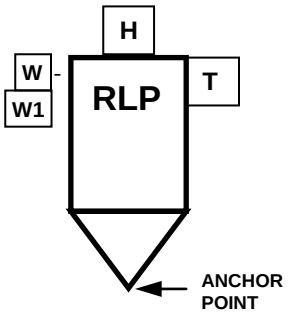
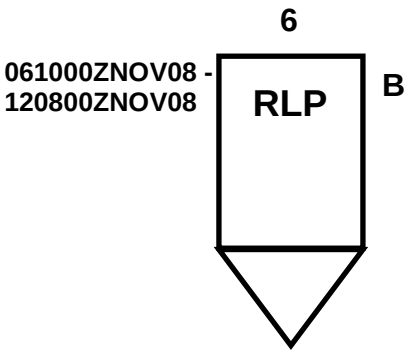
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Hide Point Symbol Set Code: 25 Code: 25**02**00		be oriented upright. Static/ Dynamic: S	
Launch Point Symbol Set Code: 25 Code: 25**03**00			
Reload Point Symbol Set Code: 25 Code: 25**04**00			

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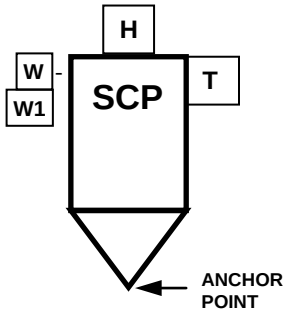
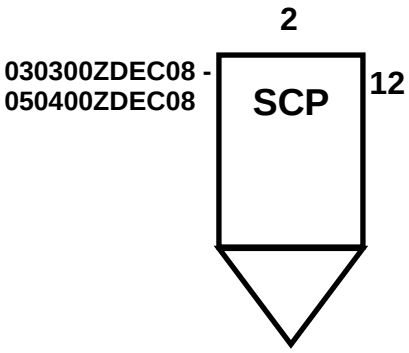
TABLE H-XVII. Target control measure symbols – Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Survey Control Point Symbol Set Code: 25 Code: 25**05**00			

H.5.20 Target acquisition.

H.5.20.1 Target acquisition. The detection, identification and location of a target in sufficient detail to permit the effective employment of weapons.

TABLE H-XVIII. Target acquisition control measure symbols.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Artillery Target Intelligence Zone (ATI) Symbol Set Code: 25 Code: 24**11**00	N/A		N/A

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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

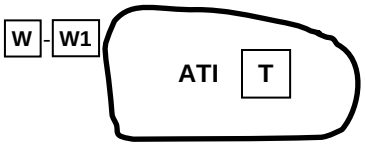
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Artillery Target Intelligence Zone (ATI), Irregular An area in enemy territory that the commander wishes to monitor closely. Symbol Set Code: 25 Code: 2411**01** Static/Dynamic: D		Anchor Points. This symbol requires a minimum of three (3) and a maximum of six (6) anchor points to define the boundary of the area. The anchor points shall be sequentially numbered, in increments of one (1), beginning with point one (1). Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable within the area. Orientation. Not applicable.	

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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

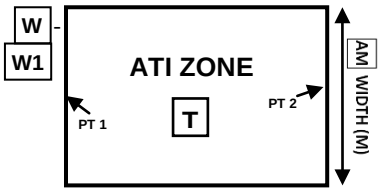
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Artillery Target Intelligence Zone (ATI), Rectangular Symbol Set Code: 25 Code: 241**02** Static/Dynamic: D		Anchor Points. This symbol 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. 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 scalable. Orientation. As determined by the anchor points.	020300ZDEC08 - 090500ZDEC08

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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

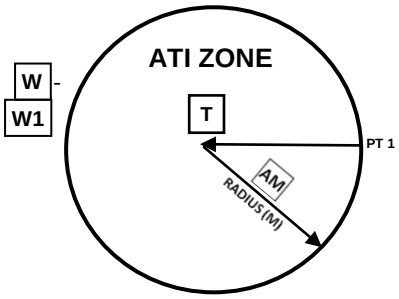
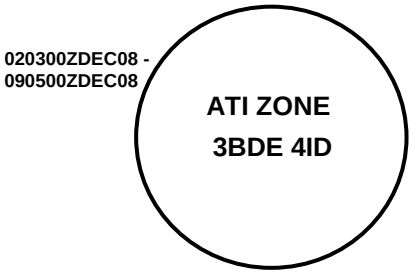
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Artillery Target Intelligence Zone (ATI), Circular Symbol Set Code: 25 Code: 241**03** Static/Dynamic: D		Anchor Points. This symbol requires one (1) anchor point and a radius. Point 1 defines the center point of the symbol. Size/Shape. Size: The radius defines the size. Shape: Circle. The information fields should be scalable within the circle. Orientation. Not applicable.	
Call For Fire Zone (CFFZ) Symbol Set Code: 25 Code: 24**12**00	N/A		N/A

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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

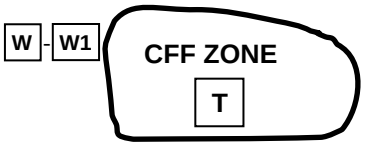
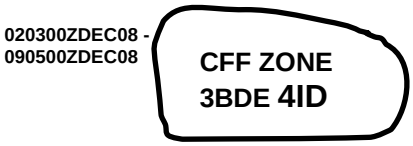
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Call For Fire Zone (CFFZ), Irregular A search area from which the commander wants to attack hostile firing systems. Symbol Set Code: 25 Code: 2412**01** Static/Dynamic: D		Anchor Points. This symbol requires a minimum of three (3) and a maximum of six (6) anchor points to define the boundary of the area. The anchor points shall be sequentially numbered, in increments of one (1), beginning with point one (1). Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable within the area. Orientation. Not applicable.	

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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

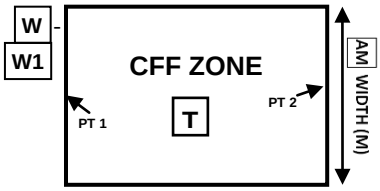
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Call For Fire Zone (CFFZ), Rectangular Symbol Set Code: 25 Code: 241**202** Static/Dynamic: D		Anchor Points. This symbol 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. 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 scalable. Orientation. As determined by the anchor points.	020300ZDEC08 - 090500ZDEC08

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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

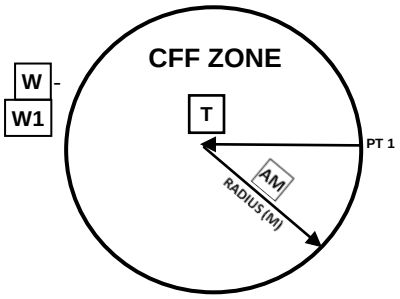
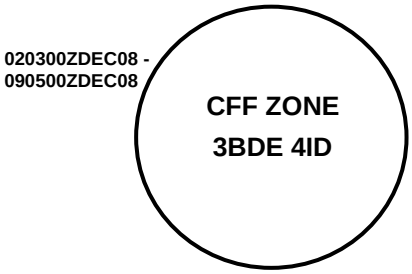
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Call For Fire Zone (CFFZ), Circular Symbol Set Code: 25 Code: 2412**03** Static/Dynamic: D		Anchor Points. This symbol requires one (1) anchor point and a radius. Point 1 defines the center point of the symbol. Size/Shape. Size: The radius defines the size. Shape: Circle. The information fields should be scalable within the circle. Orientation. Not applicable.	
Censor Zone Symbol Set Code: 25 Code: 24**13**00	N/A		N/A

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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

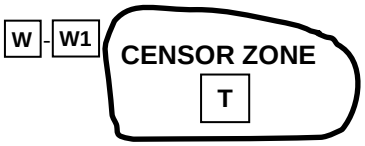
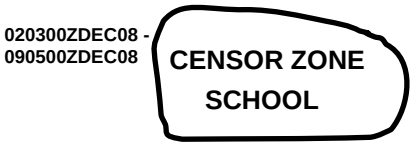
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Censor Zone, Irregular An area from which radar is prohibited from reporting acquisitions. (Normally placed around friendly weapons systems and is most often used in non-linear or cross forward line of own troop activities.) Symbol Set Code: 25 Code: 2413**01** Static/Dynamic: D		Anchor Points. This symbol requires a minimum of three (3) and a maximum of six (6) anchor points to define the boundary of the area. The anchor points shall be sequentially numbered, in increments of one (1), beginning with point one (1). Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable within the area. Orientation. Not applicable.	

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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

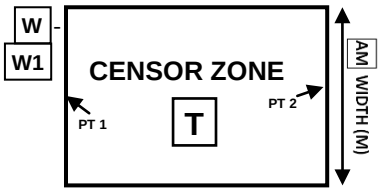
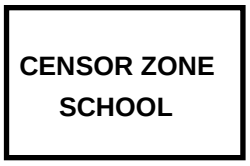
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Censor Zone, Rectangular Symbol Set Code: 25 Code: 2413**02** Static/Dynamic: D		Anchor Points. This symbol 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. 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 scalable. Orientation. As determined by the anchor points.	020300ZDEC08 - 090500ZDEC08 

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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

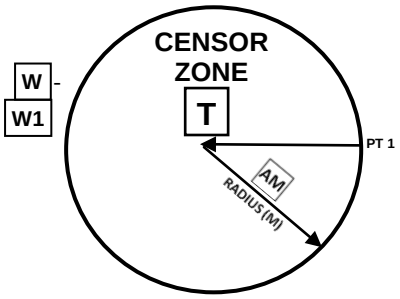
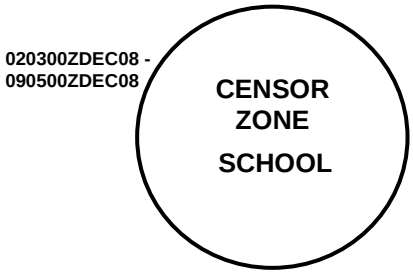
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Censor Zone, Circular Symbol Set Code: 25 Code: 2413**03** Static/Dynamic: D		Anchor Points. This symbol requires one (1) anchor point and a radius. Point 1 defines the center point of the symbol. Size/Shape. Size: The radius defines the size. Shape: Circle. The information fields should be scalable within the circle. Orientation. Not applicable.	
Critical Friendly Zone (CFZ) Symbol Set Code: 25 Code: 24**14**00	N/A		N/A

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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

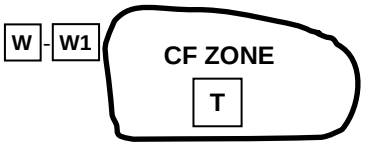
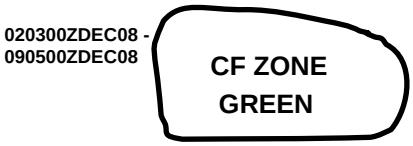
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Critical Friendly Zone (CFZ), Irregular An area, usually a friendly unit or location that the maneuver commander designates as critical to the protection of an asset whose loss would seriously jeopardize the mission. Symbol Set Code: 25 Code: 2414**01** Static/Dynamic: D		Anchor Points. This symbol requires a minimum of three (3) and a maximum of six (6) anchor points to define the boundary of the area. The anchor points shall be sequentially numbered, in increments of one (1), beginning with point one (1). Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable within the area. Orientation. Not applicable.	

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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

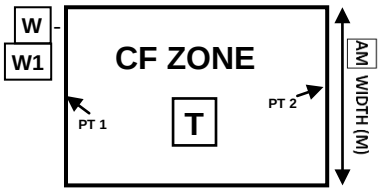
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Critical Friendly Zone (CFZ), Rectangular Symbol Set Code: 25 Code: 241**402** Static/Dynamic: D		Anchor Points. This symbol 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. 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 scalable. Orientation. As determined by the anchor points.	020300ZDEC08 - 090500ZDEC08

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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

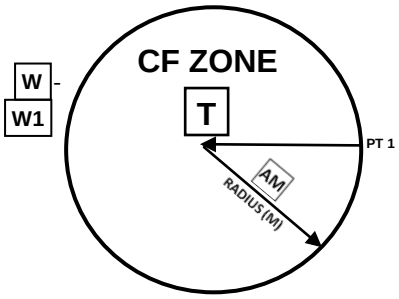
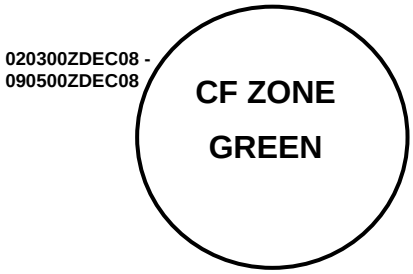
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Critical Friendly Zone (CFZ), Circular Symbol Set Code: 25 Code: 2414**03** Static/Dynamic: D		Anchor Points. This symbol requires one (1) anchor point and a radius. Point 1 defines the center point of the symbol. Size/Shape. Size: The radius defines the size. Shape: Circle. The information fields should be scalable within the circle. Orientation. Not applicable.	
Dead Space Area Symbol Set Code: 25 Code: 24**15**00	N/A		N/A

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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

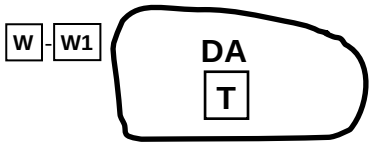
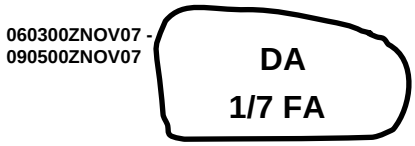
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Dead Space Area, Irregular An area where hostile weapons cannot be detected. Symbol Set Code: 25 Code: 2415**01** Static/Dynamic: D		Anchor Points. This symbol requires a minimum of three (3) and a maximum of six (6) anchor points to define the boundary of the area. The anchor points shall be sequentially numbered, in increments of one (1), beginning with point one (1). Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable within the area. Orientation. Not applicable.	

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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

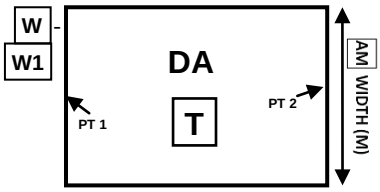
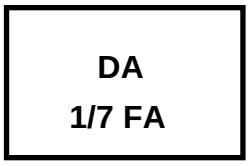
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Dead Space Area, Rectangular Symbol Set Code: 25 Code: 2415**02** Static/Dynamic: D		Anchor Points. This symbol 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. 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 scalable. Orientation. As determined by the anchor points.	060300ZNOV07 - 090500ZNOV07 

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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

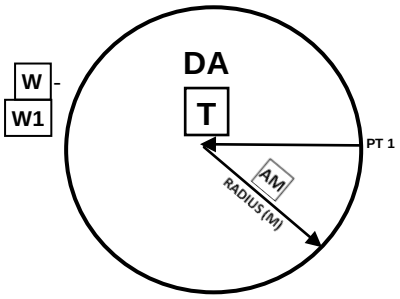
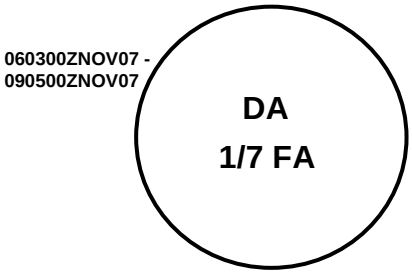
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Dead Space Area, Circular Symbol Set Code: 25 Code: 2415**03** Static/Dynamic: D		Anchor Points. This symbol requires one (1) anchor point and a radius. Point 1 defines the center point of the symbol. Size/Shape. Size: The radius defines the size. Shape: Circle. The information fields should be scalable within the circle. Orientation. Not applicable.	
Sensor Zone Symbol Set Code: 25 Code: 24**16**00	N/A		N/A

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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

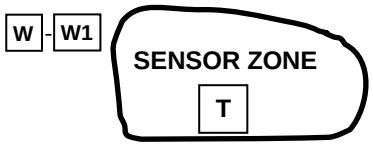
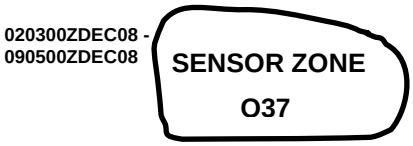
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Sensor Zone, Irregular Symbol Set Code: 25 Code: 2416**01** Static/Dynamic: D		Anchor Points. This symbol requires a minimum of three (3) and a maximum of six (6) anchor points to define the boundary of the area. The anchor points shall be sequentially numbered, in increments of one (1), beginning with point one (1). Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable within the area. Orientation. Not applicable.	

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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

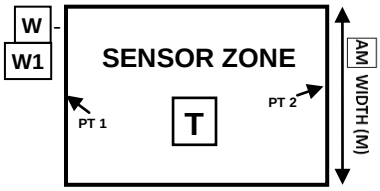
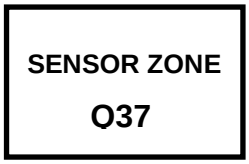
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Sensor Zone, Rectangular Symbol Set Code: 25 Code: 2416**02** Static/Dynamic: D		Anchor Points. This symbol 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. 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 scalable. Orientation. As determined by the anchor points.	020300ZDEC08 - 090500ZDEC08 

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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

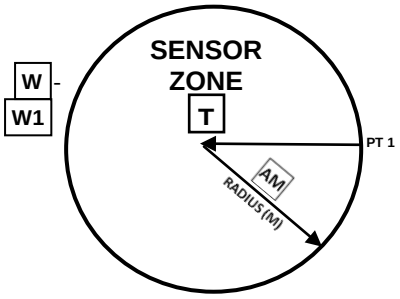
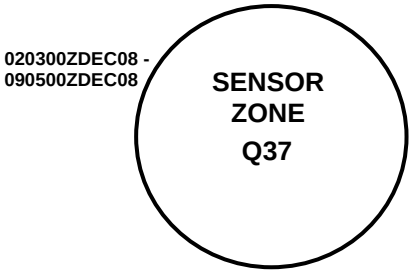
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Sensor Zone, Circular Symbol Set Code: 25 Code: 2416**03** Static/Dynamic: D		Anchor Points. This symbol requires one (1) anchor point and a radius. Point 1 defines the center point of the symbol. Size/Shape. Size: The radius defines the size. Shape: Circle. The information fields should be scalable within the circle. Orientation. Not applicable.	
Target Build-up Area Symbol Set Code: 25 Code: 24**1**700	N/A		N/A

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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

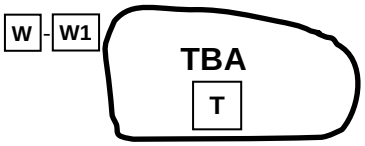
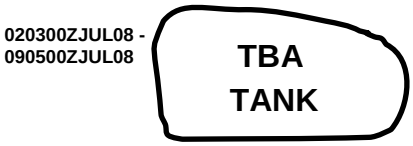
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Target Build-up Area, Irregular Symbol Set Code: 25 Code: 2417**01** Static/Dynamic: D		Anchor Points. This symbol requires a minimum of three (3) and a maximum of six (6) anchor points to define the boundary of the area. The anchor points shall be sequentially numbered, in increments of one (1), beginning with point one (1). Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable within the area. Orientation. Not applicable.	

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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

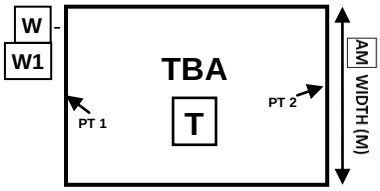
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Target Build-up Area, Rectangular Symbol Set Code: 25 Code: 2417**02** Static/Dynamic: D		Anchor Points. This symbol 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. 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 scalable. Orientation. As determined by the anchor points.	020300ZJUL08 - 090500ZJUL08

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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

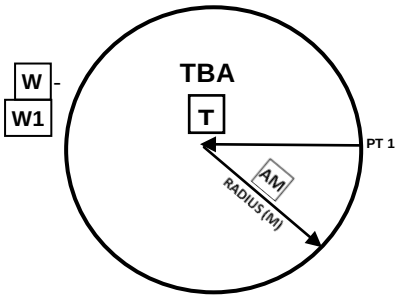
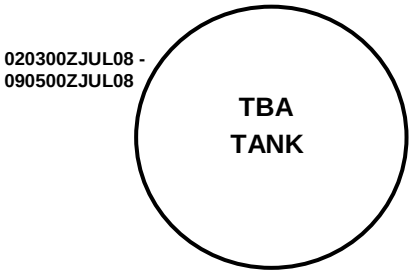
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Target Build-up Area, Circular Symbol Set Code: 25 Code: 2417**03** Static/Dynamic: D		Anchor Points. This symbol requires one (1) anchor point and a radius. Point 1 defines the center point of the symbol. Size/Shape. Size: The radius defines the size. Shape: Circle. The information fields should be scalable within the circle. Orientation. Not applicable.	
Target Value Area Symbol Set Code: 25 Code: 24**18**00	N/A		N/A

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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

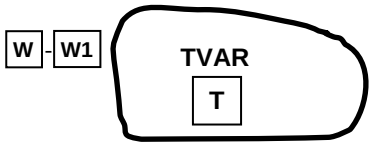
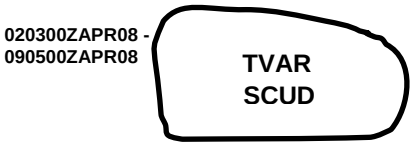
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Target Value Area, Irregular Symbol Set Code: 25 Code: 2418**01** Static/Dynamic: D		Anchor Points. This symbol requires a minimum of three (3) and a maximum of six (6) anchor points to define the boundary of the area. The anchor points shall be sequentially numbered, in increments of one (1), beginning with point one (1). Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable within the area. Orientation. Not applicable.	

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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

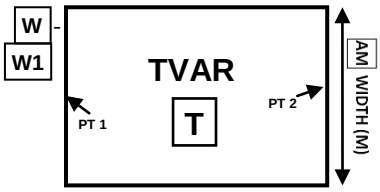
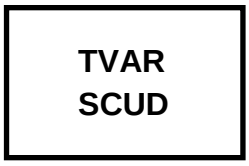
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Target Value Area, Rectangular Symbol Set Code: 25 Code: 2418**02** Static/Dynamic: D		Anchor Points. This symbol 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. 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 scalable. Orientation. As determined by the anchor points.	020300ZAPR08 - 090500ZAPR08 

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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

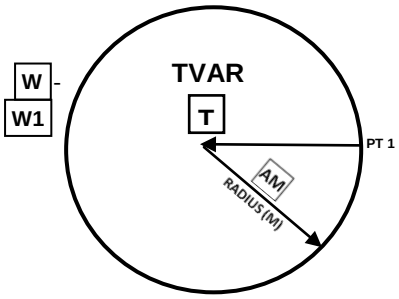
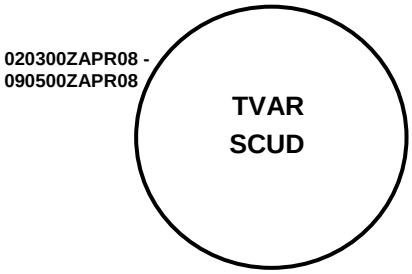
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Target Value Area, Circular Symbol Set Code: 25 Code: 2418**03** Static/Dynamic: D		Anchor Points. This symbol requires one (1) anchor point and a radius. Point 1 defines the center point of the symbol. Size/Shape. Size: The radius defines the size. Shape: Circle. The information fields should be scalable within the circle. Orientation. Not applicable.	
Zone of Responsibility Symbol Set Code: 25 Code: 24**19**00	N/A		N/A

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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

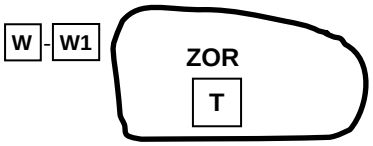
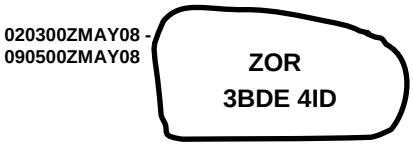
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Zone of Responsibility, Irregular Symbol Set Code: 25 Code: 2419**01** Static/Dynamic: D		Anchor Points. This symbol requires a minimum of three (3) and a maximum of six (6) anchor points to define the boundary of the area. The anchor points shall be sequentially numbered, in increments of one (1), beginning with point one (1). Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable within the area. Orientation. Not applicable.	

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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

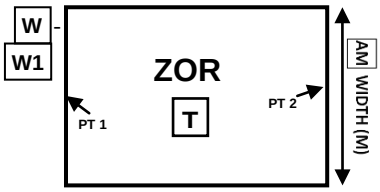
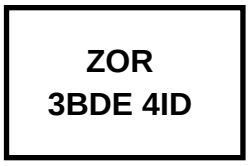
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Zone of Responsibility, Rectangular Symbol Set Code: 25 Code: 241**902** Static/Dynamic: D		Anchor Points. This symbol 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. 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 scalable. Orientation. As determined by the anchor points.	020300ZMAY08 - 090500ZMAY08 

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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

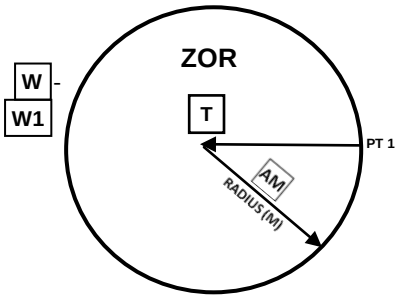
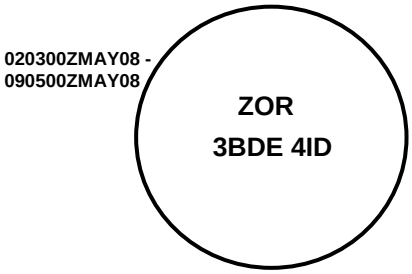
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Zone of Responsibility, Circular Symbol Set Code: 25 Code: 2419**03** Static/Dynamic: D		Anchor Points. This symbol requires one (1) anchor point and a radius. Point 1 defines the center point of the symbol. Size/Shape. Size: The radius defines the size. Shape: Circle. The information fields should be scalable within the circle. Orientation. Not applicable.	

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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Terminally Guided Munition Footprint (TGMF) Symbol Set Code: 25 Code: 24**20**00 Static/Dynamic: D		Anchor Points. This symbol requires a minimum of three (3) and a maximum of six (6) anchor points to define the boundary of the area. The anchor points shall be sequentially numbered, in increments of one (1), beginning with point one (1). Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable within the area. Orientation. Not applicable.	

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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

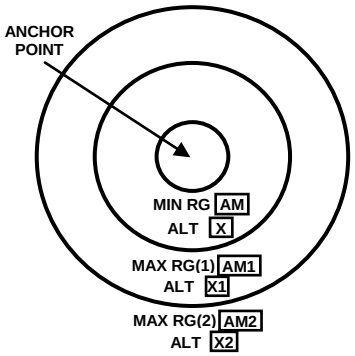
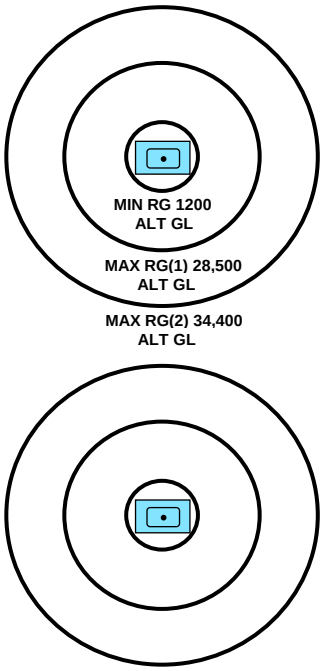
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Weapon/Sensor Range fan, Circular Symbol Set Code: 25 Code: 24**21**00 Static/Dynamic: D	 The coordinate, 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.	Anchor Points. This symbol requires one anchor point that defines an object at a dynamic grid location. 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. 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.	

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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

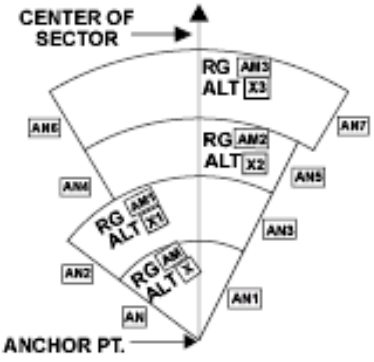
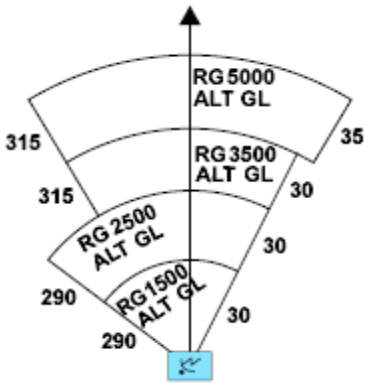
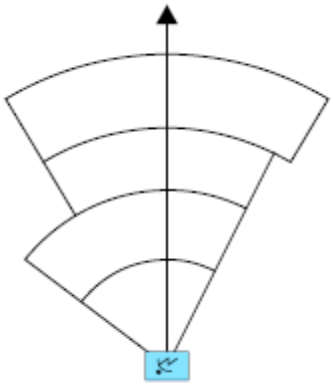
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Weapon/Sensor Range fan, Sector Symbol Set Code: 25 Code: 24**22**00 Static/Dynamic: D	 This coordinate, 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.	Anchor Points. This symbol requires one anchor point that defines an object at a dynamic grid location. 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 ranges in meters. Orientation. 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.	 

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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

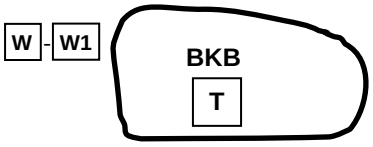
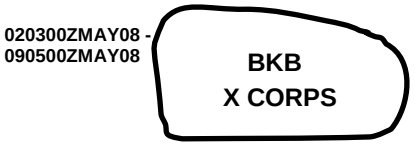
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Kill Box Symbol Set Code: 25 Code: 24**23**00 Static/Dynamic: D	N/A		N/A
Blue Kill Box, Irregular Symbol Set Code: 25 Code: 2423**01** Static/Dynamic: D		Anchor Points. This symbol requires a minimum of three (3) and a maximum of six (6) anchor points to define the boundary of the area. The anchor points shall be sequentially numbered, in increments of one (1), beginning with point one (1). Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable within the area. Orientation. Not applicable.	

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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

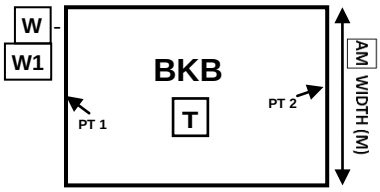
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Blue Kill Box, Rectangular Symbol Set Code: 25 Code: 2423**02** Static/Dynamic: D		Anchor Points. This symbol 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. 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 scalable. Orientation. As determined by the anchor points.	020300ZMAY08 - 090500ZMAY08

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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

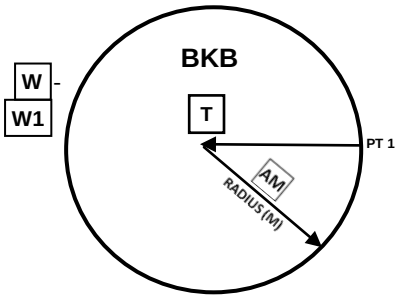
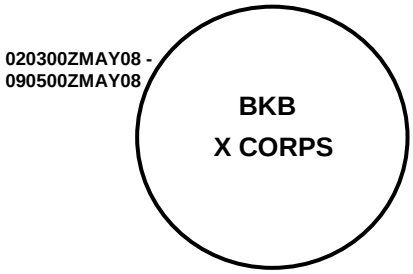
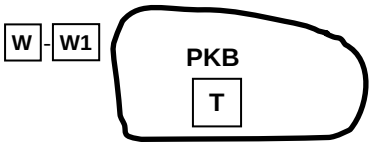
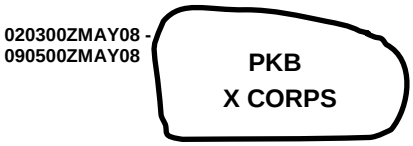
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Blue Kill Box, Circular Symbol Set Code: 25 Code: 2423**03** Static/Dynamic: D		Anchor Points. This symbol requires one(1) anchor point and a radius. Point 1 defines the center point of the symbol. Size/Shape. Size: The radius defines the size. Shape: Circle. The information fields should be scalable within the circle. Orientation. Not applicable.	
Purple Kill Box, Irregular Symbol Set Code: 25 Code: 2423**04** Static/Dynamic: D		Anchor Points. This symbol requires a minimum of three (3) and a maximum of six (6) anchor points to define the boundary of the area. The anchor points shall be sequentially numbered, in increments of one (1), beginning with point one (1). Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable within the area. Orientation. Not applicable.	

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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

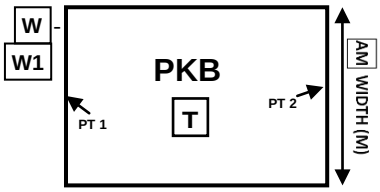
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Purple Kill Box, Rectangular Symbol Set Code: 25 Code: 2423**05** Static/Dynamic: D		Anchor Points. This symbol 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. 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 scalable. Orientation. As determined by the anchor points.	020300ZMAY08 - 090500ZMAY08

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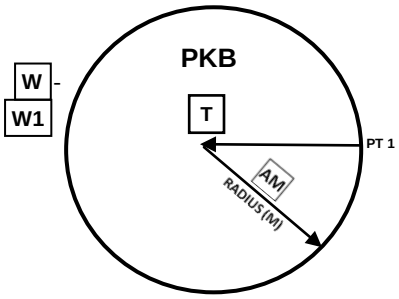
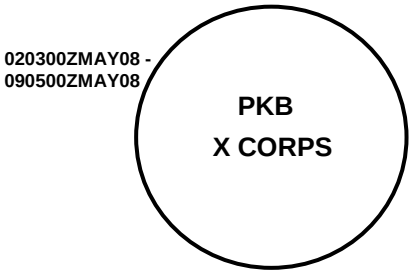
TABLE H-XVIII. Target acquisition control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Purple Kill Box, Circular Symbol Set Code: 25 Code: 2423**06** Static/Dynamic: D		Anchor Points. This symbol requires one (1) anchor point and a radius. Point 1 defines the center point of the symbol. Size/Shape. Size: The radius defines the size. Shape: Circle. The information fields should be scalable within the circle. Orientation. Not applicable.	

H.5.21 Obstacles.

H.5.21.1 Obstacles. Natural or man-made restrictions to movement which will impose delay and which will normally require specific equipment or munitions to overcome. (AAP-19). Obstacles are normally shown in green. If color is not available, they are to be shown in black. Regardless of whether green or black is used for color, ENY must be used. If red is used, the ENY may be omitted.

TABLE H-XIX. Obstacle control measure symbols.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Protection Areas Symbol Set Code: 25 Code: **27**0000	N/A		N/A

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TABLE H-XIX. Obstacle control measure symbols - Continued.

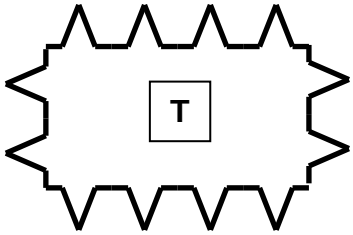
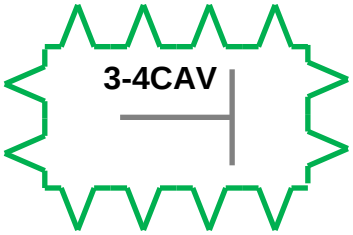
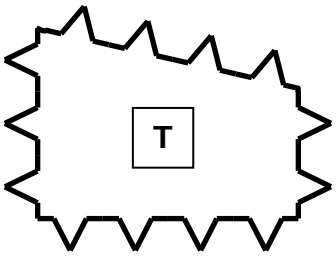
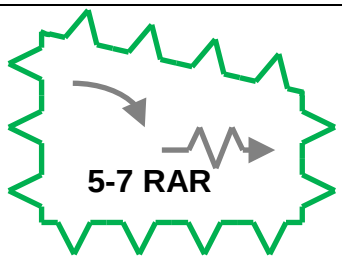
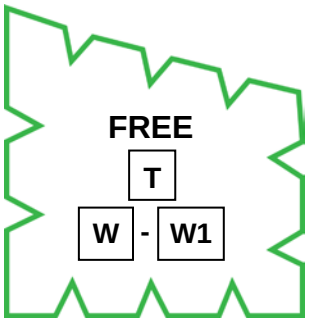
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Obstacle Belt An area designated at brigade level in which barrier operations are focused. (AAP-19) Symbol Set Code: 25 Code: 27**01**00		Anchor Points: This symbol 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. Size/Shape: Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. Orientation: Not applicable. Static/ Dynamic: D	
Obstacle Zone An area designated at corps or division level in which barrier operations are focused. It may be subdivided, below division, into a number of obstacle belts. (AAP-19) Symbol Set Code: 25 Code: 27**02**00			
Obstacle Free Zone Symbol Set Code: 25 Code: 27**03**00			

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TABLE H-XIX. Obstacle control measure symbols - Continued.

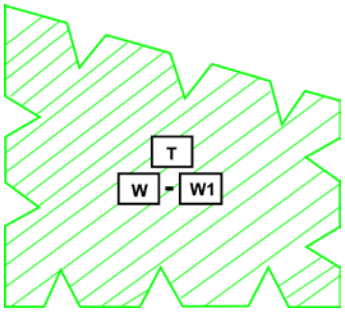
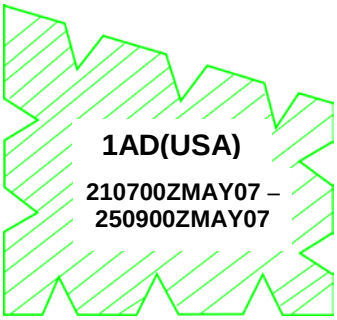
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Obstacle Restricted Zone Symbol Set Code: 25 Code: 27**04**00			
Obstacle Effects Symbol Set Code: 25 Code: 27**05**00	N/A		N/A

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TABLE H-XIX. Obstacle control measure symbols - Continued.

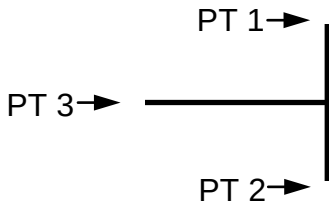
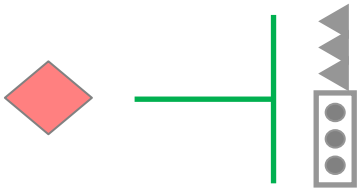
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Block An obstacle effect that integrates fire planning and obstacle effort to stop an attacker along a specific avenue of approach or to prevent him from passing through an engagement area. Symbol Set Code: 25 Code: 2705**01** Static/ Dynamic: D	 The horizontal line is the limit of the enemy advance. The vertical line indicates where obstacles tie in to terrain that is untrafficable.	Anchor Points. This symbol requires three anchor points. Points 1 and 2 define the endpoints of the symbol's vertical line. Point 3 defines the endpoint of the symbol's horizontal line. Size/Shape. Points 1 and 2 determine the length of the vertical line. The length of the horizontal line is determined by plotting point 3 on a plane extending perpendicularly from the midpoint of the vertical line. Orientation. The head of the "T" typically faces enemy forces.	

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TABLE H-XIX. Obstacle control measure symbols - Continued.

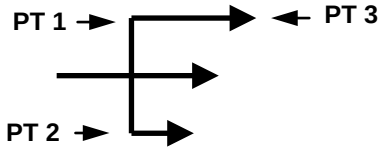
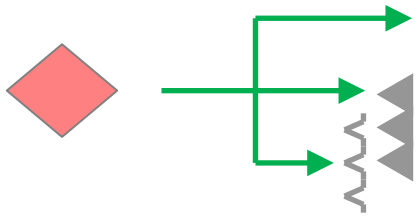
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Disrupt An obstacle effect that focuses fire planning and obstacle effort to cause the enemy to break up his formation and tempo, interrupt his timetable, commit breaching assets prematurely and attack in a piecemeal effort. Symbol Set Code: 25 Code: 2705**02** Static/ Dynamic: D	 Short arrow indicates where enemy is disrupted by obstacles. Longer arrows indicate where movement is allowed and enemy is attacked by fires.	Anchor Points: This symbol requires three anchor points. Points 1 and 2 define the end points of the symbol's vertical line. Point 3 defines the tip of the longest arrow. Size/Shape: Points 1 and 2 determine the height of the symbol and point 3 determines its length. The spacing between the symbol's arrows will stay proportional to the symbol's vertical line. The length of the short arrows will remain in proportion to the length of the longest arrow. Orientation: The arrows point away from enemy forces.	

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TABLE H-XIX. Obstacle control measure symbols - Continued.

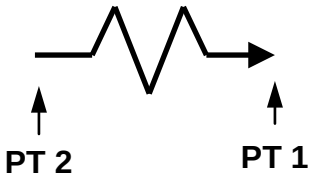
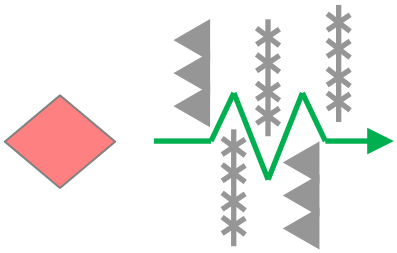
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Fix An obstacle effect that focuses fire planning and obstacle effort to slow an attacker's movement within a specified area, normally an engagement area. Symbol Set Code: 25 Code: 270503 Static/ Dynamic: D	 **Note**: From the tip of the arrow to the back of the irregular part of the symbol indicates where enemy advance is slowed by obstacles.	Anchor Points: This symbol requires 2 anchor points. Point 1 defines the tip of the arrowhead and point 2 defines the rear of the symbol. Size/Shape: Points 1 and 2 determine the length of the symbol, which varies only in length. Orientation: The orientation is determined by the anchor points.	

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TABLE H-XIX. Obstacle control measure symbols - Continued.

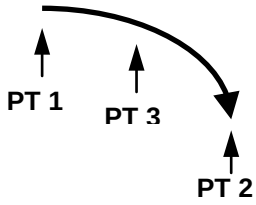
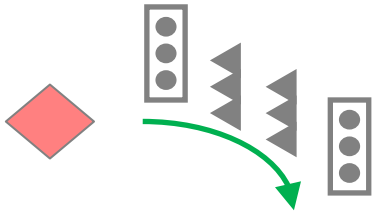
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Turn An obstacle effect that integrates fire planning and obstacle effort to drive an enemy formation from one avenue of approach to an adjacent avenue of approach or into an engagement area. Symbol Set Code: 25 Code: 2705**04** Static/ Dynamic: D	 **Note**: Direction of the arrow indicates the desired direction of turn.	Anchor Points: This symbol requires two anchor points. Point 1 defines the rear of the symbol. Point 2 defines the tip of the arrowhead. Point 3 defines the 90 degree arc. 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. Orientation: The rear of the symbol identifies the enemy's location and the arrow points in the direction the obstacle should force the enemy to turn.	
Obstacle Bypass Symbol Set Code: 25 Code: 27**06**00	N/A		N/A

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TABLE H-XIX. Obstacle control measure symbols - Continued.

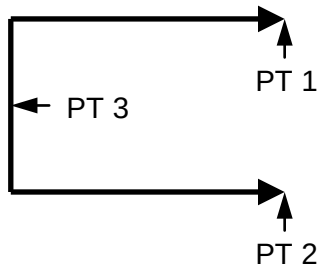
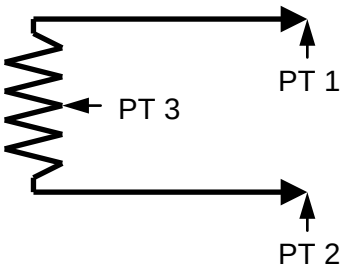
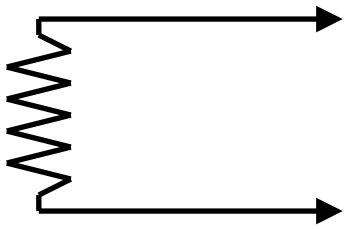
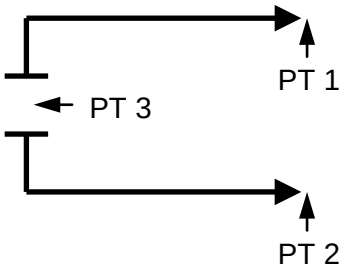
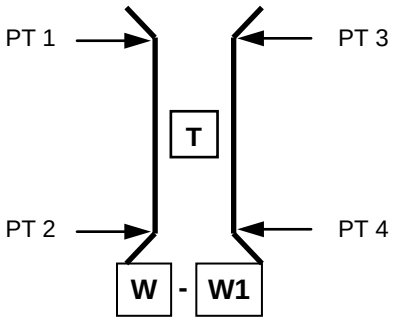
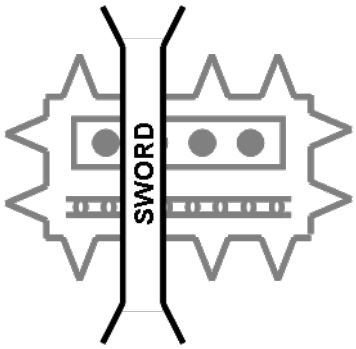
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Obstacle Bypass Easy Symbol Set Code: 25 Code: 270**01** Static/ Dynamic: D		Anchor Points. This symbol requires three anchor points. Points 1 and 2 define the tips of the arrowheads and point 3 defines the rear of the symbol. Size/Shape. Points 1 and 2 determine the symbol's height and point 3 determines its length. The vertical line at the rear of the symbol will be the same length as the opening. Orientation. The opening typically faces enemy forces.	
Obstacle Bypass Difficult Symbol Set Code: 25 Code: 270**02** Static/ Dynamic: D			
Obstacle Bypass Impossible Symbol Set Code: 25 Code: 270**03** Static/ Dynamic: D			
Bridge or Gap An area within a minefield or obstacle belt, free of live mines or obstacles, whose width and direction will allow a friendly force to pass through in tactical formation. Symbol Set Code: 25 Code: 27**11**00		Anchor Points. This symbol 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. Size/Shape. Determined by the anchor points. Orientation. Not applicable. Static/ Dynamic: D	

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TABLE H-XIX. Obstacle control measure symbols - Continued.

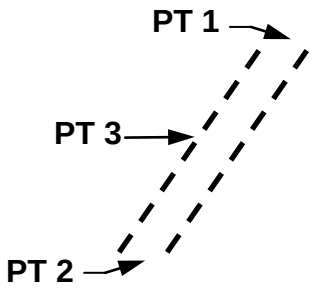
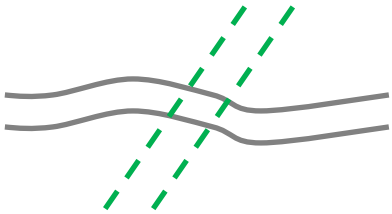
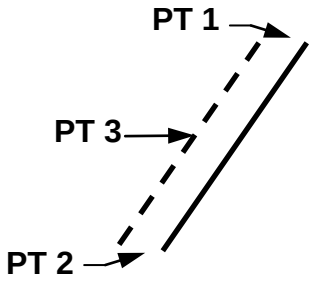
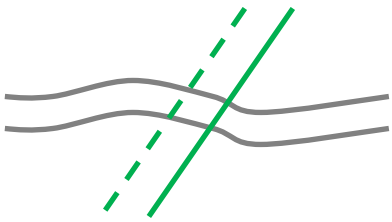
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Roadblocks, Craters and Blown Bridges Crater obstacle – An obstacle consisting of one or more craters, created normally in a roadway using demolitions. Symbol Set Code: 25 Code: 27**12**00	N/A		N/A
Planned Symbol Set Code: 25 Code: 2712**01**		Anchor Points. This symbol requires three anchor points. Points 1 and 2 define the endpoints of the symbol and point 3 defines the location of one side of the symbol. Size/Shape. Points 1 and 2 determine the centerline of the symbol and point 3 determines its width. Orientation. Orientation is determined by the anchor points.	
Explosives, State of Readiness 1 (Safe) Symbol Set Code: 25 Code: 2712**02**			

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TABLE H-XIX. Obstacle control measure symbols - Continued.

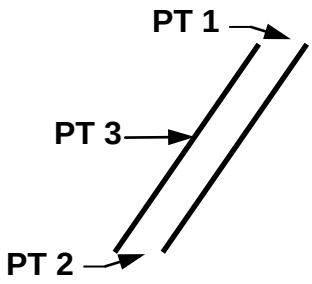
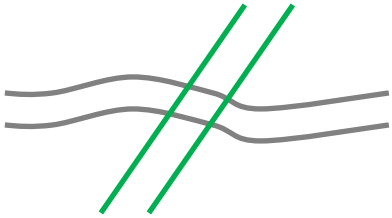
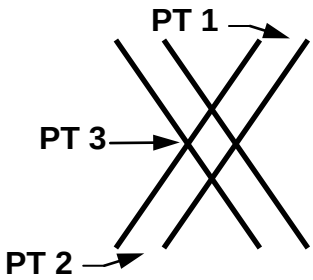
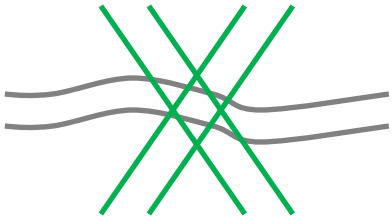
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Explosives, State of Readiness 2 (armed but passable) Symbol Set Code: 25 Code: 271**03**		Static/ Dynamic: D	
Roadblock Complete (Executed) Symbol Set Code: 25 Code: 271**04**			
Protection Points Symbol Set Code: 25 Code: **28**0000	N/A		N/A

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TABLE H-XIX. Obstacle control measure symbols - Continued.

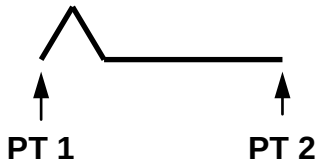
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Abatis An obstacle constructed by the felling and interlacing of trees across a route. (AAP-19) Symbol Set Code: 25 Code: 28**01**00 Static/ Dynamic: D		Anchor Points. This symbol requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. Size/Shape. The first and last anchor points determine the length of the line. The size of the tooth does not change. Orientation. Orientation is determined by the anchor points.	
Protection Lines Symbol Set Code: 25 Code: **29**0000	N/A		N/A

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TABLE H-XIX. Obstacle control measure symbols - Continued.

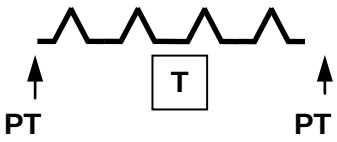
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Obstacle Line A conceptual control measure used at battalion or brigade level to show placement intent without specifying a particular type of linear obstacle. Symbol Set Code: 25 Code: 29**01**00 Static/ Dynamic: D		Anchor Points. This symbol requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. Size/Shape. The first and last anchor points determine the length of the line. Orientation. Orientation is determined by the order in which the anchor points are entered.	
Antitank Obstacles A ditch which is impassable to vehicles unaided. It may be prepared using machinery or explosives. Symbol Set Code: 25 Code: 29**02**00	N/A		N/A

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TABLE H-XIX. Obstacle control measure symbols - Continued.

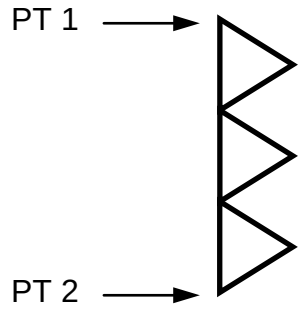
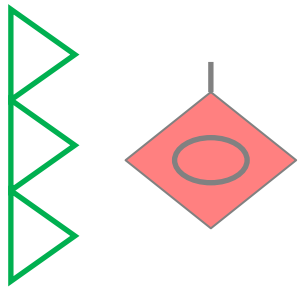
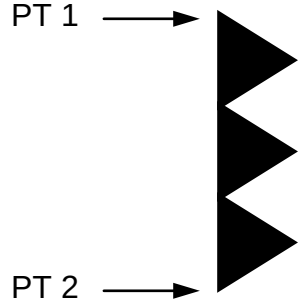
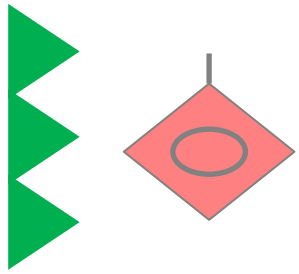
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Antitank Ditch – Under Construction Symbol Set Code: 25 Code: 2902**01** Static/ Dynamic: D		Anchor Points. This symbol requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. Size/Shape. The first and last anchor points determine the length of the line. Orientation. Orientation is determined by the order in which the anchor points are entered. **Note**: The teeth point toward enemy forces.	
Antitank Ditch – Completed Symbol Set Code: 25 Code: 2902**02** Static/ Dynamic: D			

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TABLE H-XIX. Obstacle control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Antitank Ditch Reinforced, with Antitank Mines Symbol Set Code: 25 Code: 290**203** Static/ Dynamic: D		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. Size/Shape. The first and last anchor points determine the length of the line. Orientation. Orientation is determined by the anchor points. The teeth typically point toward enemy forces.	

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TABLE H-XIX. Obstacle control measure symbols - Continued.

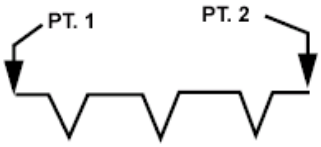
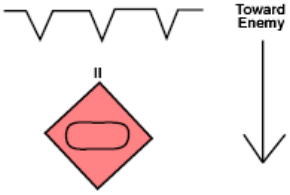
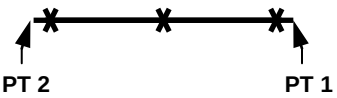
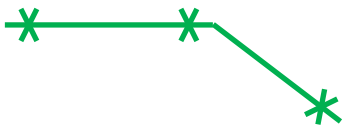
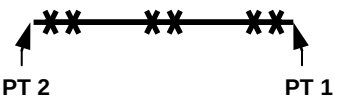
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Antitank Wall Symbol Set Code: 25 Code: 2902**04** Static/ Dynamic: D		Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. Size/Shape. The first and last anchor points determine the length of the line. Orientation. Orientation is determined by the anchor points. The teeth typically point toward enemy forces.	
Wire Obstacles Symbol Set Code: 25 Code: 29**03**00	N/A		N/A
Unspecified Symbol Set Code: 25 Code: 2903**01**		Anchor Points. This symbol requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. Size/Shape. The first and last anchor points	
Single Fence Symbol Set Code: 25 Code: 2903**02**			
Double Fence Symbol Set Code: 25 Code: 2903**03**			

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TABLE H-XIX. Obstacle control measure symbols - Continued.

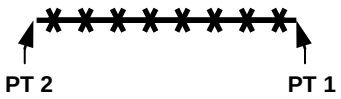
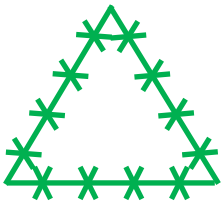
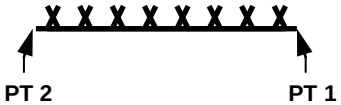
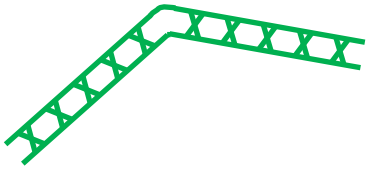
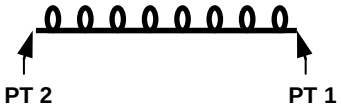
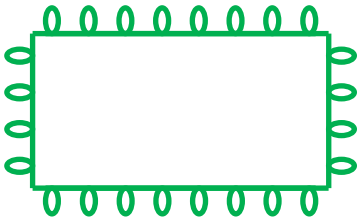
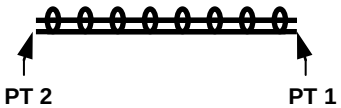
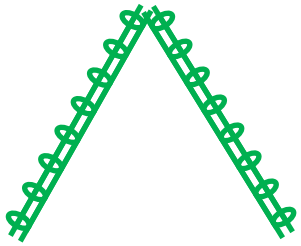
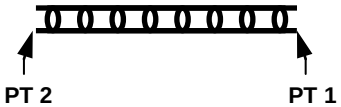
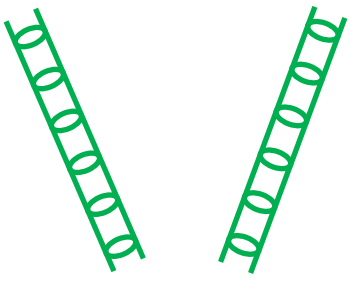
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Double Apron Fence Symbol Set Code: 25 Code: 2903**04**		determine the length of the line. Orientation. Orientation is determined by the order in which the anchor points are entered. Static/ Dynamic: D	
Low Wire Fence Symbol Set Code: 25 Code: 2903**05**			
High Wire Fence Symbol Set Code: 25 Code: 2903**06**			
Single Concertina Symbol Set Code: 25 Code: 2903**07**			
Double Strand Concertina Symbol Set Code: 25 Code: 2903**08**			
Triple Strand Concertina Symbol Set Code: 25 Code: 2903**09**			

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TABLE H-XIX. Obstacle control measure symbols - Continued.

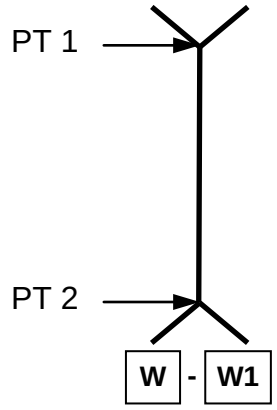
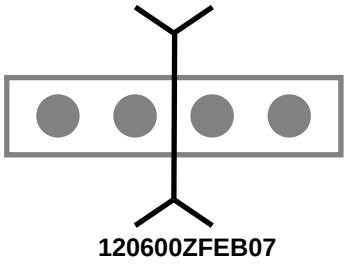
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Lane A route through an enemy or friendly obstacle that provides a passing force safe passage. Symbol Set Code: 25 Code: 29**06**00 Static/ Dynamic: D		Anchor Points. This symbol requires two anchor points. Points 1 and 2 define the tips of the arrowheads. Size/Shape. Points 1 and 2 determine the length of the symbol, which varies only in length. The lines of the arrowhead will form an acute angle. Orientation. Orientation is determined by the anchor points.	
Land Mines In land mine warfare, an explosive ammunition designed to be placed under, on or near the ground or other surface area and to be actuated by the presence, proximity or contact of a person, land vehicle, aircraft or boat, including landing craft.			
Minefield In land mine warfare, a defined area in which mines have been emplaced. Symbol Set Code: 25 Code: 27**07**00	N/A		N/A

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TABLE H-XIX. Obstacle control measure symbols - Continued.

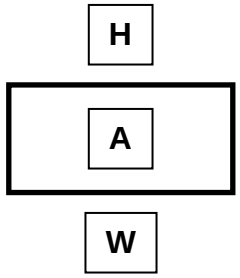
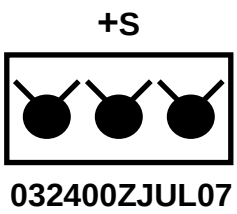
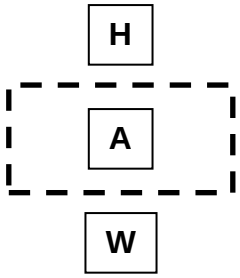
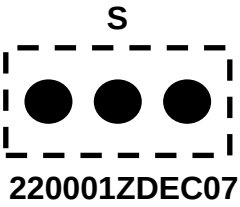
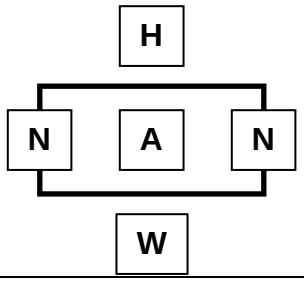
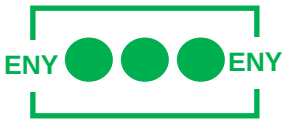
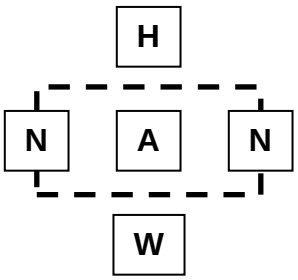
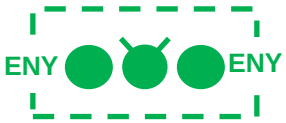
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Completed Minefield Symbol Set Code: 25 Code: 270701		Anchor Points: This symbol requires one anchor point. The center point defines/is the center of the symbol. Size/Shape: Static. Orientation: The symbol is typically centered over the desired location. **Note**: The A field (graphics) will be filled with the type of mine(s) contained in the minefield (see mine types listed in this appendix). If only scatterable mines are within the minefield, the H field will be filled with an "S"; a "+S" will be used if there is a mix of scatterable and other mines as appropriate and	
Planned Minefield Symbol Set Code: 25 Code: 270702			
Known Enemy Minefield Symbol Set Code: 25 Code: 270703			
Suspected or Templated Enemy Minefield Symbol Set Code: 25 Code: 270704			

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TABLE H-XIX. Obstacle control measure symbols - Continued.

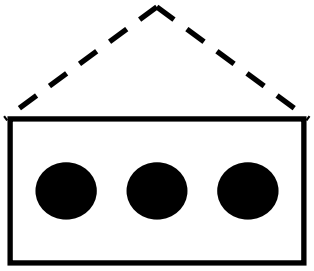
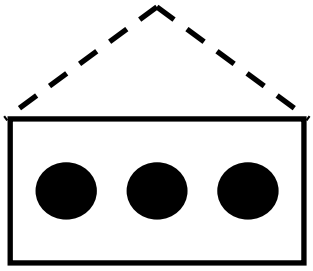
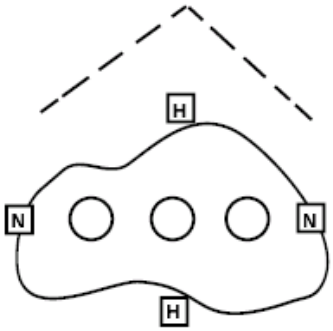
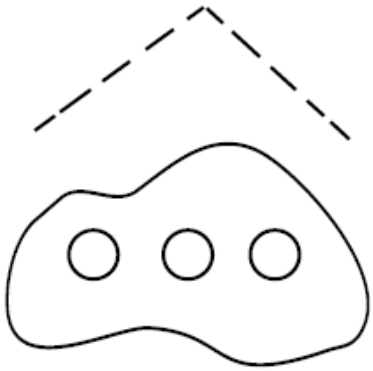
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Dummy Minefield Symbol Set Code: 25 Code: 2707**05**		a self-destruct time will be posted in the W field for the scatterable mines. If an offset location indicator is used with this symbol, the indicator will point to the center of mass of the minefield. Static/ Dynamic: S	
Dummy Minefield, Dynamic Symbol Set Code: 25 Code: 2707**06**			

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TABLE H-XIX. Obstacle control measure symbols - Continued.

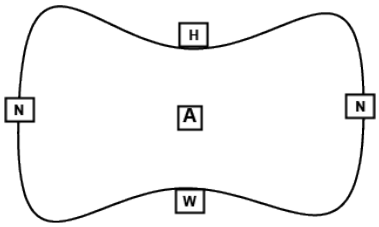
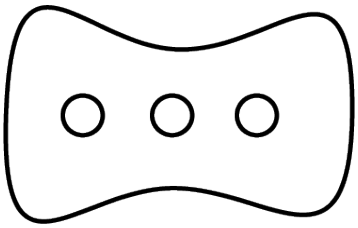
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Dynamic Depiction Symbol Set Code: 25 Code: 2707**07** Static/ Dynamic: D		Anchor Points. This symbol requires at least three anchor points to define the boundary of the area. Size/Shape. Determined by the anchor points. The symbol 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. Orientation. Not applicable.	

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TABLE H-XIX. Obstacle control measure symbols - Continued.

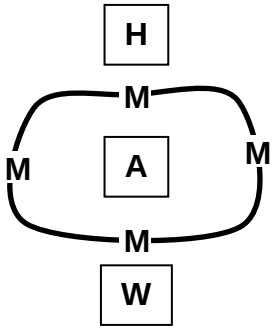
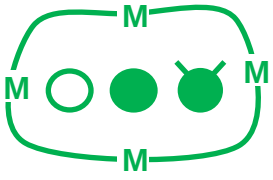
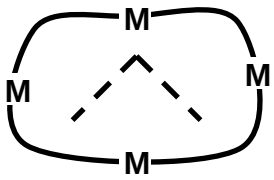
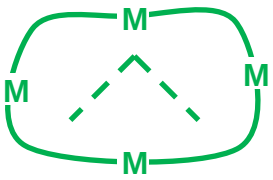
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Mined Area An area which is dangerous because of the presence or suspected presence of mines. Symbol Set Code: 25 Code: 27**08**00	 **Note**: The A field (graphics) will be filled with the type of mine(s) contained in the minefield (see mine types listed in this appendix). If only scatterable mines are within the minefield, the H field will be filled with an "S"; a "+S" will be used if there is a mix of scatterable and other mines as appropriate and a self-destruct time will be posted in the W field for the scatterable mines. If an offset location indicator is used with this symbol, the indicator will point to the center of mass of the minefield.	Anchor Points: This symbol 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. Size/Shape: Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. Orientation: Not applicable. Static/ Dynamic: D	
Decoy Mined Area Symbol Set Code: 25 Code: 27**09**00	 **Note**: The A field (graphics) will be filled with the type of mine(s) contained in the minefield (see mine types listed in this appendix). If only scatterable mines are within the minefield, the H field will be filled with an "S"; a "+S" will be used if there is a mix of scatterable and other mines as appropriate and a self-destruct time will be posted in the W field for the scatterable mines. If an offset location indicator is used with this symbol, the indicator will point to the center of mass of the minefield.		

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TABLE H-XIX. Obstacle control measure symbols - Continued.

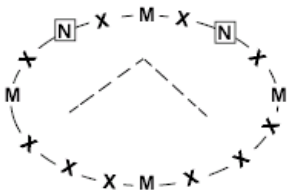
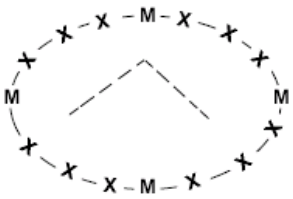
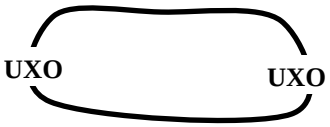
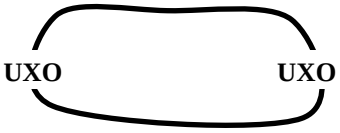
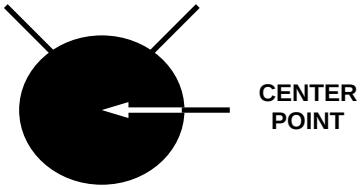
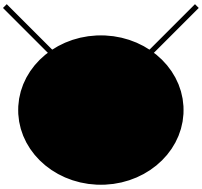
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Decoy Mined Area, Fenced Symbol Set Code: 25 Code: 2709**01**			
Unexploded Explosive Ordnance (UXO) Area Symbol Set Code: 25 Code: 27**10**00			
Antipersonnel Mine In land mine warfare, a mine designed to be exploded by the presence, proximity or contact of a person and that will incapacitate, wound or kill one or more persons. (AAP-19) Symbol Set Code: 25 Code: 28**02**00		Anchor Points. This symbol requires one anchor point. The center point defines/is the center of the symbol. Size/Shape. Static. Orientation. The symbol is typically centered over the desired location. Static/ Dynamic: S	

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TABLE H-XIX. Obstacle control measure symbols - Continued.

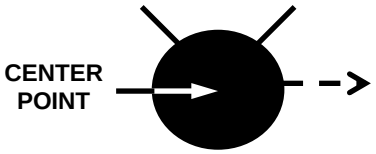
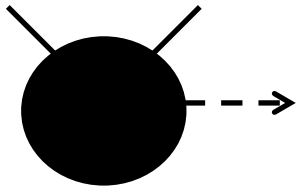
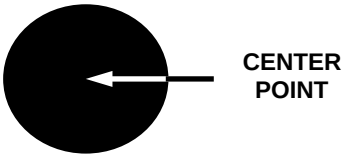
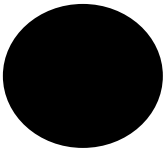
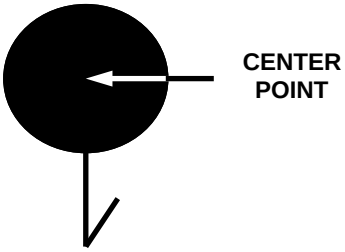
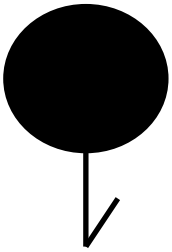
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Antipersonnel Mine with Directional Effects Symbol Set Code: 25 Code: 2802**01**			
Antitank Mine A mine designed to immobilize or destroy a tank. (AAP-19) Symbol Set Code: 25 Code: 28**03**00			
Antitank Mine with Anti-handling Device A device intended to protect a mine and which is part of, linked to, attached to or placed under the mine and which activates when an attempt is made to tamper with or otherwise intentionally disturb the mine. (AAP-19) Symbol Set Code: 25 Code: 28**04**00			

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TABLE H-XIX. Obstacle control measure symbols - Continued.

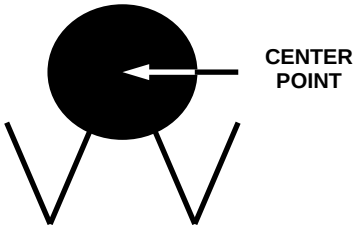
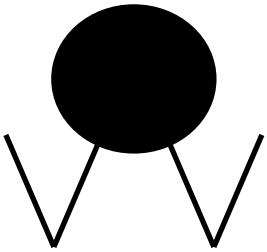
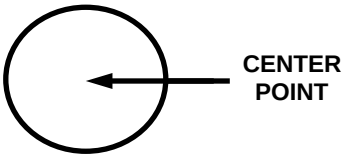
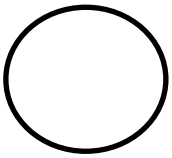
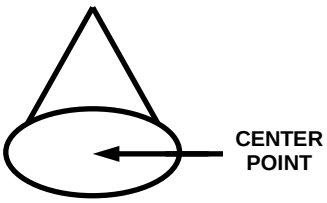
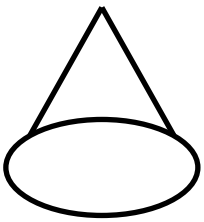
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Wide Area Antitank Mine An antitank mine that detects and acquires targets then launches subammunition that attacks the top of the targets. Symbol Set Code: 25 Code: 28**05**00			
Unspecified Mine Symbol Set Code: 25 Code: 28**06**00			
Booby Trap A device designed, constructed or adapted to kill or injure, which functions when a person disturbs or approaches an apparently harmless object or performs an apparently safe act. Symbol Set Code: 25 Code: 28**07**00		Anchor Points. This symbol requires one anchor point. The center point defines the center of the oval. Size/Shape. Static. Orientation. The symbol is typically centered over the desired location. Static/ Dynamic: S	

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TABLE H-XIX. Obstacle control measure symbols - Continued.

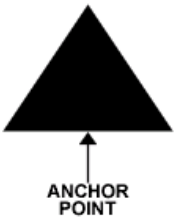
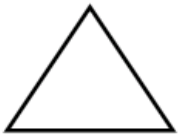
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Tetrahedrons, Dragons Teeth, and Other Similar Obstacles Symbol Set Code: 25 Code: 28**19**00	N/A	Anchor Points. This symbol requires one anchor point. The anchor point defines the midpoint of the symbol's base. Size/Shape. Static. 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	N/A
Fixed and Prefabricated Symbol Set Code: 25 Code: 2819**01**			
Movable Symbol Set Code: 25 Code: 2819**02**			
Movable and Prefabricated Symbol Set Code: 25 Code: 2819**03**			

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TABLE H-XIX. Obstacle control measure symbols - Continued.

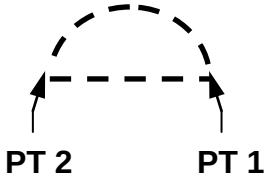
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Mine Cluster Symbol Set Code: 25 Code: 29**04**00		Anchor Points. This symbol requires at least two anchor points. Points 1 and 2 define the corners of the symbol. Size/Shape. Points 1 and 2 determine the length of the straight line. The radius of the semicircle is ½ the length of the straight line. Orientation. Not applicable. **Note**: The dashed lines in this symbol shall be displayed in present and anticipated status.	

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TABLE H-XIX. Obstacle control measure symbols - Continued.

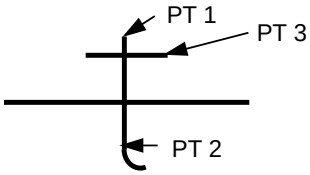
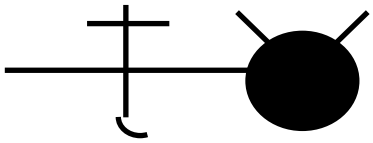
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Trip Wire Symbol Set Code: 25 Code: 29**05**00 Static/ Dynamic: D		Anchor Points. This symbol requires three anchor points. Points 1 and 2 define the vertical straight line portion of the symbol. Point 3 defines an end of the horizontal line. Size/Shape. Points 1 and 2 determine the length of the vertical, straight-line portion of the symbol 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 symbol. Orientation. Orientation is determined by the anchor points.	
Vertical Obstructions Symbol Set Code: 25 Code: 28**20**00	N/A		N/A

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TABLE H-XIX. Obstacle control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Tower, Low Symbol Set Code: 25 Code: 2820**01** Static/ Dynamic: D **Note:** Towers less than 1000 Ft AGL		Anchor Points. This symbol requires one anchor point; the point defines the circle at the base of the tower. Size/Shape. The symbol is a high-angle cone. Orientation. The symbol will remain upright.	
Tower, High Symbol Set Code: 25 Code: 2820**02** Static/ Dynamic: D **Note:** Towers 1000 Ft and Higher AGL			

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TABLE H-XIX. Obstacle control measure symbols - Continued.

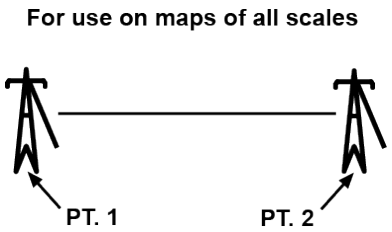
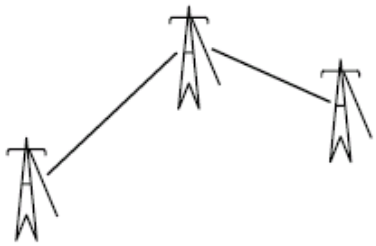
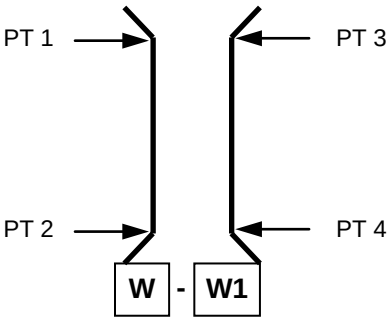
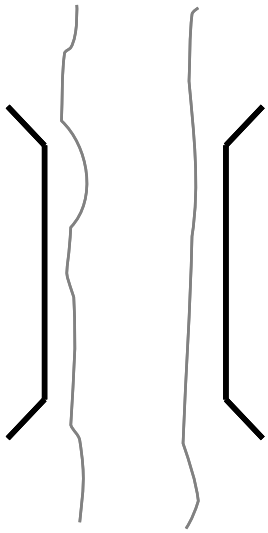
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Overhead Wire Symbol Set Code: 25 Code: 282**03** Static/ Dynamic: D		Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. Size/Shape. The first and last anchor points determine the length of the line. Orientation. Orientation is determined by the anchor points.	
Water Crossing Site The location of a single bridge or rafting site, or in an initial assault a site for the crossing of assault boats or for the swimming or fording of vehicles on a broad front.			
Assault Crossing Symbol Set Code: 25 Code: 271**3**00 Static/ Dynamic: D		Anchor Points. This symbol requires four points. Points 1 and 2 define one side of the assault crossing site and points 3 and 4 define the opposite side of the assault crossing site. Size/Shape. Determined by the anchor points. Orientation. Not applicable.	

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TABLE H-XIX. Obstacle control measure symbols - Continued.

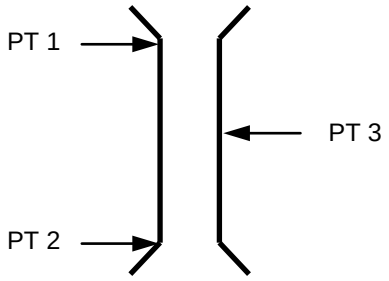
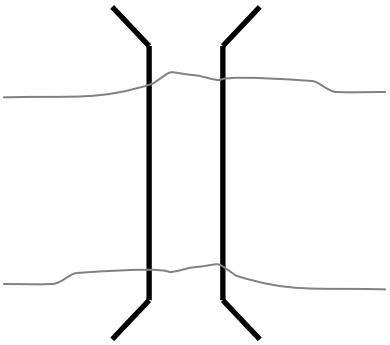
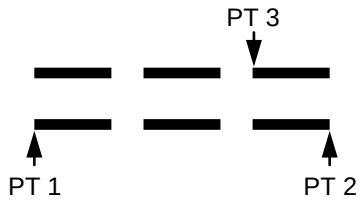
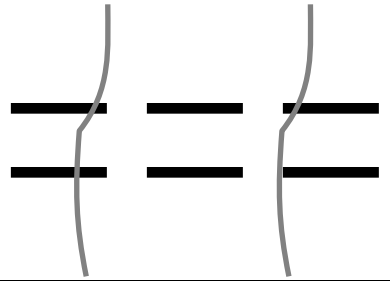
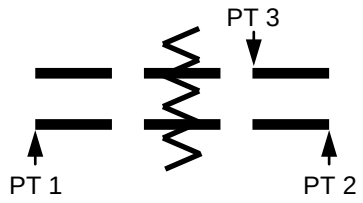
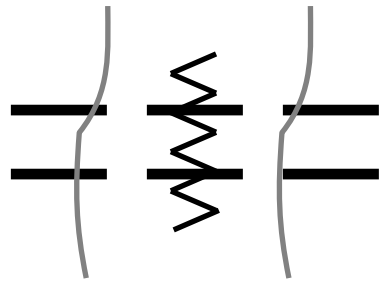
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Bridge Symbol Set Code: 25 Code: 271400		Anchor Points. This symbol requires three anchor points. Points 1 and 2 define the endpoints of the first line. Point 3 defines the location of the parallel line. Size/Shape. Points 1 and 2 determine the length of the symbol. Point 3 determines its width. Orientation. Orientation is determined by the anchor points. Static/ Dynamic: D	
Ford Easy Symbol Set Code: 25 Code: 271500			
Ford Difficult Symbol Set Code: 25 Code: 271600			

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TABLE H-XIX. Obstacle control measure symbols - Continued.

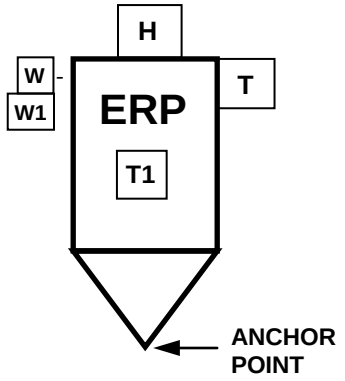
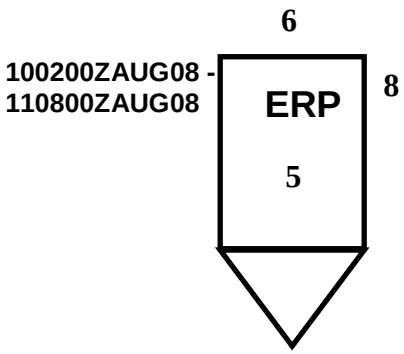
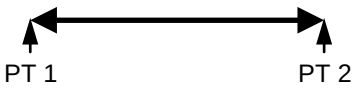
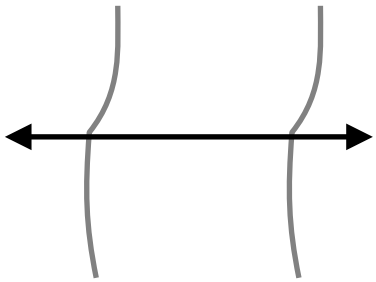
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Engineer Regulating Point Checkpoint to ensure that vehicles do not exceed the capacity of the crossing means and to give drivers final instructions on site-specific procedures and information, such as speed and vehicle interval. Symbol Set Code: 25 Code: 28**08**00		Anchor Points. This symbol requires one anchor point. The point defines/is the tip of the inverted cone. Size/Shape. Static. Orientation. The symbol will typically be oriented upright. Static/ Dynamic: S	
Ferry Symbol Set Code: 25 Code: 29**07**00 Static/ Dynamic: D		Anchor Points. This symbol requires two anchor points. Points 1 and 2 define the tips of the arrowheads. Size/Shape. Points 1 and 2 determine the length of the symbol, which varies only in length. The arrowheads will be filled-in versions of a common arrowhead. Orientation. Orientation is determined by the anchor points.	

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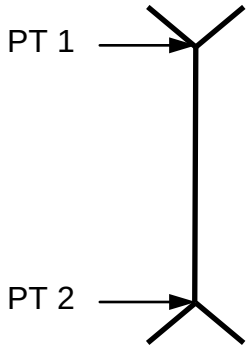
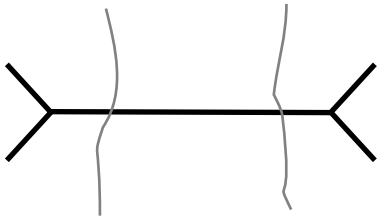
TABLE H-XIX. Obstacle control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Raft Site Symbol Set Code: 25 Code: 29**08**00 Static/ Dynamic: D		Anchor Points. This symbol requires two anchor points. Points 1 and 2 define the tips of the arrowheads. Size/Shape. Points 1 and 2 determine the length of the symbol, which varies only in length. The lines of the arrowhead will form an acute angle. Orientation. Orientation is determined by the anchor points.	

H.5.22 Field fortification control measures.

H.5.22.1 Field fortification. Is an emplacement or shelter of a temporary nature which can be constructed with reasonable facility by units requiring no more than minor engineer supervisory and equipment participation.

TABLE H-XX. Field fortification control measure symbols.

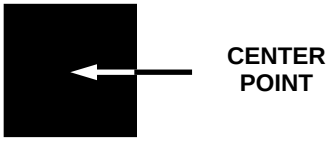
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Shelter Symbol Set Code: 25 Code: 28**09**00		Anchor Points. This symbol requires one anchor point. The center point defines	

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TABLE H-XX. Field fortification control measure symbols - Continued.

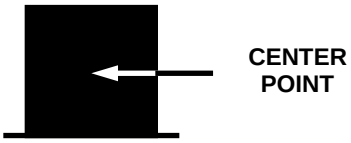
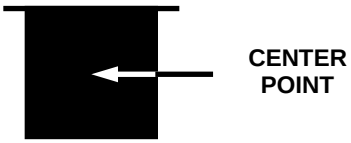
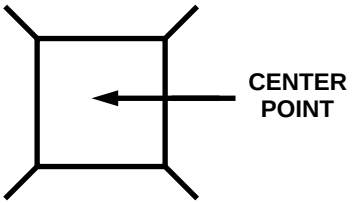
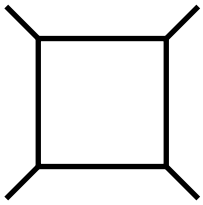
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Above Ground Shelter Symbol Set Code: 25 Code: 28**1**000		the center of the symbol. Size/Shape. Static. Orientation. The symbol is typically centered over the desired location. Static/ Dynamic: S	
Below Ground Shelter Symbol Set Code: 25 Code: 28**1**100			
Fort Symbol Set Code: 25 Code: 28**1**200			

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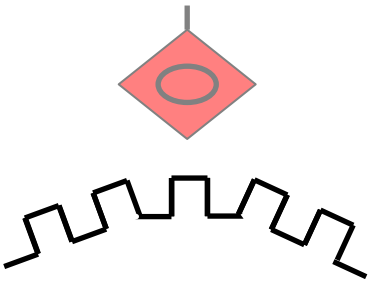
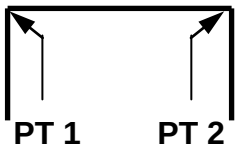
TABLE H-XX. Field fortification control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Fortified Line Symbol Set Code: 25 Code: 29**09**00 Static/ Dynamic: D	 **Note**: The ramparts typically point toward enemy forces.	Anchor Points. This symbol requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. Size/Shape. The first and last anchor points determine the length of the line. Orientation. Orientation is determined by the anchor points.	
Fortified Position Symbol Set Code: 25 Code: 29**10**00 Static/ Dynamic: D	 **Note**: The symbol typically faces enemy forces.	Anchor Points. This symbol requires two anchor points. Points 1 and 2 define the corners on the front of the symbol. Size/Shape. Points 1 and 2 determine the length of the symbol, which varies only in length. Orientation. Orientation is determined by the anchor points.	

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H.5.23 CBRN defense control measure symbols.

H.5.23.1 CBRN defense. These control measure symbols depict those conditions found in an area resulting from immediate or persisting effects of chemical, biological, radiological or nuclear attacks or events (release other than attack).

TABLE H-XXI. CBRN defense control measure symbols.

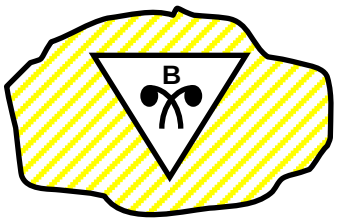
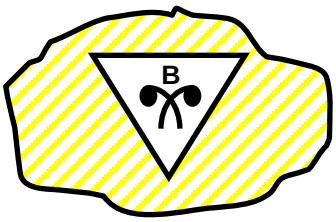
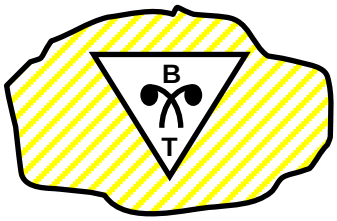
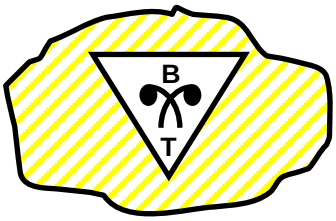
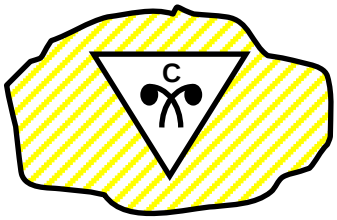
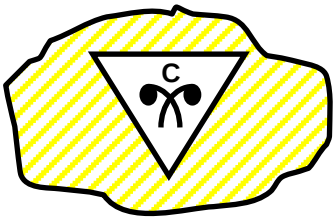
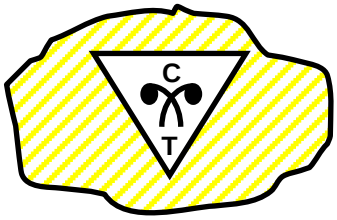
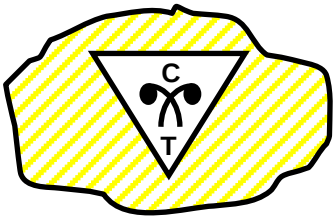
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Contaminated Areas			
Biological Contaminated Area Symbol Set Code: 25 Code: 271**7**00		Anchor Points. This symbol 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. Size/Shape. Determined by the anchor points. The symbol should be moveable and scalable as a block within the area. Orientation. Not applicable. Static/ Dynamic: D	
Biological Contaminated Area – Toxic Industrial Material Symbol Set Code: 25 Code: 2717**01**			
Chemical Contaminated Area Symbol Set Code: 25 Code: 271**8**00			
Chemically Contaminated Area – Toxic Industrial Material Symbol Set Code: 25 Code: 2718**01**			

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TABLE H-XXI. CBRN defense control measure symbols - Continued.

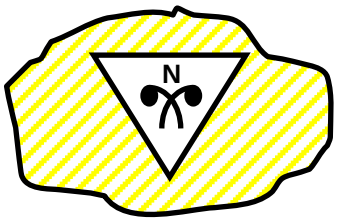
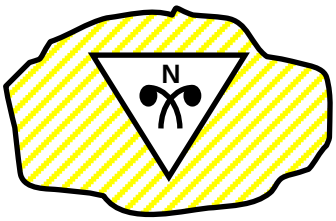
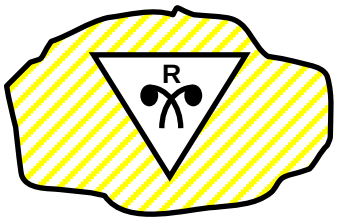
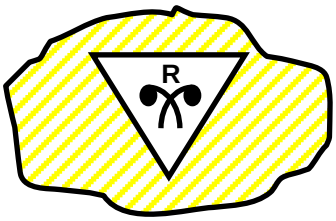
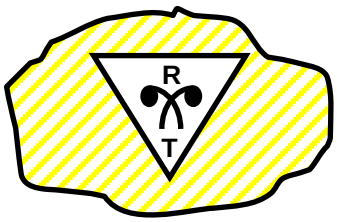
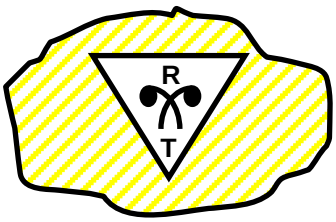
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Nuclear Contaminated Area Symbol Set Code: 25 Code: 271**9**00			
Radiological Contaminated Area Symbol Set Code: 25 Code: 272**0**00			
Radiological Contaminated Area – Toxic Industrial Material Symbol Set Code: 25 Code: 2720**01**			

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TABLE H-XXI. CBRN defense control measure symbols - Continued.

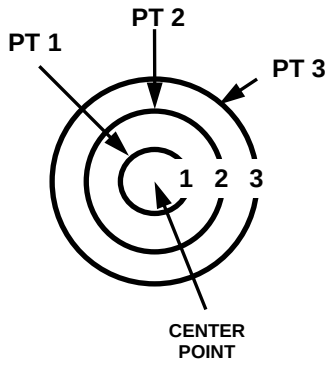
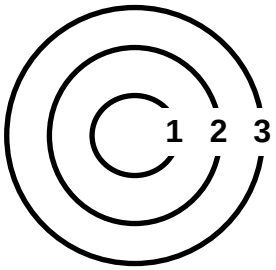
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Minimum Safe Distance Zone Symbol Set Code: 25 Code: 27**21**00 Static/ Dynamic: D		Anchor Points. This symbol requires four anchor points. The center point defines the center of the symbol. Points 1, 2 and 3 define the radii of circles 1, 2 and 3. Size/Shape. As defined by the operator. Orientation. The center point is typically centered over the known/ suspected source location of an NBC event. **Note:** This symbol is used in fielded and deployed systems for collateral damage assessments/predictions for indirect fire and air to ground engagements.	

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TABLE H-XXI. CBRN defense control measure symbols - Continued.

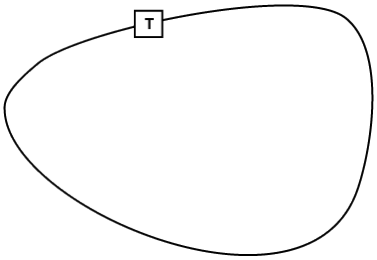
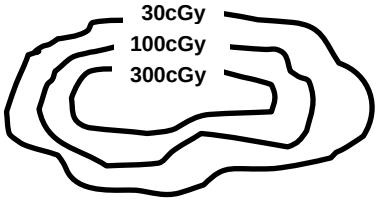
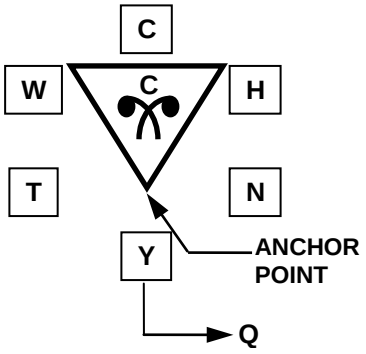
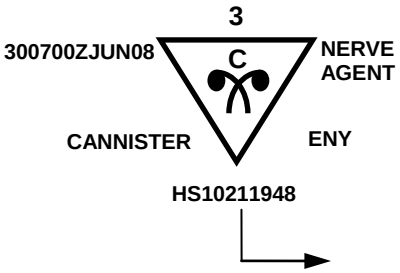
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Radiation Dose Rate Contour Line A line on a map, diagram or overlay joining all points at which the radiation dose rate at a given time is the same. Symbol Set Code: 25 Code: 27**22**00 Static/ Dynamic: D		Anchor Points: This symbol 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. Size/Shape: Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. Orientation: Not applicable.	
Chemical Event Symbol Set Code: 25 Code: 28**13**00		Anchor Points. This symbol requires one anchor point. The anchor point defines the midpoint of the symbol's base. Size/Shape. Static. Orientation. The	

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TABLE H-XXI. CBRN defense control measure symbols - Continued.

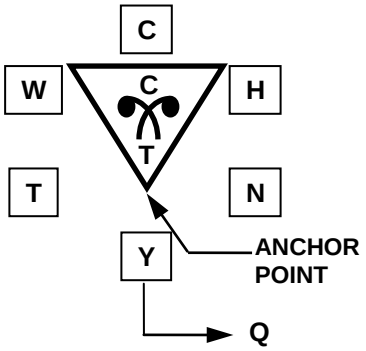
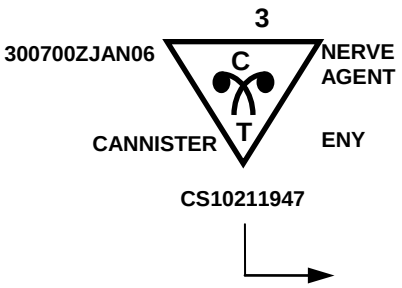
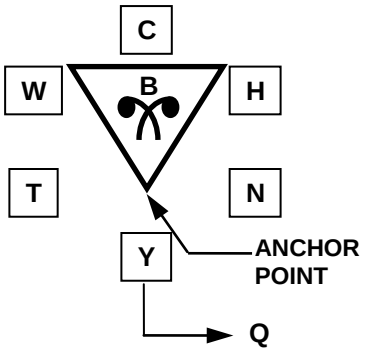
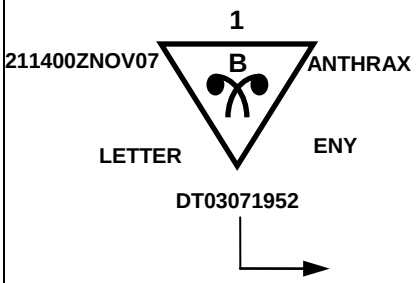
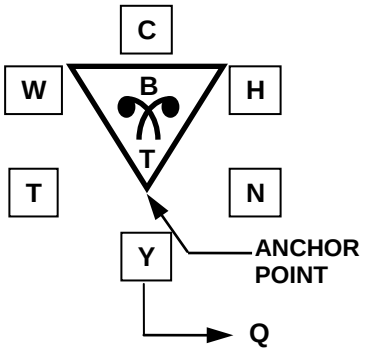
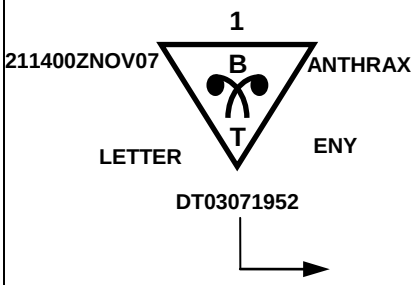
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Chemical – Toxic Industrial Material Symbol Set Code: 25 Code: 2813**01**		symbol will typically be oriented upright. **Note**: This symbol can be rotated in 90 degree increments. Static/ Dynamic: S	
Biological Event Symbol Set Code: 25 Code: 28**14**00			
Biological – Toxic Industrial Material Symbol Set Code: 25 Code: 2814**01**			

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TABLE H-XXI. CBRN defense control measure symbols - Continued.

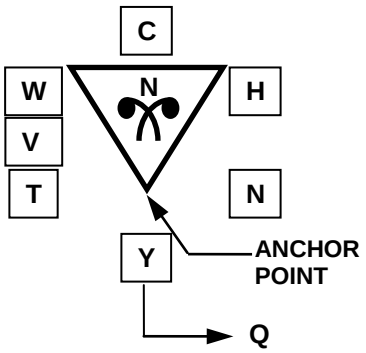
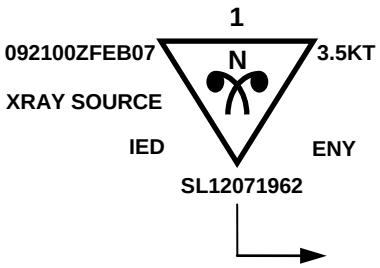
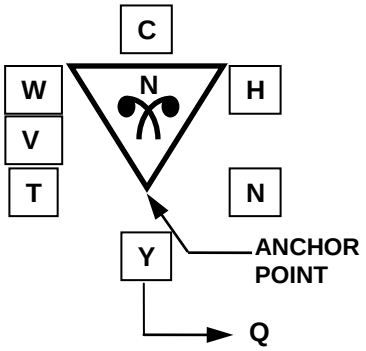
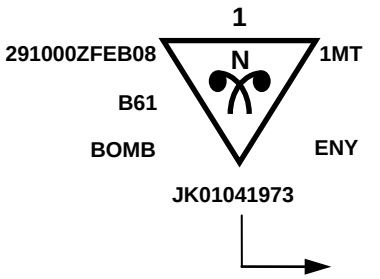
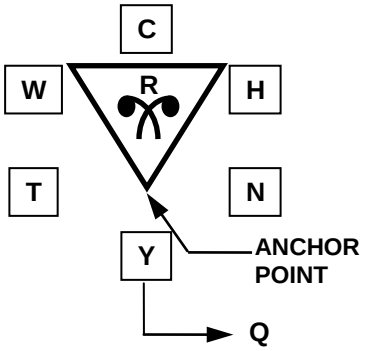
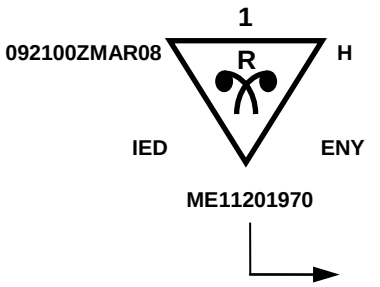
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Nuclear Event Symbol Set Code: 25 Code: 28**1**500			
Nuclear Fallout Producing Event Symbol Set Code: 25 Code: 28**1**600			
Radiological Event Symbol Set Code: 25 Code: 28**1**700			

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TABLE H-XXI. CBRN defense control measure symbols - Continued.

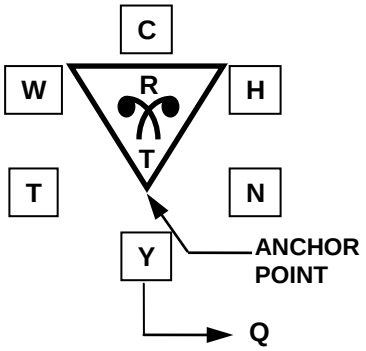
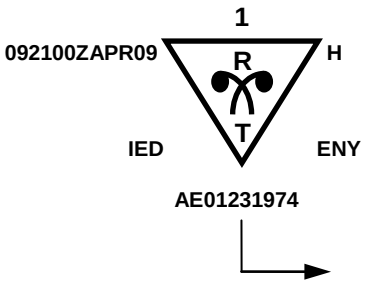
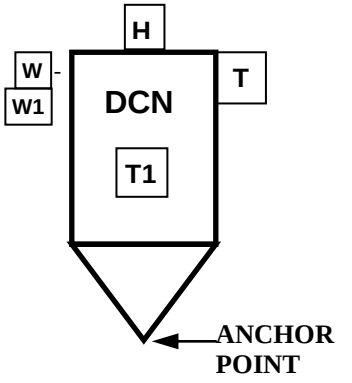
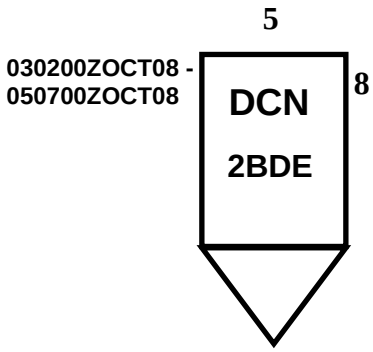
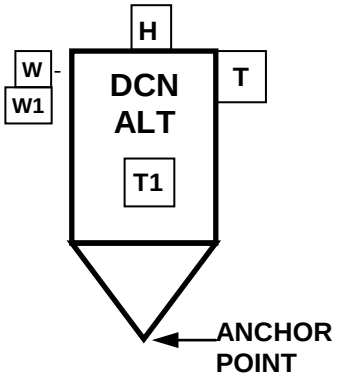
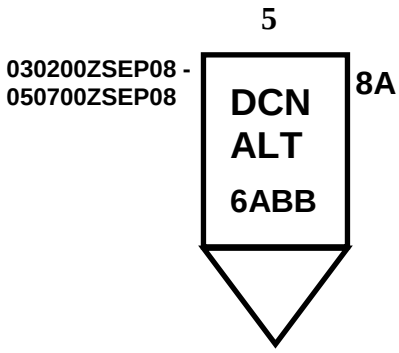
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Radiological – Toxic Industrial Material Symbol Set Code: 25 Code: 2817**01**			
Decontamination Points/Sites			
General De-contamination Point/Site Symbol Set Code: 25 Code: 28**18**00		Anchor Points. This symbol requires one anchor point. The point defines the tip of the inverted cone. Size/Shape. Static. Orientation. The symbol will typically be oriented upright. Static/ Dynamic: S	
Alternate De-contamination Point/Site Symbol Set Code: 25 Code: 2818**01**			

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TABLE H-XXI. CBRN defense control measure symbols - Continued.

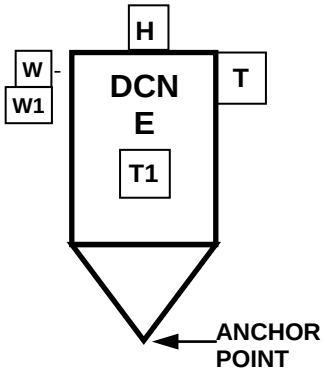
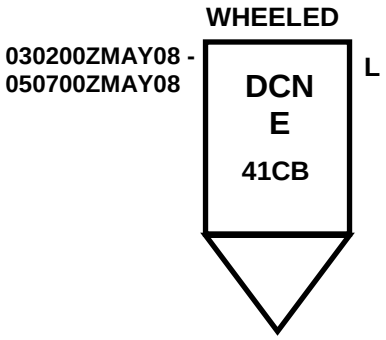
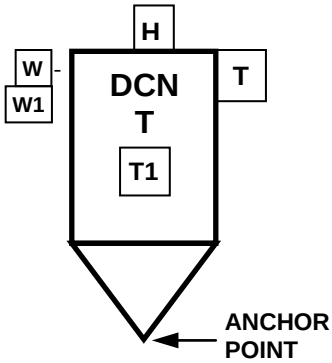
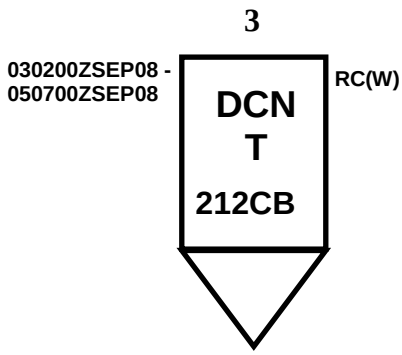
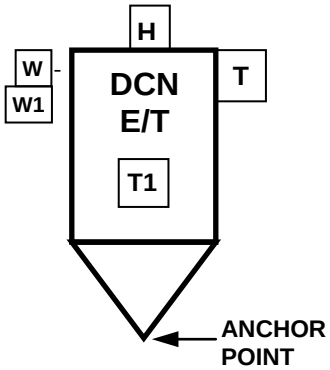
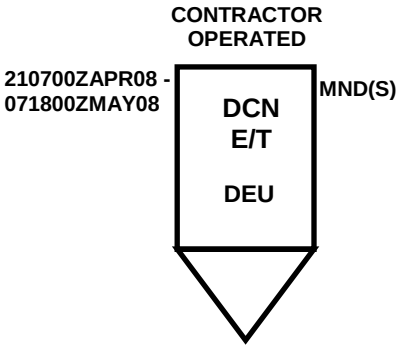
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Equipment De-contamination Point/Site Symbol Set Code: 25 Code: 281**802**			
Troop De-contamination Point/Site Symbol Set Code: 25 Code: 281**803**			
Equipment / Troop De-contamination Point/Site Symbol Set Code: 25 Code: 281**804**			

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TABLE H-XXI. CBRN defense control measure symbols - Continued.

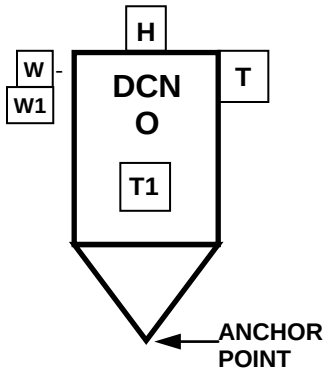
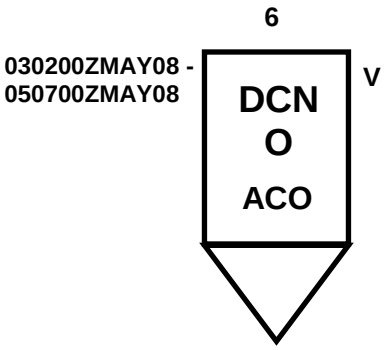
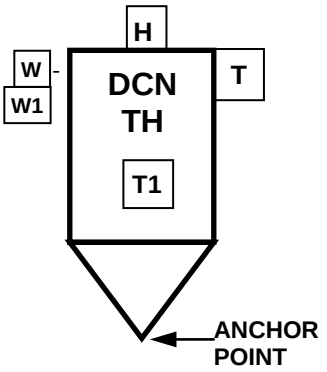
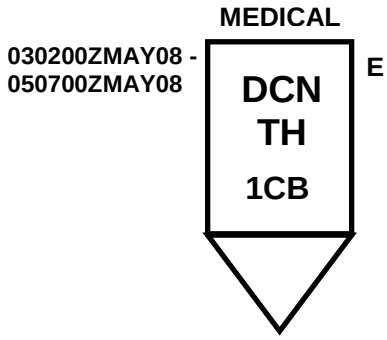
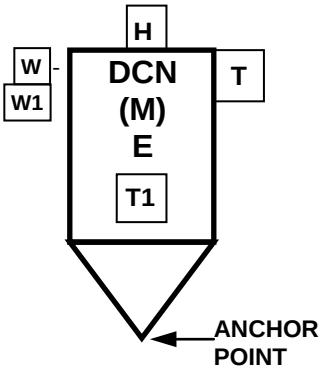
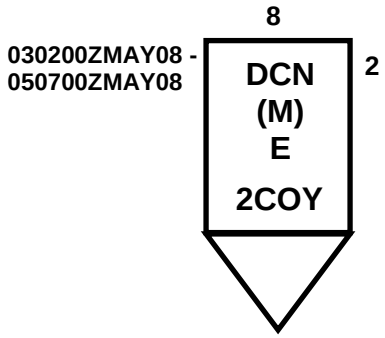
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Operational De-contamination Point/Site Symbol Set Code: 25 Code: 2818**05**			
Thorough De-contamination Point/Site Symbol Set Code: 25 Code: 2818**06**			
Main Equipment De-contamination Point/Site Symbol Set Code: 25 Code: 2818**07**			

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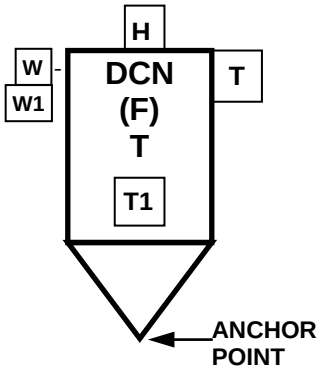
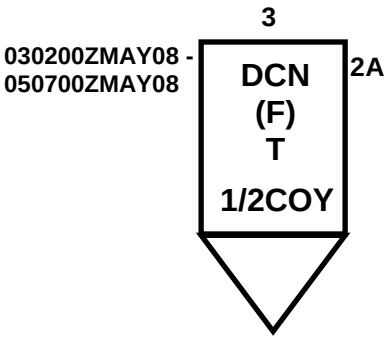
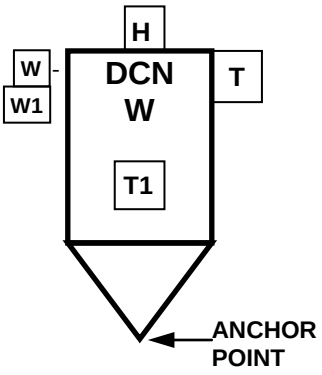
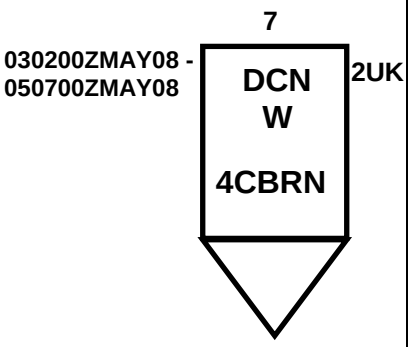
TABLE H-XXI. CBRN defense control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Forward Troop De-contamination Point/Site Symbol Set Code: 25 Code: 281**08**			
Wounded Personnel De-contamination Site Symbol Set Code: 25 Code: 281**09**			

H.5.24 Sustainment control measures.

H.5.24.1 Sustainment control measures. The provision of logistics and personnel services required to maintain and prolong operations until successful mission accomplishment.

TABLE H-XXII. Sustainment point control measure symbols.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Sustainment Points Symbol Set Code: 25 Code: **32**0000	N/A		N/A

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TABLE H-XXII. Sustainment point control measure symbols - Continued.

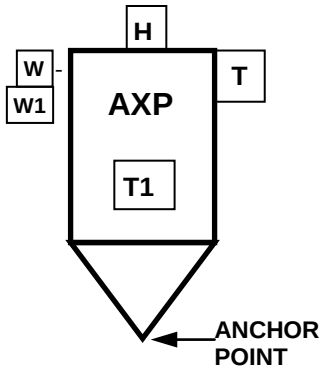
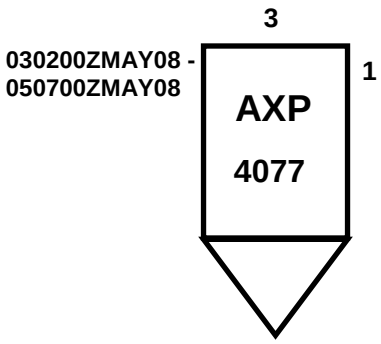
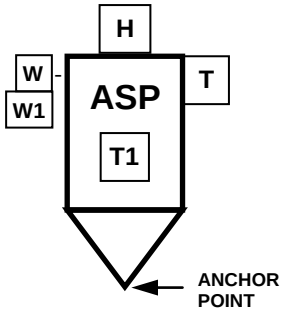
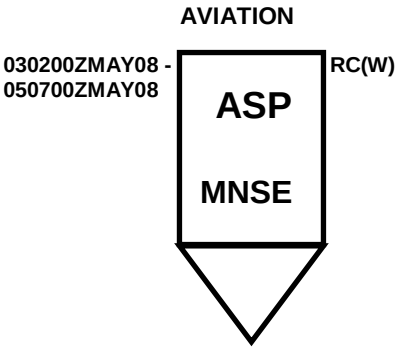
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Ambulance Exchange Point A location where a patient is transferred from one ambulance to another en route to a medical treatment facility. This may be an established point in an ambulance shuttle system or it may be designated independently. Symbol Set Code: 25 Code: 32**01**00		Anchor Points. This symbol requires one anchor point. The point defines the tip of the inverted cone. Size/Shape. Static. Orientation. The symbol will typically be oriented upright. Static/ Dynamic: S	
Ammunition Supply Point An area designated to receive, store, reconfigure and issue Class V material. Symbol Set Code: 25 Code: 32**02**00			

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TABLE H-XXII. Sustainment point control measure symbols - Continued.

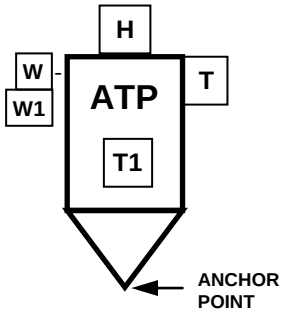
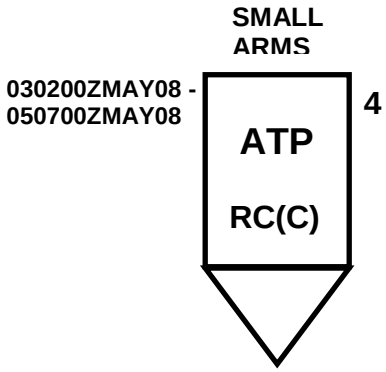
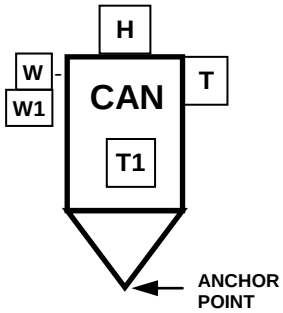
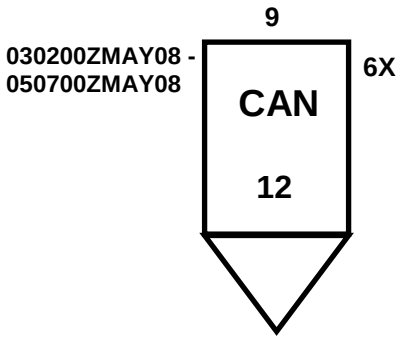
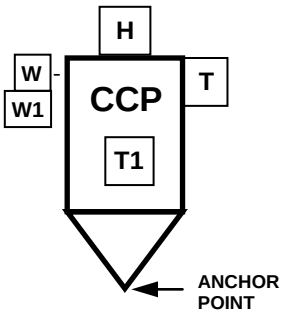
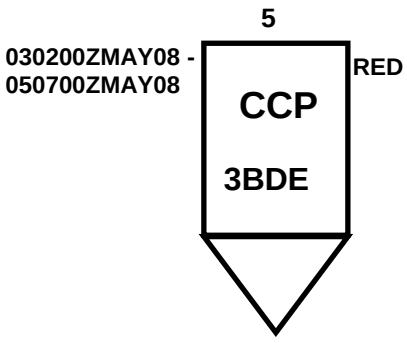
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Ammunition Transfer Point A designated temporary site from which Class V material is transferred to unit vehicles. Symbol Set Code: 25 Code: 32**03**00			
Cannibalization Point Symbol Set Code: 25 Code: 32**04**00			
Casualty Collection Point A specific location where casualties are assembled to be transported to a medical treatment facility, for example, a company aid post. Symbol Set Code: 25 Code: 32**05**00			

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TABLE H-XXII. Sustainment point control measure symbols - Continued.

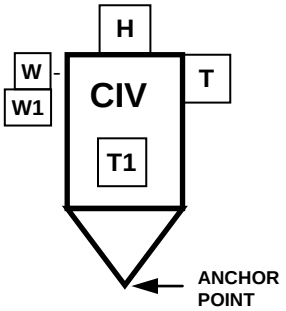
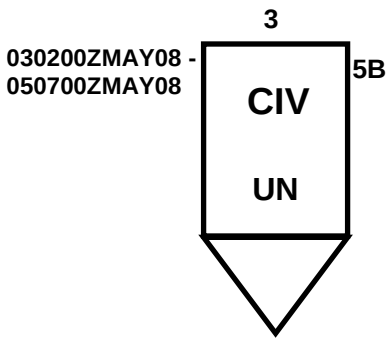
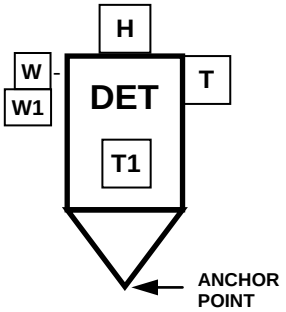
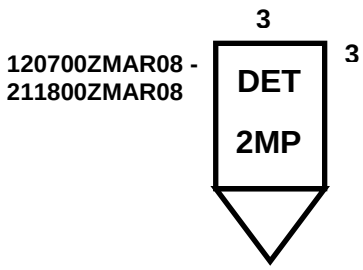
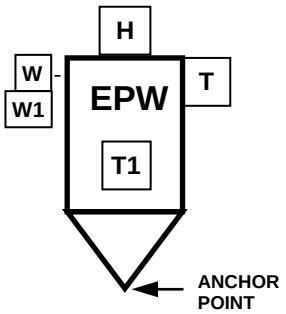
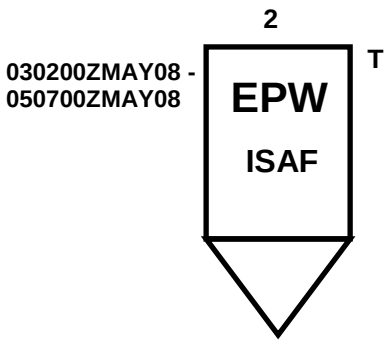
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Civilian Collection Point A specific location where civilians are assembled to be transported to another location. Symbol Set Code: 25 Code: 32**06**00			
Detainee Collection Point A specific location where detainee are assembled to be transported to another location. Symbol Set Code: 25 Code: 32**07**00			
Enemy Prisoner of War (EPW) Collection Point A specific location where enemy prisoners of war are assembled to be transported to another location. Symbol Set Code: 25 Code: 32**08**00			

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TABLE H-XXII. Sustainment point control measure symbols - Continued.

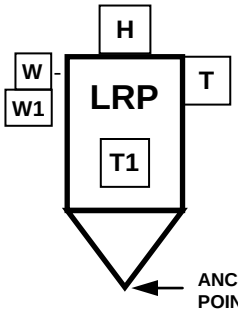
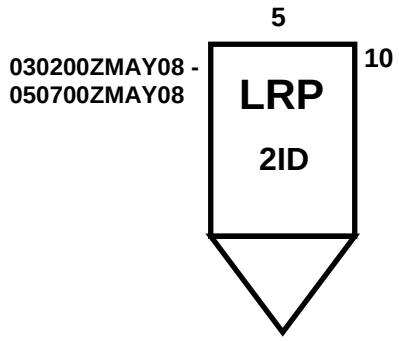
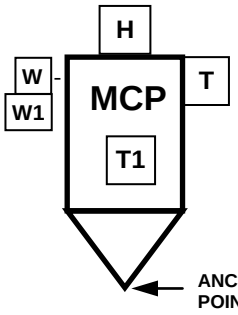
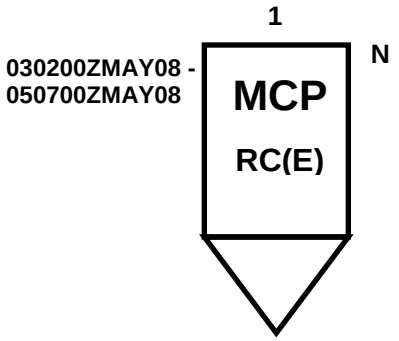
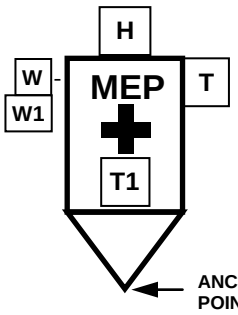
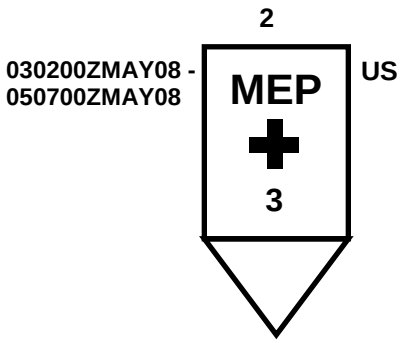
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Logistics Release Point (LRP) Symbol Set Code: 25 Code: 32**09**00			
Maintenance Collection Point (MCP) A point established to collect equipment awaiting repair, controlled exchange, cannibalization, or evacuation. It may be operated by the user or by the direct support maintenance units. Symbol Set Code: 25 Code: 32**10**00			
Medical Evacuation (MEDEVAC) Pick-up Point Symbol Set Code: 25 Code: 32**11**00			

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TABLE H-XXII. Sustainment point control measure symbols - Continued.

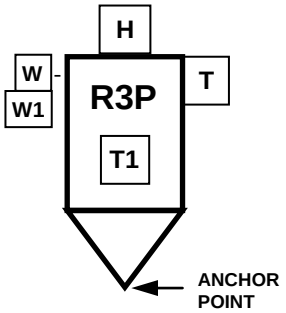
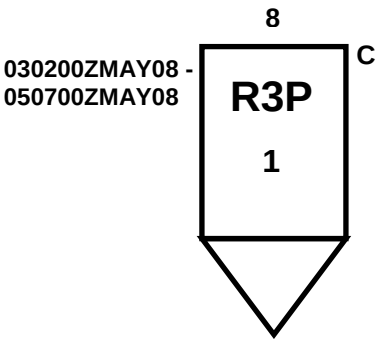
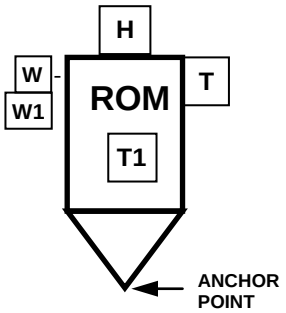
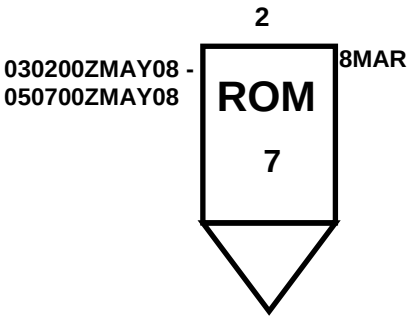
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Rearm, Refuel and Resupply Point (R3P) A designated point through which a unit passes where it receives fuel, ammunition and other necessary supplies to continue operations. Symbol Set Code: 25 Code: 32**1**200			
Refuel On the Move (ROM) Point An area established to ensure that fuel tanks on combat and fuel servicing vehicles are full before they arrive in the unit's tactical assembly area. Symbol Set Code: 25 Code: 32**1**300			

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TABLE H-XXII. Sustainment point control measure symbols - Continued.

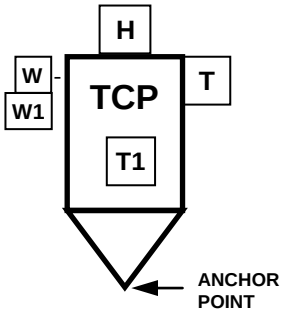
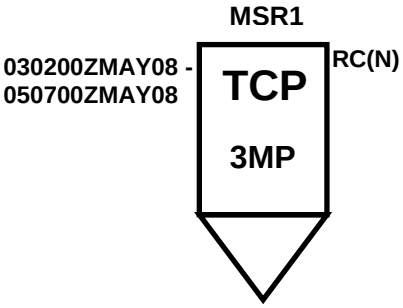
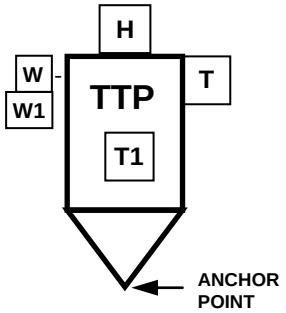
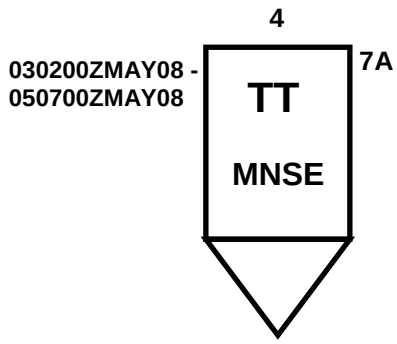
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Traffic Control Post (TCP) Manned post used to preclude interruption of traffic flow or movement along designated routes. Symbol Set Code: 25 Code: 32**14**00			
Trailer Transfer Point (TTP) A location where trailers are transferred from one carrier to another while en route. Symbol Set Code: 25 Code: 32**15**00			

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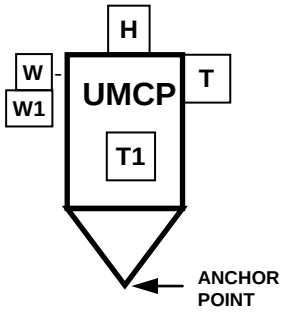
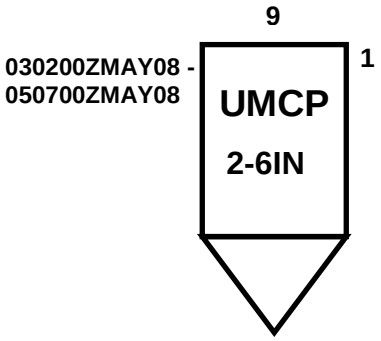
TABLE H-XXII. Sustainment point control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Unit Maintenance Collection Point (UMCP) A location or series of locations, operated by a battalion maintenance platoon, that is the nearest point to the combat unit to which equipment can be recovered and where limited parts are available and some repairs can be performed. Symbol Set Code: 25 Code: 32**16**00			

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H.5.25 Supply points.

H.5.25.1 Supply point. Any point where supplies are issued in detail. Supply points follow the format as shown above with a modification to the symbol. As with the symbol for supply units, there is an additional line placed toward the bottom of the box. In building points, the name/type of the point is abbreviated and positioned inside the top part of the point symbol in field "A". For some supply symbols this may be a symbol icon. STANAG 2961 provides comparison charts for NATO and NATO nation classes of supply.

TABLE H-XXIII. Supply point control measure symbols.

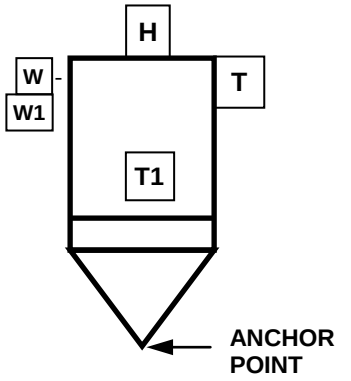
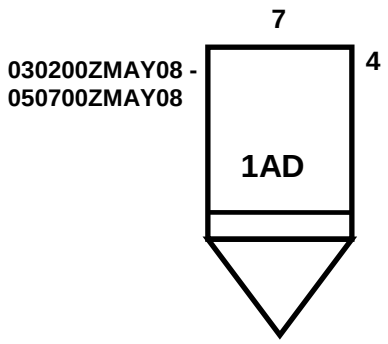
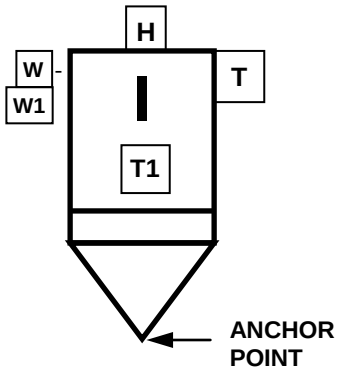
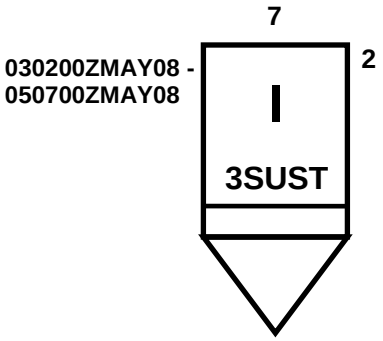
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
General Supply Point Symbol Set Code: 25 Code: 32**1**700		Anchor Points. This symbol requires one anchor point. The point defines the tip of the inverted cone. Size/Shape. Static. Orientation. The symbol will typically be oriented upright. Static/ Dynamic: S	
NATO Class I Those items which are consumed by personnel or animals at the approximately uniform rate, irrespective of local changes in combat or terrain conditions. (STANAG 2961) Symbol Set Code: 25 Code: 3217**01**			

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TABLE H-XXIII. Supply point control measure symbols - Continued.

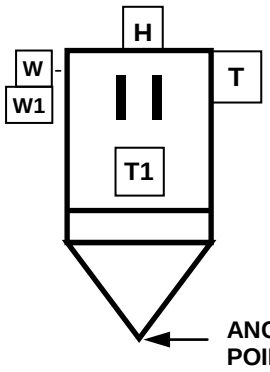
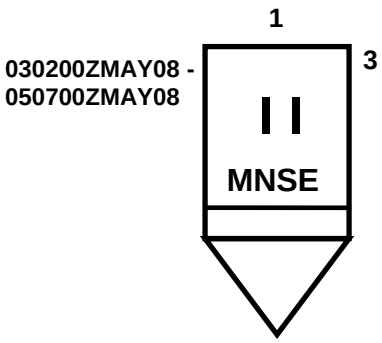
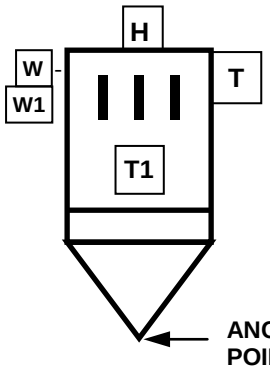
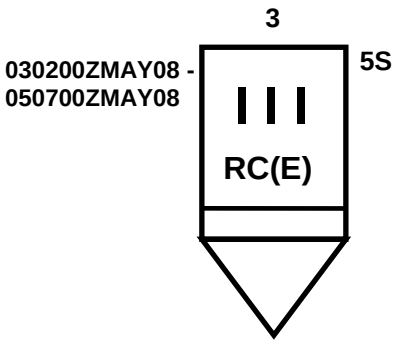
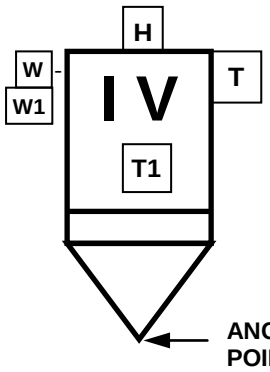
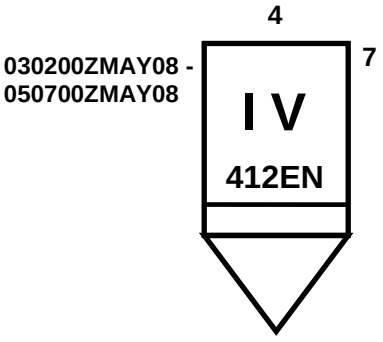
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
NATO Class II Supplies for which allowances are established by tables of organization and equipment. (STANAG 2961) Symbol Set Code: 25 Code: 3217**02**			
NATO Class III Fuels and lubricants for all purposes, except for operating aircraft or for use in weapons such as flame throwers. (STANAG 2961) Symbol Set Code: 25 Code: 3217**03**			
NATO Class IV Supplies for which initial issue allowances are not prescribed by approved issue tables. (STANAG 2961) Symbol Set Code: 25 Code: 3217**04**			

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TABLE H-XXIII. Supply point control measure symbols - Continued.

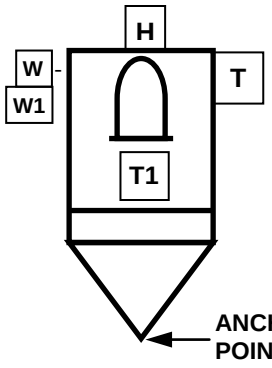
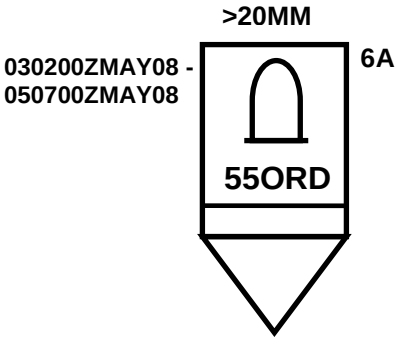
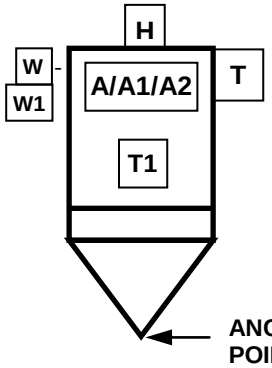
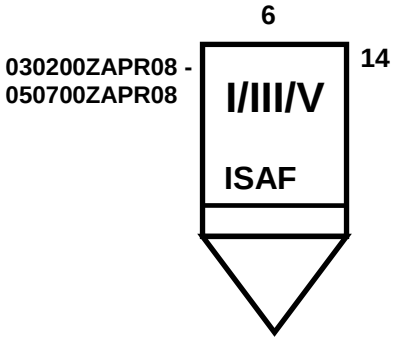
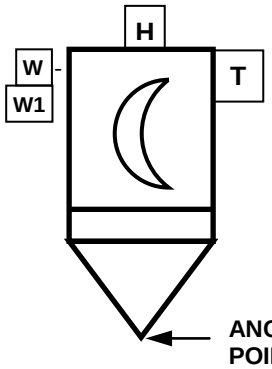
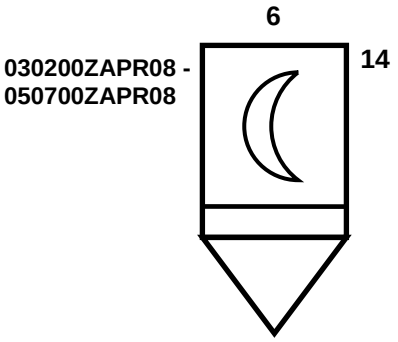
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
NATO Class V Ammunition, explosives and chemical agents of all types. (STANAG 2961) Symbol Set Code: 25 Code: 321705			
NATO Multiple Supply Class Point. **Note**: Use supply class numbers (I, II, III, IV and V) for A field or ALL for all classes of supply. Symbol Set Code: 25 Code: 321706			
US Class I Symbol Set Code: 25 Code: 321707			

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TABLE H-XXIII. Supply point control measure symbols - Continued.

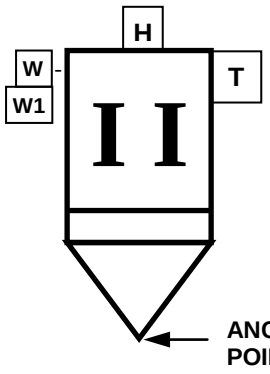
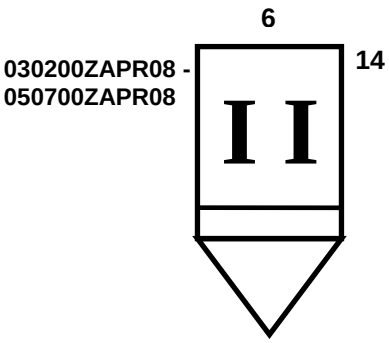
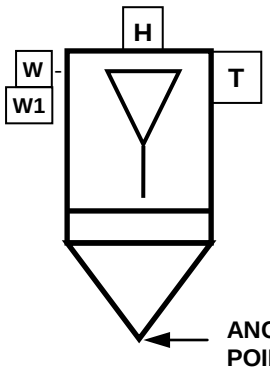
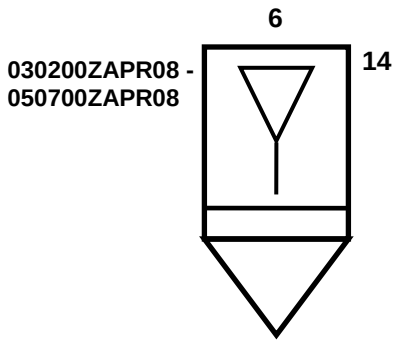
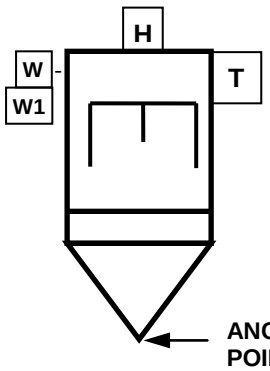
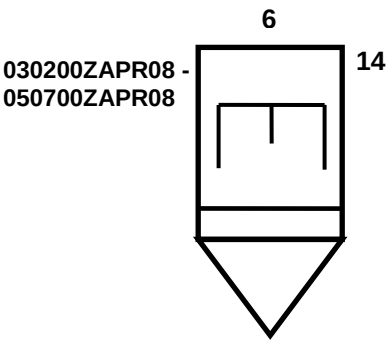
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
US Class II Symbol Set Code: 25 Code: 3217**08**			
US Class III Symbol Set Code: 25 Code: 3217**09**			
US Class IV Symbol Set Code: 25 Code: 3217**10**			

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TABLE H-XXIII. Supply point control measure symbols - Continued.

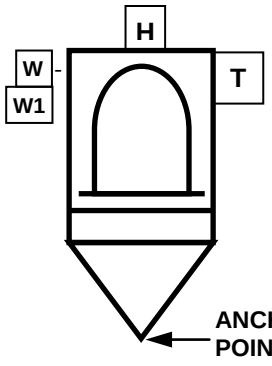
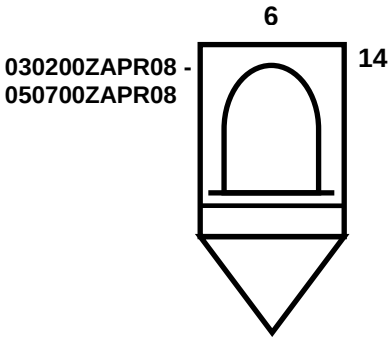
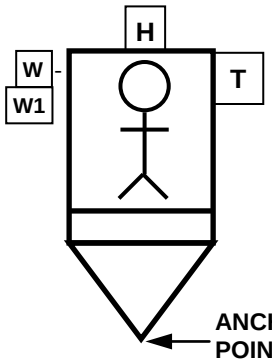
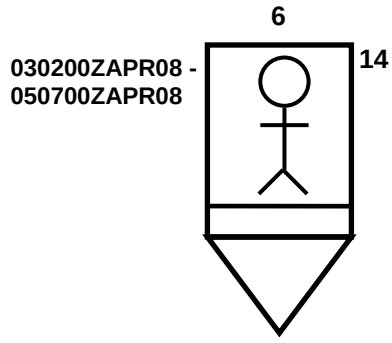
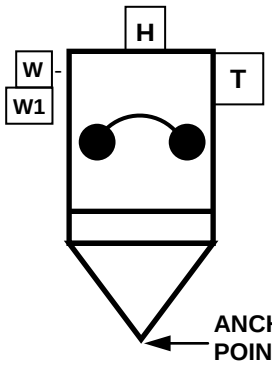
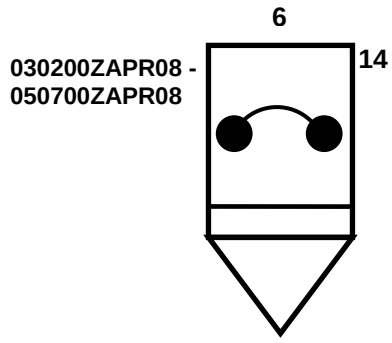
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
US Class V Symbol Set Code: 25 Code: 3217**11**			
US Class VI Symbol Set Code: 25 Code: 3217**12**			
US Class VII Symbol Set Code: 25 Code: 3217**13**			

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TABLE H-XXIII. Supply point control measure symbols - Continued.

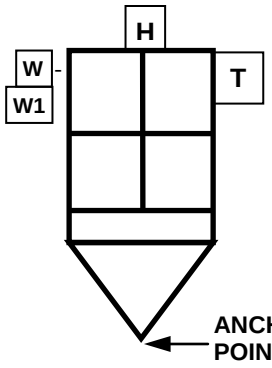
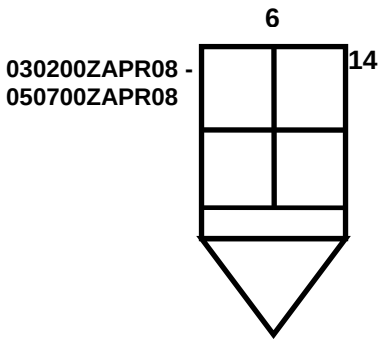
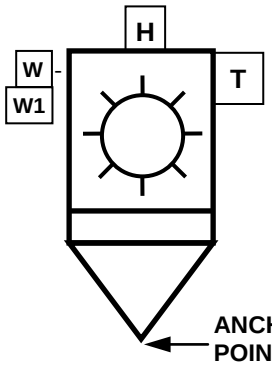
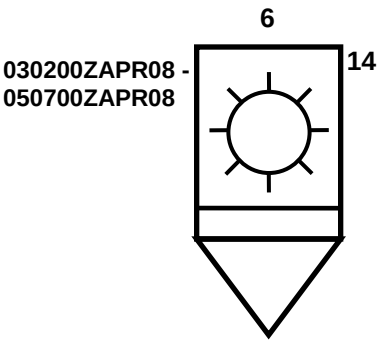
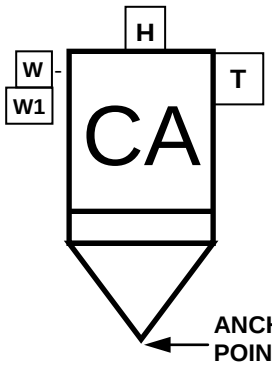
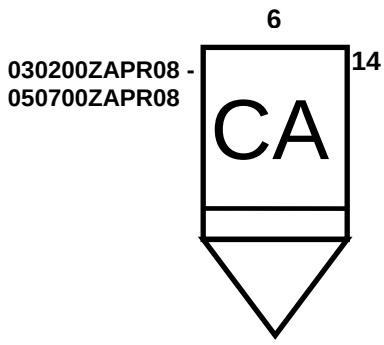
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
US Class VIII Symbol Set Code: 25 Code: 3217**14**			
US Class IX Symbol Set Code: 25 Code: 3217**15**			
US Class X Symbol Set Code: 25 Code: 3217**16**			

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TABLE H-XXIII. Supply point control measure symbols - Continued.

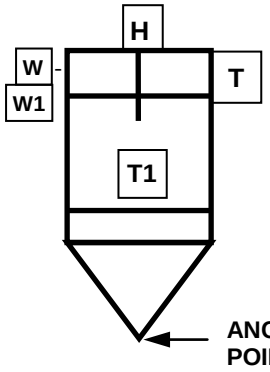
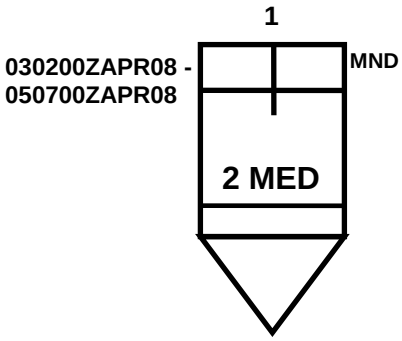
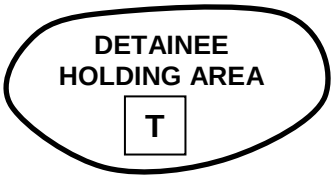
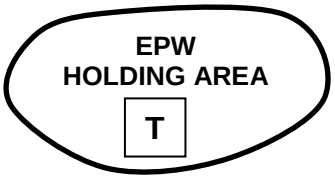
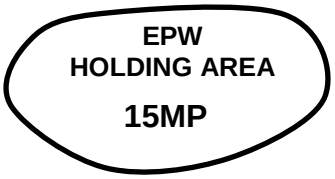
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Medical Supply Point Symbol Set Code: 25 Code: 32**18**00			
Convoy A group of vehicles organized for the purpose of control and orderly movement with or without escort protection.			
Sustainment Areas Symbol Set Code: 25 Code: **31**0000	N/A		N/A
Detainee Holding Area Symbol Set Code: 25 Code: 31**01**00		Anchor Points. This symbol 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. Size/Shape.	
Enemy Prisoner of War Holding Area Symbol Set Code: 25 Code: 31**02**00			

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TABLE H-XXIII. Supply point control measure symbols - Continued.

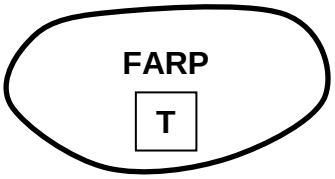
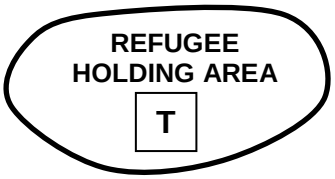
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Forward Arming and Refueling Point (FARP) A temporary facility — organized, equipped and deployed by an aviation commander and normally located in the main battle area closer to the area where operations are being conducted than the aviation unit's combat service area — to provide fuel and ammunition necessary for the employment of aviation maneuver units in combat. The forward arming and refueling point permits combat aircraft to rapidly refuel and rearm simultaneously. Symbol Set Code: 25 Code: 31**03**00		Determined by the anchor points. Orientation. Not applicable. Static/ Dynamic: D	
Refugee Holding Area Symbol Set Code: 25 Code: 31**04**00			

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TABLE H-XXIII. Supply point control measure symbols - Continued.

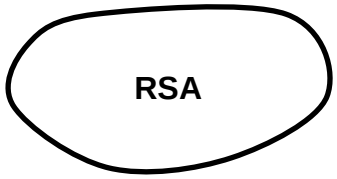
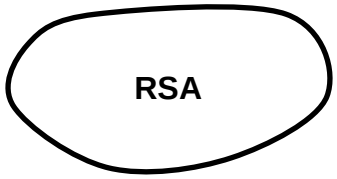
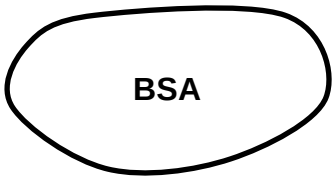
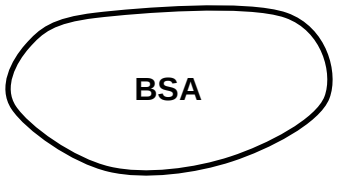
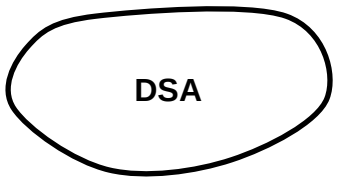
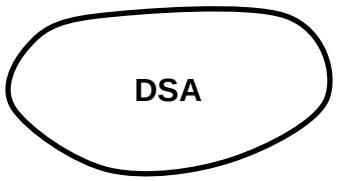
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Support Area			
Regimental Support Area Symbol Set Code: 25 Code: 31**05**00		Anchor Points. This symbol 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. Size/Shape. Determined by the anchor points. Orientation. Not applicable. Static/ Dynamic: D	
Brigade Support Area (BSA) A designated area in which combat service support elements from division support command and corps support command provide logistic support to a brigade. Symbol Set Code: 25 Code: 31**06**00			
Division Support Area An area normally located in the division rear and often positioned near air-landing facilities along the main supply route. Symbol Set Code: 25 Code: 31**07**00			

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TABLE H-XXIII. Supply point control measure symbols - Continued.

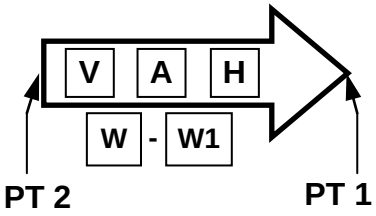
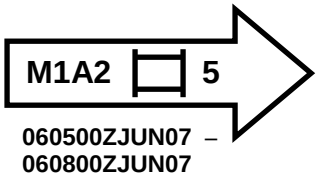
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Sustainment Lines Symbol Set Code: 25 Code: **33**0000	N/A		N/A
Moving Convoy Symbol Set Code: 25 Code: 33**01**00 Static/ Dynamic: D	 **Note**: The arrow points in the direction the convoy is moving.	Anchor Points. This symbol requires two anchor points. Point 1 defines the tip of the arrowhead and point 2 defines the rear of the symbol. Size/Shape. Points 1 and 2 determine the length of the symbol, which varies only in length. Orientation. Not applicable.	

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TABLE H-XXIII. Supply point control measure symbols - Continued.

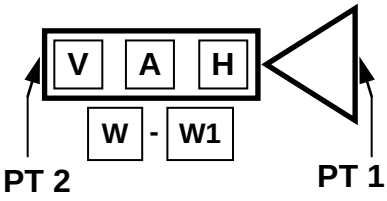
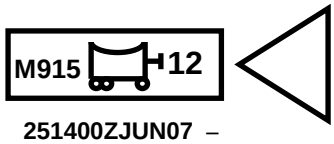
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Halted Convoy Symbol Set Code: 25 Code: 33**02**00 Static/ Dynamic: D		Anchor Points. This symbol requires at least two anchor points to define the line. Additional points can be defined to extend and shape the line. 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. Orientation. Orientation is determined by the anchor points.	 **251400ZJUN07 – 061600ZJUN07**

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TABLE H-XXIII. Supply point control measure symbols - Continued.

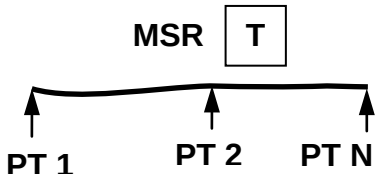
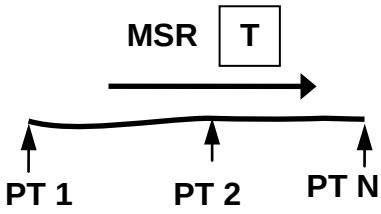
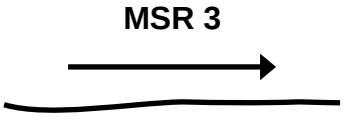
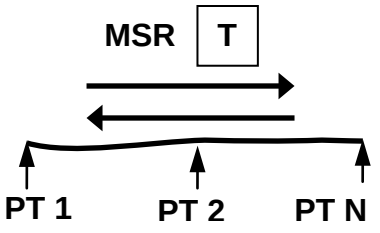
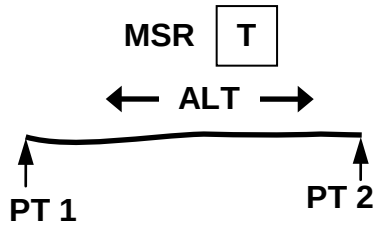
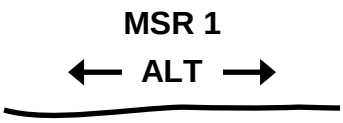
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Supply Route			
Main Supply Route (MSR) The route or routes designated within an area of operations upon which the bulk of traffic flows in support of military operations. Symbol Set Code: 25 Code: 33**03**00		Anchor Points. This symbol requires at least two anchor points to define the line. Additional points can be defined to extend and shape the line. 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. Orientation. Orientation is determined by the anchor points. Supply routes normally follow established roads. Therefore, anchor points normally follow the shape of the road. Static/ Dynamic: D	
One Way Traffic Symbol Set Code: 25 Code: 3303**01**			
Two Way Traffic Symbol Set Code: 25 Code: 3303**02**			
Alternating Traffic Symbol Set Code: 25 Code: 3303**03**			

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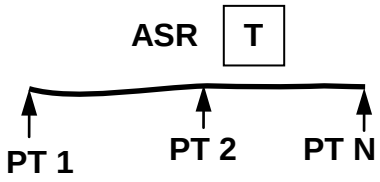
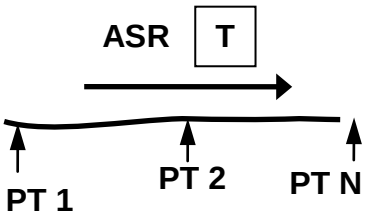
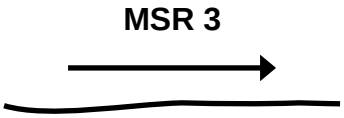
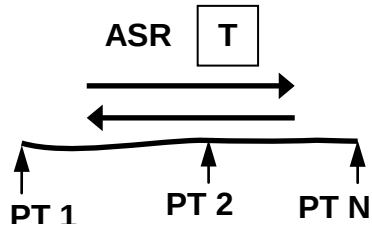
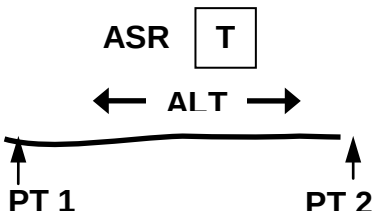
TABLE H-XXIII. Supply point control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Alternate Supply Route (ASR) A route or routes designated within an area of operations to provide for the movement of traffic when main supply routes become disabled or congested. Symbol Set Code: 25 Code: 33**04**00			
One Way Traffic Symbol Set Code: 25 Code: 3304**01**			
Two Way Traffic Symbol Set Code: 25 Code: 3304**02**			
Alternating Traffic Symbol Set Code: 25 Code: 3304**03**			

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H.5.26 Mission Tasks.

H.5.26.1 Mission Task Symbols. A specific activity performed by a unit while executing a form of tactical operation or form of maneuver.

TABLE H-XXIV. Mission Task Symbols.

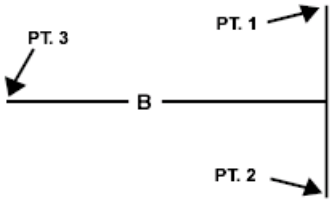
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Mission Tasks Symbol Set Code: 25 Code: **34**0000 Static/Dynamic: N/A	N/A		N/A
Block Symbol Set Code: 25 Code: 34**01**00 **Static/Dynamic: D**		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 endpoint of the graphic's horizontal line. 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. Orientation. The head of the "T" typically faces enemy forces.	

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TABLE H-XXIV. Mission Task Symbols - Continued.

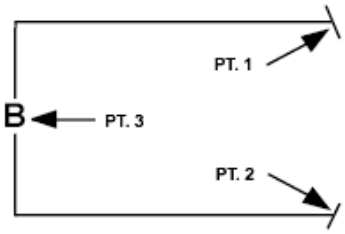
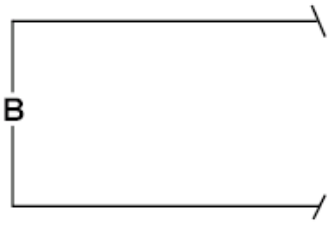
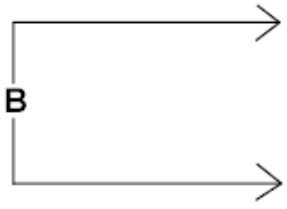
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Breach Symbol Set Code: 25 Code: 34**02**00 Static/Dynamic: D		Anchor Points. This symbol requires three anchor points. Points 1 and 2 define the endpoints of the symbol's opening and point 3 defines the rear of the symbol. Size/Shape. Points 1 and 2 determine the symbol's height and point 3 determines its length. The vertical line at the rear of the symbol will be the same height as the opening and parallel to it. Orientation. The opening defines the span of the breach and typically faces enemy forces.	
Bypass Symbol Set Code: 25 Code: 34**03**00 Static/Dynamic: D		Anchor Points. This symbol requires three anchor points. Points 1 and 2 define the tips of the arrowheads and point 3 defines the rear of the symbol. Size/Shape. Points 1 and 2 determine the	

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TABLE H-XXIV. Mission Task Symbols - Continued.

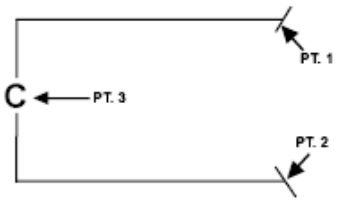
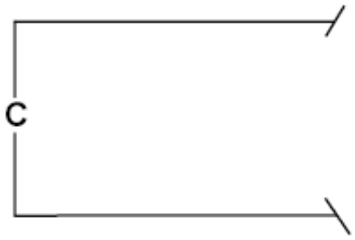
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Canalize Symbol Set Code: 25 Code: 34**04**00 Static/Dynamic: D		symbol's height and point 3 determines its length. The vertical line at the rear of the symbol will be the same height as the opening and parallel to it. Orientation. The opening typically faces enemy forces.	

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TABLE H-XXIV. Mission Task Symbols - Continued.

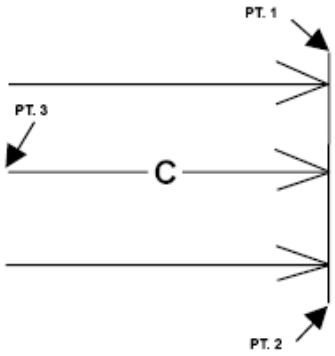
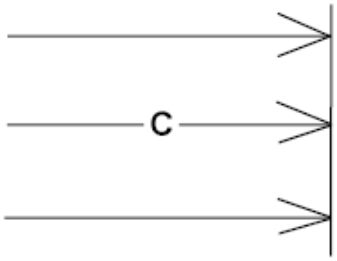
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Clear Symbol Set Code: 25 Code: 34**05**00 Static/Dynamic: D		Anchor Points. This symbol requires three anchor points. Points 1 and 2 define the endpoints of the symbol's vertical line and point 3 defines the rear of the symbol. Size/Shape. Points 1 and 2 determine the symbol's height and point 3 determines its length. The spacing between the symbol's arrows will stay proportional to the symbol's height. The tip of the middle arrowhead will be at the midpoint of the vertical line. The arrows will stay perpendicular to the vertical line, regardless of the rotational orientation of the symbol as a whole. Orientation. The arrows typically point toward enemy forces.	

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TABLE H-XXIV. Mission Task Symbols - Continued.

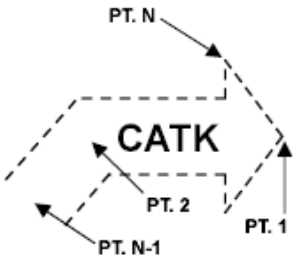
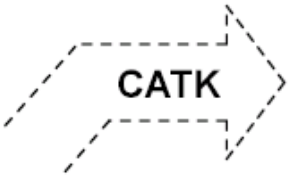
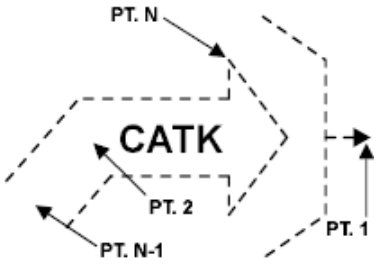
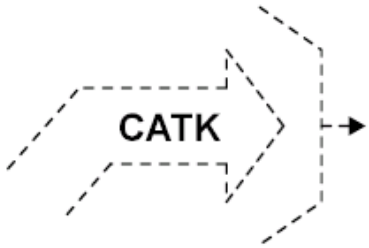
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Counterattack Symbol Set Code: 25 Code: 34**06**00 Static/Dynamic: D **Note:** The dashed lines in this graphic shall be displayed in present and anticipated status.		Anchor Points. The symbol requires N anchor points, where N is between 3 and 50. Point 1 defines the tip of the arrowhead. Point N-1 defines the rear of the symbol. Point N defines the back of the arrowhead. Anchor points are numbered sequentially beginning with point number one (1), in increments of one (1). Size/Shape. Points 1 through N-1 determine the symbol's centerline and Point N determines the width. Orientation. The arrowhead typically points toward enemy forces.	
Counterattack by Fire Symbol Set Code: 25 Code: 34**07**00 Static/Dynamic: D **Note:** The dashed lines in this graphic shall be displayed in present and anticipated status.			

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TABLE H-XXIV. Mission Task Symbols - Continued.

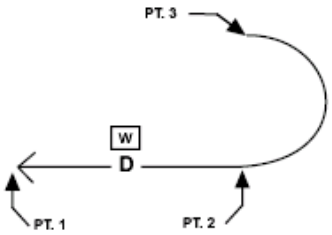
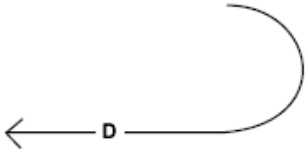
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Delay Symbol Set Code: 25 Code: 34**08**00 Static/Dynamic: D		Anchor Points. This symbol requires three anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the end of the straight line portion of the symbol. Point 3 defines the diameter and orientation of the 180 degree circular arc. 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. 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.	

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TABLE H-XXIV. Mission Task Symbols - Continued.

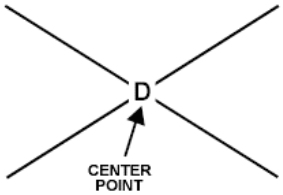
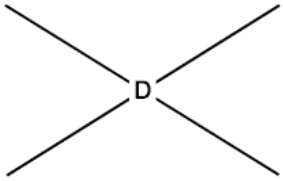
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Destroy Symbol Set Code: 25 Code: 34**09**00 Static/Dynamic: S		Anchor Points. This symbol requires one anchor point. The center point defines center of the symbol. Size/Shape. Static. Orientation. The symbol is typically centered over the desired location.	

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TABLE H-XXIV. Mission Task Symbols - Continued.

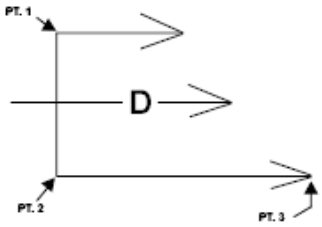
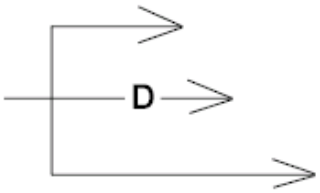
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Disrupt Symbol Set Code: 25 Code: 34**10**00 Static/Dynamic: D		Anchor Points. This graphic requires three 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. 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. Orientation. The arrows typically point toward enemy forces.	

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TABLE H-XXIV. Mission Task Symbols - Continued.

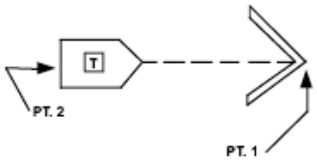
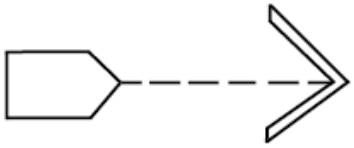
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Fix Symbol Set Code: 25 Code: 34**11**00 Static/Dynamic: D		Anchor Points. This graphic requires 2 anchor points. Point 1 defines the tip of the arrowhead, and point 2 defines the rear of the graphic. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. Orientation. The arrow typically points toward enemy forces with the tip of the arrowhead indicating the location of the action.	
Follow and Assume Symbol Set Code: 25 Code: 34**12**00 Static/Dynamic: D **Note:** The dashed lines in this graphic shall be displayed in present and anticipated status.		Anchor Points. This symbol requires exactly two anchor points. Point 1 defines the tip of the arrowhead and point 2 defines the rear of the symbol. Size/Shape. Points 1 and 2 determine the length of the symbol, which varies only in	

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TABLE H-XXIV. Mission Task Symbols - Continued.

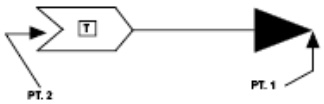
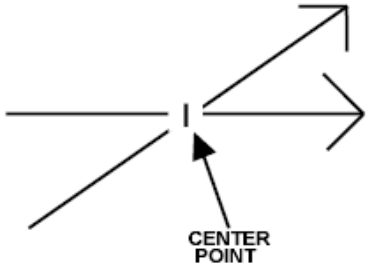
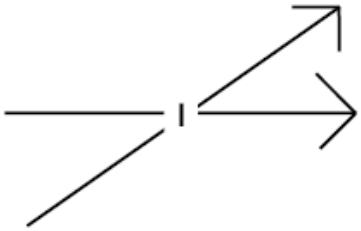
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Follow and Support Symbol Set Code: 25 Code: 34**13**00 Static/Dynamic: D		length. Orientation. The arrow typically points in the direction of the action.	
Interdict Symbol Set Code: 25 Code: 34**14**00 Static/Dynamic: S		Anchor Points. This symbol requires one anchor point. The center point defines the center of the symbol. Size/Shape. There should be 45 degrees of angular separation between the two arrows. Orientation. The symbol is typically centered over the desired location.	

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TABLE H-XXIV. Mission Task Symbols - Continued.

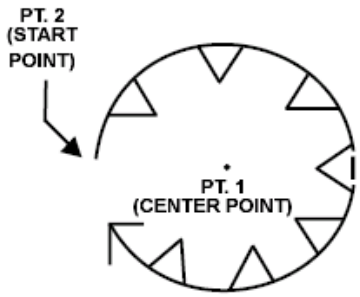
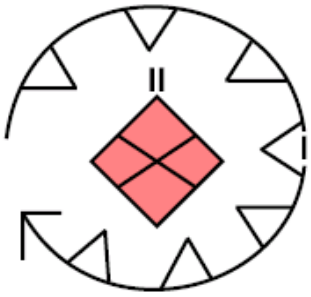
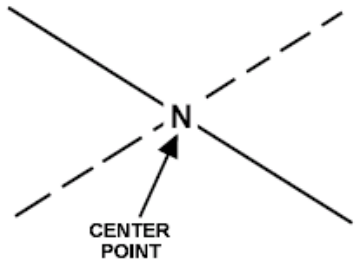
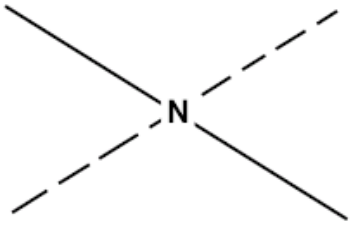
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Isolate Symbol Set Code: 25 Code: 34**15**00 Static/Dynamic: D		Anchor Points. This symbol requires two anchor points. Point 1 defines the center point of the symbol and point 2 defines the symbol's start point and radius. Size/Shape. The radius will be long enough for the symbol to encompass the UEI(s) or feature(s) being isolated. The opening will be a 30 degree arc of the circle. Orientation. The opening will be on the friendly side of the symbol.	
Neutralize Symbol Set Code: 25 Code: 34**16**00 Static/Dynamic: S **Note:** The dashed lines in this graphic shall be displayed in present and anticipated status.		Anchor Points. This symbol requires one anchor point. The center point defines the center of the symbol. Size/Shape. Static. Orientation. The symbol is typically centered over the desired location.	

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TABLE H-XXIV. Mission Task Symbols - Continued.

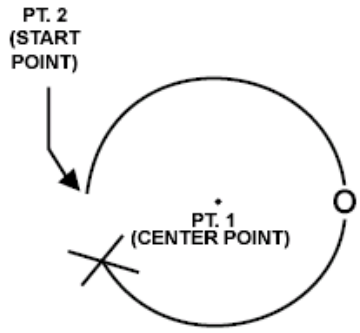
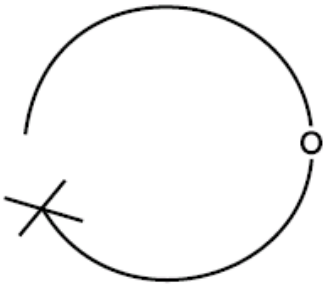
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Occupy Symbol Set Code: 25 Code: 341700 Static/Dynamic: D		Anchor Points. This symbol requires two anchor points. Point 1 defines the center point of the symbol and point 2 defines the symbol's start point and radius. Size/Shape. Points 1 and 2 will determine a radius that is long enough for the symbol to encompass the feature(s) being occupied. The opening will be a 30-degree arc of the circle. Orientation. The opening will on the friendly side of the control measure	

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TABLE H-XXIV. Mission Task Symbols - Continued.

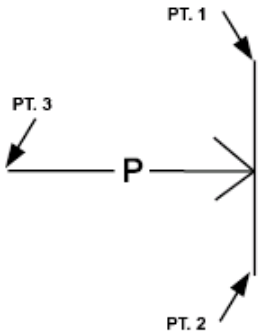
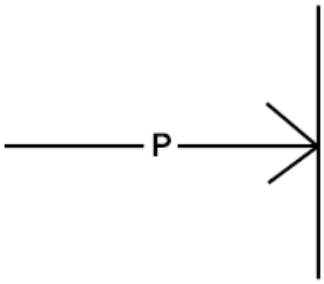
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Penetrate Symbol Set Code: 25 Code: 34**18**00 Static/Dynamic: D		Anchor Points. This symbol requires three anchor points. Points 1 and 2 define the endpoints of the symbol's vertical line. Point 3 defines the rear of the symbol. Size/Shape. Points 1 and 2 determine the height of the symbol and point 3 determines its length. The arrow will project perpendicularly from the midpoint of the vertical line. Orientation. The arrow points toward enemy forces.	

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TABLE H-XXIV. Mission Task Symbols - Continued.

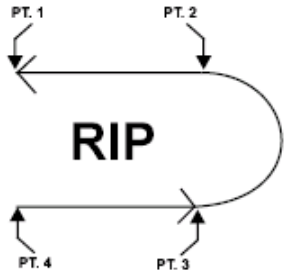
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Relief in Place (RIP) Symbol Set Code: 25 Code: 34**19**00 Static/Dynamic: D		Anchor Points. This symbol 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. 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. 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.	

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TABLE H-XXIV. Mission Task Symbols - Continued.

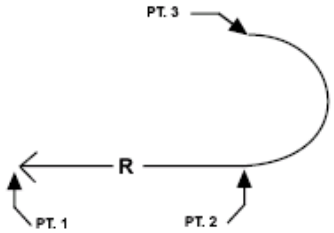
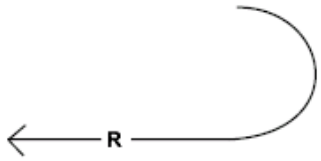
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Retire/ Retirement Symbol Set Code: 25 Code: 34**20**00 Static/Dynamic: D		Anchor Points. This symbol requires three anchor points. Point 1defines the tip of the arrowhead. Point 2 defines the end of the straight line portion of the symbol. Point 3 defines the diameter and orientation of the 180 degree arc. 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. 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.	

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TABLE H-XXIV. Mission Task Symbols - Continued.

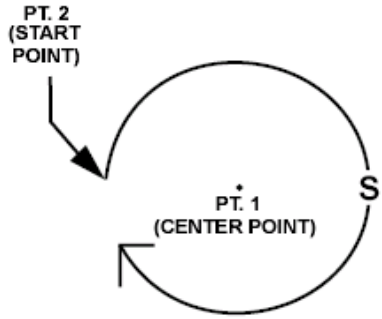
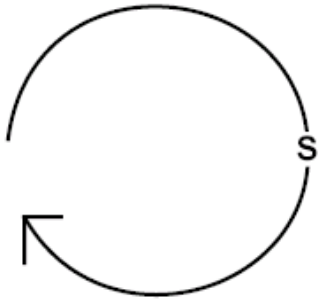
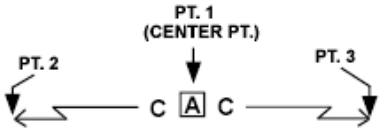
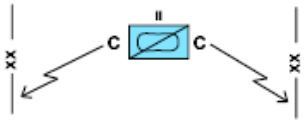
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Secure Symbol Set Code: 25 Code: 34**21**00 Static/Dynamic: D		Anchor Points. This graphic requires two anchor points. Point 1 defines the center point of the graphic and point 2 defines the graphic's start point and radius. 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. Orientation. The opening will be on the friendly side of the graphic.	
Security Symbol Set Code: 25 Code: 34**22**00	N/A		N/A
Cover Symbol Set Code: 25 Code: 3422**01** Static/Dynamic: D		Anchor Points. Where four points are available Point 1 and Point 2 define the ends of one arrow and Point 3 and Point 4 define the ends of the other arrow. Point 1 and Point 4 define the ends of	

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TABLE H-XXIV. Mission Task Symbols - Continued.

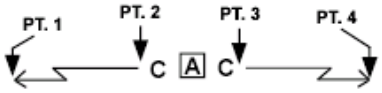
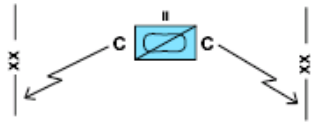
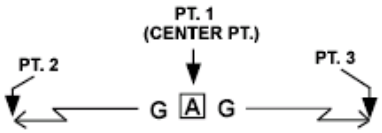
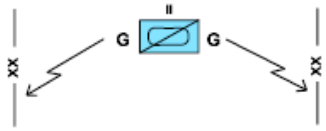
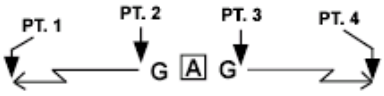
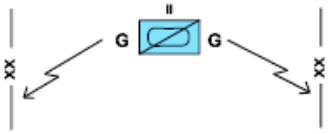
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
		their respective arrowheads. Where three points are available Point 1 defines the vertex of the graphic. Points 2 and 3 define the tips of the arrowheads. Size/Shape. Where four points are available Points 1 and 2 and Points 3 and 4 determine the length of the arrows. Where three points are available 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. Orientation. Orientation is determined by the anchor points. The arrowheads may touch other graphics that define the limits of the task. The	
Guard Symbol Set Code: 25 Code: 3422**02** Static/Dynamic: D			
			

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TABLE H-XXIV. Mission Task Symbols - Continued.

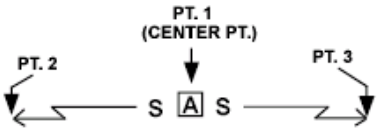
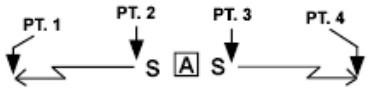
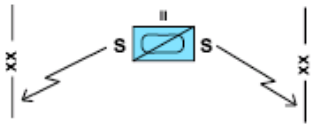
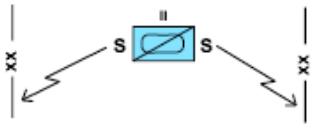
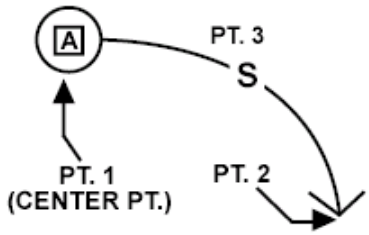
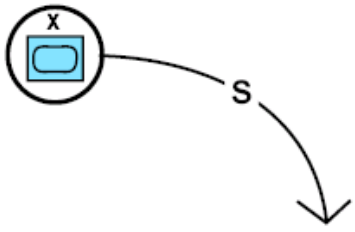
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Screen Symbol Set Code: 25 Code: 3422**03** Static/Dynamic: D	 	tactical symbol indicator is centered between point 2 and point 3 when four points are in use or centered on Point 1 when three points are in use.	 
Seize Symbol Set Code: 25 Code: 34**23**00 Static/Dynamic: D		Anchor Points. Where four points are available Point 1 defines the center of the circle. Point 2 defines the radius of the circle. Point 3 defines the curvature of the arc. Point 4 defines the end of the arrow. Where three points are available Point 1 defines the center point of the circle. Point 2 defines the tip of the arrowhead. Point 3 defines	

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TABLE H-XXIV. Mission Task Symbols - Continued.

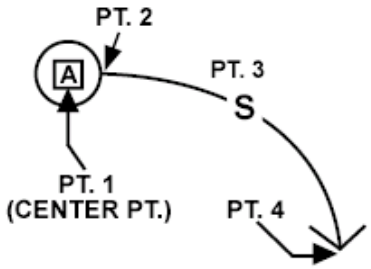
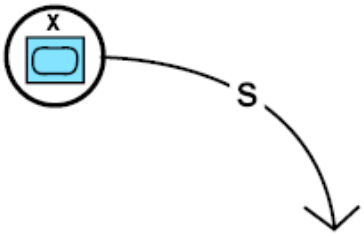
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
		the 90 degree arc. Size/Shape. Where four points are available Points 1 and 2 define the size of the circle, which should be adjusted as needed to contain the unit assigned the task. Point 3 controls the curvature of the arc. Point 4 defines the end of the arrow. Where three points are available 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. Orientation. The arrowhead identifies the location/object to be seized and the circle identifies the unit(s) assigned the task. See paragraph 5.3.11 for options to accommodate multiple units.	

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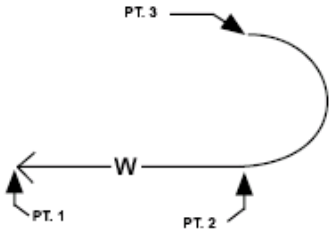
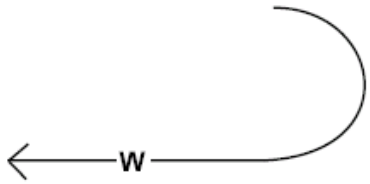
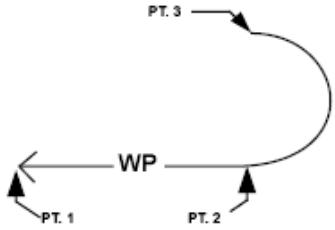
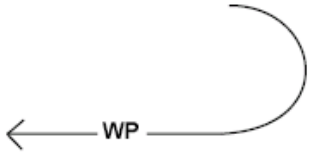
TABLE H-XXIV. Mission Task Symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Withdraw Symbol Set Code: 25 Code: 34**24**00 Static/Dynamic: D		Anchor Points. This graphic requires three anchor points. Point 1defines 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. 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. 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.	
Withdraw Under Pressure Symbol Set Code: 25 Code: 34**25**00 Static/Dynamic: D			

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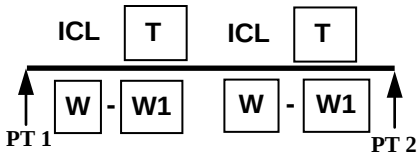
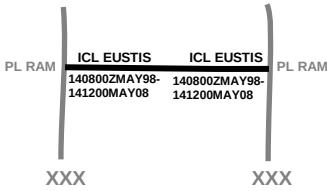
H.5.27 Intelligence control measures.

H.5.27.1 Intelligence control measure symbols. Support the planning, execution and support the acquisition of timely, tailored and accurate intelligence in relation with the commander's mission.

TABLE H-XXV. Intelligence control measure symbols.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
Intelligence Lines Symbol Set Code: 25 Code: **30**0000	N/A		N/A
Intelligence Coordination Line (ICL) Symbol Set Code: 25 Code: 30**01**00 Static/ Dynamic: D		Anchor Points. This symbol requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 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. Orientation. Orientation is determined by the the order in which the anchor points are entered.	

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H.5.28 Abbreviations and Acronyms for Use with Control Measure Symbols.

H.5.28.1 Boundary abbreviations and acronyms. Table H-XXIII below provides a list of abbreviations and acronyms for echelons and functional organizations to be used with boundaries.

TABLE H-XXVI. Abbreviations and acronyms for use with boundaries.

ECHELON	ABBREVIATION /ACRONYM	EXAMPLES Note: Any Unit identification can be followed by a 3 letter country code in parenthesis.
Army Group	AG (AAP-15)	1AG
Army	A (AAP-15)	3A
Corps	Does not require an abbreviation. Corps is the only echelon to use Roman numerals.	II
Marine Expeditionary Force	MEF (AAP-15)	III MEF (Use Roman numerals)
Marine Air-Ground Task Force	MAGTF (AAP-15)	4MAGTF
Division	DIV (AAP-15)	1DIV
Air Assault Division	AAD	101AAD
Airborne Division	ABD (AAP-15)	6ABD
Armored Division	AD (AAP-15)	2AD
Cavalry Division	CD	1CD
Infantry Division	ID (AAP-15)	52ID
Marine Division	MARD	1MARD
Mechanized Division	MD (AAP-15)	4MD
Mountain Division	MTND	10MTND
Multinational Division	MND (AAP-15)	1MND or MND(S).
Note: Multinational divisions may use geographical references in parenthesis		
Brigade	BDE (AAP-15)	2BDE
Air Assault Brigade	AAB (AAP-15)	8AAB
Airborne Brigade	ABB (AAP-15)	3ABB
Marine Expeditionary Brigade	MEB (AAP-15)	6MEB
Multinational Brigade	MNB (AAP-15)	2MNB
Naval Infantry Brigade	NIB (AAP-15)	4NIB
Regiment	REGT (AAP-15)	21REGT
Airborne Regiment	ABR (AAP-15)	901ABR
Marine Expeditionary Unit	MEU (AAP-15)	3MEU
Group	GP	41GP
Battle Group	BG (AAP-15)	5BG
Battalion	BN (AAP-15)	7BN
Company	COY (AAP-15)	ACOY or 2COY
Platoon	PLT	2PLT
Team	TM	BTM

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H.5.28.2 Unit functions abbreviation and acronyms. Table H-XXIV provides a list of abbreviations and acronyms for unit functions to be used with control measures. The asterisk behind the abbreviation indicates that it is in AAP-15.

TABLE H-XXVII. Abbreviation and acronyms used in control measure symbols for unit functions.

Function	Abbreviation /Acronyms
Air Defense	***ADA****
Antitank/Anti armor	***AT****
Armor	***AR****
Aviation	***AVN****
Chemical Biological Radiological Nuclear (CBRN)	***CB***
Civil Affairs	***CA****
Combined Arms	***CAR***
Counterintelligence	***CI****
Electronic Warfare	***EW****
Engineer	***EN***
Explosive Ordnance Disposal	***EOD****
Field Artillery	***FA****
Infantry	***IN***
Logistics	***LOG****
Maintenance	***MNT***
Medical	***MED****
Military Intelligence	***MI****
Military Police	***MP****
Naval	***NAV***
Ordnance	***ORD***
Quartermaster	***QM***
Reconnaissance	***REC***
Signal	***SIG***
Special Forces/	***SF***
Special Operations Force	***SOF***
Surveillance	***SUR***
Sustainment	***SUST***
Transportation	***TPT***

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APPENDIX I - METEOROLOGICAL AND OCEANOGRAPHIC SYMBOLOGY

I.1 SCOPE

I.1.1 Scope. This appendix addresses control measure symbols 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.

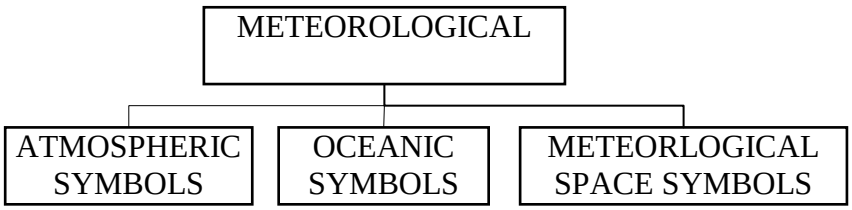

FIGURE I-1. Meteorological and oceanographic appendix sections

I.2 APPLICABLE DOCUMENTS

Specific documents in 2.2 of this standard apply to this appendix.

I.3 DEFINITIONS

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

I.4 GENERAL REQUIREMENTS

I.4.1 Organization. This appendix contains technical specifications, a symbol coding scheme, a symbology hierarchy and METOC symbology.

I.5 DETAILED REQUIREMENTS

I.5.1 Technical specifications. Composition, construction and display of symbols are explained in the detailed requirements section of the standard.

I.5.2 Symbology identification coding scheme. A symbol identification code (SIDC) is a numeric string that may be used to provide the unique identifier necessary to display or exchange symbol information between MIL-STD-2525 compliant systems. Refer to Appendix A for SIDC positions and descriptions.

I.5.3 Symbology set. The following graphics are some of those more commonly used to depict weather and should only be used on weather-related displays. These graphics must be implemented as a separate layer or classification since they may conflict with other symbols or icons used in the warrior icon set. These graphics are based on approved symbols and icons from the World Meteorological Organization (WMO).

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TABLE I-I. Atmospheric icons.

DESCRIPTION	ICON	DRAW RULES
PRESSURE SYSTEMS Static/Dynamic: N/A Symbol Set Code: 45 Code: **11**0000	N/A	N/A
PRESSURE SYSTEMS **LOW PRESSURE CENTER** Static/Dynamic: D Symbol Set Code: 45 Code: 11**01**00 Color: Red (RGB 255,0,0)		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the represented pressure center. **Note:** The graphic is a letter 'L' with a dynamic tag 'P' below it that represents the lowest atmospheric pressure of the system. The value is three or 4 digits and represents the pressure in hectoPascals (millibars). The value below, 998, represents 998 hectoPascals. A value above 1000 HectoPascals would be reflected in 4 digits like 1008 hectoPascals.
PRESSURE SYSTEMS LOW PRESSURE CENTER **CYCLONE CENTER** Static/Dynamic: S Symbol Set Code: 45 Code: 1101**01** Color: Red (RGB 255,0,0)		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the represented pressure center. **Note:** The graphic is a letter 'C' that represents the atmospheric circulation center of the system.

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TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
PRESSURE SYSTEMS LOW PRESSURE CENTER **TROPOPAUSE LOW** Static/Dynamic: D Symbol Set Code: 45 Code: 1101**02** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the represented pressure center. **Note:** The center of the graphic is the pressure center. The low point of the tropopause topography is indicated by the letter 'L' and the height (H in 3 digits) above mean sea level in hundreds of feet (or meters) is included within the graphic
PRESSURE SYSTEMS **HIGH PRESSURE CENTER** Static/Dynamic: D Symbol Set Code: 45 Code: 11**02**00 Color: Blue (RGB 0,0,255)		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the represented pressure center. **Note:** The graphic is a letter 'H' with a dynamic tag 'P' below it that represents the highest atmospheric pressure of the system. The value is three or four digits and represents the pressure in hectoPascals (millibars). The value below, 1016, represents 1016 hectoPascals. A value below 1000 HectoPascals would be reflected in three digits like 998 hectoPascals.
PRESSURE SYSTEMS HIGH PRESSURE CENTER **ANTICYCLONE CENTER** Static/Dynamic: S Symbol Set Code: 45 Code: 1102**01** Color: Blue (RGB 0,0,255)		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the represented pressure center **Note:** The graphic is a letter 'A' that represents the atmospheric circulation center of the system. .

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TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
PRESSURE SYSTEMS HIGH PRESSURE CENTER **TROPOPAUSE HIGH** Static/Dynamic: D Symbol Set Code: 45 Code: 1102**02** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the represented pressure center. **Note:** The center of the graphic is the pressure center. The high point of the tropopause topography is indicated by the letter 'H' and the height (X in 3 digits) above mean sea level in hundreds of feet (or meters) is included within the graphic.
PRESSURE SYSTEMS **FRONTAL SYSTEMS** Static/Dynamic: N/A Symbol Set Code: 45 Code: 11**03**00	N/A	**Note:** For special lines that are not symmetrical, such as Fronts, the sequence of anchor points determines 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.).
PRESSURE SYSTEMS FRONTAL SYSTEMS **COLD FRONT** Static/Dynamic: D Symbol Set Code: 45 Code: 1103**01** Color: Blue (RGB 0,0,255)		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. Size/Shape. Scalable/Curve. 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. Orientation. The first and last anchor points determine the length of the line. The line should be drawn from the pressure center to the extent of the front. The pips will be evenly spaced.

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TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
PRESSURE SYSTEMS FRONTAL SYSTEMS COLD FRONT **UPPER COLD FRONT** Static/Dynamic: D Symbol Set Code: 45 Code: 1103**02** Color: Blue (RGB 0,0,255)		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. Size/Shape. Scalable/Curve. 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. Orientation. The first and last anchor points determine the length of the line. The line should be drawn from the pressure center to the extent of the front. The pips will be evenly spaced.
PRESSURE SYSTEMS FRONTAL SYSTEMS COLD FRONT **COLD FRONTOGENESIS** Static/Dynamic: D Symbol Set Code: 45 Code: 1103**03** Color: Blue (RGB 0,0,255)		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. Size/Shape. Scalable/Curve. 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. Orientation. The first and last anchor points determine the length of the line. The line should be drawn from the pressure center to the extent of the front. The pips will be evenly spaced along the line. Pips point in the direction the front is moving.

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TABLE I-I. Atmospheric icons - Continued.

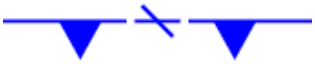
DESCRIPTION	ICON	DRAW RULES
PRESSURE SYSTEMS FRONTAL SYSTEMS COLD FRONT **COLD FRONTOLYSIS** Static/Dynamic: D Symbol Set Code: 45 Code: 1103**04** Color: Blue (RGB 0,0,255)		Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. Size/Shape. Scalable/Curve. The points are typically connected with a curved oine with solid, triangular pips spaced evenly along the line separated by a crossed line. The curvature of the line is operator defined. Orientation. The first and last anchor points determine the length of the line. The line should be drawn from the pressure center to the extent of the front. The pips will be evenly spaced along the line. Pips point in the direction the front is moving. Note: Frontolysis is the process where a frontal system is dissipating/weakening
PRESSURE SYSTEMS FRONTAL SYSTEMS **WARM FRONT** Static/Dynamic: D Symbol Set Code: 45 Code: 1103**05** Color: Red (RGB 255,0,0)		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. Size/Shape. Scalable/Curve. 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. Orientation. The first and last anchor points determine the length of the line. The line should be drawn from the pressure center to the extent of the front. The pips will be evenly spaced along the line. Pips point in the direction the front is moving.

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TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
PRESSURE SYSTEMS FRONTAL SYSTEMS WARM FRONT **UPPER WARM FRONT** Static/Dynamic: D Symbol Set Code: 45 Code: 1103**06** Color: Red (RGB 255,0,0)		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. Size/Shape. Scalable/Curve. 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. Orientation. The first and last anchor points determine the length of the line. The line should be drawn from the pressure center to the extent of the front. The pips will be evenly spaced along the line. Pips point in the direction the front is moving.
PRESSURE SYSTEMS FRONTAL SYSTEMS WARM FRONT **WARM FRONTOGENESIS** Static/Dynamic: D Symbol Set Code: 45 Code: 1103**07** Color: Red (RGB 255,0,0)		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. Size/Shape. Scalable/Curve. 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. Orientation. The first and last anchor points determine the length of the line. The line should be drawn from the pressure center to the extent of the front. The pips will be evenly spaced along the line. Pips point in the direction the front is moving. **Note:** Frontogenesis is the process where a frontal boundary is developing..

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TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
PRESSURE SYSTEMS FRONTAL SYSTEMS WARM FRONT **WARM FRONTOLYSIS** Static/Dynamic: D Symbol Set Code: 45 Code: 1103**08** Color: Red (RGB 255,0,0)		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. Size/Shape. Scalable/Curve. 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 Orientation. The first and last anchor points determine the length of the line. The line should be drawn from the pressure center to the extent of the front. The pips will be evenly spaced along the line. Pips point in the direction the front is moving. **Note:** Frontolysis is the process where a frontal system is dissipating/weakening.
PRESSURE SYSTEMS FRONTAL SYSTEMS **OCCLUDED FRONT** Static/Dynamic: D Symbol Set Code: 45 Code: 1103**09** Color: Purple (RGB 111,49,152)		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. Size/Shape. Scalable/Curve. 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. Orientation. The first and last anchor points determine the length of the line. The line should be drawn from the pressure center to the extent of the front. The pips will be evenly spaced along the line. Pips point in the direction the front is moving. **Note:** An occluded front is where a cold front has overtaken a warm front and is the discontinuity between colder air and cooler air and the colder air forces the cooler air aloft.

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TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
PRESSURE SYSTEMS FRONTAL SYSTEMS OCCLUDED FRONT **UPPER OCCLUDED FRONT** Static/Dynamic: D Symbol Set Code: 45 Code: 1103**10** Color: Purple (RGB 111,49,152)		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. Size/Shape. Scalable/Curve. 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. Orientation. The first and last anchor points determine the length of the line. The line should be drawn from the pressure center to the extent of the front. The pips will be evenly spaced along the line. Pips point in the direction the front is moving.
PRESSURE SYSTEMS FRONTAL SYSTEMS OCCLUDED FRONT **OCCLUDED FRONTOLYSIS** Static/Dynamic: D Symbol Set Code: 45 Code: 1103**11** Color: Purple (RGB 111,49,152)		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. Size/Shape. Scalable/Curve. 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. Orientation. The first and last anchor points determine the length of the line. The line should be drawn from the pressure center to the extent of the front. The pips will be evenly spaced along the line. Pips point in the direction the front is moving. **Note:** Frontolysis is the process where a frontal system is dissipating/weakening.

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TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
PRESSURE SYSTEMS FRONTAL SYSTEMS **STATIONARY FRONT** Static/Dynamic: D Symbol Set Code: 45 Code: 1103**12** Color: Alternate Red (RGB 255,0,0) & Blue (RGB 0,0,255)		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. Size/Shape. Scalable/Curve. 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. Orientation. The first and last anchor points determine the length of the line. The line should be drawn from the pressure center to the extent of the front. The pips will be evenly spaced. Since the front is not moving, pips alternate with warm (red) pointing one direction (normally to left or up) and the cold (blue) pointing the other (normally right or down).
PRESSURE SYSTEMS FRONTAL SYSTEMS STATIONARY FRONT **UPPER STATIONARY FRONT** Static/Dynamic: D Symbol Set Code: 45 Code: 1103**13** Color: Alternate Red (RGB 255,0,0) & Blue (RGB 0,0,255)		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. Size/Shape. Scalable/Curve. 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. Orientation. The first and last anchor points determine the length of the line. The line should be drawn from the pressure center to the extent of the front. The pips will be evenly spaced along the line. Since the front is not moving, pips alternate with warm (red) pointing one direction (normally to left or up) and the cold (blue) pointing the other (normally right or down).

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TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
PRESSURE SYSTEMS FRONTAL SYSTEMS STATIONARY FRONT **STATIONARY FRONTOGENESIS** Static/Dynamic: D Symbol Set Code: 45 Code: 1103**14** Color: Alternate Red (RGB 255,0,0) & Blue (RGB 0,0,255)		Size/Shape. Scalable/Curve. 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. Orientation. The first and last anchor points determine the length of the line. The line should be drawn from the pressure center to the extent of the front. The pips will be evenly spaced along the line. Since the front is not moving, pips alternate with warm (red) pointing one direction (normally to left or up) and the cold (blue) pointing the other (normally right or down).
PRESSURE SYSTEMS FRONTAL SYSTEMS STATIONARY FRONT **STATIONARY FRONTOLYSIS** Static/Dynamic: D Symbol Set Code: 45 Code: 1103**15** Color: Alternate Red (RGB 255,0,0) & Blue (RGB 0,0,255)		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. Size/Shape. Scalable/Curve. 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. Orientation. The first and last anchor points determine the length of the line. The line should be drawn from the pressure center to the extent of the front. The pips will be evenly spaced. Since the front is not moving, pips alternate with warm (red) pointing one direction (normally to left or up) and the cold (blue) pointing the other (normally right or down)..
PRESSURE SYSTEMS **LINES** Static/Dynamic: N/A Symbol Set Code: 45 Code: 11**04**00	N/A	

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TABLE I-I. Atmospheric icons - Continued.

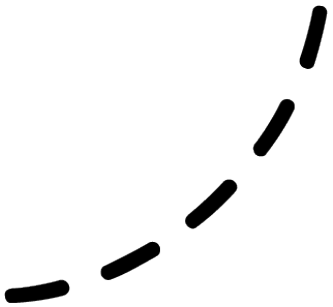
DESCRIPTION	ICON	DRAW RULES
PRESSURE SYSTEMS LINES **TROUGH AXIS** Static/Dynamic: D Symbol Set Code: 45 Code: 1104**01** Color: Black		Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. Size/Shape. Scalable/Curve. The points are typically connected with a dashed curved line. The curvature of the line is operator defined. Orientation. The first and last anchor points determine the length of the line. The line should be drawn along the trough axis. **Note:** This is a surface feature.
PRESSURE SYSTEMS LINES **UPPER TROUGH AXIS** Static/Dynamic: D Symbol Set Code: 45 Code: 1104**02** Color: Black		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. Size/Shape. Scalable/Curve. The points are typically connected with a solid curved line. The curvature of the line is operator defined Orientation. The first and last anchor points determine the length of the line. The line should be drawn along the trough axis.
PRESSURE SYSTEMS LINES **RIDGE AXIS** Static/Dynamic: D Symbol Set Code: 45 Code: 1104**03** Color: Black		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. Size/Shape. Scalable/Curve. The points are typically connected with a solid zigzag line. The zigzag of the line is operator defined. Orientation. The first and last anchor points determine the length of the line. The line should be drawn along the ridge axis. The zigzag of the line will be placed at regular intervals along the entire length of the line.

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TABLE I-I. Atmospheric icons - Continued.

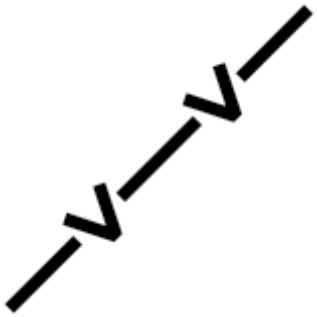
DESCRIPTION	ICON	DRAW RULES
PRESSURE SYSTEMS LINES **SEVERE SQUALL LINE** Static/Dynamic: D Symbol Set Code: 45 Code: 1104**04** Color: Black		Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. Size/Shape. Scalable/Curve. 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. Orientation. The first and last anchor points determine the length of the line. The line should be drawn so the "V" shapes are facing in the direction of movement. The "V" shapes and short line segment will alternate along the line. **Note:** This line type is rarely seen, but may appear in products from the Canadian meteorological service (Meteorological Services of Canada). The term “severe squall line” is generally implied by “squall line”
PRESSURE SYSTEMS LINES **INSTABILITY LINE** Static/Dynamic: D Symbol Set Code: 45 Code: 1104**05** Color: Black		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. Size/Shape. Scalable/Curve. The points are typically connected with a straight line consisting of a short line section and alternating two dots. The curvature and amplitude of the waves of the line are operator defined. Orientation. The first and last anchor points determine the length of the line. The two dots and the short line segment will alternate along the line.

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TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
PRESSURE SYSTEMS LINES **SHEAR LINE** Static/Dynamic: D Symbol Set Code: 45 Code: 1104**06** Color: Black		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. Size/Shape. Scalable/Curve. The points are typically connected with a curved/wavy line consisting of a short line and one dot. The curvature and amplitude of the waves of the line are operator defined. Orientation. The first and last anchor points determine the length of the line. The dot and the short line segment will alternate along the line. **Note:** A shear line is normally the convergent easterly winds where a cold front has intruded into a tropical region.
PRESSURE SYSTEMS LINES **INTER-TROPICAL CONVERGANCE ZONE** Static/Dynamic: D Symbol Set Code: 45 Code: 1104**07** Color: Orange (RGB 255,128,0)		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. Size/Shape. Determined by the anchor points. Orientation. The first and last anchor points determine the length of the line. The dual line segments will be parallel to slightly wider at the western end.. **Note**: The operator should place the modifier(s) to indicate areas of weather activity within the graphic. The Inter-Tropical Convergence Zone (ITCZ) is a region where the northeasterly and southeasterly trade winds converge.

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TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
PRESSURE SYSTEMS LINES **CONVERGANCE LINE** Static/Dynamic: D Symbol Set Code: 45 Code: 1104**08** Color: Orange (RGB 255,128,0)		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. Size/Shape. Scalable/Curve. The points are typically connected with a solid straight line with alternating slanted lines connected as depicted in the example to indicate convergence. Orientation. The first and last anchor points determine the length of the line. The alternating slanted lines will be evenly spaced along the line. Orientation is determined by the anchor points.
PRESSURE SYSTEMS LINES **INTER-TROPICAL DISCONTINUITY** Static/Dynamic: D Symbol Set Code: 45 Code: 1104**09** Color: : Alternate Red (RGB 255,0,0) and Green (RGB 13,223,39)		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. Size/Shape. Scalable/Curve. The points are typically connected with a dashed straight or curved line. The curvature of the line is operator defined. Orientation. The first and last anchor points determine the length of the line. The red and green line segments will alternate along the line. Orientation is determined by the anchor points.
PRESSURE SYSTEMS **PRESSURE TENDENCY** Static/Dynamic: D Symbol Set Code: 45 Code: 11**05**00	N/A	**Note**: Each symbol within the pressure tendency group is static, but only one can be applied to a particular station plot, dependent upon the pressure tendency at that location. As such, the group of symbols is dynamic.

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TABLE I-I. Atmospheric icons - Continued.

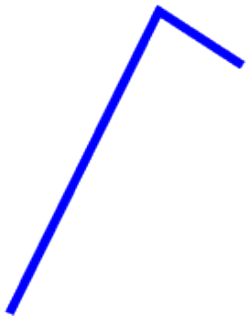
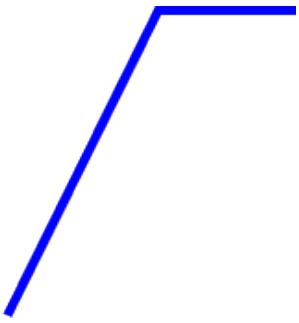
DESCRIPTION	ICON	DRAW RULES
PRESSURE SYSTEMS PRESSURE TENDENCY **RISE THEN FALL HIGHER** Static/Dynamic: D Symbol Set Code: 45 Code: 1105**01** Color: Black / Blue (RGB 0,0,255)		Anchor Points: This graphic requires one anchor point. The center point defines the geometric center of the graphic. Size/Shape: Scalable. Orientation: The graphic is centered over the anchor location. **Note:** Pressure tendency symbols are depicted to the right of the plot circle just after the text value for the actual pressure change. Pressure tendency is displayed in two digits in black immediately to right of the plot circle followed by the pressure tendency symbol.
PRESSURE SYSTEMS PRESSURE TENDENCY **RISE THEN STEADY** Static/Dynamic: D Symbol Set Code: 45 Code: 1105**02** Color: Black / Blue (RGB 0,0,255)		Anchor Points: This graphic requires one anchor point. The center point defines the geometric center of the graphic. Size/Shape: Scalable. Orientation: The graphic is centered over the anchor location. **Note:** Pressure tendency symbols are depicted to the right of the plot circle just after the text value for the actual pressure change. Pressure tendency is displayed in two digits in black immediately to right of the plot circle followed by the pressure tendency symbol.

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TABLE I-I. Atmospheric icons - Continued.

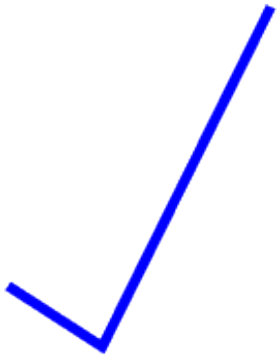
DESCRIPTION	ICON	DRAW RULES
PRESSURE SYSTEMS PRESSURE TENDENCY **RISE** Static/Dynamic: D Symbol Set Code: 45 Code: 1105**03** Color: Black / Blue (RGB 0,0,255)		Anchor Points: This graphic requires one anchor point. The center point defines the geometric center of the graphic. Size/Shape: Scalable. Orientation: The graphic is centered over the anchor location. **Note:** Pressure tendency symbols are depicted to the right of the plot circle just after the text value for the actual pressure change. Pressure tendency is displayed in two digits in black immediately to right of the plot circle followed by the pressure tendency symbol.
PRESSURE SYSTEMS PRESSURE TENDENCY **RISE THEN RISE HIGHER** Static/Dynamic: D Symbol Set Code: 45 Code: 1105**04** Color: Black / Blue (RGB 0,0,255)		Anchor Points: This graphic requires one anchor point. The center point defines the geometric center of the graphic. Size/Shape: Scalable. Orientation: The graphic is centered over the anchor location. **Note:** Pressure tendency symbols are depicted to the right of the plot circle just after the text value for the actual pressure change. Pressure tendency is displayed in two digits in black immediately to right of the plot circle followed by the pressure tendency symbol.

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TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
PRESSURE SYSTEMS PRESSURE TENDENCY **STEADY** Static/Dynamic: D Symbol Set Code: 45 Code: 1105**05** Color: Black		Anchor Points: This graphic requires one anchor point. The center point defines the geometric center of the graphic. Size/Shape: Scalable. Orientation: The graphic is centered over the anchor location. **Note:** Pressure tendency symbols are depicted to the right of the plot circle just after the text value for the actual pressure change. Pressure tendency is displayed in two digits in black immediately to right of the plot circle followed by the pressure tendency symbol.
PRESSURE SYSTEMS PRESSURE TENDENCY **FALL THEN RISE LOWER** Static/Dynamic: D Symbol Set Code: 45 Code: 1105**06** Color: Black / Red (RGB 255,0,0)		Anchor Points: This graphic requires one anchor point. The center point defines the geometric center of the graphic. Size/Shape: Scalable. Orientation: The graphic is centered over the anchor location. **Note:** Pressure tendency symbols are depicted to the right of the plot circle just after the text value for the actual pressure change. Pressure tendency is displayed in two digits in black immediately to right of the plot circle followed by the pressure tendency symbol.
PRESSURE SYSTEMS PRESSURE TENDENCY **FALL THEN STEADY** Static/Dynamic: D Symbol Set Code: 45 Code: 1105**07** Color: Black / Red (RGB 255,0,0)		Anchor Points: This graphic requires one anchor point. The center point defines the geometric center of the graphic. Size/Shape: Scalable. Orientation: The graphic is centered over the anchor location. **Note:** Pressure tendency symbols are depicted to the right of the plot circle just after the text value for the actual pressure change. Pressure tendency is displayed in two digits in black immediately to right of the plot circle followed by the pressure tendency symbol.

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TABLE I-I. Atmospheric icons - Continued.

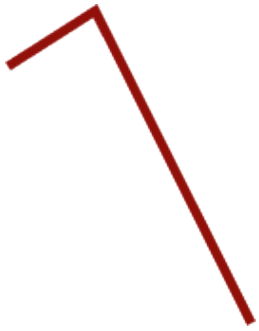
DESCRIPTION	ICON	DRAW RULES
PRESSURE SYSTEMS PRESSURE TENDENCY **FALL** Static/Dynamic: D Symbol Set Code: 45 Code: 1105**08** Color: Black / Red (RGB 255,0,0)		Anchor Points: This graphic requires one anchor point. The center point defines the geometric center of the graphic. Size/Shape: Scalable. Orientation: The graphic is centered over the anchor location. **Note:** Pressure tendency symbols are depicted to the right of the plot circle just after the text value for the actual pressure change. Pressure tendency is displayed in two digits in black immediately to right of the plot circle followed by the pressure tendency symbol.
PRESSURE SYSTEMS PRESSURE TENDENCY **RISE THEN FALL LOWER** Static/Dynamic: D Symbol Set Code: 45 Code: 1105**09** Color: Black / Red (RGB 255,0,0)		Anchor Points: This graphic requires one anchor point. The center point defines the geometric center of the graphic. Size/Shape: Scalable. Orientation: The graphic is centered over the anchor location. **Note:** Pressure tendency symbols are depicted to the right of the plot circle just after the text value for the actual pressure change. Pressure tendency is displayed in two digits in black immediately to right of the plot circle followed by the pressure tendency symbol.
TURBULENCE Static/Dynamic: N/A Symbol Set Code: 45 Code: **12**0000	N/A	**Note**: USAF turbulence forecasts are based on Category II type aircraft.

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TABLE I-I. Atmospheric icons - Continued.

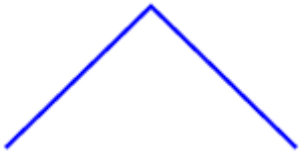
DESCRIPTION	ICON	DRAW RULES
TURBULENCE **LIGHT** Static/Dynamic: D Symbol Set Code: 45 Code: 12**01**00 Color: Blue (RGB 0,0,255)		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation: The graphic is oriented upright on the display and operator-centered over the desired location. **Note:** Intensity is dependent upon the associated aircraft type. The turbulence is indicated by the graphic and the height (X in 3 digits) above mean sea level in hundreds of feet (or meters) is included within the graphic.
TURBULENCE **MODERATE** Static/Dynamic: D Symbol Set Code: 45 Code: 12**02**00 Color: Blue (RGB 0,0,255)		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation: The graphic is oriented upright on the display and operator-centered over the desired location. **Note:** Intensity is dependent upon the associated aircraft type. The turbulence is indicated by the graphic and the height (X in 3 digits) above mean sea level in hundreds of feet (or meters) is included within the graphic.
TURBULENCE **SEVERE** Static/Dynamic: D Symbol Set Code: 45 Code: 12**03**00 Color: Blue (RGB 0,0,255)		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation: The graphic is oriented upright on the display and operator-centered over the desired location. **Note:** Intensity is dependent upon the associated aircraft type. The turbulence is indicated by the graphic and the height (X in 3 digits) above mean sea level in hundreds of feet (or meters) is included within the graphic.

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TABLE I-I. Atmospheric icons - Continued.

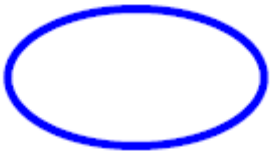
DESCRIPTION	ICON	DRAW RULES
TURBULENCE **EXTREME** Static/Dynamic: D Symbol Set Code: 45 Code: 12**04**00 Color: Blue (RGB 0,0,255)		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation: The graphic is oriented upright on the display and operator-centered over the desired location. **Note:** Intensity is dependent upon the associated aircraft type. The turbulence is indicated by the graphic and the height (X in 3 digits) above mean sea level in hundreds of feet (or meters) is included within the graphic.
TURBULENCE **MOUNTAIN WAVES** Static/Dynamic: D Symbol Set Code: 45 Code: 12**05**00 Color: Blue (RGB 0,0,255)		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation: The graphic is oriented upright on the display and operator-centered over the desired location. **Note:** The turbulence is indicated by the graphic and the height (X in 3 digits) above mean sea level in hundreds of feet (or meters) is included within the graphic.
ICING Static/Dynamic: N/A Symbol Set Code: 45 Code: **13**0000	N/A	N/A
ICING **CLEAR ICING** Static/Dynamic: N/A Symbol Set Code: 45 Code: 13**01**00	N/A	N/A

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TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
ICING CLEAR ICING **LIGHT** Static/Dynamic: D Symbol Set Code: 45 Code: 1301**01** Color: Brown (RGB 124,96,13)		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation: The graphic is oriented upright on the display and operator-centered over the desired location. **Note:** The icing is indicated by the graphic and the height (X in 3 digits) above mean sea level in hundreds of feet (or meters) is included within the graphic.
ICING CLEAR ICING **MODERATE** Static/Dynamic: D Symbol Set Code: 45 Code: 1301**02** Color: Brown (RGB 124,96,13)		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation: The graphic is oriented upright on the display and operator-centered over the desired location. **Note:** The icing is indicated by the graphic and the height (X in 3 digits) above mean sea level in hundreds of feet (or meters) is included within the graphic.
ICING CLEAR ICING **SEVERE** Static/Dynamic: D Symbol Set Code: 45 Code: 1301**03** Color: Brown (RGB 124,96,13)		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation: The graphic is oriented upright on the display and operator-centered over the desired location. **Note:** The icing is indicated by the graphic and the height (X in 3 digits) above mean sea level in hundreds of feet (or meters) is included within the graphic.

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TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
ICING **RIME ICING** Static/Dynamic: N/A Symbol Set Code: 45 Code: 13**02**00	N/A	N/A
ICING RIME ICING **LIGHT** Static/Dynamic: D Symbol Set Code: 45 Code: 1302**01** Color: Brown (RGB 124,96,13)		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation: The graphic is oriented upright on the display and operator-centered over the desired location. **Note:** The icing is indicated by the graphic and the height (X in 3 digits) above mean sea level in hundreds of feet (or meters) is included within the graphic.
ICING RIME ICING **MODERATE** Static/Dynamic: D Symbol Set Code: 45 Code: 1302**02** Color: Brown (RGB 124,96,13)		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation: The graphic is oriented upright on the display and operator-centered over the desired location. **Note:** The icing is indicated by the graphic and the height (X in 3 digits) above mean sea level in hundreds of feet (or meters) is included within the graphic.

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TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
ICING RIME ICING **SEVERE** Static/Dynamic: D Symbol Set Code: 45 Code: 1302**03** Color: Brown (RGB 124,96,13)		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation: The graphic is oriented upright on the display and operator-centered over the desired location. **Note:** The icing is indicated by the graphic and the height (X in 3 digits) above mean sea level in hundreds of feet (or meters) is included within the graphic.
ICING **MIXED ICING** Static/Dynamic: N/A Symbol Set Code: 45 Code: 13**03**00	N/A	
ICING MIXED ICING **LIGHT** Static/Dynamic: D Symbol Set Code: 45 Code: 1303**01** Color: Brown (RGB 124,96,13)		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation: The graphic is oriented upright on the display and operator-centered over the desired location. **Note:** The icing is indicated by the graphic and the height (X in 3 digits) above mean sea level in hundreds of feet (or meters) is included within the graphic.

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TABLE I-I. Atmospheric icons - Continued.

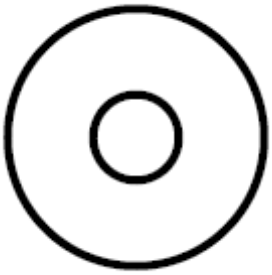
DESCRIPTION	ICON	DRAW RULES
ICING MIXED ICING **MODERATE** Static/Dynamic: D Symbol Set Code: 45 Code: 1303**02** Color: Brown (RGB 124,96,13)		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation: The graphic is oriented upright on the display and operator-centered over the desired location. **Note:** The icing is indicated by the graphic and the height (X in 3 digits) above mean sea level in hundreds of feet (or meters) is included within the graphic.
ICING MIXED ICING **SEVERE** Static/Dynamic: D Symbol Set Code: 45 Code: 1303**03** Color: Brown (RGB 124,96,13)		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation: The graphic is oriented upright on the display and operator-centered over the desired location. **Note:** The icing is indicated by the graphic and the height (X in 3 digits) above mean sea level in hundreds of feet (or meters) is included within the graphic.
WINDS Static/Dynamic: N/A Symbol Set Code: 45 Code: **14**0000	N/A	
WINDS **CALM WINDS** Static/Dynamic: D Symbol Set Code: 45 Code: 14**01**00 Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported wind.

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TABLE I-I. Atmospheric icons - Continued.

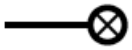
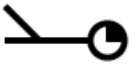
DESCRIPTION	ICON	DRAW RULES
WINDS **WIND PLOT** Static/Dynamic: D Symbol Set Code: 45 Code: 14**02**00 Color: Black	Image 1  Image 2  Image 3 Image 4 Image 5 	Anchor Points. This graphic requires a minimum of two anchor points. The first point defines the location of the plot circle. Additional points 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. Size/Shape. Not applicable. 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. **Note**: Cloud coverage is typically depicted in the plot circle in accordance with cloud coverage graphics. The wind speed, direction and cloud coverage depicted in wind plot 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

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TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
	Image 6 	Image 6: From 270 degrees with missing wind speed
WINDS **JET STREAM** Static/Dynamic: D Symbol Set Code: 45 Code: 14**03**00 Color: Red or Black		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. Size/Shape. Scalable/Curve. Orientation. The first and last anchor points determine the length of the line. The arrowheads will be evenly spaced along the line.
WINDS **STREAM LINE** Static/Dynamic: D Symbol Set Code: 45 Code: 14**04**00 Color: Operator Defined		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. Size/Shape. Scalable/Curve. Orientation. The first and last anchor points determine the length of the line. The arrowheads will be evenly spaced along the line.
CLOUD COVERAGE Static/Dynamic: N/A Symbol Set Code: 45 Code: **15**0000	N/A	N/A
CLOUD COVERAGE **CLOUD COVERAGE SYMBOLS** Static/Dynamic: N/A Symbol Set Code: 45 Code: 15**01**00	N/A	N/A

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TABLE I-I. Atmospheric icons - Continued.

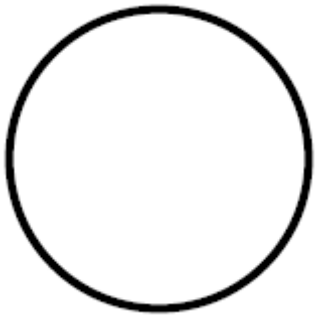
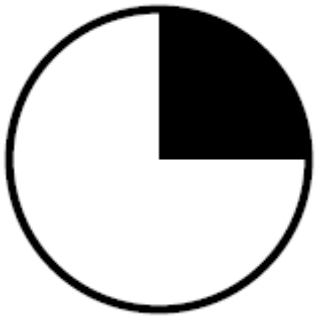
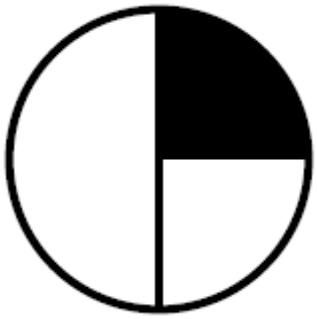
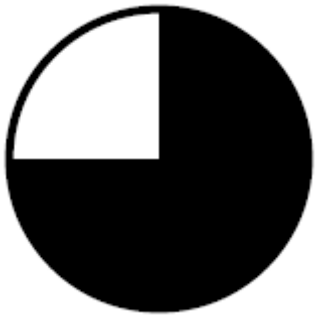
DESCRIPTION	ICON	DRAW RULES
CLOUD COVERAGE CLOUD COVERAGE SYMBOLS **CLEAR SKY** Static/Dynamic: D Symbol Set Code: 45 Code: 1501**01** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported cloud cover.
CLOUD COVERAGE CLOUD COVERAGE SYMBOLS **FEW COVERAGE** Static/Dynamic: D Symbol Set Code: 45 Code: 1501**02** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported cloud cover.
CLOUD COVERAGE CLOUD COVERAGE SYMBOLS **SCATTERED COVERAGE** Static/Dynamic: D Symbol Set Code: 45 Code: 1501**03** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported cloud cover.
CLOUD COVERAGE CLOUD COVERAGE SYMBOLS **BROKEN COVERAGE** Static/Dynamic: D Symbol Set Code: 45 Code: 1501**04** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported cloud cover.

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TABLE I-I. Atmospheric icons - Continued.

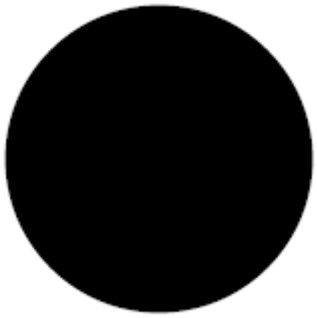
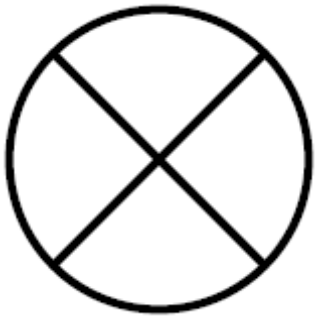
DESCRIPTION	ICON	DRAW RULES
CLOUD COVERAGE CLOUD COVERAGE SYMBOLS **OVERCAST COVERAGE** Static/Dynamic: D Symbol Set Code: 45 Code: 1501**05** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported cloud cover.
CLOUD COVERAGE CLOUD COVERAGE SYMBOLS **SKY TOTALLY OR PARTIALLY OBSCURED** Static/Dynamic: D Symbol Set Code: 45 Code: 1501**06** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported cloud cover.
WEATHER SYMBOLS Static/Dynamic: S Symbol Set Code: 45 Code: **16**0000	N/A	
WEATHER SYMBOLS **RAIN** Static/Dynamic: S Symbol Set Code: 45 Code: 16**01**00	N/A	
WEATHER SYMBOLS RAIN **INTERMITTENT LIGHT** Static/Dynamic: S Symbol Set Code: 45 Code: 1601**01** Color: Green		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.

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TABLE I-I. Atmospheric icons - Continued.

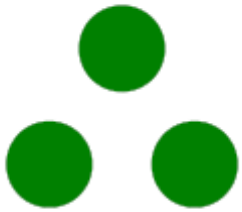
DESCRIPTION	ICON	DRAW RULES
WEATHER SYMBOLS RAIN INTERMITTENT LIGHT **CONTINUOUS LIGHT** Static/Dynamic: S Symbol Set Code: 45 Code: 1601**02** Color: Green		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS RAIN **INTERMITTENT MODERATE** Static/Dynamic: S Symbol Set Code: 45 Code: 1601**03** Color: Green		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS RAIN **INTERMITTENT MODERATE/CONTINUOUS MODERATE** Static/Dynamic: S Symbol Set Code: 45 Code: 1601**04** Color: Green		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS RAIN **INTERMITTENT HEAVY** Static/Dynamic: S Symbol Set Code: 45 Code: 1601**05** Color: Green		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.

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TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
WEATHER SYMBOLS RAIN **INTERMITTENT HEAVY/CONTINUOUS HEAVY** Static/Dynamic: S Symbol Set Code: 45 Code: 1601**06** Color: Green		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS **FREEZING RAIN** Static/Dynamic: N/A Symbol Set Code: 45 Code: 16**02**00	N/A	
WEATHER SYMBOLS FREEZING RAIN **LIGHT** Static/Dynamic: S Symbol Set Code: 45 Code: 1602**01** Color: Red		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS FREEZING RAIN **MODERATE/HEAVY** Static/Dynamic: S Symbol Set Code: 45 Code: 1602**02** Color: Red		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS **RAIN SHOWERS** Static/Dynamic: N/A Symbol Set Code: 45 Code: 16**03**00	N/A	

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TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
WEATHER SYMBOLS RAIN SHOWERS **LIGHT** Static/Dynamic: S Symbol Set Code: 45 Code: 1603**01** Color: Green		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS RAIN SHOWERS **MODERATE/HEAVY** Static/Dynamic: S Symbol Set Code: 45 Code: 1603**02** Color: Green		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS RAIN SHOWERS **TORRENTIAL** Static/Dynamic: S Symbol Set Code: 45 Code: 1603**03** Color: Green		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS **DRIZZLE** Static/Dynamic: N/A Symbol Set Code: 45 Code: 16**04**00	N/A	
WEATHER SYMBOLS DRIZZLE **INTERMITTENT LIGHT** Static/Dynamic: S Symbol Set Code: 45 Code: 1604**01** Color: Green		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.

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TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
WEATHER SYMBOLS DRIZZLE **INTERMITTENT LIGHT/CONTINUOUS LIGHT** Static/Dynamic: S Symbol Set Code: 45 Code: 1604**02** Color: Green		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS DRIZZLE **INTERMITTENT MODERATE** Static/Dynamic: S Symbol Set Code: 45 Code: 1604**03** Color: Green		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS DRIZZLE **INTERMITTENT MODERATE/CONTINUOUS MODERATE** Static/Dynamic: S Symbol Set Code: 45 Code: 1604**04** Color: Green		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS DRIZZLE **INTERMITTENT HEAVY** Static/Dynamic: S Symbol Set Code: 45 Code: 1604**05** Color: Green		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.

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TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
WEATHER SYMBOLS DRIZZLE **INTERMITTENT HEAVY/CONTINUOUS HEAVY** Static/Dynamic: S Symbol Set Code: 45 Code: 1604**06** Color: Green		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS **FREEZING DRIZZLE** Static/Dynamic: N/A Symbol Set Code: 45 Code: 16**05**00	N/A	N/A
WEATHER SYMBOLS FREEZING DRIZZLE **LIGHT** Static/Dynamic: S Symbol Set Code: 45 Code: 1605**01** Color: Red		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS FREEZING DRIZZLE **MODERATE/HEAVY** Static/Dynamic: S Symbol Set Code: 45 Code: 1605**02** Color: Red		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS **RAIN AND SNOW MIXED** Static/Dynamic: N/A Symbol Set Code: 45 Code: 16**06**00	N/A	

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TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
WEATHER SYMBOLS RAIN AND SNOW MIXED **RAIN OR DRIZZLE AND SNOW – LIGHT** Static/Dynamic: S Symbol Set Code: 45 Code: 1606**01** Color: Green		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS RAIN AND SNOW MIXED **RAIN OR DRIZZLE AND SNOW –MODERATE/HEAVY** Static/Dynamic: S Symbol Set Code: 45 Code: 1606**02** Color: Green		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS RAIN AND SNOW MIXED **RAIN AND SNOW SHOWERS - LIGHT** Static/Dynamic: S Symbol Set Code: 45 Code: 1606**03** Color: Green		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS RAIN AND SNOW MIXED **RAIN AND SNOW SHOWERS - MODERATE/HEAVY** Static/Dynamic: S Symbol Set Code: 45 Code: 1606**04** Color: Green		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS **SNOW** Static/Dynamic: N/A Symbol Set Code: 45 Code: 16**07**00	N/A	

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TABLE I-I. Atmospheric icons - Continued.

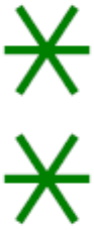
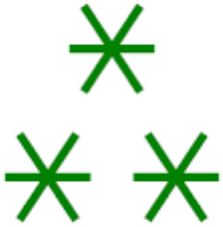
DESCRIPTION	ICON	DRAW RULES
WEATHER SYMBOLS SNOW **INTERMITTENT LIGHT** Static/Dynamic: S Symbol Set Code: 45 Code: 1607**01** Color: Green		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS SNOW **INTERMITTENT LIGHT/CONTINUOUS LIGHT** Static/Dynamic: S Symbol Set Code: 45 Code: 1607**02** Color: Green		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS SNOW **INTERMITTENT MODERATE** Static/Dynamic: S Symbol Set Code: 45 Code: 1607**03** Color: Green		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS SNOW **INTERMITTENT MODERATE/CONTINUOUS MODERATE** Static/Dynamic: S Symbol Set Code: 45 Code: 1607**04** Color: Green		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.

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TABLE I-I. Atmospheric icons - Continued.

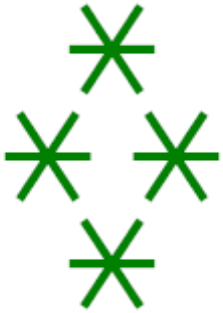
DESCRIPTION	ICON	DRAW RULES
WEATHER SYMBOLS SNOW **INTERMITTENT HEAVY** Static/Dynamic: S Symbol Set Code: 45 Code: 1607**05** Color: Green		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS SNOW **INTERMITTENT HEAVY/CONTINUOUS HEAVY** Static/Dynamic: S Symbol Set Code: 45 Code: 1607**06** Color: Green		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS SNOW **BLOWING SNOW - LIGHT/MODERATE** Static/Dynamic: S Symbol Set Code: 45 Code: 1607**07** Color: Green		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS SNOW **BLOWING SNOW – HEAVY** Static/Dynamic: S Symbol Set Code: 45 Code: 1607**08** Color: Green		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.

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TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
WEATHER SYMBOLS **SNOW GRAINS** Static/Dynamic: S Symbol Set Code: 45 Code: 16**08**00 Color: Green		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS **SNOW SHOWERS** Static/Dynamic: N/A Symbol Set Code: 45 Code: 16**09**00	N/A	N/A
WEATHER SYMBOLS SNOW SHOWERS **LIGHT** Static/Dynamic: S Symbol Set Code: 45 Code: 1609**01** Color: Green		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS SNOW SHOWERS **MODERATE/HEAVY** Static/Dynamic: S Symbol Set Code: 45 Code: 1609**02** Color: Green		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS **HAIL** Static/Dynamic: N/A Symbol Set Code: 45 Code: 16**10**00	N/A	N/A

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TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
WEATHER SYMBOLS HAIL **LIGHT NOT ASSOCIATED WITH THUNDER** Static/Dynamic: S Symbol Set Code: 45 Code: 1610**01** Color: Red		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS HAIL **MODERATE/HEAVY NOT ASSOCIATED WITH THUNDER** Static/Dynamic: S Symbol Set Code: 45 Code: 1610**02** Color: Red		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS **ICE CRYSTALS (DIAMOND DUST)** Static/Dynamic: S Symbol Set Code: 45 Code: 16**11**00 Color: Red		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS **ICE PELLETS (SLEET)** Static/Dynamic: N/A Symbol Set Code: 45 Code: 16**12**00	N/A	N/A
WEATHER SYMBOLS ICE PELLETS (SLEET **LIGHT** Static/Dynamic: S Symbol Set Code: 45 Code: 1612**01** Color: Red		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.

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TABLE I-I. Atmospheric icons - Continued.

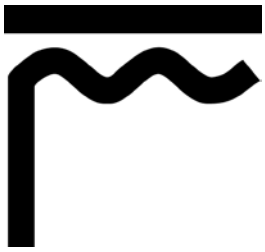
DESCRIPTION	ICON	DRAW RULES
WEATHER SYMBOLS ICE PELLETS (SLEET **MODERATE** Static/Dynamic: S Symbol Set Code: 45 Code: 1612**02** Color: Red		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS ICE PELLETS (SLEET **HEAVY** Static/Dynamic: S Symbol Set Code: 45 Code: 1612**03** Color: Red		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS **INVERSION** Static/Dynamic: N/A Symbol Set Code: 45 Code: 16**13**00		**Anchor Points**. This graphic requires one anchor point. The center point defines the center of the graphic. **Size/Shape**. Scalable. **Orientation**. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS **STORMS** Static/Dynamic: N/A Symbol Set Code: 45 Code: 16**14**00	N/A	
WEATHER SYMBOLS STORMS **THUNDERSTORM - NO PRECIPITATION** Static/Dynamic: S Symbol Set Code: 45 Code: 1614**01** Color: Red		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.

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TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
WEATHER SYMBOLS STORMS **THUNDERSTORM LIGHT TO MODERATE WITH RAIN/SNOW - NO HAIL** Static/Dynamic: S Symbol Set Code: 45 Code: 1614**02** Color: Red		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS STORMS **THUNDERSTORM HEAVY WITH RAIN/SNOW - NO HAIL** Static/Dynamic: S Symbol Set Code: 45 Code: 1614**03** Color: Red		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS STORMS **THUNDERSTORM LIGHT TO MODERATE - WITH HAIL** Static/Dynamic: S Symbol Set Code: 45 Code: 1614**04** Color: Red		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS STORMS **THUNDERSTORM HEAVY - WITH HAIL** Static/Dynamic: S Symbol Set Code: 45 Code: 1614**05** Color: Red		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.

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TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
WEATHER SYMBOLS STORMS **FUNNEL CLOUD (TORNADO/WATERSPOUT)** Static/Dynamic: S Symbol Set Code: 45 Code: 1614**06** Color: Red		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS STORMS **SQUALL** Static/Dynamic: S Symbol Set Code: 45 Code: 1614**07** Color: Red		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS STORMS **LIGHTNING** Static/Dynamic: S Symbol Set Code: 45 Code: 1614**08** Color: Red		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS **FOG** Static/Dynamic: N/A Symbol Set Code: 45 Code: 16**15**00	N/A	N/A
WEATHER SYMBOLS FOG **SHALLOW PATCHES** Static/Dynamic: S Symbol Set Code: 45 Code: 1615**01** Color: Yellow		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.

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TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
WEATHER SYMBOLS FOG **SHALLOW CONTINUOUS** Static/Dynamic: S Symbol Set Code: 45 Code: 1615**02** Color: Yellow		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS FOG **PATCHY** Static/Dynamic: S Symbol Set Code: 45 Code: 1615**03** Color: Yellow		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS FOG **SKY VISIBLE** Static/Dynamic: S Symbol Set Code: 45 Code: 1615**04** Color: Yellow		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS FOG **SKY OBSCURED** Static/Dynamic: S Symbol Set Code: 45 Code: 1615**05** Color: Yellow		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.

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TABLE I-I. Atmospheric icons - Continued.

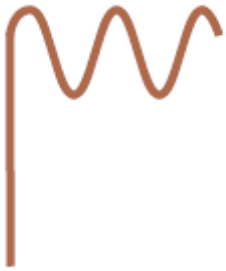
DESCRIPTION	ICON	DRAW RULES
WEATHER SYMBOLS FOG **FREEZING, SKY VISIBLE** Static/Dynamic: S Symbol Set Code: 45 Code: 1615**06** Color: Red		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS FOG **FREEZING, SKY NOT VISIBLE** Static/Dynamic: S Symbol Set Code: 45 Code: 1615**07** Color: Red		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS **MIST** Static/Dynamic: S Symbol Set Code: 45 Code: 16**16**00 Color: Yellow		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS **SMOKE** Static/Dynamic: S Symbol Set Code: 45 Code: 16**17**00 Color: Brown		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.

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TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
WEATHER SYMBOLS **HAZE** Static/Dynamic: S Symbol Set Code: 45 Code: 16**18**00 Color: Brown		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS **DUST OR SAND** Static/Dynamic: N/A Symbol Set Code: 45 Code: 16**19**00	N/A	N/A
WEATHER SYMBOLS DUST OR SAND **LIGHT TO MODERATE** Static/Dynamic: S Symbol Set Code: 45 Code: 1619**01** Color: Brown		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS DUST OR SAND **SEVERE** Static/Dynamic: S Symbol Set Code: 45 Code: 1619**02** Color: Brown		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.

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TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
WEATHER SYMBOLS DUST OR SAND **DUST DEVIL** Static/Dynamic: S Symbol Set Code: 45 Code: 1619**03** Color: Brown		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS DUST OR SAND **BLOWING DUST OR SAND** Static/Dynamic: S Symbol Set Code: 45 Code: 1619**04** Color: Brown		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS **TROPICAL STORM SYSTEMS** Static/Dynamic: N/A Symbol Set Code: 45 Code: 16**20**00	N/A	N/A
WEATHER SYMBOLS TROPICAL STORM SYSTEMS **TROPICAL DEPRESSION** Static/Dynamic: D Symbol Set Code: 45 Code: 1620**01** Color: Red, Purple or Black *Red* or *Purple* - Current and Forecast Position *Black* - Past Position		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the position of the tropical system.

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TABLE I-I. Atmospheric icons - Continued.

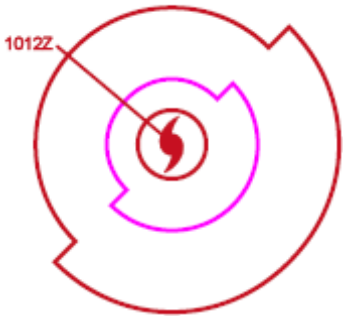
DESCRIPTION	ICON	DRAW RULES
WEATHER SYMBOLS TROPICAL STORM SYSTEMS **TROPICAL STORM** Static/Dynamic: D Symbol Set Code: 45 Code: 1620**02** Color: Red, Purple or Black *Red* or *Purple* - Current and Forecast Position *Black* - Past Position		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the position of the tropical system.
WEATHER SYMBOLS TROPICAL STORM SYSTEMS **HURRICANE/TYPHOON** Static/Dynamic: D Symbol Set Code: 45 Code: 1620**03** Color: Red, Purple or Black *Red* or *Purple* - Current and Forecast Position *Black* - Past Position		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the position of the tropical system.
WEATHER SYMBOLS TROPICAL STORM SYSTEMS **TROPICAL STORM WIND AREAS AND DATE/TIME LABELS** Static/Dynamic: D Symbol Set Code: 45 Code: 1620**04** Color: Red/Purple/Black *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 **Note**: US Navy ship avoidance areas can be depicted using **Operator-Defined Freeform**.		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. Size/Shape. Scalable. Orientation. Not applicable.

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TABLE I-I. Atmospheric icons - Continued.

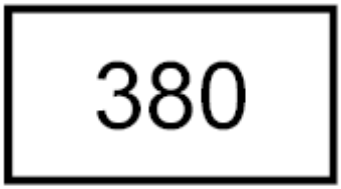
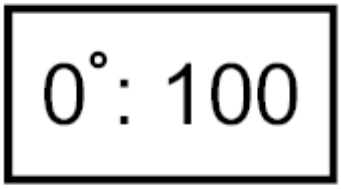
DESCRIPTION	ICON	DRAW RULES
WEATHER SYMBOLS **VOLCANIC ERUPTION** Static/Dynamic: S Symbol Set Code: 45 Code: 16**21**00 Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS VOLCANIC ERUPTION **VOLCANIC ASH** Static/Dynamic: S Symbol Set Code: 45 Code: 1621**01** Color: Black or Brown		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS **TROPOPAUSE LEVEL** Static/Dynamic: D Symbol Set Code: 45 Code: 16**22**00 Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS **FREEZING LEVEL** Static/Dynamic: D Symbol Set Code: 45 Code: 16**23**00 Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.

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TABLE I-I. Atmospheric icons - Continued.

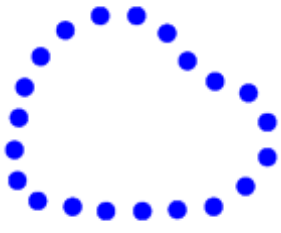
DESCRIPTION	ICON	DRAW RULES
WEATHER SYMBOLS **PRECIPITATION OF UNKNOWN TYPE AND INTENSITY** Static/Dynamic: S Symbol Set Code: 45 Code: 16**24**00 Color: Green		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is centered over the location of the reported conditions.
BOUNDED AREAS OF WEATHER Static/Dynamic: N/A Symbol Set Code: 45 Code: **17**0000	N/A	
BOUNDED AREAS OF WEATHER **INSTRUMENT FLIGHT RULE (IFR)** Static/Dynamic: S Symbol Set Code: 45 Code: 17**01**00 Color: Red		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
BOUNDED AREAS OF WEATHER **MARGINAL VISUAL FLIGHT RULE (MVFR)** Static/Dynamic: S Symbol Set Code: 45 Code: 17**02**00 Color: Blue		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
BOUNDED AREAS OF WEATHER **TURBULENCE** Static/Dynamic: S Symbol Set Code: 45 Code: 17**03**00 Color: Blue		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.

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TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
BOUNDED AREAS OF WEATHER **ICING** Static/Dynamic: S Symbol Set Code: 45 Code: 17**04**00 Color: Brown		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
BOUNDED AREAS OF WEATHER **LIQUID PRECIPITATION - NON-CONVECTIVE CONTINUOUS OR INTERMITTENT** Static/Dynamic: S Symbol Set Code: 45 Code: 17**05**00 Color: Green		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
BOUNDED AREAS OF WEATHER LIQUID PRECIPITATION - NON-CONVECTIVE CONTINUOUS OR INTERMITTENT **LIQUID PRECIPITATION – CONVECTIVE** Static/Dynamic: S Symbol Set Code: 45 Code: 1705**01** Color: Green		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
BOUNDED AREAS OF WEATHER **FREEZING/FROZEN PRECIPITATION** Static/Dynamic: S Symbol Set Code: 45 Code: 17**06**00 Color: Red		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.

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TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
BOUNDED AREAS OF WEATHER **THUNDERSTORMS** Static/Dynamic: S Symbol Set Code: 45 Code: 17**07**00 Color: Red		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
BOUNDED AREAS OF WEATHER **FOG** Static/Dynamic: S Symbol Set Code: 45 Code: 17**08**00 Color: Yellow		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
BOUNDED AREAS OF WEATHER **DUST OR SAND** Static/Dynamic: S Symbol Set Code: 45 Code: 17**09**00 Color: Brown		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.

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TABLE I-I. Atmospheric icons - Continued.

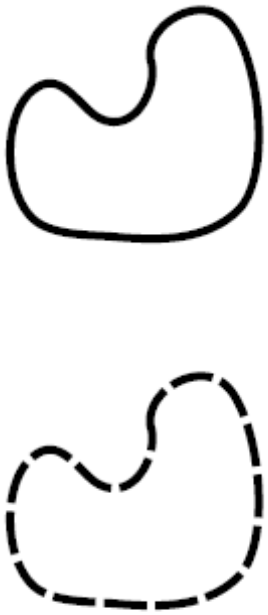
DESCRIPTION	ICON	DRAW RULES
BOUNDED AREAS OF WEATHER **OPERATOR-DEFINED FREEFORM** Static/Dynamic: S Symbol Set Code: 45 Code: 171**1**00 Color: Operator Defined		(Used to designate areas of specific weather phenomenon as determined by the operator.) Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
ISOPLETHS Static/Dynamic: N/A Symbol Set Code: 45 Code: **18**0000	N/A	N/A
ISOPLETHS **ISOBAR – SURFACE** Static/Dynamic: D Symbol Set Code: 45 Code: 18**01**00 Color: Black		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. Size/Shape. Scalable/Curve. Orientation. The first and last anchor points determine the length of the line. The modifier text will be placed at each end of the line and once in the middle of the line. **Note**: Used on **surface analyses**. Although not part of the graphic, numerical values of the isopleth can be placed along the line for presentation.

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TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
ISOPLETHS **CONTOUR - UPPER AIR** Static/Dynamic: D Symbol Set Code: 45 Code: 18**02**00 Color: Black		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. Size/Shape. Scalable/Curve. Orientation. The first and last anchor points determine the length of the line. The modifier text will be placed at each end of the line and once in the middle of the line. **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.
ISOPLETHS **ISOTHERM** Static/Dynamic: D Symbol Set Code: 45 Code: 18**03**00 Color: Red		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. Size/Shape. Scalable/Curve. Orientation. The first and last anchor points determine the length of the line. The modifier text will be placed at each end of the line and once in the middle of the line.
ISOPLETHS **ISOTACH** Static/Dynamic: D Symbol Set Code: 45 Code: 18**04**00 Color: Purple		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. Size/Shape. Scalable/Curve. Orientation. The first and last anchor points determine the length of the line. The modifier text will be placed at each end of the line and once in the middle of the line.

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TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
ISOPLETHS **ISODROSOTHERM** Static/Dynamic: D Symbol Set Code: 45 Code: 18**05**00 Color: Green		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. Size/Shape. Scalable/Curve. Orientation. The first and last anchor points determine the length of the line. The modifier text will be placed at each end of the line and once in the middle of the line.
ISOPLETHS **THICKNESS** Static/Dynamic: D Symbol Set Code: 45 Code: 18**06**00 Color: Red		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. Size/Shape. Scalable/Curve. Orientation. The first and last anchor points determine the length of the line. The modifier text will be placed at each end of the line and once in the middle of the line.
ISOPLETHS **OPERATOR-DEFINED FREEFORM** Static/Dynamic: D Symbol Set Code: 45 Code: 18**07**00 Color: Operator Defined		(Used to display isopleth areas of specific weather parameters as determined by the operator.) 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. Size/Shape. Scalable/Curve. Orientation. The first and last anchor points determine the length of the line. The modifier text will be placed at each end of the line and once in the middle of the line.
STATE OF THE GROUND Static/Dynamic: N/A Symbol Set Code: 45 Code: **19**0000	N/A	N/A

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TABLE I-I. Atmospheric icons - Continued.

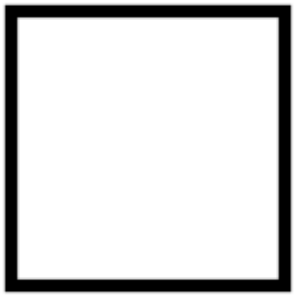
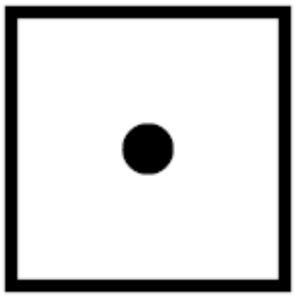
DESCRIPTION	ICON	DRAW RULES
STATE OF THE GROUND **WITHOUT SNOW OR MEASURABLE ICE COVER** Static/Dynamic: N/A Symbol Set Code: 45 Code: 19**01**00	N/A	N/A
STATE OF THE GROUND WITHOUT SNOW OR MEASURABLE ICE COVER **SURFACE DRY WITHOUT CRACKS OR APPRECIABLE DUST OR LOOSE SAND** Static/Dynamic: S Symbol Set Code: 45 Code: 1901**01** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.
STATE OF THE GROUND WITHOUT SNOW OR MEASURABLE ICE COVER **SURFACE MOIST** Static/Dynamic: S Symbol Set Code: 45 Code: 1901**02** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.
STATE OF THE GROUND WITHOUT SNOW OR MEASURABLE ICE COVER **SURFACE WET, STANDING WATER IN SMALL OR LARGE POOLS** Static/Dynamic: S Symbol Set Code: 45 Code: 1901**03** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.

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TABLE I-I. Atmospheric icons - Continued.

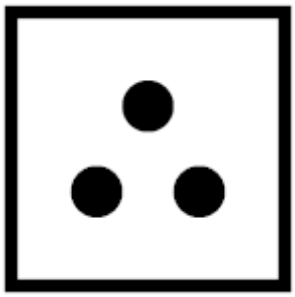
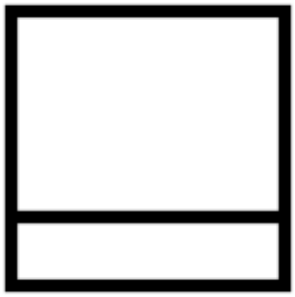
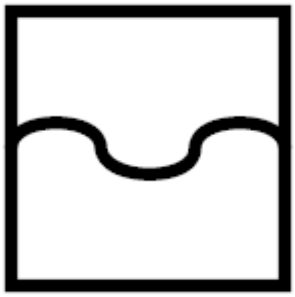
DESCRIPTION	ICON	DRAW RULES
STATE OF THE GROUND WITHOUT SNOW OR MEASURABLE ICE COVER **SURFACE FLOODED** Static/Dynamic: S Symbol Set Code: 45 Code: 1901**04** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.
STATE OF THE GROUND WITHOUT SNOW OR MEASURABLE ICE COVER **SURFACE FROZEN** Static/Dynamic: S Symbol Set Code: 45 Code: 1901**05** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.
STATE OF THE GROUND WITHOUT SNOW OR MEASURABLE ICE COVER **GLAZE (THIN ICE) ON GROUND** Static/Dynamic: S Symbol Set Code: 45 Code: 1901**06** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.
STATE OF THE GROUND WITHOUT SNOW OR MEASURABLE ICE COVER **LOOSE DRY DUST OR SAND NOT COVERING GROUND COMPLETELY** Static/Dynamic: S Symbol Set Code: 45 Code: 1901**07** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.

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TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
STATE OF THE GROUND WITHOUT SNOW OR MEASURABLE ICE COVER **THIN LOOSE DRY DUST OR SAND COVERING GROUND COMPLETELY** Static/Dynamic: S Symbol Set Code: 45 Code: 1901**08** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.
STATE OF THE GROUND WITHOUT SNOW OR MEASURABLE ICE COVER **MODERATE/THICK LOOSE DRY DUST OR SAND COVERING GROUND COMPLETELY** Static/Dynamic: S Symbol Set Code: 45 Code: 1901**09** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.
STATE OF THE GROUND WITHOUT SNOW OR MEASURABLE ICE COVER **EXTREMELY DRY WITH CRACKS** Static/Dynamic: S Symbol Set Code: 45 Code: 1901**10** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.
STATE OF THE GROUND **WITH SNOW OR MEASURABLE ICE COVER** Static/Dynamic: N/A Symbol Set Code: 45 Code: 19**02**00	N/A	

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TABLE I-I. Atmospheric icons - Continued.

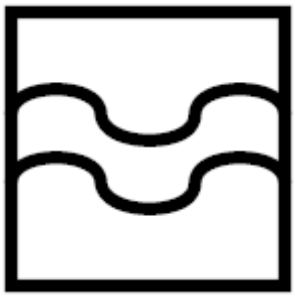
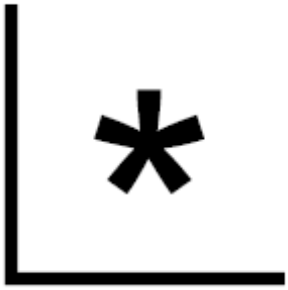
DESCRIPTION	ICON	DRAW RULES
STATE OF THE GROUND WITH SNOW OR MEASURABLE ICE COVER **PREDOMINATELY ICE COVERED** Static/Dynamic: S Symbol Set Code: 45 Code: 1902**01** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.
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** Static/Dynamic: S Symbol Set Code: 45 Code: 1902**02** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.
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** Static/Dynamic: S Symbol Set Code: 45 Code: 1902**03** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.
STATE OF THE GROUND WITH SNOW OR MEASURABLE ICE COVER **EVEN LAYER OF COMPACT OR WET SNOW COVERING GROUND COMPLETELY** Static/Dynamic: S Symbol Set Code: 45 Code: 1902**04** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.

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TABLE I-I. Atmospheric icons - Continued.

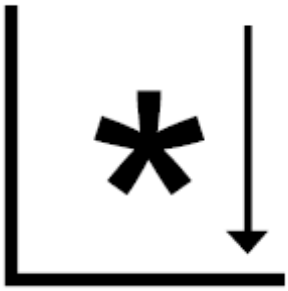
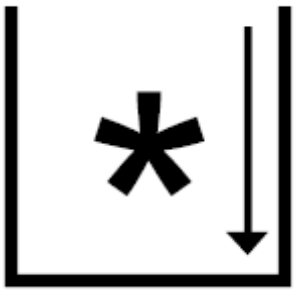
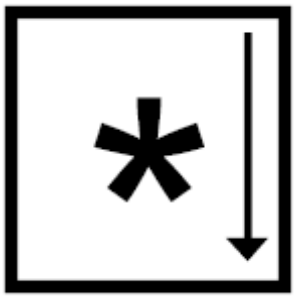
DESCRIPTION	ICON	DRAW RULES
STATE OF THE GROUND WITH SNOW OR MEASURABLE ICE COVER **UNEVEN LAYER OF COMPACT OR WET SNOW COVERING GROUND COMPLETELY** Static/Dynamic: S Symbol Set Code: 45 Code: 1902**05** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.
STATE OF THE GROUND WITH SNOW OR MEASURABLE ICE COVER **LOOSE DRY SNOW COVERING LESS THAN ONE-HALF OF GROUND** Static/Dynamic: S Symbol Set Code: 45 Code: 1902**06** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.
STATE OF THE GROUND WITH SNOW OR MEASURABLE ICE COVER **LOOSE DRY SNOW COVERING AT LEAST ONE-HALF GROUND, BUT GROUND NOT COMPLETELY COVERED** Static/Dynamic: S Symbol Set Code: 45 Code: 1902**07** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.
STATE OF THE GROUND WITH SNOW OR MEASURABLE ICE COVER **EVEN LAYER OF LOOSE DRY SNOW COVERING GROUND COMPLETELY** Static/Dynamic: S Symbol Set Code: 45 Code: 1902**08** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.

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TABLE I-I. Atmospheric icons - Continued.

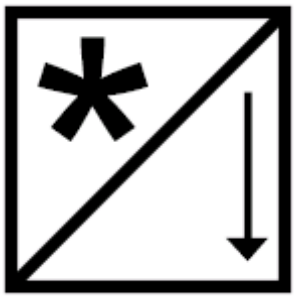
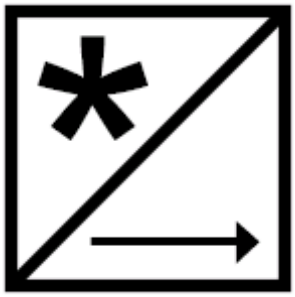
DESCRIPTION	ICON	DRAW RULES
STATE OF THE GROUND WITH SNOW OR MEASURABLE ICE COVER **UNEVEN LAYER OF LOOSE DRY SNOW COVERING GROUND COMPLETELY** Static/Dynamic: S Symbol Set Code: 45 Code: 1902**09** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.
STATE OF THE GROUND WITH SNOW OR MEASURABLE ICE COVER **SNOW COVERING GROUND COMPLETELY, DEEP DRIFTS** Static/Dynamic: S Symbol Set Code: 45 Code: 1902**10** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.

TABLE I-II. Oceanographic icons.

DESCRIPTION	ICON	DRAW RULES
ICE SYSTEMS Static/Dynamic: N/A Symbol Set Code: 46 Code: **11**0000	N/A	N/A
ICE SYSTEMS **ICEBERGS** Static/Dynamic: S Symbol Set Code: 46 Code: 11**01**00 Color: Black	N/A	N/A

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TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
ICE SYSTEMS ICEBERGS **MANY ICEBERGS** Static/Dynamic: S Symbol Set Code: 46 Code: 1101**01** Color: Black		Anchor Points: This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape: Scalable. Orientation: The graphic is oriented upright on the display and operator-centered over the desired location.
ICE SYSTEMS ICEBERGS **BELTS AND STRIPS** Static/Dynamic: S Symbol Set Code: 46 Code: 1101**02** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location.
ICE SYSTEMS ICEBERGS **GENERAL** Static/Dynamic: S Symbol Set Code: 46 Code: 1101**03** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.
ICE SYSTEMS ICEBERGS **MANY ICEBERGS – GENERAL** Static/Dynamic: S Symbol Set Code: 46 Code: 1101**04** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.

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TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
ICE SYSTEMS ICEBERGS **BERGY BIT** Static/Dynamic: S Symbol Set Code: 46 Code: 1101**05** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is oriented upright on the display as shown in the example and is operator-centered over the desired location.
ICE SYSTEMS ICEBERGS **MANY BERGY BITS** Static/Dynamic: S Symbol Set Code: 46 Code: 1101**06** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is oriented upright on the display as shown in the example and is operator-centered over the desired location.
ICE SYSTEMS ICEBERGS **GROWLER** Static/Dynamic: S Symbol Set Code: 46 Code: 1101**07** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is oriented upright on the display as shown in the example and is operator-centered over the desired location.
ICE SYSTEMS ICEBERGS **MANY GROWLERS** Static/Dynamic: S Symbol Set Code: 46 Code: 1101**08** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is oriented upright on the display as shown in the example and is operator-centered over the desired location.

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TABLE I-II. Oceanographic icons - Continued.

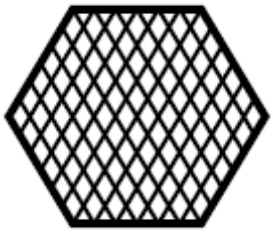
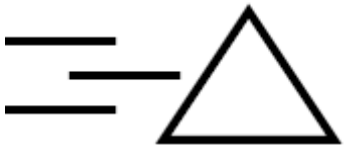
DESCRIPTION	ICON	DRAW RULES
ICE SYSTEMS ICEBERGS **FLOEBERG** Static/Dynamic: S Symbol Set Code: 46 Code: 1101**09** Color: Black Top with White Bottom		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is oriented upright on the display as shown in the example and is operator-centered over the desired location.
ICE SYSTEMS ICEBERGS **ICE ISLAND** Static/Dynamic: S Symbol Set Code: 46 Code: 1101**10** Color: White Hexagon/Black Hatches		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation The graphic is oriented upright on the display as shown in the example and is operator-centered over the desired location.
ICE SYSTEMS **ICE CONCENTRATION** Static/Dynamic: N/A Symbol Set Code: 46 Code: 11**02**00 Color: Black	N/A	
ICE SYSTEMS ICE CONCENTRATION **BERGY WATER** Static/Dynamic: S Symbol Set Code: 46 Code: 1102**01** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is oriented upright on the display as shown in the example and is operator-centered over the desired location.

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TABLE I-II. Oceanographic icons - Continued.

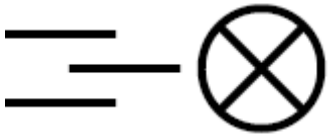
DESCRIPTION	ICON	DRAW RULES
ICE SYSTEMS ICE CONCENTRATION **WATER WITH RADAR TARGETS** Static/Dynamic: S Symbol Set Code: 46 Code: 1102**02** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is oriented upright on the display as shown in the example and is operator-centered over the desired location.
ICE SYSTEMS ICE CONCENTRATION **ICE FREE** Static/Dynamic: S Symbol Set Code: 46 Code: 1102**03** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is oriented upright on the display as shown in the example and is operator-centered over the desired location.
ICE SYSTEMS **DYNAMIC PROCESSES** Static/Dynamic: N/A Symbol Set Code: 46 Code: 11**03**00	N/A	
ICE SYSTEMS DYNAMIC PROCESSES **CONVERGENCE** Static/Dynamic: D Symbol Set Code: 46 Code: 1103**01** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is oriented upright on the display as shown in the example and is operator-centered over the desired location.

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TABLE I-II. Oceanographic icons - Continued.

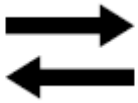
DESCRIPTION	ICON	DRAW RULES
ICE SYSTEMS DYNAMIC PROCESSES **DIVERGENCE** Static/Dynamic: D Symbol Set Code: 46 Code: 1103**02** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is oriented upright on the display as shown in the example and is operator-centered over the desired location.
ICE SYSTEMS DYNAMIC PROCESSES **SHEARING OR SHEAR ZONE** Static/Dynamic: D Symbol Set Code: 46 Code: 1103**03** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is oriented upright on the display as shown in the example and is operator-centered over the desired location.
ICE SYSTEMS DYNAMIC PROCESSES **ICE DRIFT (DIRECTION)** Static/Dynamic: D Symbol Set Code: 46 Code: 1103**04** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is oriented upright on the display as shown in the example and is operator-centered over the desired location.
ICE SYSTEMS **SEA ICE** Static/Dynamic: D Symbol Set Code: 46 Code: 11**04**00 Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is operator-centered over the desired location.

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TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
ICE SYSTEMS SEA ICE **ICE THICKNESS (OBSERVED)** Static/Dynamic: D Symbol Set Code: 46 Code: 1104**01** Color: Box with Black Outline		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is oriented upright on the display as shown in the example and is operator-centered over the desired location.
ICE SYSTEMS SEA ICE **ICE THICKNESS (ESTIMATED)** Static/Dynamic: D Symbol Set Code: 46 Code: 1104**02** Color: Box with Black Dashed Line		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is oriented upright on the display as shown in the example and is operator-centered over the desired location.
ICE SYSTEMS SEA ICE **MELT PUDDLES OR FLOODED ICE** Static/Dynamic: D Symbol Set Code: 46 Code: 1104**03** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is oriented upright on the display as shown in the example and is operator-centered over the desired location.
ICE SYSTEMS **LIMITS** Static/Dynamic: N/A Symbol Set Code: 46 Code: 11**05**00	N/A	N/A

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TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
ICE SYSTEMS LIMITS **LIMIT OF VISUAL OBSERVATION** Static/Dynamic: D Symbol Set Code: 46 Code: 1105**01** Color: Black		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. Size/Shape. Scalable/Curve. Orientation. The first and last anchor points determine the length of the line. The ovals will be repeated the entire length of the line.
ICE SYSTEMS LIMITS **LIMIT OF UNDERCAST** Static/Dynamic: D Symbol Set Code: 46 Code: 1105**02** Color: Black		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. Size/Shape. Scalable/Curve. The points are typically connected with a series of wave-like shapes. Orientation. The first and last anchor points determine the length of the line. The wave-like shapes will be repeated the entire length of the line.
ICE SYSTEMS LIMITS **LIMIT OF RADAR OBSERVATION** Static/Dynamic: D Symbol Set Code: 46 Code: 1105**03** Color: Black		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. Size/Shape. Scalable/Curve. The points are typically connected with a solid curved line. The curvature of the line is operator defined. Orientation. The first and last anchor points determine the length of the line. The ovals and ’s will alternate the entire length of the line.

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TABLE I-II. Oceanographic icons - Continued.

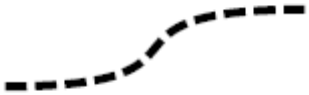
DESCRIPTION	ICON	DRAW RULES
ICE SYSTEMS LIMITS **OBSERVED ICE EDGE OR BOUNDARY** Static/Dynamic: D Symbol Set Code: 46 Code: 1105**04** Color: Black		Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. Size/Shape. Scalable/Curve. The points are typically connected with a solid curved line. The curvature of the line is operator defined. Orientation. The first and last anchor points determine the length of the line.
ICE SYSTEMS LIMITS **ESTIMATED ICE EDGE OR BOUNDARY** Static/Dynamic: D Symbol Set Code: 46 Code: 1105**05** Color: Black		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. Size/Shape. Scalable/Curve. The points are typically connected with a solid curved line. The curvature of the line is operator defined. Orientation. The first and last anchor points determine the length of the line.
ICE SYSTEMS LIMITS **ICE EDGE OR BOUNDARY FROM RADAR** Static/Dynamic: D Symbol Set Code: 46 Code: 1105**06** Color: Black		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. Size/Shape. Scalable/Curve. The points are typically connected with a curved line with Xs spaced evenly along the line. The curvature of the line is operator defined. Orientation. The first and last anchor points determine the length of the line. The 'x's will be placed at regular intervals along the entire length of the line.

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TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
ICE SYSTEMS **OPENINGS IN THE ICE** Static/Dynamic: N/A Symbol Set Code: 46 Code: 11**06**00	N/A	
ICE SYSTEMS OPENINGS IN THE ICE **CRACKS** Static/Dynamic: D Symbol Set Code: 46 Code: 1106**01** Color: Black		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. Size/Shape. Scalable/Curve. The points are typically connected with a curved line. The curvature of the line is operator defined. Orientation. The first and last anchor points determine the length of the line.
ICE SYSTEMS OPENINGS IN THE ICE **CRACKS AT A SPECIFIC LOCATION** Static/Dynamic: D Symbol Set Code: 46 Code: 1106**02** Color: Black		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. Size/Shape. Scalable/Curve. 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. Orientation. The first and last anchor points determine the length of the line. The perpendicular lines will be placed at regular intervals along the entire length of the line.

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TABLE I-II. Oceanographic icons - Continued.

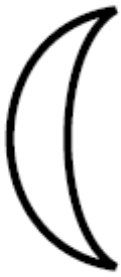
DESCRIPTION	ICON	DRAW RULES
ICE SYSTEMS OPENINGS IN THE ICE **LEAD** Static/Dynamic: D Symbol Set Code: 46 Code: 1106**03** Color: Black		Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. Size/Shape. Scalable/Curve. The points are typically connected with parallel curved lines. The curvature of the line is operator defined. Orientation. The first and last anchor points determine the length of the line.
ICE SYSTEMS OPENINGS IN THE ICE **FROZEN LEAD** Static/Dynamic: D Symbol Set Code: 46 Code: 1106**04** Color: Black		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. Size/Shape. Scalable/Curve. 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. Orientation. The first and last anchor points determine the length of the line. The perpendicular lines joining the main lines will be placed at regular intervals along the entire length of the main lines.
ICE SYSTEMS **SNOW COVER** Static/Dynamic: D Symbol Set Code: 46 Code: 11**07**00 Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.

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TABLE I-II. Oceanographic icons - Continued.

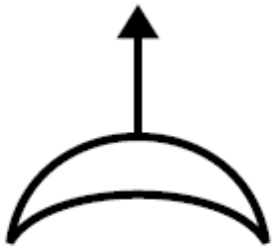
DESCRIPTION	ICON	DRAW RULES
ICE SYSTEMS SNOW COVER **SASTRUGI (WITH ORIENTATION)** Static/Dynamic: D Symbol Set Code: 46 Code: 1107**01** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.
ICE SYSTEMS **TOPOGRAPHICAL FEATURES** Static/Dynamic: N/A Symbol Set Code: 46 Code: 11**08**00	N/A	
ICE SYSTEMS TOPOGRAPHICAL FEATURES **RIDGES OR HUMMOCKS** Static/Dynamic: D Symbol Set Code: 46 Code: 1108**01** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.
ICE SYSTEMS TOPOGRAPHICAL FEATURES **RAFTING** Static/Dynamic: D Symbol Set Code: 46 Code: 1108**02** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.

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TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
ICE SYSTEMS TOPOGRAPHICAL FEATURES **JAMMED BRASH BARRIER** Static/Dynamic: D Symbol Set Code: 46 Code: 1108**03** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.
HYDROGRAPHY Static/Dynamic: N/A Symbol Set Code: 46 Code: **12**0000	N/A	
HYDROGRAPHY **DEPTH** Static/Dynamic: N/A Symbol Set Code: 46 Code: 12**01**00	N/A	
HYDROGRAPHY DEPTH **SOUNDINGS** Static/Dynamic: D Symbol Set Code: 46 Code: 1201**01** Color: Grey		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.

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TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
HYDROGRAPHY DEPTH **DEPTH CURVE** Static/Dynamic: S Symbol Set Code: 46 Code: 1201**02** Color: Grey Thin Solid Line		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. Size/Shape. Scalable/Curve. The points are typically connected with a solid curved line. The curvature of the line is operator defined. Orientation. The first and last anchor points determine the length of the line. The modifier text will be placed at each end of the line and at regular intervals along the line.
HYDROGRAPHY DEPTH **DEPTH CONTOUR** Static/Dynamic: S Symbol Set Code: 46 Code: 1201**03** Color: Grey Thin Solid Line		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. Size/Shape. Scalable/Curve. Orientation. The first and last anchor points determine the length of the line. The modifier text will be placed at each end of the line and at regular intervals along the line.
HYDROGRAPHY DEPTH **DEPTH AREA** Static/Dynamic: S Symbol Set Code: 46 Code: 1201**04** Color: Blue/Pale Blue/White		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. Size/Shape. Determined by the anchor points. The points are connected with a solid line. Orientation. Not applicable.
HYDROGRAPHY **COASTAL HYDROGRAPHY** Static/Dynamic: N/A Symbol Set Code: 46 Code: 12**02**00	N/A	

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TABLE I-II. Oceanographic icons - Continued.

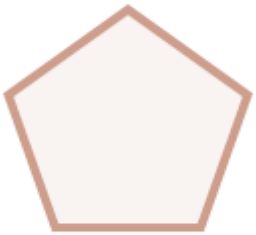
DESCRIPTION	ICON	DRAW RULES
HYDROGRAPHY COASTAL HYDROGRAPHY **COASTLINE** Static/Dynamic: S Symbol Set Code: 46 Code: 1202**01** Color: Gray thin solid line		Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. Size/Shape. Scalable/Curve. The points are connected with a solid line. Orientation. The first and last anchor points determine the length of the line.
HYDROGRAPHY COASTAL HYDROGRAPHY **ISLAND** Static/Dynamic: S Symbol Set Code: 46 Code: 1202**02** Color: Brown solid fill		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. Size/Shape. Determined by the anchor points. The points are connected with a solid line. Orientation. Not applicable.
HYDROGRAPHY COASTAL HYDROGRAPHY **BEACH** Static/Dynamic: S Symbol Set Code: 46 Code: 1202**03** Color: Beige outline and stipple fill		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. Size/Shape. Determined by the anchor points. The points are connected with a solid line. Orientation. Not applicable.
HYDROGRAPHY COASTAL HYDROGRAPHY **WATER** Static/Dynamic: S Symbol Set Code: 46 Code: 1202**04** Color: White fill (grey dashed line shown for representation purpose only).		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. Size/Shape. Determined by the anchor points. The points are connected with a dashed line. Orientation. Not applicable.

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TABLE I-II. Oceanographic icons - Continued.

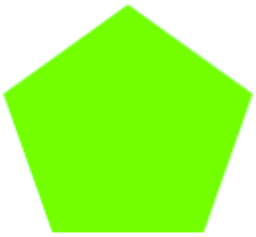
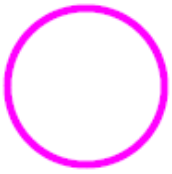
DESCRIPTION	ICON	DRAW RULES
HYDROGRAPHY COASTAL HYDROGRAPHY **FORESHORE - LINE** Static/Dynamic: S Symbol Set Code: 46 Code: 1202**05** Color: Yellow-green solid line		Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. Size/Shape. Scalable/Curve. Orientation. The first and last anchor points determine the length of the line.
HYDROGRAPHY COASTAL HYDROGRAPHY **FORESHORE - AREA** Static/Dynamic: S Symbol Set Code: 46 Code: 1202**06** Color: Yellow-green solid fill		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
HYDROGRAPHY **PORTS AND HARBORS** Static/Dynamic: N/A Symbol Set Code: 46 Code: 12**03**00	N/A	N/A
HYDROGRAPHY PORTS AND HARBORS **PORTS** Static/Dynamic: N/A Symbol Set Code: 46 Code: 1203**01**	N/A	N/A
HYDROGRAPHY PORTS AND HARBORS PORTS **BERTHS (ONSHORE)** Static/Dynamic: S Symbol Set Code: 46 Code: 1203**02** Color: Magenta small circle		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.

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TABLE I-II. Oceanographic icons - Continued.

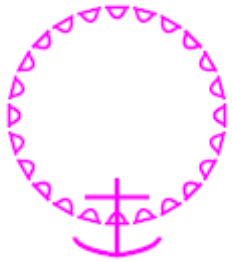
DESCRIPTION	ICON	DRAW RULES
HYDROGRAPHY PORTS AND HARBORS PORTS **BERTHS (ANCHOR)** Static/Dynamic: S Symbol Set Code: 46 Code: 1203**03** Color: Magenta anchor w/ small circle		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.
HYDROGRAPHY PORTS AND HARBORS PORTS **ANCHORAGE - POINT** Static/Dynamic: S Symbol Set Code: 46 Code: 1203**04** Color: Magenta anchor		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.
HYDROGRAPHY PORTS AND HARBORS PORTS **ANCHORAGE - LINE** Static/Dynamic: S Symbol Set Code: 46 Code: 1203**05** Color: Magenta Magenta dash/chevron line w/ anchor symbol		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. Size/Shape. Scalable. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.
HYDROGRAPHY PORTS AND HARBORS PORTS **ANCHORAGE - AREA** Static/Dynamic: S Symbol Set Code: 46 Code: 1203**06** Color: Magenta Magenta dash/chevron outline w/ anchor		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.

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TABLE I-II. Oceanographic icons - Continued.

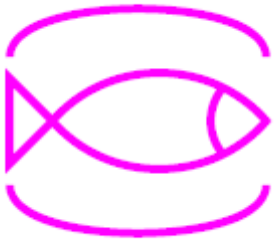
DESCRIPTION	ICON	DRAW RULES
HYDROGRAPHY PORTS AND HARBORS PORTS **CALL IN POINT** Static/Dynamic: S Symbol Set Code: 46 Code: 1203**07** Color: Magenta circle w/ two cones		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.
HYDROGRAPHY PORTS AND HARBORS PORTS **PIER/WHARF/QUAY** Static/Dynamic: S Symbol Set Code: 46 Code: 1203**08** Color: Gray thin solid line		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. Size/Shape. Scalable. Orientation. The first and last anchor points determine the length of the line.
HYDROGRAPHY PORTS AND HARBORS **FISHING HARBOR - POINT** Static/Dynamic: S Symbol Set Code: 46 Code: 1203**09** Color: Magenta Magenta fish w/arcs above and below		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.
HYDROGRAPHY PORTS AND HARBORS **FISH WEIRS - POINT** Static/Dynamic: S Symbol Set Code: 46 Code: 1203**10** Color: Gray fish inside net		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.

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TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
HYDROGRAPHY PORTS AND HARBORS **FISH STAKES - POINT** Static/Dynamic: S Symbol Set Code: 46 Code: 120311 Color: Gray L Style: repeating pattern of gray L's		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.
HYDROGRAPHY PORTS AND HARBORS **FISH TRAPS - AREA** Static/Dynamic: S Symbol Set Code: 46 Code: 120312 Color: Gray Gray rectangle below angle line pattern fill dashed outline		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
HYDROGRAPHY PORTS AND HARBORS **FACILITIES** Static/Dynamic: N/A Symbol Set Code: 46 Code: 120313	N/A	N/A
HYDROGRAPHY PORTS AND HARBORS FACILITIES **DRYDOCK** Static/Dynamic: S Symbol Set Code: 46 Code: 120314 Color: Brown/Black Brown solid area w/ black thin outline		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.

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TABLE I-II. Oceanographic icons - Continued.

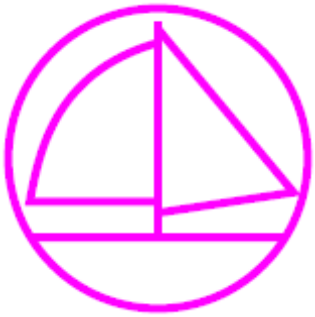
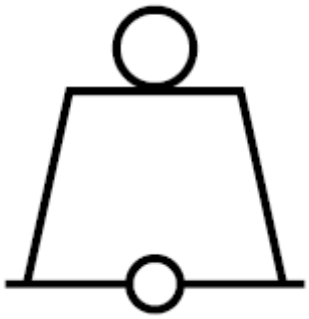
DESCRIPTION	ICON	DRAW RULES
HYDROGRAPHY PORTS AND HARBORS FACILITIES **LANDING PLACE** Static/Dynamic: S Symbol Set Code: 46 Code: 120315 Color: Magenta yacht inside circle		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.
HYDROGRAPHY PORTS AND HARBORS FACILITIES **OFFSHORE LOADING FACILITY - POINT** Static/Dynamic: S Symbol Set Code: 46 Code: 120316 Color: Black installation buoy		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.
HYDROGRAPHY PORTS AND HARBORS FACILITIES **OFFSHORE LOADING FACILITY - LINE** Static/Dynamic: S Symbol Set Code: 46 Code: 120317 Color: Grey thick solid line		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. Size/Shape. Scalable. Orientation. The first and last anchor points determine the length of the line.
HYDROGRAPHY PORTS AND HARBORS FACILITIES **OFFSHORE LOADING FACILITY - AREA** Static/Dynamic: S Symbol Set Code: 46 Code: 120318 Color: Brown solid fill		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.

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TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
HYDROGRAPHY PORTS AND HARBORS FACILITIES **RAMP - ABOVE WATER** Static/Dynamic: S Symbol Set Code: 46 Code: 120319 Color: Black solid line		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. Size/Shape. Scalable. Orientation. The first and last anchor points determine the length of the line.
HYDROGRAPHY PORTS AND HARBORS FACILITIES **RAMP - BELOW WATER** Static/Dynamic: S Symbol Set Code: 46 Code: 120320 Color: Black dashed line		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. Size/Shape. Scalable. Orientation. The first and last anchor points determine the length of the line.
HYDROGRAPHY PORTS AND HARBORS FACILITIES **LANDING RING** Static/Dynamic: S Symbol Set Code: 46 Code: 120321 Color: Dark Brown/Black Dark Brown filled square w/ black outline		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.
HYDROGRAPHY PORTS AND HARBORS FACILITIES **FERRY CROSSING** Static/Dynamic: S Symbol Set Code: 46 Code: 120322 Color: Magenta Magenta dashed line w/ boat symbol		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.

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TABLE I-II. Oceanographic icons - Continued.

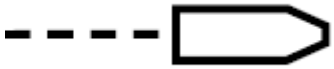
DESCRIPTION	ICON	DRAW RULES
HYDROGRAPHY PORTS AND HARBORS FACILITIES **CABLE FERRY CROSSING** Static/Dynamic: S Symbol Set Code: 46 Code: 1203**23** Color: Black Black dashed line w/ boat symbol		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.
HYDROGRAPHY PORTS AND HARBORS FACILITIES **DOLPHIN** Static/Dynamic: S Symbol Set Code: 46 Code: 1203**24** Color: Dark Brown/Black Dark Brown filled square w/ black outline		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.
HYDROGRAPHY PORTS AND HARBORS **SHORELINE PROTECTION** Static/Dynamic: N/A Symbol Set Code: 46 Code: 1203**25**	N/A	N/A
HYDROGRAPHY PORTS AND HARBORS SHORELINE PROTECTION **BREAKWATER/GROIN/JETTY - ABOVE WATER** Static/Dynamic: S Symbol Set Code: 46 Code: 1203**26** Color: Grey solid line		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. Size/Shape. Scalable. Orientation. The first and last anchor points determine the length of the line.

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TABLE I-II. Oceanographic icons - Continued.

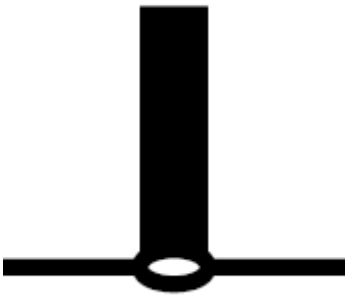
DESCRIPTION	ICON	DRAW RULES
HYDROGRAPHY PORTS AND HARBORS SHORELINE PROTECTION **BREAKWATER/GROIN/JETTY - BELOW WATER** Static/Dynamic: S Symbol Set Code: 46 Code: 1203**27** Color: Grey dashed line		Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. Size/Shape. Scalable. Orientation. The first and last anchor points determine the length of the line.
HYDROGRAPHY PORTS AND HARBORS SHORELINE PROTECTION **SEAWALL** Static/Dynamic: S Symbol Set Code: 46 Code: 1203**28** Color: Grey solid line		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. Size/Shape. Scalable. Orientation. The first and last anchor points determine the length of the line.
HYDROGRAPHY **AIDS TO NAVIGATION** Static/Dynamic: N/A Symbol Set Code: 46 Code: 12**04**00	N/A**Error! Bookmark not defined.**	N/A
HYDROGRAPHY AIDS TO NAVIGATION **BEACON** Static/Dynamic: S Symbol Set Code: 46 Code: 1204**01** Color: Black beacon/buoy base		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.

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TABLE I-II. Oceanographic icons - Continued.

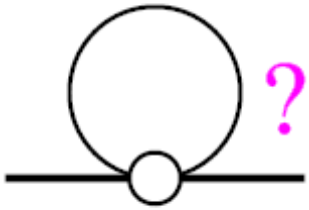
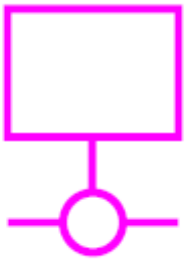
DESCRIPTION	ICON	DRAW RULES
HYDROGRAPHY AIDS TO NAVIGATION **BUOY DEFAULT** Static/Dynamic: S Symbol Set Code: 46 Code: 1204**02** Color: Black/Magenta Black default buoy beside magenta question mark		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.
HYDROGRAPHY AIDS TO NAVIGATION **MARKER** Static/Dynamic: S Symbol Set Code: 46 Code: 1204**03** Color: Magenta Magenta Inverted T with open circle at bottom below box		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.
HYDROGRAPHY AIDS TO NAVIGATION **PERCHES/STAKES - POINT** Static/Dynamic: S Symbol Set Code: 46 Code: 1204**04** Color: Black small circle		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.
HYDROGRAPHY AIDS TO NAVIGATION **PERCHES/STAKES - AREA** Static/Dynamic: D Symbol Set Code: 46 Code: 1204**05** Color: Blue/Black Blue Fill with black dot outline		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.

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TABLE I-II. Oceanographic icons - Continued.

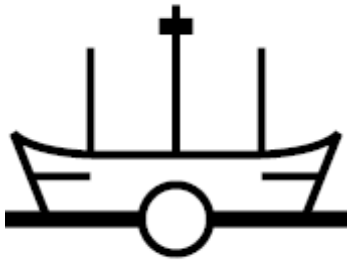
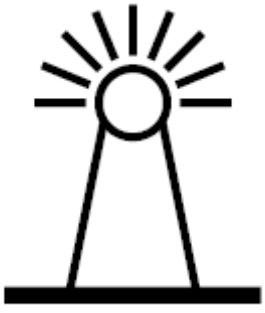
DESCRIPTION	ICON	DRAW RULES
HYDROGRAPHY AIDS TO NAVIGATION **LIGHT** Static/Dynamic: S Symbol Set Code: 46 Code: 120406 Color: Magenta flare		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.
HYDROGRAPHY AIDS TO NAVIGATION **LEADING LINE** Static/Dynamic: D Symbol Set Code: 46 Code: 120407 Color: Black solid to dashed line		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. Size/Shape. Scalable. Orientation. The first and last anchor points determine the length of the line.
HYDROGRAPHY AIDS TO NAVIGATION **LIGHT VESSEL/LIGHT SHIP** Static/Dynamic: S Symbol Set Code: 46 Code: 120408 Color: Black light vessel		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.
HYDROGRAPHY AIDS TO NAVIGATION **LIGHTHOUSE** Static/Dynamic: S Symbol Set Code: 46 Code: 120409 Color: Black lighthouse symbol		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.

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TABLE I-II. Oceanographic icons - Continued.

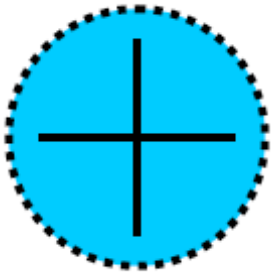
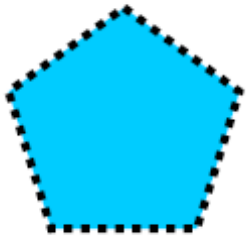
DESCRIPTION	ICON	DRAW RULES
HYDROGRAPHY **DANGERS/HAZARDS** Static/Dynamic: N/A Symbol Set Code: 46 Code: 12**05**00	N/A	N/A
HYDROGRAPHY DANGERS/HAZARDS **ROCK SUBMERGED** Static/Dynamic: S Symbol Set Code: 46 Code: 1205**01** Color: Blue/Black Black cross in blue solid circle w/ black dotted outline		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.
HYDROGRAPHY DANGERS/HAZARDS **ROCK AWASHED** Static/Dynamic: S Symbol Set Code: 46 Code: 1205**02** Color: Black 6 point asterisk		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.
HYDROGRAPHY DANGERS/HAZARDS **UNDERWATER DANGER/HAZARD** Static/Dynamic: D Symbol Set Code: 46 Code: 1205**03** Color: Blue/Black Blue fill w/ black dot outline		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.

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TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
HYDROGRAPHY DANGERS/HAZARDS **FOUL GROUND - POINT** Static/Dynamic: S Symbol Set Code: 46 Code: 1205**04** Color: Gray Gray pound (#) symbol		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.
HYDROGRAPHY DANGERS/HAZARDS **FOUL GROUND - AREA** Static/Dynamic: D Symbol Set Code: 46 Code: 1205**05** Color: Gray Gray # offset pattern fill		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
HYDROGRAPHY DANGERS/HAZARDS **KELP/SEAWEED - POINT** Static/Dynamic: D Symbol Set Code: 46 Code: 1205**06** Color: Gray kelp symbol		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.
HYDROGRAPHY DANGERS/HAZARDS **KELP/SEAWEED - AREA** Static/Dynamic: D Symbol Set Code: 46 Code: 1205**07** Color: Gray kelp symbol pattern fill		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.

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TABLE I-II. Oceanographic icons - Continued.

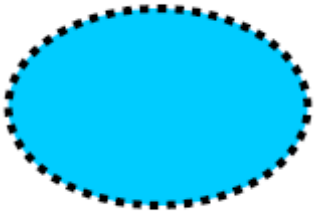
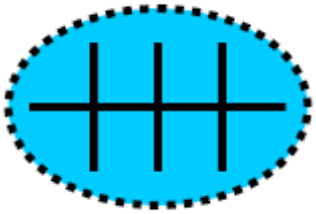
DESCRIPTION	ICON	DRAW RULES
HYDROGRAPHY DANGERS/HAZARDS **SNAGS/STUMPS** Static/Dynamic: S Symbol Set Code: 46 Code: 1205**08** Color: Blue/Black Blue oval w/ black dotted outline		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.
HYDROGRAPHY DANGERS/HAZARDS **WRECK (UNCOVERS)** Static/Dynamic: S Symbol Set Code: 46 Code: 1205**09** Color: Grey wreck symbol		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.
HYDROGRAPHY DANGERS/HAZARDS **WRECK (SUBMERGED)** Static/Dynamic: S Symbol Set Code: 46 Code: 1205**10** Color: Blue/Black Black horizontal bar w/ 3 ticks in blue solid oval w/ black dotted outline		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.
HYDROGRAPHY DANGERS/HAZARDS **BREAKERS** Static/Dynamic: D Symbol Set Code: 46 Code: 1205**11** Color: Gray thin dashed line		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. Size/Shape. Scalable/Curve. Orientation. The first and last anchor points determine the length of the line.

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TABLE I-II. Oceanographic icons - Continued.

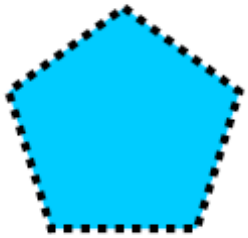
DESCRIPTION	ICON	DRAW RULES
HYDROGRAPHY DANGERS/HAZARDS **REEF** Static/Dynamic: S Symbol Set Code: 46 Code: 1205**12** Color: Black jagged line		Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. Size/Shape. Scalable/Curve. Orientation. The first and last anchor points determine the length of the line.
HYDROGRAPHY DANGERS/HAZARDS **EDDIES/OVERFALLS/TIDE RIPS** Static/Dynamic: S Symbol Set Code: 46 Code: 1205**13** Color: Gray		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.
HYDROGRAPHY DANGERS/HAZARDS **DISCOLORED WATER** Static/Dynamic: S Symbol Set Code: 46 Code: 1205**14** Color: Blue/Black Blue filled w/ black dot outline		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
HYDROGRAPHY **BOTTOM FEATURES** Static/Dynamic: N/A Symbol Set Code: 46 Code: 12**06**00	N/A	N/A
HYDROGRAPHY BOTTOM FEATURES **BOTTOM CHARACTERISTICS - SAND** Static/Dynamic: S Symbol Set Code: 46 Code: 1206**01** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.

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TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
HYDROGRAPHY BOTTOM FEATURES **BOTTOM CHARACTERISTICS - MUD** Static/Dynamic: S Symbol Set Code: 46 Code: 1206**02** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.
HYDROGRAPHY BOTTOM FEATURES **BOTTOM CHARACTERISTICS - CLAY** Static/Dynamic: S Symbol Set Code: 46 Code: 1206**03** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.
HYDROGRAPHY BOTTOM FEATURES **BOTTOM CHARACTERISTICS - SILT** Static/Dynamic: S Symbol Set Code: 46 Code: 1206**04** Color: Black		Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. Size/Shape. Not applicable. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.
HYDROGRAPHY BOTTOM FEATURES **BOTTOM CHARACTERISTICS - STONES** Static/Dynamic: S Symbol Set Code: 46 Code: 1206**05** Color: Black		Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. Size/Shape. Not applicable. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.

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TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
HYDROGRAPHY BOTTOM FEATURES **BOTTOM CHARACTERISTICS - GRAVEL** Static/Dynamic: S Symbol Set Code: 46 Code: 1206**06** Color: Black		Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. Size/Shape. Not applicable. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.
HYDROGRAPHY BOTTOM FEATURES **BOTTOM CHARACTERISTICS - PEBBLES** Static/Dynamic: S Symbol Set Code: 46 Code: 1206**07** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.
HYDROGRAPHY BOTTOM FEATURES **BOTTOM CHARACTERISTICS - COBBLES** Static/Dynamic: S Symbol Set Code: 46 Code: 1206**08** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.
HYDROGRAPHY BOTTOM FEATURES **BOTTOM CHARACTERISTICS - ROCK** Static/Dynamic: S Symbol Set Code: 46 Code: 1206**09** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.

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TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
HYDROGRAPHY BOTTOM FEATURES **BOTTOM CHARACTERISTICS - CORAL** Static/Dynamic: S Symbol Set Code: 46 Code: 1206**10** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.
HYDROGRAPHY BOTTOM FEATURES **BOTTOM CHARACTERISTICS - SHELL** Static/Dynamic: S Symbol Set Code: 46 Code: 1206**11** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.
HYDROGRAPHY BOTTOM FEATURES **QUALIFYING TERMS - FINE** Static/Dynamic: S Symbol Set Code: 46 Code: 1206**12** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.
HYDROGRAPHY BOTTOM FEATURES **QUALIFYING TERMS - MEDIUM** Static/Dynamic: S Symbol Set Code: 46 Code: 1206**13** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.
HYDROGRAPHY BOTTOM FEATURES **QUALIFYING TERMS - COARSE** Static/Dynamic: S Symbol Set Code: 46 Code: 1206**14** Color: Black		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.

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TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
HYDROGRAPHY **TIDE AND CURRENT** Static/Dynamic: N/A**Error! Bookmark not defined.** Symbol Set Code: 46 Code: 12**07**00	N/A	N/A
HYDROGRAPHY TIDE AND CURRENT **WATER TURBULENCE** Static/Dynamic: S Symbol Set Code: 46 Code: 1207**01** Color: Gray wavy line		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.
HYDROGRAPHY TIDE AND CURRENT **CURRENT FLOW - EBB** Static/Dynamic: D Symbol Set Code: 46 Code: 1207**02** Color: Grey arrow w/ no feather		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. Size/Shape. Scalable/Curve. Orientation. The first and last anchor points determine the length of the line. The line should be drawn in the direction of the flow.
HYDROGRAPHY TIDE AND CURRENT **CURRENT FLOW - FLOOD** Static/Dynamic: D Symbol Set Code: 46 Code: 1207**03** Color: Grey arrow w/ one feather		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. Size/Shape. Scalable/Curve. Orientation. The first and last anchor points determine the length of the line. The line should be drawn in the direction of the flow.

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TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
HYDROGRAPHY TIDE AND CURRENT **TIDE DATA POINT** Static/Dynamic: S Symbol Set Code: 46 Code: 1207**04** Color: Gray diamond		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.
HYDROGRAPHY TIDE AND CURRENT **TIDE GAUGE** Static/Dynamic: S Symbol Set Code: 46 Code: 1207**05** Color: Brown with Magenta		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.
OCEANOGRAPHY Static/Dynamic: N/A Symbol Set Code: 46 Code: **13**0000	N/A	N/A
OCEANOGRAPHY **BIOLUMINESCENCE** Static/Dynamic: N/A Symbol Set Code: 46 Code: 13**01**00	N/A	N/A
OCEANOGRAPHY BIOLUMINESCENCE **VISUAL DETECTION RATIO (VDR) LEVEL 1-2** Static/Dynamic: S Symbol Set Code: 46 Code: 1301**01** Color: Dark Green (RGB 26:153:77)		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.

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TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
OCEANOGRAPHY BIOLUMINESCENCE **VDR LEVEL 2-3** Static/Dynamic: S Symbol Set Code: 46 Code: 1301**02** Color: Light Green (RGB 26:204:77)		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
OCEANOGRAPHY BIOLUMINESCENCE **VDR LEVEL 3-4** Static/Dynamic: S Symbol Set Code: 46 Code: 1301**03** Color: Lime Green RGB (128:255:51)		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
OCEANOGRAPHY BIOLUMINESCENCE **VDR LEVEL 4-5** Static/Dynamic: S Symbol Set Code: 46 Code: 1301**04** Color: Yellow-Green RGB (204:255:26)		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.

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TABLE I-II. Oceanographic icons - Continued.

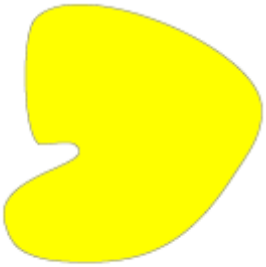
DESCRIPTION	ICON	DRAW RULES
OCEANOGRAPHY BIOLUMINESCENCE **VDR LEVEL 5-6** Static/Dynamic: S Symbol Set Code: 46 Code: 1301**05** Color: Yellow RGB (255:255:0)		Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
OCEANOGRAPHY BIOLUMINESCENCE **VDR LEVEL 6-7** Static/Dynamic: S Symbol Set Code: 46 Code: 1301**06** Color: Gold RGB (255:204:0)		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
OCEANOGRAPHY BIOLUMINESCENCE **VDR LEVEL 7-8** Static/Dynamic: S Symbol Set Code: 46 Code: 1301**07** Color: Light Orange RGB (255:128:0)		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
OCEANOGRAPHY BIOLUMINESCENCE **VDR LEVEL 8-9** Static/Dynamic: S Symbol Set Code: 46 Code: 1301**08** Color: Dark Orange RGB (255:77:0)		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.

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TABLE I-II. Oceanographic icons - Continued.

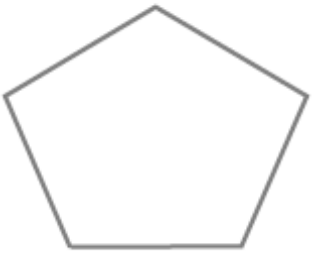
DESCRIPTION	ICON	DRAW RULES
OCEANOGRAPHY BIOLUMINESCENCE **VDR LEVEL 9-10** Static/Dynamic: S Symbol Set Code: 46 Code: 1301**09** Color: Red RGB (255:0:0)		Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
OCEANOGRAPHY **BEACH SLOPE** Static/Dynamic: N/A Symbol Set Code: 46 Code: 13**02**00	N/A	N/A
OCEANOGRAPHY BEACH SLOPE **FLAT** Static/Dynamic: S Symbol Set Code: 46 Code: 1302**01** Color: Light Gray		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
OCEANOGRAPHY BEACH SLOPE **GENTLE** Static/Dynamic: S Symbol Set Code: 46 Code: 1302**02** Color: Dark Grey		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.

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TABLE I-II. Oceanographic icons - Continued.

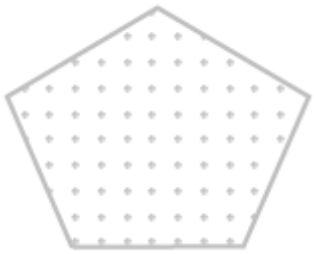
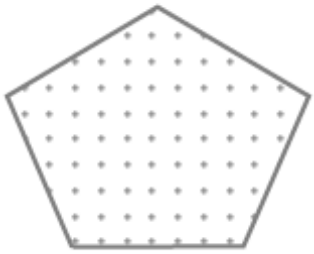
DESCRIPTION	ICON	DRAW RULES
OCEANOGRAPHY BEACH SLOPE **MODERATE** Static/Dynamic: S Symbol Set Code: 46 Code: 1302**03** Color: Light Gray Light Gray Dot Fill with Gray Outline		Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
OCEANOGRAPHY BEACH SLOPE **STEEP** Static/Dynamic: S Symbol Set Code: 46 Code: 1302**04** Color: Dark Gray Dark Gray Dot Fill w/ Gray Outline		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
GEOPHYSICS/ACOUSTICS Static/Dynamic: N/A Symbol Set Code: 46 Code: **14**0000	N/A	N/A
GEOPHYSICS/ACOUSTICS **MINE WARFARE (MIW) BOTTOM DESCRIPTORS** Static/Dynamic: N/A Symbol Set Code: 46 Code: 14**01**00	N/A	N/A
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS **BOTTOM SEDIMENTS - SOLID ROCK** Static/Dynamic: S Symbol Set Code: 46 Code: 1401**01** Color: Purple (RGB 255:0:255)		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.

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TABLE I-II. Oceanographic icons - Continued.

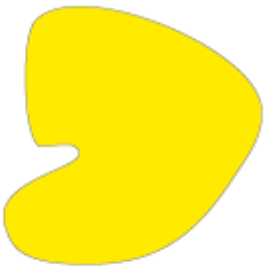
DESCRIPTION	ICON	DRAW RULES
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS **MIW-BOTTOM SEDIMENTS - CLAY** Static/Dynamic: S Symbol Set Code: 46 Code: 1401**02** Color: Periwinkle (RGB 100:130:255)		Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS **MIW-BOTTOM SEDIMENTS - VERY COARSE SAND** Static/Dynamic: S Symbol Set Code: 46 Code: 1401**03** Color: Gold (RGB 255:180:0)		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS **MIW-BOTTOM SEDIMENTS - COARSE SAND** Static/Dynamic: S Symbol Set Code: 46 Code: 1401**04** Color: Light Gold (RGB 255:215:0)		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS **MIW-BOTTOM SEDIMENTS - MEDIUM SAND** Static/Dynamic: S Symbol Set Code: 46 Code: 1401**05** Color: Yellow (RGB 255:235:0)		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.

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TABLE I-II. Oceanographic icons - Continued.

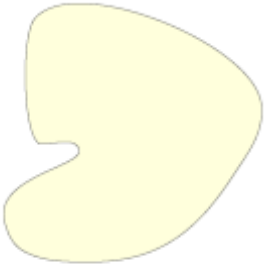
DESCRIPTION	ICON	DRAW RULES
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS **MIW-BOTTOM SEDIMENTS - FINE SAND** Static/Dynamic: S Symbol Set Code: 46 Code: 1401**06** Color: Light Yellow (RGB 255:255:140)		Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS **MIW-BOTTOM SEDIMENTS - VERY FINE SAND** Static/Dynamic: S Symbol Set Code: 46 Code: 1401**07** Color: Pale Yellow (RGB 255:255:220)		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
GEOPHYSICS/ACOUSTICS MINEWARFARE BOTTOM DESCRIPTORS **MIW-BOTTOM SEDIMENTS - VERY FINE SILT** Static/Dynamic: S Symbol Set Code: 46 Code: 1401**08** Color: Turquoise (RGB 0:215:255)		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS **MIW-BOTTOM SEDIMENTS - FINE SILT** Static/Dynamic: S Symbol Set Code: 46 Code: 1401**09** Color: Aquamarine (RGB 25:255:230)		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.

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TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS **MIW-BOTTOM SEDIMENTS - MEDIUM SILT** Static/Dynamic: S Symbol Set Code: 46 Code: 140110 Color: Green (RGB 0:255:0)		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS **MIW-BOTTOM SEDIMENTS - COARSE SILT** Static/Dynamic: S Symbol Set Code: 46 Code: 140111 Color: Lime Green (RGB 200:255:105)		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS **MIW-BOTTOM SEDIMENTS - BOULDERS** Static/Dynamic: S Symbol Set Code: 46 Code: 140112 Color: Red (RGB 255:0:0)		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS **MIW-BOTTOM SEDIMENTS - COBBLES, OYSTER SHELLS** Static/Dynamic: S Symbol Set Code: 46 Code: 140113 Color: Dark Peach (RGB 255:150:150)		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.

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TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS **MIW-BOTTOM SEDIMENTS - PEBBLES, SHELLS** Static/Dynamic: S Symbol Set Code: 46 Code: 1401**14** Color: Peach (RGB 255:190:190)		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS **MIW-BOTTOM SEDIMENTS - SAND AND SHELLS** Static/Dynamic: S Symbol Set Code: 46 Code: 1401**15** Color: Light Peach (RGB 255:220:220)		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS **MIW-BOTTOM SEDIMENTS - LAND** Static/Dynamic: S Symbol Set Code: 46 Code: 1401**16** Color: Grey (RGB 220:220:220)		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS **MIW-BOTTOM SEDIMENTS - NO DATA** Static/Dynamic: S Symbol Set Code: 46 Code: 1401**17** Color: Light Grey (RGB 230:230:230)		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.

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TABLE I-II. Oceanographic icons - Continued.

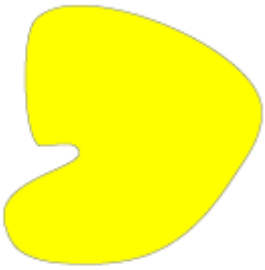
DESCRIPTION	ICON	DRAW RULES
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS **BOTTOM ROUGHNESS - SMOOTH** Static/Dynamic: S Symbol Set Code: 46 Code: 140118 Color: Green (RGB 0:255:0)		Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS **BOTTOM ROUGHNESS - MODERATE** Static/Dynamic: S Symbol Set Code: 46 Code: 140119 Color: Yellow (RGB 255:255:0)		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS **BOTTOM ROUGHNESS - ROUGH** Static/Dynamic: S Symbol Set Code: 46 Code: 140120 Color: Red (RGB 0:255:0)		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS **CLUTTER (BOTTOM) - LOW** Static/Dynamic: S Symbol Set Code: 46 Code: 140121 Color: Green (RGB 255:255:0)		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.

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TABLE I-II. Oceanographic icons - Continued.

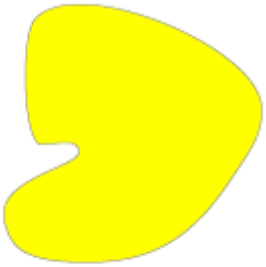
DESCRIPTION	ICON	DRAW RULES
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS **CLUTTER (BOTTOM) - MEDIUM** Static/Dynamic: S Symbol Set Code: 46 Code: 140122 Color: Yellow (RGB 255:255:0)		Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS **CLUTTER (BOTTOM) - HIGH** Static/Dynamic: S Symbol Set Code: 46 Code: 140123 Color: Red (RGB 255:0:0)		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS **IMPACT BURIAL - 0%** Static/Dynamic: S Symbol Set Code: 46 Code: 140124 Color: Blue RGB (0:0:255)		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS **IMPACT BURIAL - 0-10%** Static/Dynamic: S Symbol Set Code: 46 Code: 140125 Color: Green RGB (0:255:0)		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.

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TABLE I-II. Oceanographic icons - Continued.

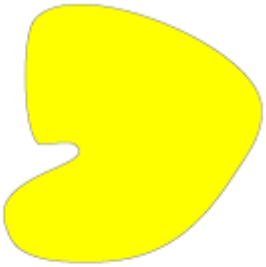
DESCRIPTION	ICON	DRAW RULES
GEOPHYSICS/ACOUSTICS MINEWARFARE BOTTOM DESCRIPTORS **IMPACT BURIAL - 10-20%** Static/Dynamic: S Symbol Set Code: 46 Code: 1401**26** Color: Yellow (RGB 255:255:0)		Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS **IMPACT BURIAL - 20-75%** Static/Dynamic: S Symbol Set Code: 46 Code: 1401**27** Color: Orange (RGB 255:127:0)		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS **IMPACT BURIAL - >75%** Static/Dynamic: S Symbol Set Code: 46 Code: 1401**28** Color: Red (RGB 255:0:00)		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS **MIW BOTTOM CATEGORY - A** Static/Dynamic: S Symbol Set Code: 46 Code: 1401**29** Color: Green (RGB 0:255:0)		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.

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TABLE I-II. Oceanographic icons - Continued.

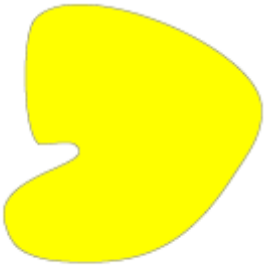
DESCRIPTION	ICON	DRAW RULES
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS **MIW BOTTOM CATEGORY - B** Static/Dynamic: S Symbol Set Code: 46 Code: 140130 Color: Yellow (RGB 255:255:0)		Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS **MIW BOTTOM CATEGORY - C** Static/Dynamic: S Symbol Set Code: 46 Code: 140131 Color: Red (RGB 255:0:0)		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS **MIW BOTTOM TYPE - A1** Static/Dynamic: S Symbol Set Code: 46 Code: 140132 Color: Green (RGB 48:255:0)		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS **MIW BOTTOM TYPE - A2** Static/Dynamic: S Symbol Set Code: 46 Code: 140133 Color: Light Green (RGB 127:255:0)		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable..

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TABLE I-II. Oceanographic icons - Continued.

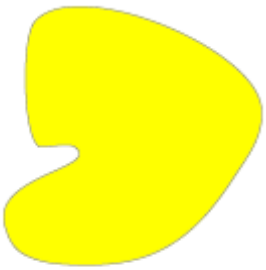
DESCRIPTION	ICON	DRAW RULES
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS **MIW BOTTOM TYPE - A3** Static/Dynamic: S Symbol Set Code: 46 Code: 1401**34** Color: Lime Green (RGB 175:255:0)		Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS **MIW BOTTOM TYPE - B1** Static/Dynamic: S Symbol Set Code: 46 Code: 1401**35** Color: Yellow-Green (RGB 207:255:0)		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS **MIW BOTTOM TYPE - B2** Static/Dynamic: S Symbol Set Code: 46 Code: 1401**436** Color: Yellow (RGB 255:255:0)		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS **MIW BOTTOM TYPE - B3** Static/Dynamic: S Symbol Set Code: 46 Code: 1401**37** Color: Gold (RGB 255:207:0)		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.

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TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS **MIW BOTTOM TYPE - C1** Static/Dynamic: S Symbol Set Code: 46 Code: 1401**38** Color: Orange (RGB 255:127:0)		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS **MIW BOTTOM TYPE - C2** Static/Dynamic: S Symbol Set Code: 46 Code: 1401**39** Color: Dark Orange (RGB 255:80:0)		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS **MIW BOTTOM TYPE - C3** Static/Dynamic: S Symbol Set Code: 46 Code: 1401**40** Color: Orange-Red (RGB 255:48:0)		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
LIMITS Static/Dynamic: N/A Symbol Set Code: 46 Code: **15**0000	N/A	N/A
LIMITS **MARITIME LIMIT BOUNDARY** Static/Dynamic: S Symbol Set Code: 46 Code: 15**01**00 Color: Magenta thin short dash line		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. Size/Shape. Scalable. Orientation. The first and last anchor points determine the length of the line.

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TABLE I-II. Oceanographic icons - Continued.

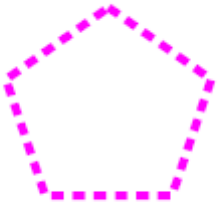
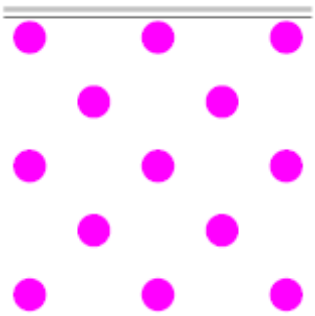
DESCRIPTION	ICON	DRAW RULES
LIMITS **MARITIME AREA** Static/Dynamic: S Symbol Set Code: 46 Code: 15**02**00 Color: Magenta		Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
LIMITS **RESTRICTED AREA** Static/Dynamic: S Symbol Set Code: 46 Code: 15**03**00 Color: Magenta dashed T line		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. Size/Shape. Scalable. Orientation. The first and last anchor points determine the length of the line.
LIMITS **SWEPT AREA** Static/Dynamic: S Symbol Set Code: 46 Code: 15**04**00 Color: Pink dots		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
LIMITS **TRAINING AREA** Static/Dynamic: S Symbol Set Code: 46 Code: 15**05**00 Color: Magenta Magenta ! in circle w/ dashed outline		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.

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TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
LIMITS **OPERATOR-DEFINED** Static/Dynamic: S Symbol Set Code: 46 Code: 15**06**00 Color: Orange solid outline		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
MAN-MADE STRUCTURES Static/Dynamic: N/A Symbol Set Code: 46 Code: **16**0000	N/A	N/A
MAN-MADE STRUCTURES **SUBMARINE CABLE** Static/Dynamic: S Symbol Set Code: 46 Code: 16**01**00 Color: Magenta Line Style: Repeating pattern wavy lines		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. Size/Shape. Scalable. The points are typically connected with a solid curved lined. The curvature of the lines is operator defined. Orientation. The first and last anchor points determine the length of the line.
MAN-MADE STRUCTURES **SUBMERGED CRIB** Static/Dynamic: S Symbol Set Code: 46 Code: 16**02**00 Color: Blue/Black Blue fill w/ black dotted outline		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.

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TABLE I-II. Oceanographic icons - Continued.

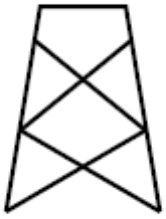
DESCRIPTION	ICON	DRAW RULES
MAN-MADE STRUCTURES **CANAL** Static/Dynamic: D Symbol Set Code: 46 Code: 16**03**00 Color: Black solid thick line		Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. Size/Shape. Scalable. Orientation. The first and last anchor points determine the length of the line.
MAN-MADE STRUCTURES **FORD** Static/Dynamic: S Symbol Set Code: 46 Code: 16**04**00 Color: Black symbol		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.
MAN-MADE STRUCTURES **LOCK** Static/Dynamic: S Symbol Set Code: 46 Code: 16**05**00 Color: Black symbol		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.
MAN-MADE STRUCTURES **OIL/GAS RIG** Static/Dynamic: S Symbol Set Code: 46 Code: 16**06**00 Color: Black symbol		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.

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TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
MAN-MADE STRUCTURES **OIL/GAS RIG FIELD** Static/Dynamic: S Symbol Set Code: 46 Code: 16**07**00 Color: Gray dot pattern fill		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. Size/Shape. Determined by the anchor points. Orientation. Not applicable.
MAN-MADE STRUCTURES **PIPELINES/PIPE** Static/Dynamic: S Symbol Set Code: 46 Code: 16**08**00 Color: Gray dash line with circle		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. Size/Shape. Scalable. Orientation. The first and last anchor points determine the length of the line.
MAN-MADE STRUCTURES **PILE/PILING/POST** Static/Dynamic: S Symbol Set Code: 46 Code: 16**09**00 Color: Black dot		Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. Size/Shape. Scalable. Orientation. The graphic is typically centered over the desired location.

TABLE I-III. Meteorological space icons.

DESCRIPTION	ICON	DRAW RULES
SPACE Static/Dynamic: N/A Symbol Set Code: 47 Code: **11**0000	N/A	No icon is associated with this entity. It is for hierarchal purposes only.

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APPENDIX J - SIGNALS INTELLIGENCE SYMBOLS

J.1 SCOPE

J.1.1 Scope. This appendix addresses symbols that support signals intelligence (SIGINT) in the C2 domain. The tables in this appendix present the icons and modifiers for the SIGINT domain. This appendix is a mandatory part of the standard. The information contained herein is intended for compliance.

J.2 APPLICABLE DOCUMENTS

Specific documents in 2.2 of this standard apply to this appendix.

J.3 DEFINITIONS

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

J.4 GENERAL REQUIREMENTS

J.4.1 Organization. This appendix contains technical specifications, a symbol coding scheme, a symbology hierarchy and SIGINT symbology.

J.5 DETAILED REQUIREMENTS

J.5.1 Technical specifications. Composition, construction and display of symbols are explained in the detailed requirements section of the standard.

J.5.2 Symbol identification coding scheme. A symbol identification code (SIDC) is a numeric string that may be used to provide the unique identifier necessary to display or exchange symbol information between MIL-STD-2525 compliant systems. Refer to Appendix A for SIDC positions and descriptions.

J.5.3 Composition of SIGINT symbols. A standard method for constructing symbols is presented. Refer to 5.3.8 for an explanation of symbol composition. Figure J-1 shows an example of a SIGINT symbol.

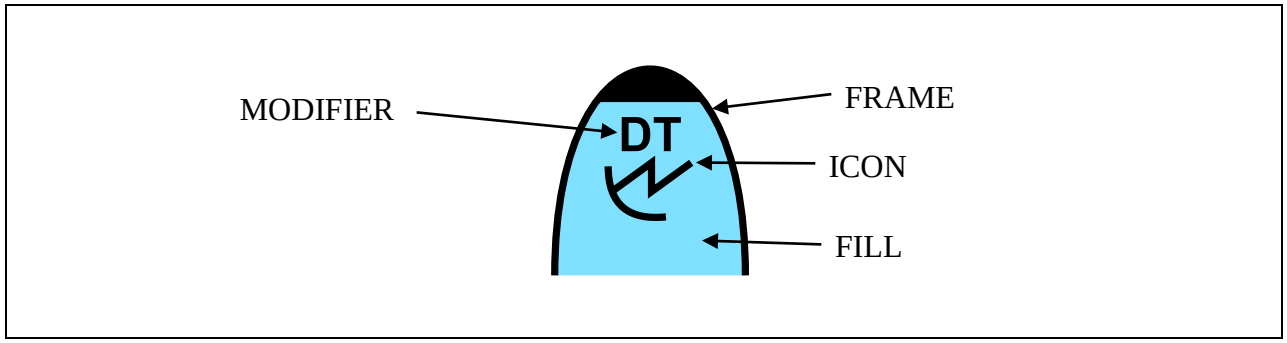

FIGURE J-1. Signals intelligence symbol components.

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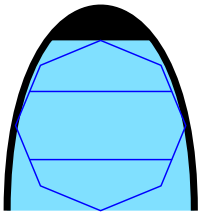
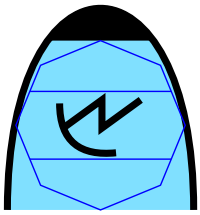
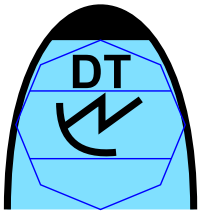
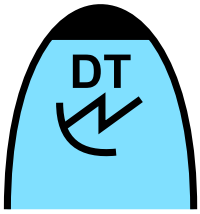
J.5.3.1 Symbol building process. Table J-1 depicts the symbol building process for SIGINT symbols. The process is identical for icons and modifiers requiring the vertical bounding octagon.

TABLE J-I. Signal intelligences symbol building process.

STEP	DESCRIPTION	EXAMPLE
1.	Choose the frame that matches the standard identity of the object from the appropriate dimension column in tables I, II, or III. In this example, the standard identity is friend and the dimension is space. The example depicts a “friendly space track.”	
2.	Choose an icon for the main sector of the bounding octagon. In this example, the icon is “radar,” a SIGINT entity type. The example depicts a “friendly space radar.”	
3.	If required, choose a modifier to depict an additional characteristic of the icon. In this example, the modifier is “data transmission,” a sector 1 modifier. The example depicts a “friendly space radar with data transmission capability.” **Note**: There are no sector 2 modifiers in SIGINT symbols.	
4.	The finished symbol will appear as shown in the example.	

J.5.3.2 Icons and modifiers. All icons shall be placed within the main sector of the bounding octagon (see table J-I). When depicted, modifiers shall be placed in sector 1 as appropriate (see table J-I). There are no sector 2 modifiers in SIGINT. Only one modifier may be placed in each sector at a given time. Multiple modifiers in the same position are prohibited due to legibility concerns.

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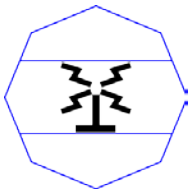
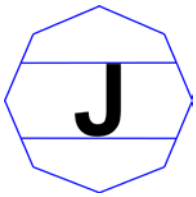
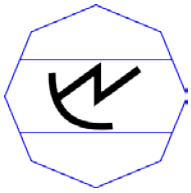
J.5.3.3 Amplifiers. The display of additional alphanumerical and graphical information on identity, movement and location and capabilities of a SIGINT symbol is dependent on the dimension of that symbol. A SIGINT symbol may be in the space, air, land, sea surface, or subsurface dimension. For example, if the SIGINT symbol is in the space dimension, then that symbol shall follow the amplifier requirements as stated in the space appendix. See 5.1.6 for more information on amplifiers.

J.6 SIGINT SYMBOLS

J.6.1 SIGINT symbols. This section includes the lists of icons and modifiers for building SIGINT symbols.

J.6.2 SIGINT icons. Table J-II depicts SIGINT icons.

TABLE J-II. Signals intelligence icons.

DESCRIPTION	ICON	REMARKS
SIGNAL INTERCEPT Type: Entity Symbol Set Code: 50, 51, 52, 53, 54 Code: **11**0000 Icon Type: Full Octagon	N/A	There is no icon associated with this entity.
COMMUNICATIONS Type: Entity Type Entity: SIGNAL INTERCEPT Symbol Set Code: 50, 51, 52, 53, 54 Code: 11**01**00 Icon Type: Main		N/A
JAMMER Type: Entity Type Entity: SIGNAL INTERCEPT Symbol Set Code: 50, 51, 52, 53, 54 Code: 11**02**00 Icon Type: Main		N/A
RADAR Type: Entity Type Entity: SIGNAL INTERCEPT Symbol Set Code: 50, 51, 52, 53, 54 Code: 11**03**00 Icon Type: Main		N/A

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J.6.3 SIGINT sector 1 modifiers. SIGINT sector 1 modifiers denote communications and radar categories based on dimension (for example, space, air, land, sea surface, or subsurface). Table J-III lists SIGINT sector 1 modifiers and illustrates their placement within the bounding octagon.

TABLE J-III. Signals intelligence sector 1 modifiers.

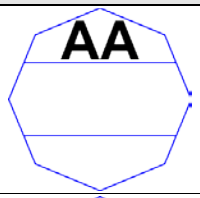
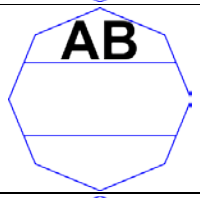
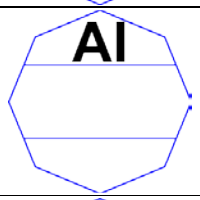
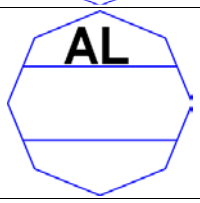
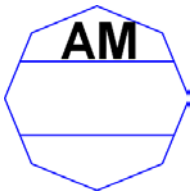
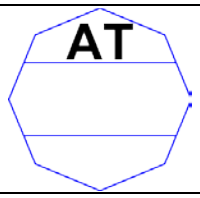
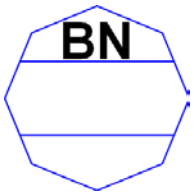
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
ANTI-AIRCRAFT FIRE CONTROL Symbol Set Code: 52,53 Code: 01	LAND/SEA SURFACE RADAR		N/A
AIRBORNE SEARCH AND BOMBING Symbol Set Code: 51 Code: 02	AIR RADAR		N/A
AIRBORNE INTERCEPT Symbol Set Code: 51 Code: 03	AIR RADAR		N/A
ALTIMETER Symbol Set Code: 51 Code: 04	AIR RADAR		N/A
AIRBORNE RECONNAISSANCE AND MAPPING Symbol Set Code: 51 Code: 05	AIR RADAR		N/A
AIR TRAFFIC CONTROL Symbol Set Code: 51, 52, 53 Code: 06	AIR/LAND/SEA SURFACE RADAR		N/A
BEACON TRANSPONDER (NOT IFF) Symbol Set Code: 51, 52, 53, 54 Code: 07	AIR/LAND/SEA SURFACE/SUBSURFACE RADAR		N/A

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TABLE J-III. Signals intelligence sector 1 modifiers - Continued.

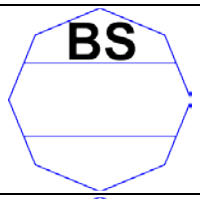
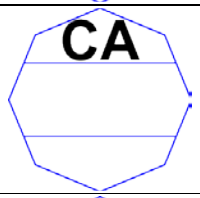
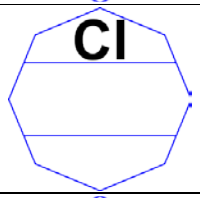
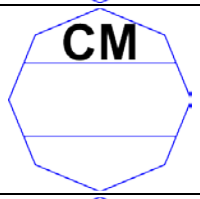
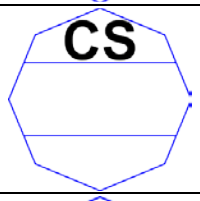
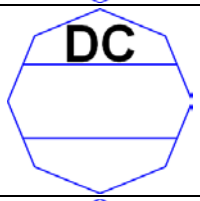
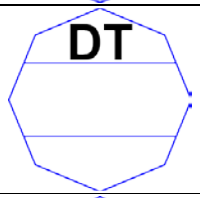
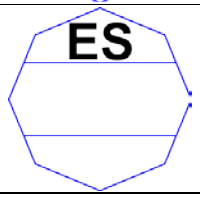
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
BATTLEFIELD SURVEILLANCE Symbol Set Code: 51, 52 Code: 08	AIR/LAND RADAR		N/A
CONTROLLED APPROACH Symbol Set Code: 52,53 Code: 09	LAND/SEA SURFACE RADAR		N/A
CONTROLLED INTERCEPT Symbol Set Code: 51,52,53 Code: 10	AIR/LAND/SEA SURFACE RADAR		N/A
CELLULAR/MOBILE Symbol Set Code: 51, 52, 53, 54 Code: 11	AIR/LAND/SEA SURFACE/SUBSURFACE COMMUNICATIONS		N/A
COASTAL SURVEILLANCE Symbol Set Code: 51 Code: 12	LAND RADAR		N/A
DECOY/MIMIC Symbol Set Code: 51, 52, 53, 54 Code: 13	AIR/LAND/SEA SURFACE/SUBSURFACE RADAR		N/A
DATA TRANSMISSION Symbol Set Code: 50, 51, 52, 53, 54 Code: 14	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE RADAR		N/A
EARTH SURVEILLANCE Symbol Set Code: 50 Code: 15	SPACE RADAR		N/A

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TABLE J-III. Signals intelligence sector 1 modifiers - Continued.

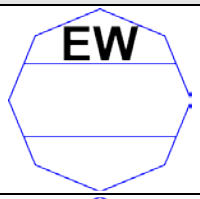
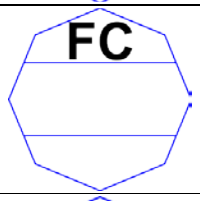
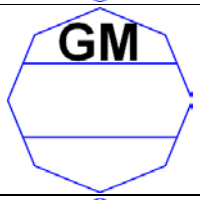
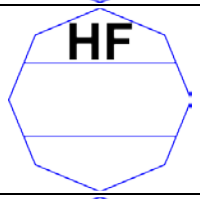
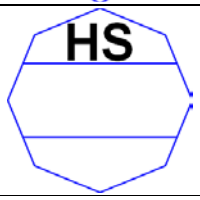
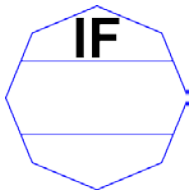
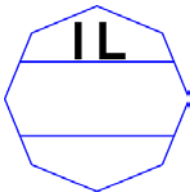
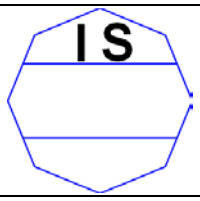
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
EARLY WARNING Symbol Set Code: 51,52,53,54 Code: 16	AIR/LAND/SEA SURFACE/SUBSURFACE RADAR		N/A
FIRE CONTROL Symbol Set Code: 51,52,53 Code: 17	AIR/LAND/SEA SURFACE RADAR		N/A
GROUND MAPPING Symbol Set Code: 51 Code: 18	AIR RADAR		N/A
HEIGHT FINDING Symbol Set Code: 52,53 Code: 19	LAND/SEA SURFACE RADAR		N/A
HARBOR SURVEILLANCE Symbol Set Code: 52 Code: 20	LAND RADAR		N/A
IDENTIFICATION, FRIEND OR FOE (INTERROGATOR) Symbol Set Code: 50, 51, 52, 53, 54 Code: 21	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE RADAR		N/A
INSTRUMENT LANDING SYSTEM Symbol Set Code: 52, 53 Code: 22	LAND/SEA SURFACE RADAR		N/A
IONOSPHERIC SOUNDING Symbol Set Code: 51, 52 Code: 23	AIR/LAND RADAR		N/A

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TABLE J-III. Signals intelligence sector 1 modifiers - Continued.

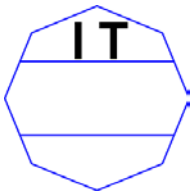
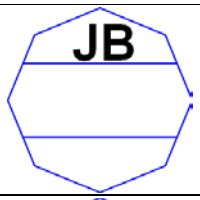
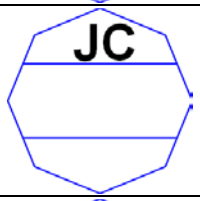
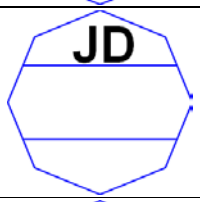
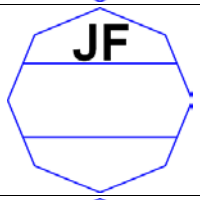
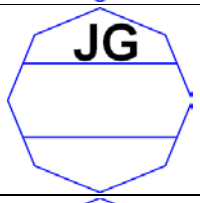
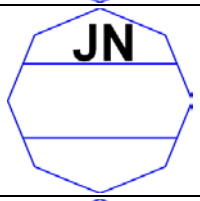
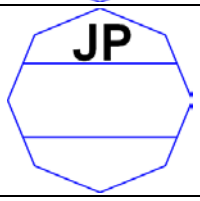
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
IDENTIFICATION, FRIEND OR FOE (TRANSPONDER) Symbol Set Code: 50, 51, 52, 53, 54 Code: 24	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE RADAR		N/A
BARRAGE JAMMER Symbol Set Code: 50, 51, 52, 53, 54 Code: 25	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE JAMMER		N/A
CLICK JAMMER Symbol Set Code: 50, 51, 52, 53, 54 Code: 26	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE JAMMER		N/A
DECEPTIVE JAMMER Symbol Set Code: 50, 51, 52, 53, 54 Code: 27	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE JAMMER		N/A
FREQUENCY SWEPT JAMMER Symbol Set Code: 50, 51, 52, 53, 54 Code: 28	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE JAMMER		N/A
JAMMER (GENERAL) Symbol Set Code: 50, 51, 52, 53, 54 Code: 29	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE JAMMER		N/A
NOISE JAMMER Symbol Set Code: 50, 51, 52, 53, 54 Code: 30	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE JAMMER		N/A
PULSED JAMMER Symbol Set Code: 50, 51, 52, 53, 54 Code: 31	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE JAMMER		N/A

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TABLE J-III. Signals intelligence sector 1 modifiers - Continued.

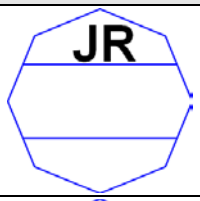
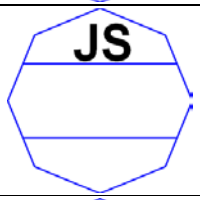
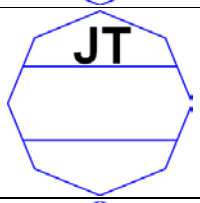
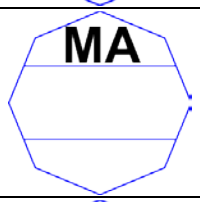
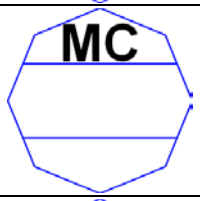
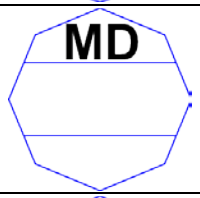
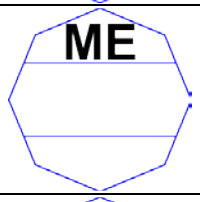
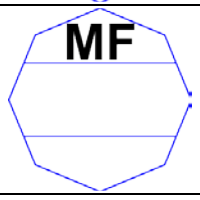
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
REPEATER JAMMER Symbol Set Code: 50, 51, 52, 53, 54 Code: 32	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE JAMMER		N/A
SPOT NOISE JAMMER Symbol Set Code: 50, 51, 52, 53, 54 Code: 33	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE JAMMER		N/A
TRANSPONDER JAMMER Symbol Set Code: 50, 51, 52, 53, 54 Code: 34	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE JAMMER		N/A
MISSILE ACQUISITION Symbol Set Code: 51,52,53 Code: 35	AIR/LAND/SEA SURFACE RADAR		N/A
MISSILE CONTROL Symbol Set Code: 50, 51, 52, 53, 54 Code: 36	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE JAMMER		N/A
MISSILE DOWNLINK Symbol Set Code: 51 Code: 37	AIR RADAR		N/A
METEOROLOGICAL Symbol Set Code: 51, 52, 53 Code: 38	AIR/LAND/SEA SURFACE RADAR		N/A
MULTI-FUNCTION Symbol Set Code: 50, 51, 52, 53, 54 Code: 39	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE JAMMER		Two or more of EW, TA, TT, MG, TI

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TABLE J-III. Signals intelligence sector 1 modifiers - Continued.

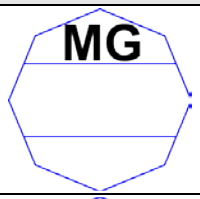
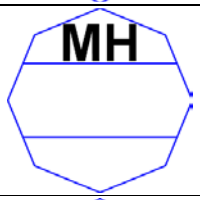
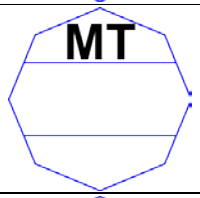
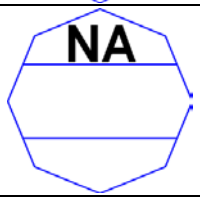
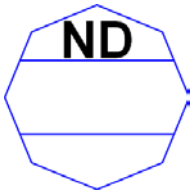
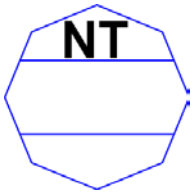
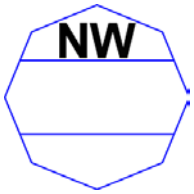
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
MISSILE GUIDANCE Symbol Set Code: 51,52,53 Code: 40	AIR/LAND/SEA SURFACE RADAR		N/A
MISSILE HOMING Symbol Set Code: 51 Code: 41	AIR RADAR		N/A
MISSILE TRACKING Symbol Set Code: 50, 51, 52, 53, 54 Code: 42	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE JAMMER		N/A
NAVIGATION/GENERAL Symbol Set Code: 50, 51, 52, 53, 54 Code: 43	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE JAMMER		N/A
NAVIGATION/DISTANCE MEASURING EQUIPMENT Symbol Set Code: 50, 51, 52, 53, 54 Code: 44	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE JAMMER		N/A
NAVIGATION/TERRAIN FOLLOWING Symbol Set Code: 50, 51, 52, 53, 54 Code: 45	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE JAMMER		N/A
NAVIGATION/WEATHER AVOIDANCE Symbol Set Code: 51, 52, 53, 54 Code: 46	AIR/LAND/SEA SURFACE/SUBSURFACE JAMMER		N/A

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TABLE J-III. Signals intelligence sector 1 modifiers - Continued.

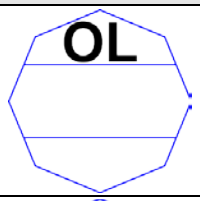
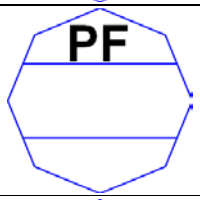
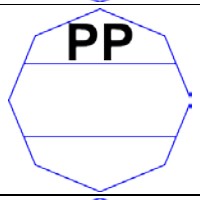
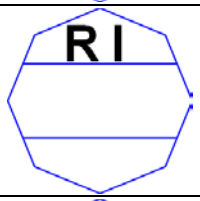
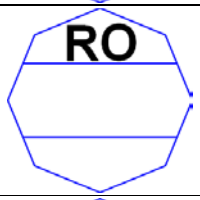
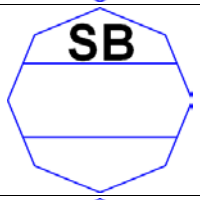
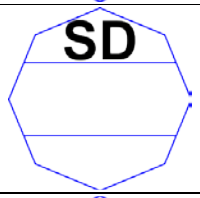
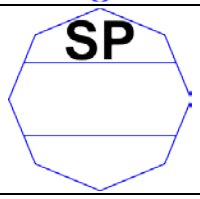
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
OMNI-LINE OF SIGHT (LOS) Symbol Set Code: 51,52,53,54 Code: 47	AIR/LAND/SEA SURFACE/SUBSURFACE COMMUNICATIONS		N/A
PROXIMITY FUSE Symbol Set Code: 51 Code: 48	AIR RADAR		N/A
POINT-TO-POINT LINE OF SIGHT (LOS) Symbol Set Code: 50, 51, 52, 53, 54 Code: 49	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE COMMUNICATIONS		N/A
INSTRUMENTATION Symbol Set Code: 50, 51, 52, 53, 54 Code: 50	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE RADAR		N/A
RANGE ONLY Symbol Set Code: 50, 51, 52, 53, 54 Code: 51	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE RADAR		N/A
SONOBUOY Symbol Set Code: 53, 54 Code: 52	SEA SURFACE/SUBSURFACE RADAR		N/A
SATELLITE DOWNLINK Symbol Set Code: 50 Code: 53	SPACE COMMUNICATIONS		N/A
SPACE Symbol Set Code: 50, 51, 52, 53, 54 Code: 54	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE RADAR		N/A

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TABLE J-III. Signals intelligence sector 1 modifiers - Continued.

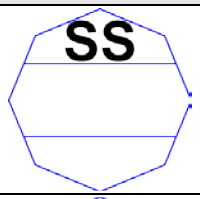
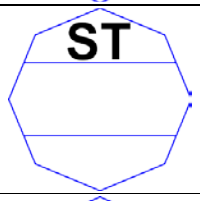
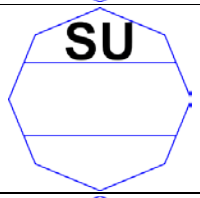
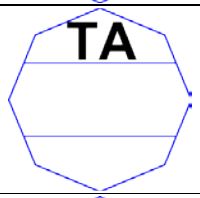
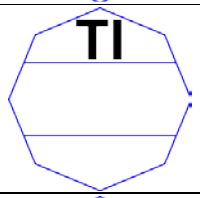
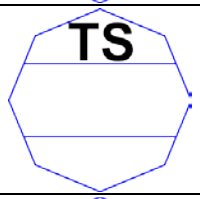
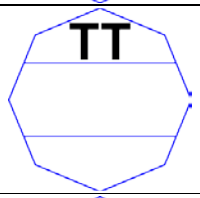
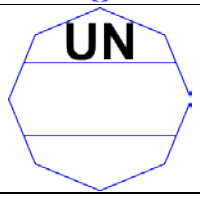
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
SURFACE SEARCH Symbol Set Code: 50, 51, 52, 53, 54 Code: 55	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE RADAR		N/A
SHELL TRACKING Symbol Set Code: 52 Code: 56	LAND RADAR		N/A
SATELLITE UPLINK Symbol Set Code: 51,52,53,54 Code: 57	AIR/LAND/SEA SURFACE/SUBSURFACE COMMUNICATIONS		N/A
TARGET ACQUISITION Symbol Set Code: 50,51,52,53,54 Code: 58	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE RADAR		N/A
TARGET ILLUMINATION Symbol Set Code: 51,52,53 Code: 59	AIR/LAND/SEA SURFACE RADAR		N/A
TROPOSPHERIC SCATTER Symbol Set Code: 52 Code: 60	LAND COMMUNICATIONS		N/A
TARGET TRACKING Symbol Set Code: 50, 51, 52, 53, 54 Code: 61	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE RADAR		N/A
UNKNOWN Symbol Set Code: 50, 51, 52, 53, 54 Code: 62	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE RADAR		N/A

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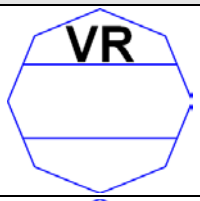
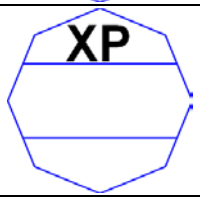
TABLE J-III. Signals intelligence sector 1 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
VIDEO REMOTING Symbol Set Code: 50, 51, 52, 53, 54 Code: 63	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE RADAR		N/A
EXPERIMENTAL Symbol Set Code: 50, 51, 52, 53, 54 Code: 64	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE RADAR		N/A

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APPENDIX K - USE OF WARFIGHTING SYMBOLS IN PSEUDO-THREE-DIMENSIONAL (2.5D) DISPLAYS

K.1 SCOPE

K.1.1 Scope. This appendix provides definitions and guidelines for display of Common Warfighting Symbology in pseudo-three-dimensional displays, also known as 2.5D displays. In the context of this appendix, 2.5D display refers to the presentation of information that gives the perception of depth or varying distance, as in a non-orthogonal viewing angle. In other words, a viewing angle that is not perpendicular to the surface of the Earth. This is in contrast to several other emerging graphic technologies that will allow for viewing in stereographic or full three-dimensional display. In stereo display, dual images are used to recreate a three-dimensional perception in the human brain.

a. Although there is some discussion of the use of 2.5D symbols, the primary focus of this appendix is the display of the two-dimensional symbols contained in MIL-STD-2525 in a 2.5D display of the surrounding environment. Modeling and simulation standards and methods of portrayal would be more suitable for the display of 2.5D or full three-dimensional symbols and models.

b. This appendix is not a mandatory part of the standard. It is intended for guidance only.

K.2 REFERENCES

This section is not applicable to this standard.

K.3 DEFINITIONS

K.3.1 Billboarding: A method for portraying a symbol in a 2.5D display in which the symbol is perpendicular to the viewing angle.

K.3.2 Cubing: A method for portraying a symbol in a 2.5D display in which the symbol is overlaid on a cube to present a surface visible from the viewing angle.

K.3.3 Curve (line): One-dimensional geometric primitive representing the continuous image of a line.

K.3.4 Geospatial: Pertaining to the geographic location and characteristics of natural or constructed features and boundaries on, above, or below the Earth's surface; especially referring to data that is geographic and spatial in nature.

K.3.5 Glyph: A symbol (as a curved arrow on a road sign) that conveys information nonverbally.

K.3.6 Icon: A sign (as a word or graphic symbol) whose form suggests its meaning.

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K.3.7 Image: The optical counterpart of an object produced by an optical device (as a lens or mirror) or an electronic.

K.3.8 Marker post (lollipop): A method for portraying a symbol in a 2.5D display in which the symbol is billboarded but also raised above or below the terrain surface by a vertical line.

K.3.9 Model: A miniature representation or simulation.

K.3.10 Pictograph: A picture representing a word or idea; a hieroglyph.

K.3.11 Point: Zero-dimensional geometric primitive, representing a position.

K.3.12 Solid (volume): Three-dimensional geometric primitive, representing the continuous image of a region of Euclidean three space.

K.3.13 Surface (area): Two-dimensional geometric primitive locally representing a continuous image of a region of a plane.

K.3.14 Symbicon: A hybrid of a symbol and icon which attempts to combine the best identification performance benefits of each representation.

K.3.15 Symbol: An object that presents information (MIL-STD-2525). An arbitrary or conventional sign used in writing or printing relating to a particular field to represent operations, quantities, elements, relations, or qualities.

K.3.16 Terrain draping: A method for portraying a symbol in a 2.5D display in which the symbol is overlaid on a terrain surface.

K.3.17 Three-dimensional: Giving the illusion of depth or varying distances.

K.3.18 Two-dimensional: Lacking depth of characterization.

K.4 PSEUDO-THREE-DIMENSIONAL (2.5D) SYMBOLIZATION

K.4.1 Introduction. Symbols are used to convey information about objects in space. In most traditional command and control applications, this has been accomplished by an orthogonal (directly overhead) view, such as when looking at a map. Command and control symbols have been overlaid on top of geospatial information or a “map background” to provide a geospatial context to locate the military object of interest at a geographic position. Attributes of the object are visually encoded in the symbol to communicate information about the object to the observer.

a. As command and control symbology has evolved from hand-annotated paper maps to automated computer display screens, views other than orthogonal have become practical. Non-overhead views or dynamic viewing positions such as “fly-through” displays provide new ways in which a warfighter can better perceive and understand the operational environment.

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b. This appendix establishes some basic terminology for addressing portrayal of information in 2.5D displays and provides advantages, disadvantages and guidance on some of these methods of display. Although some aspects of 2.5D symbols are discussed, the primary focus of this appendix is on portrayal of the two-dimensional symbols contained in MIL-STD-2525 in a 2.5D display. The modeling and simulation (M&S) community has been portraying the environment in 2.5D for a long time and there are M&S standards and symbol libraries available for 2.5D symbology (see section K.5.2).

c. This appendix is not intended to be a "standard" as such. New developments in the information technology, computer graphics and the geospatial information systems (GIS) and modeling and simulation industries will undoubtedly eclipse the information provided here.

K.4.2 When to use 2.5D displays. The paramount point when considering the use of 2.5D displays is to recognize that a 2.5D display is not necessarily better than a two-dimensional display for every application. A 2.5D display may look neat and impress a viewing audience, but it must really be evaluated as to whether it presents information better or not as good as a traditional two-dimensional display. Research indicates that using 2.5D displays provide advantages such as –

a. Provide a visual representation that may be useful in understanding the shape or rough spatial layout of scenes

b. May be more intuitive and natural for use

c. Are preferred by users

d. May present clearer picture of tactical information (eliminate need to search text boxes for attributes such as altitude and to do mental integration of information from different views). These benefits may also be engineered into 2D displays as well.[1]

Conversely, 2.5D displays have several disadvantages as well:

a. Are prone to distortion (due to association with parameters of perspective)

b. Are prone to clutter (less display area near horizon, so more objects are packed into a smaller area; addition of depth cues such as drop lines increase number of objects displayed)

c. Are poor for tasks requiring precision, both about objects (e.g. realistic icons do not scale well; distant objects may be too small to recognize) and distances and angles (from foreshortening and inadequate and conflicting depth cues.

Research is mixed concerning performance benefits of using 2D or 2.5D displays largely due to the great variety of factors considered in the studies. Also, users may prefer (or rate highly) displays that actually hinder rather than enhance their performance.[2]

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[1] Smallman, H. S., St. John, M., Oonk, H. M. and Cowen, M. B. (2001), Information availability in 2D and 3D displays, IEEE Computer Graphics and Application, 21, 51-57.

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K.4.3 Taxonomy of symbols and displays. Symbols can be classified many different ways, including subject area, data structure and visual aspects. A basic taxonomy might look something like this:

K.4.3.1 Subject Area.

a. Operational symbols – military operations and control measures

b. Geospatial symbols – provides geospatial context (map background)

K.4.3.2 Delineation Type.

a. Point – one coordinate point

b. Line – a series of coordinate points

c. Area – a series of coordinate points in which the line creates a polygon

d. Volume – a polygon or shape with a vertical component

K.4.3.3 Degree of Abstraction.

a. Abstract symbol – a symbol representing an object based on learned association

b. Pictograph or icon – a symbol representing an object based on the symbol looking like the object

c. Symbicon – a hybrid of a symbol and an icon which attempts to combine the best identification performance benefits of each representation.

d. Two-dimensional image – a picture of the object based on varying intensity of reflected energy from the object

e. Pseudo-three-dimensional model – a physical or digital representation of an object

K.4.3.4 Dimensionality.

a. Two-dimensional – a symbol lacking depth of characterization

b. Pseudo-three-dimensional (2.5D) – a symbol giving the illusion of depth or varying distances

c. Three-dimensional – a symbol displayed by stereoscopic, holographic or other means that provides a complete representation of three dimensions.

---

[2] Smallman, H. S., St. John, M., Oonk, H. M. and Cowen, M. B. (2005), Niive Realism: Misplaced faith in the utility of realistic displays, Ergonomics in Design, 13(3), 6-13, Fernandes, K. Usability of 3D Perspective Displays, SPAWAR and St. John, M, Cowen, M.B., Smallman, H.S. and Oonk, H.M. (2001) The use of 2D and 3D displays for shape understanding versus relative position tasks. Human Factors, 43, 79-98.

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K.4.3.5 Relative to terrain.

a. Ground clamped – symbol is shown on terrain

b. Elevated – symbol is raised above terrain surface

K.4.4 Geospatial (map) symbols. Geospatial symbology generally follows the “earth surface” and can be draped over elevation data. Typically, operational symbols are shown on a map background to provide a positional reference. Digital geospatial information can be classified into two types.

K.4.4.1 Raster data. Raster data is a method of representing geospatial data characterized by a matrix of evenly spaced rows and columns of data points. These data points (called "pixels" in image and scanned map data) typically represent some value at that point, while the position within the columns and rows determines the geographic position. Raster data structures are typically used to record scanned maps and charts (MC&G graphic data), image data, or gridded data, such as terrain elevation posts in an elevation model.

K.4.4.2 Vector data. Vector data represents each cartographic feature by an entity description (feature code) and a spatial extent (geographic position). Geographic position may be two-dimensional (horizontal position only) or three-dimensional (including elevation). Features are categorized as point, line, or area features. The position of a point feature is described by a single coordinate pair (or triplet for three dimensional data). The spatial extent of a line feature is described by a string of coordinates of points lying along the line, while the extent of an area feature is described by treating its boundary as a line feature. Vector data may be stored in a sequential, chain node, or topological data structure.

K.4.5 Imagery. By its nature, imagery is not symbolized but instead relies on variations in intensity of captured light (or other portion of spectrum or other phenomena) to create a visual picture of the object or phenomena being represented. Imagery can be used as a background display or the picture of an object or piece of equipment.

a. There is a significant difference between raster geospatial data or an image and vector geospatial data. In vector data, geographic features can be filtered or turned on or off in a vector display. In a raster display, the map or image content is fixed and you see whatever was shown on the scanned paper map or image.

K.4.6 Optimum display method. Each type of symbolization has advantages and disadvantages. There is no one right answer. The intended application will determine which method best meets the intended use of the display.

K.5 GUIDANCE AND PORTRAYAL CONSIDERATIONS IN PSEUDO-THREE-DIMENSIONAL (2.5D) DISPLAYS

K.5.1 Use of 2D symbols in 2.5D display. The symbols provided in the appendices of MIL-STD-2525 were designed for two-dimensional display. They can be used in a 2.5D display, using various visualization techniques, some of which are described below. The visualizations described here are not intended to be an all-encompassing or comprehensive list but merely some

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of the more common approaches. The intent of this appendix is to provide guidance to implementers on some of the advantages and disadvantages of these visualization techniques.

K.5.1.1 Visualization of icons. The symbols in the various appendices of MIL-STD-2525 for space, air, land, maritime (surface and subsurface), meteorology, signals intelligence, etc., symbolize units, equipment and installations as point symbols. Each is associated with a single geographic coordinate. The following paragraphs describe several methods of symbolizing point icons.

K.5.1.1.1 Terrain draping. One simple method of displaying two-dimensional symbols in a 2.5D display is to simply place the 2D symbols over the 2.5D surface model (see figure K-1). This makes it appear as if operational symbols were large flags laid out on the ground. With draping, no changes to existing 2D symbols are required. Since the viewing angle is not perpendicular, symbols may be distorted in shape. Depending on the underlying terrain, some symbols may be obscured by higher terrain in between the symbol and the viewing position.

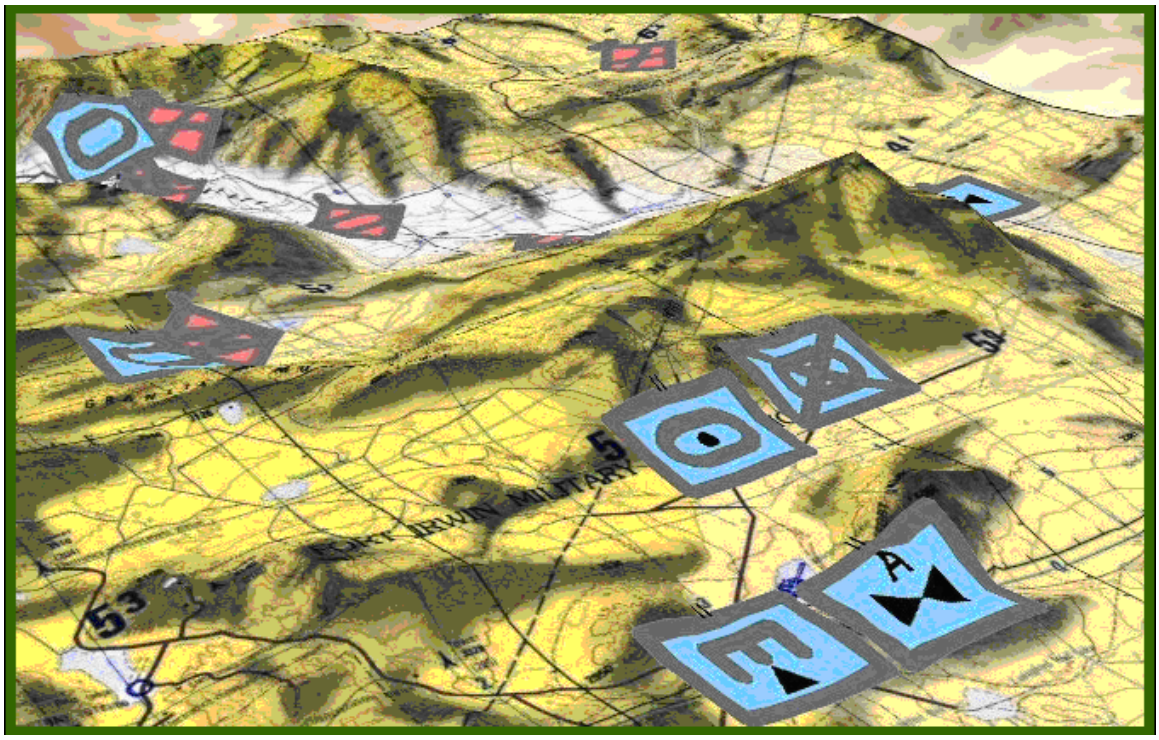

FIGURE K-1. Example of terrain draping of icons.
(Static MOLE layer displayed in ArcGlobe)

K.5.1.1.2 Billboarding. Billboarding is a technique in which a two-dimensional symbol is positioned vertically or perpendicular to the view angle (see figure K-2). This makes symbols easier to see than if they were draped over the terrain but is much more computationally demanding, sometimes affecting system performance. Although used in systems, the performance benefits of billboarding have not been validated with performance data. There are several factors that must be considered when orienting the billboard as well. Symbols placed on

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the ground have to be elevated enough so the entire symbol is visible. If the center of the symbol was co-located with the position on the ground surface, the bottom half of the symbol would be obscured. Billboarding is conceptually different from lollipopping. In fact most billboard displays are raised above ground level. Billboarding refers to placing the 2D symbol perpendicular to view angle, while lollipopping or using a marker post refers to elevating the symbol above or below the terrain surface.

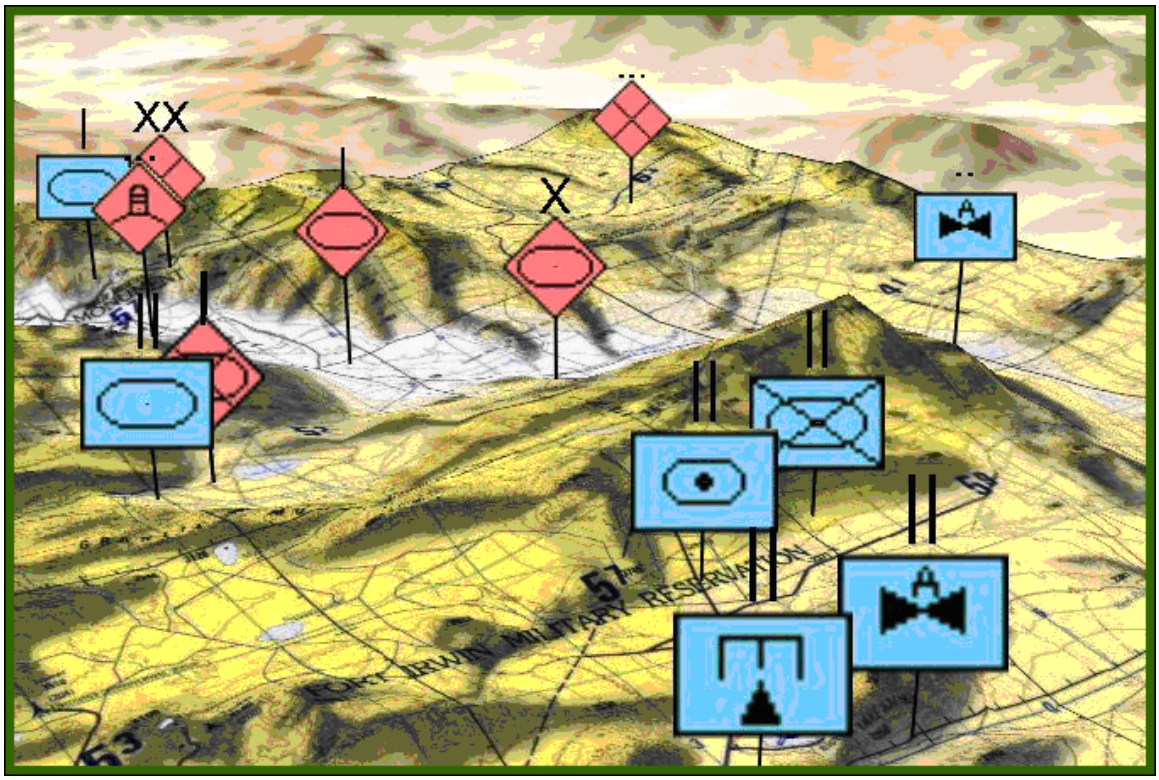

FIGURE K-2. Example of billboarding of icons. (TOC 3D display)

K.5.1.1.3 Cubing. An alternative to billboarding is to project the 2D symbol onto a 2.5D shape, such as a cube (see figure K-3). As with billboarding, cubes can also be elevated above the terrain surface.

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FIGURE K-3. Example of cubing of icons.

K.5.1.1.4 Marker post. In many cases, billboarded or cubed symbols are raised above the ground surface using a marker post, a technique sometimes called “lollipopping” (see figure K-4). The user can set an arbitrary height above ground surface and drop down lines connect the symbol to its ground location. In a 2.5D display, tracks that are actually above or below ground or water surface can be portrayed in their actual location. Lollipopping has the potential to create confusion with the actual altitude of an above or below-ground/water track. For example, it might appear that a helicopter is flying underneath a tank. Care must also be taken to distinguish between symbols raised to an arbitrary height above or below terrain and those symbols showing an actual altitude/depth, if both types are used in the same display.

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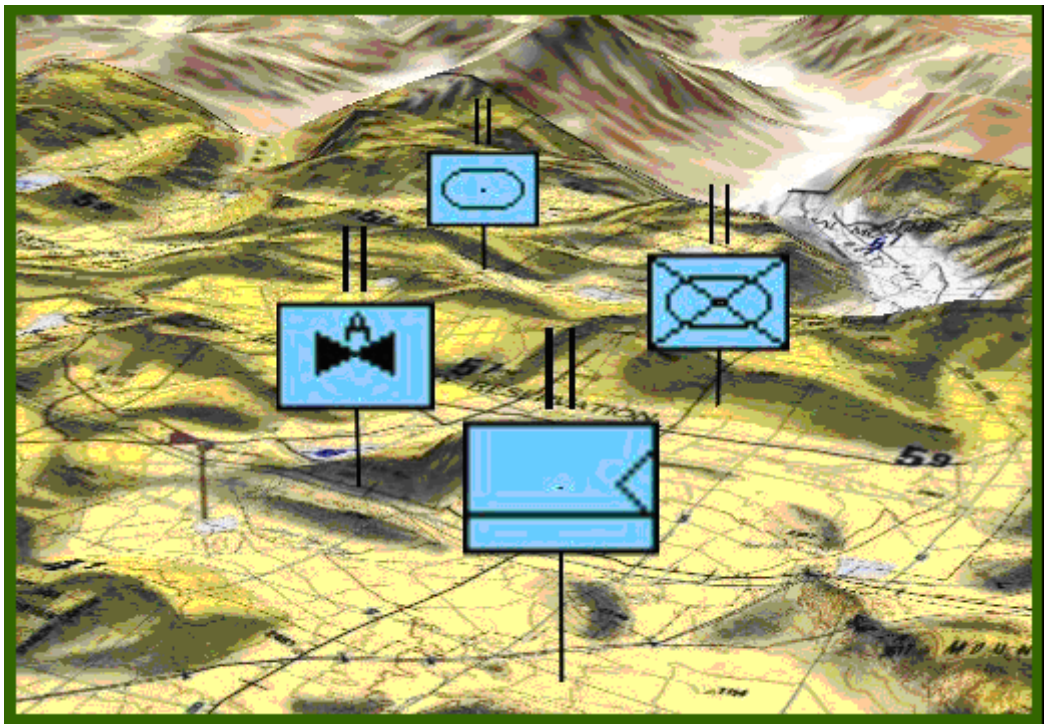

FIGURE K-4. Example of marker posts.
(TOC 3D display)

K.5.1.2 Visualization of control measure symbols. The control measure symbols in MIL-STD-2525 are more complex than the simple icons in appendix A and contain point, line and area symbols. The techniques for portrayal of line and area symbols are generally similar to the point symbols. Lines may be “draped” over the terrain; but, as with points, draping creates the potential for a symbol to be obscured by intervening terrain (see figure K-5). Line symbols can be extruded above the terrain for visual emphasis, forming what appear to be walls on the terrain surface
(see figure K-6). These walls could be used as a background for presenting additional information, such as echelon, status, etc.

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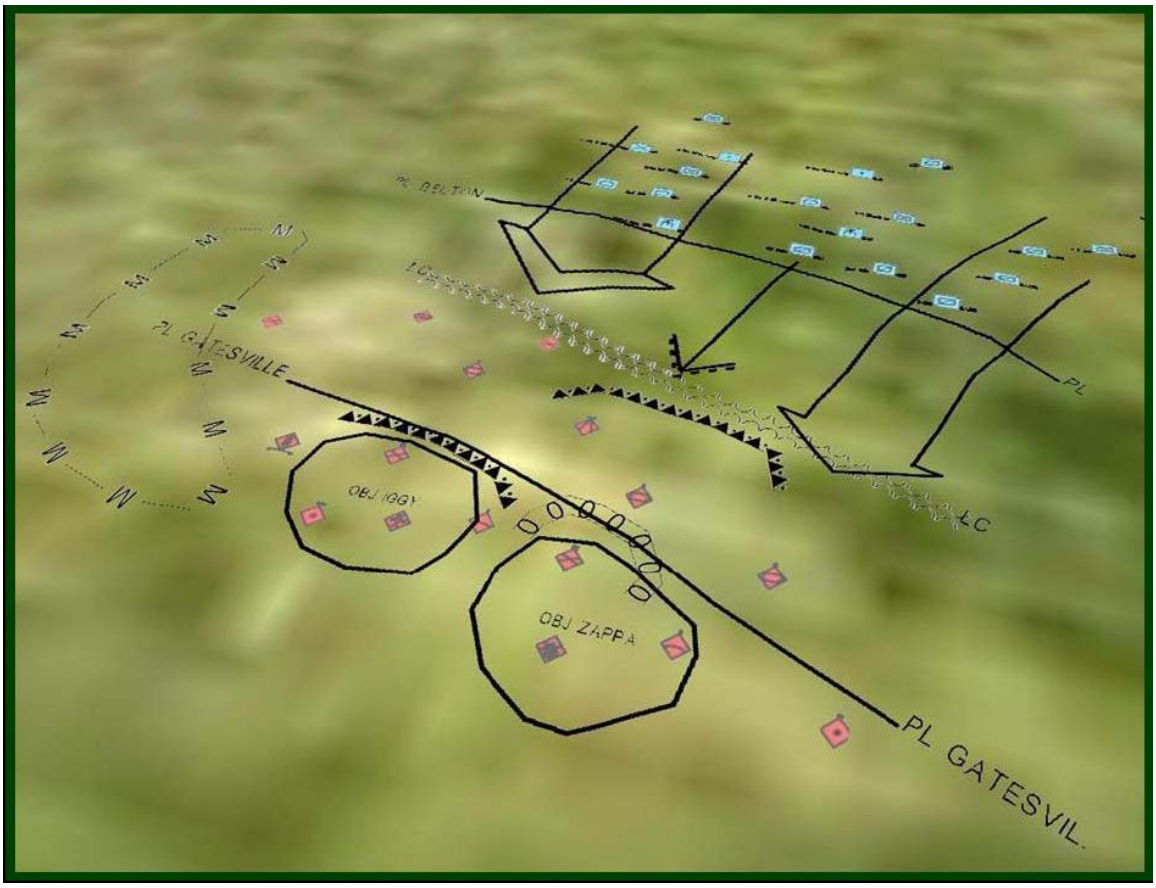

FIGURE K-5. Example of draped control measure symbols symbols. (MOLE in ArcGlobe)

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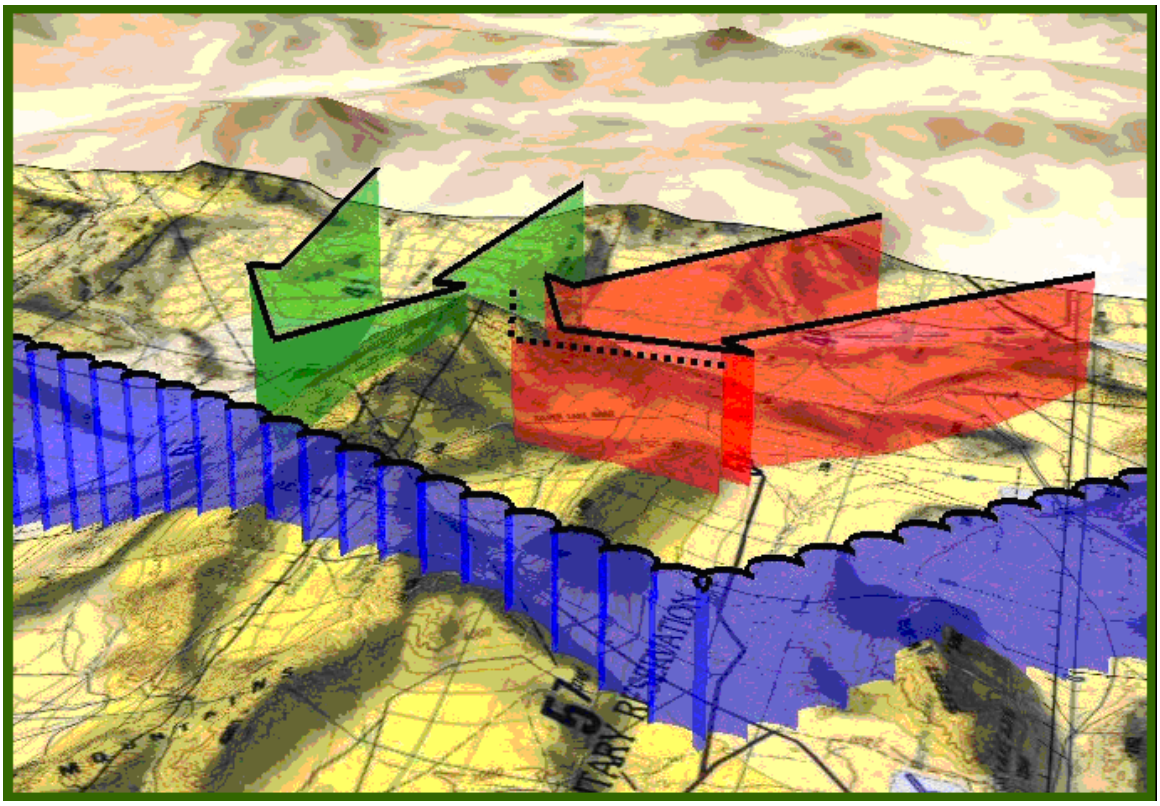

FIGURE K-6. Example of extruded control measure symbols symbols. (TOC 3D display)

K.5.1.3 Symbicon. A symbicon is a hybrid of an abstract symbol with a pictograph or icon that increases the ease of identifying an object[3] (see figure K-7). A typical symbicon may combine the identification code of a symbol, for example "B" for bomber, with the stylized silhouette of an aircraft.

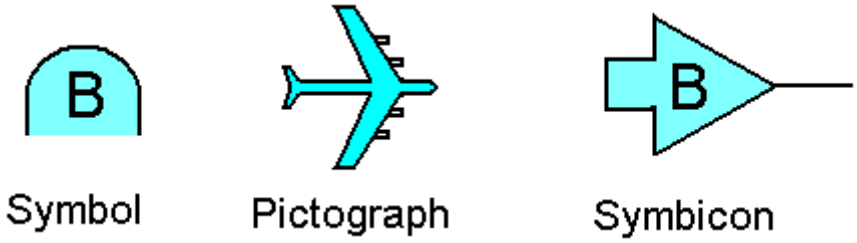

FIGURE K-7. Example of a symbicon.

K.5.2 Pseudo-three-dimensional models. Many systems are starting to use 2.5D models to represent military objects, rather than the 2D symbols contained in MIL-STD-2525 (see figure K-8). Models may work well for portrayal of individual platforms or systems, such

[3] Symbicons: Advanced Symbology for Two-dimensional and Three-dimensional Displays, SPAWAR TR 1850, February 2001

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as a tank or aircraft, but models work less well or may be impractical for symbolizing larger units. Although in general users prefer to look at realistic icons, they result in slower, error-prone performance.[4] The level of detail provided by the model may also create recognition problems in the display that reflect the situation in the real world. For example, if an operator were unfamiliar with the appearance of a particular weapons system, it would not make much sense to use a 2.5D model of that weapons system to identify the equipment type. You would also expect recognition errors to occur if two weapons systems were similar in appearance. Overall, traditional symbols were more useful when determining platform identity and affiliation are required. Icons are better for determining some aspects of direction of movement.[5]

FIGURE K-8. Examples of pseudo-three-dimensional models.

K.5.2.1 Modeling and Simulation (M&S) standards. The International Organization for Standardization (ISO) 18023, Computer Graphics and Image Processing – Synthetic Environment Data Representation and Interchange Specification (SEDRIS) suite of standards are used for the exchange of modeling and simulation data.

K.5.2.2 Model libraries. The DOD maintains several libraries of reusable digital models of weapons systems at:

a. Army Model Exchange: https://modelexchange.army.mil

b. M&S Glossary: http://www.msco.mil/MSGlossary_ABR_M.html

c. M&S Coordination Office: http://msco.mil/

d. M&S Resource Repository System: http://www.msco.mil/resource_discovery.html

K.5.3 Design considerations for symbology in a 2.5D display.

K.5.3.1 Symbol location. One important function of a symbol is to indicate where the object is located. MIL-STD-2525, Section 5.3.11 requires that point icons be positioned so the

[4] Smallman, H.S., St. John, M.B., Oonk, H.M. and Cowen, M.B. (2000) Track recognition using two-dimensional symbols or three-dimensional realistic icons. SPAWAR Technical Report 1818.
[5] Searching for Tracks Imaged as Symbols or Realistic Icons: A Comparison Between Two-Dimensional and Three-Dimensional Displays, SPAWAR TR 1854, April 2001

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geometric center, or center of mass of the symbol, corresponds to the actual location of the object. Certain other control measure symbols have specified "anchor points" that differ from the center of mass of the symbol.

K.5.3.1.1 Submergence of symbols. If a symbol is overlain on the terrain "terrain draping," it is possible to tie the center of mass of the symbol to the symbol location as in a two-dimensional display and conform to the general rules of MIL-STD-2525. If, however, the symbols are billboarded or shown vertically, then linking the symbol location to the center of mass of the symbol will result in the bottom half of the symbol being below the terrain surface. Billboarding displays generally place bottom of the symbol on the terrain surface. This problem does not occur if the object is an air or sub-surface track and is far enough above or below the terrain surface (ground/water).

K.5.3.1.2 Height above/below terrain surface. Some 2.5D displays use the "lollipop" technique to elevate symbols a fixed distance above the terrain surface. This works well for ground tracks but may cause confusion if ground and air tracks were shown in the same display, since some symbols will be raised an arbitrary height while air tracks will generally show actual altitude of the track.

K.5.3.1.3 Estimating track position. Studies have shown that estimating a track position in a 2.5D display is difficult because many of the visual cues that the human brain uses to estimate a location cannot be duplicated in a 2.5D digital display. Operator performance is increased if artificial cues are added, typically a drop line or drop shadow. A drop line is a vertical line from the above-surface object to the terrain surface. A drop shadow is a silhouette of the object on the terrain surface. These artificial cues can contribute to display clutter. Even two-dimensional displays will benefit by having a distinct "locator point" on the symbol, rather than just using the center of mass of the symbol.[6]

K.5.3.2 Perspective. In a traditional two-dimensional (map-like) display, the perspective is "orthogonal" or viewed from directly overhead; so, there is no change of scale over the display. In a 2.5D view the scale of the display decreases (gets smaller) as distance from the observer increases. This creates difficulty in perceiving the actual location of an object in space. In a two-dimensional display, the elevation of an object is not obvious, but the horizontal position (x,y coordinates) is not in doubt. In a 2.5D display, the latitude, longitude and elevation (x, y and z) aspects of location are each ambiguous. When viewing an object in the real world, a human observer uses a number of visual cues to determine location in three-dimensional space. Objects become smaller with increasing distance. Illumination provides variation in light and dark to specify shape in depth. Closer objects block out objects that are farther away. People see in stereo vision and can judge how far away an object is based on the slight differences in the image in their right and left eyes. In a digital display, many of these real-world cues are impossible or impractical to reproduce. Varying symbol size with distance and closer objects obscuring more distant objects are the most easily implemented visual cues. These visual cues have limitations when implemented in a digital display. Symbols can only be made so small before they becomes unrecognizable, yet exaggerating their size to make them more legible

[6] Track Location Enhancements for Perspective View Displays, SPAWAR TR 1847, December 2000

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distorts the appearance of location, making them appear closer than they really are. Closer symbols obscuring symbols that are farther away also makes legibility difficult. Artificial visual cues, not found in the real world but possible on a digital display, such as drop lines and drop shadows (discussed previously), enhance a human's ability to determine the location of an object in a 2.5D display.[6]

K.5.3.3 Direction indicators. In a 2.5D display, the viewing angle is variable, dependent on the viewing position selected by the operator. Typical viewing angles range from 25 to 65 degrees. Unlike map displays, where north is generally displayed oriented to the top of the display, the 2.5D display can be viewed from any direction. In a "fly-through" the viewing direction is changing frequently. There are several methods to provide a visual cue for direction of view, including placing north arrows in the display or showing the heading and attitude in a "heads-up display" type symbol (see figure K-9).

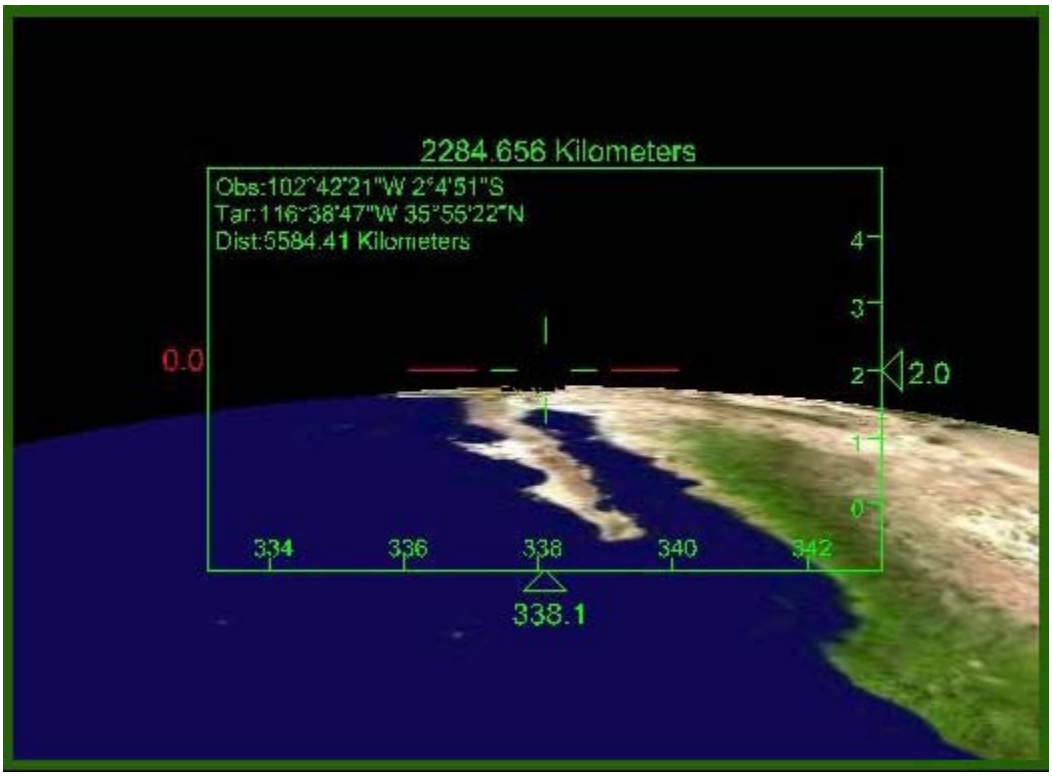

FIGURE K-9. Example of visual cue for direction of view. (TOC 3D display)

K.5.4 Text amplifiers for symbols. Many symbols in MIL-STD-2525 have text fields around them to present additional information. Text fields for point icons are defined in Figure 3 of MIL-STD-2525. Text fields are also found on the control measure symbols and control measures. Showing text around symbols in a 2.5D display creates a number of difficulties. Perhaps the greatest is the perspective in the display. One of the visual cues to create the impression of three dimensions is to show objects that are farther away in a smaller size; however, reducing symbol size, including text, also reduces legibility. Occultation is another visual cue, in which closer objects obscure more distant objects. Closer objects with text around

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them just create a larger “footprint” in the visual plane, potentially obscuring distant symbols or terrain features. Finally, the text will only be visible if there is enough contrast between the text and the background.

K.5.5 Speed vectors and trailing lines. A speed vector is a line extending in front of a symbol or icon, whose length is proportional to the speed of the object. The speed vector is an easy way to symbolize the speed and the heading of the platform. They are generally used on fast-moving platforms such as air tracks. A trailing line is a line showing the track of a platform, indicating where it has been for a period of time in the past. In a 2.5D perspective display, the record of a track of a platform is sometimes enhanced by using drop lines to indicate the position on the terrain surface. Drop lines are sometimes filtered by time to show only a limited trail and to reduce display clutter.

K.5.6 Incomplete data. One of the difficulties facing implementers of 2.5D displays is that sometimes the track data being symbolized may be incomplete. For example, the latitude and longitude of an air track may be known, but the altitude unknown. This is not a great problem in an overhead two-dimensional display, but in a 2.5D display, where should the air track be shown? If the direction of travel is unknown, which direction should be symbolized? The implementer might choose to ignore the missing data (show the air track on the ground) or infer it from other sources. In either case, a warning indicator should be included with the symbol to indicate to the operator that the track has been symbolized based on incomplete information.

K.5.7 Vertical exaggeration of terrain and tactical symbols. In 2.5D displays, the vertical dimension is often exaggerated to highlight variation in the terrain (see figure K-10). This particular example has a vertical exaggeration of x15. This vertical exaggeration may create distortions in the display, when tactical symbols are also used. For example, if the vertical exaggeration was x3, then the altitude of the air track would also have to be exaggerated by x3 to keep relative position with the terrain.

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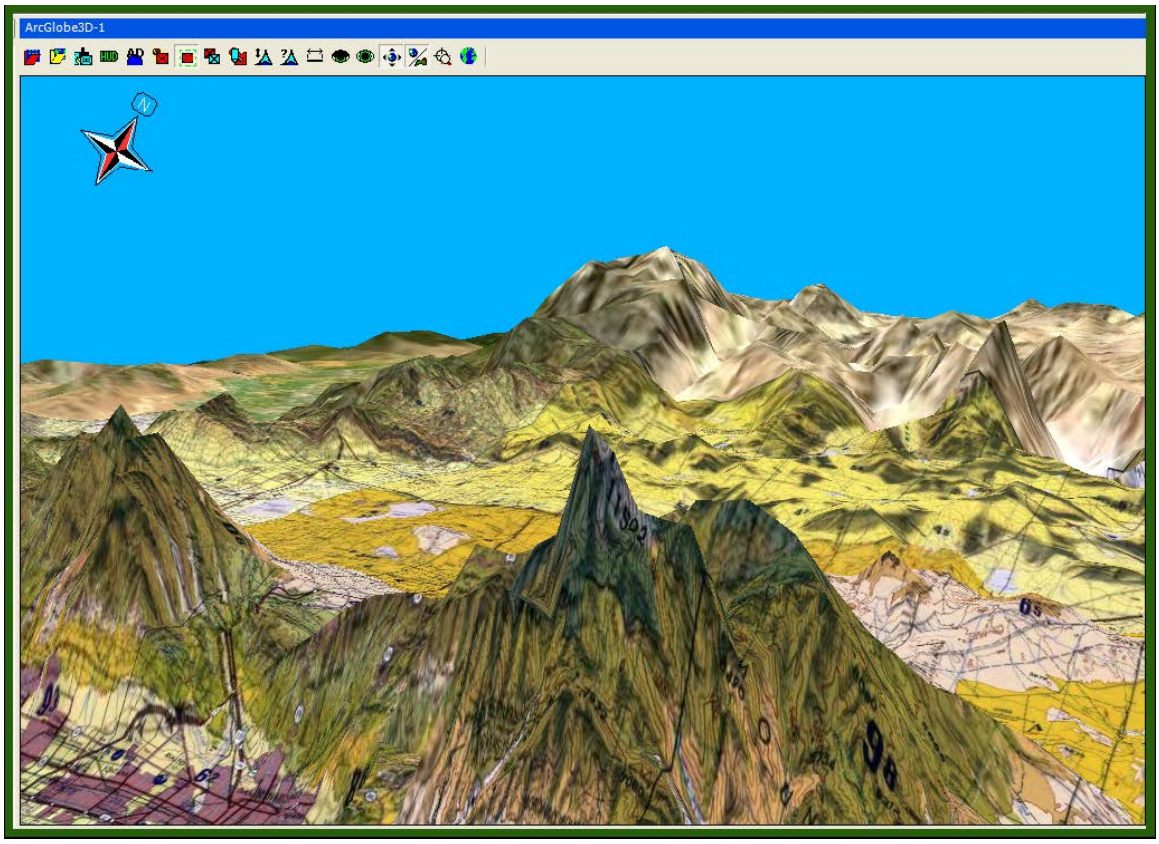

FIGURE K-10. Example of vertical exaggeration.
(TOC 3D display)

K.5.8 Implications for training and doctrine. The use of 2.5D displays in the command and control community is growing. Research into human performance has shown, however, that a 2.5D display is not necessarily the best way to accomplish all tasks. In fact, some tasks are better performed using a conventional "overhead" 2D display or even a conventional map. The types of tasks performed on a C4ISR system should be conducted using a display mode (2D or 2.5D) that best fits the intended task. Operators should be trained to understand which tasks are accomplished best using each display type. User preference often has little bearing on the choice because an operator may like one type of display, even though his/her performance is degraded, compared to other display modes. Some tasks may be accomplished best using a combination of 2.5D to get an overall impression of the situation and 2D views to do the specific locational analysis needed to accomplish the task.

K.6 NOTES

K.6.1 Graphics displayed in this appendix are from the 3D Visualization and Tactical Symbology Considerations for Command, Control, Communications, Computers, Intelligence, Surveillance and Reconnaissance (C4ISR) Applications, Concurrent Technologies Corporation (CTC) White Paper, April 2, 2004.

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APPENDIX L - CYBERSPACE SYMBOLS

L.1 SCOPE

L.1.1 Scope. This appendix addresses symbols that support cyberspace in the C2 domain. The tables in this appendix present the icons for the cyberspace domain. This appendix is a mandatory part of the standard. The information contained herein is intended for compliance.

L.2 APPLICABLE DOCUMENTS

Specific documents in 2.2 of this standard apply to this appendix.

L.3 DEFINITIONS

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

L.4 GENERAL REQUIREMENTS

L.4.1 Organization. This appendix contains technical specifications, a symbol coding scheme, a symbology hierarchy and cyberspace symbology.

L.5 DETAILED REQUIREMENTS

L.5.1 Technical specifications. Composition, construction and display of symbols are explained in the detailed requirements section of the standard.

L.5.2 Symbol identification coding scheme. A symbol identification code (SIDC) is a numeric string that may be used to provide the unique identifier necessary to display or exchange symbol information between MIL-STD-2525 compliant systems. Refer to Appendix A for SIDC positions and descriptions.

L.5.3 Composition of cyberspace symbols. A standard method for constructing symbols is presented. Refer to 5.3.8 for an explanation of symbol composition. Figure L-1 shows an example of a cyberspace symbol.

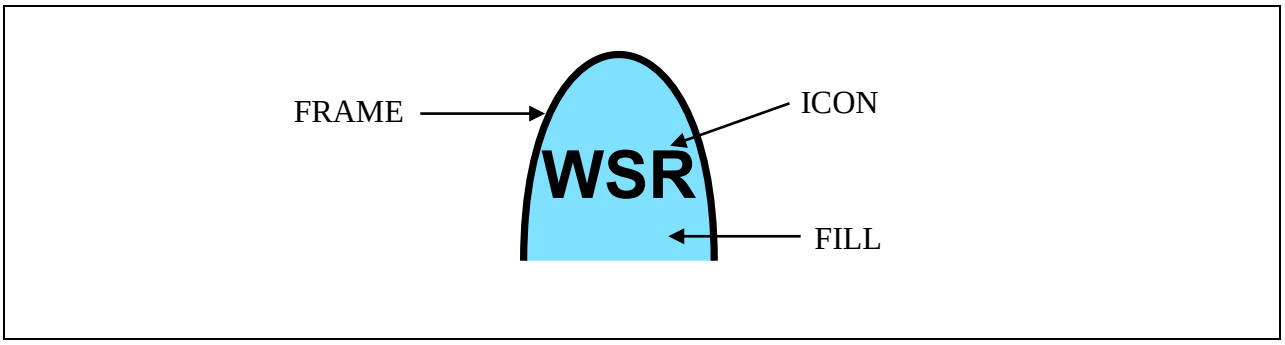

FIGURE L-1. Cyberspace symbol components.

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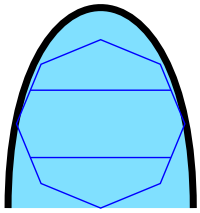
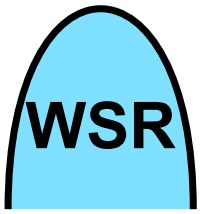
L.5.3.1 Symbol building process. Table L-I depicts the symbol building process for cyberspace symbols. The process is identical for icons and modifiers requiring the vertical bounding octagon.

TABLE L-I. Cyberspace symbol building process.

STEP	DESCRIPTION	EXAMPLE
1.	Choose the frame that matches the standard identity of the object from the appropriate dimension column in tables I, II, or III. In this example, the standard identity is friend and the dimension is air. The example depicts a “friendly air track.”	
2.	Choose an icon for the main sector of the bounding octagon. In this example, the icon is “web server,” a cyberspace entity type. The example depicts a “friendly air web server.” Note: There are no modifiers in cyberspace symbols.	
3.	The finished symbol will appear as shown in the example.	

L.5.3.2 Icons and modifiers. All icons shall be placed within the main sector of the bounding octagon (see table L-I). There are no modifiers in cyberspace symbols.

L.5.3.3 Amplifiers. The display of additional alphanumerical and graphical information on identity, movement and location and capabilities of a cyberspace symbol is dependent on the dimension of that symbol. A cyberspace symbol may be in the space, air, land, sea surface, or subsurface dimension. For example, if the cyberspace symbol is in the space dimension, then that symbol shall follow the amplifier requirements as stated in the space appendix. See 5.1.6 for more information on amplifiers.

L.6 CYBERSPACE SYMBOLS

L.6.1 Cyberspace symbols. This section includes the lists of icons and modifiers for building cyberspace symbols.

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L.6.2 Cyberspace icons. Table L-II depicts cyberspace icons.

TABLE L-II. Cyberspace icons.

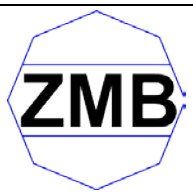
DESCRIPTION	ICON	REMARKS
BOTNET Type: Entity Symbol Set Code: 60 Code: **11**0000	N/A	There is no symbol associated with this entity.
COMMAND AND CONTROL (C2) Type: Entity Type Entity: BOTNET Symbol Set Code: 60 Code: 11**01**00		N/A
HERDER Type: Entity Type Entity: BOTNET Symbol Set Code: 60 Code: 11**02**00		N/A
CALLBACK DOMAIN Type: Entity Type Entity: BOTNET Symbol Set Code: 60 Code: 11**03**00		N/A
ZOMBIE Type: Entity Type Entity: BOTNET Symbol Set Code: 60 Code: 11**04**00		N/A
INFECTION Type: Entity Symbol Set Code: 60 Code: **12**0000	N/A	There is no symbol associated with this entity
ADVANCED PERSISTENT THREAT (APT) Type: Entity Type Entity: INFECTION Symbol Set Code: 60 Code: 12**01**00		N/A

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TABLE L-II. Cyberspace icons - Continued.

DESCRIPTION	ICON	REMARKS
APT WITH C2 Type: Entity Subtype Entity/Entity Type: INFECTION/ADVANCED PERSISTENT THREAT (APT Symbol Set Code: 60 Code: 1201**01**		N/A
APT WITH SELF PROPAGATION Type: Entity Subtype Entity/Entity Type: INFECTION/ADVANCED PERSISTENT THREAT (APT Symbol Set Code: 60 Code: 1201**02**		N/A
APT WITH C2 AND SELF PROPAGATION Type: Entity Subtype Entity/Entity Type: INFECTION/ADVANCED PERSISTENT THREAT (APT Symbol Set Code: 60 Code: 1201**03**		N/A
APT OTHER Type: Entity Subtype Entity/Entity Type: INFECTION/ADVANCED PERSISTENT THREAT (APT Symbol Set Code: 60 Code: 1201**04**		N/A
NON-ADVANCED PERSISTENT THREAT (NAPT) Type: Entity Type Entity: INFECTION Symbol Set Code: 60 Code: 12**02**00		N/A
NAPT WITH C2 Type: Entity Subtype Entity/Entity Type: INFECTION/NON-ADVANCED PERSISTENT THREAT (NAPT Symbol Set Code: 60 Code: 1202**01**		N/A

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TABLE L-II. Cyberspace icons - Continued.

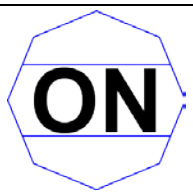
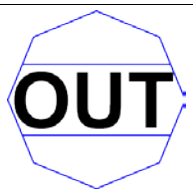
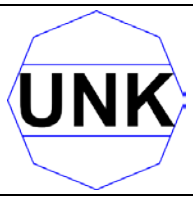
DESCRIPTION	ICON	REMARKS
NAPT WITH SELF PROPAGATION Type: Entity Subtype Entity/Entity Type: INFECTION/NON-ADVANCED PERSISTENT THREAT (NAPT Symbol Set Code: 60 Code: 1202**02**		N/A
NAPT WITH C2 AND SELF PROPAGATION Type: Entity Subtype Entity/Entity Type: INFECTION/NON-ADVANCED PERSISTENT THREAT (NAPT Symbol Set Code: 60 Code: 1202**03**		N/A
NAPT OTHER Type: Entity Subtype Entity/Entity Type: INFECTION/NON-ADVANCED PERSISTENT THREAT (NAPT Symbol Set Code: 60 Code: 1202**04**		N/A
HEALTH AND STATUS Type: Entity Symbol Set Code: 60 Code: **13**0000	N/A	There is no symbol associated with this entity
NORMAL Type: Entity Type Entity: HEALTH AND STATUS Symbol Set Code: 60 Code: 13**01**00		N/A
NETWORK OUTAGE Type: Entity Type Entity: HEALTH AND STATUS Symbol Set Code: 60 Code: 13**02**00		N/A
UNKNOWN Type: Entity Type Entity: HEALTH AND STATUS Symbol Set Code: 60 Code: 13**03**00		N/A

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TABLE L-II. Cyberspace icons - Continued.

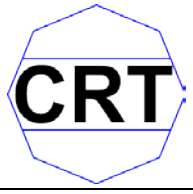
DESCRIPTION	ICON	REMARKS
IMPAIRED Type: Entity Type Entity: HEALTH AND STATUS Symbol Set Code: 60 Code: 13**04**00		N/A
DEVICE TYPE Type: Entity Symbol Set Code: 60 Code: **14**0000	N/A	There is no symbol associated with this entity
CORE ROUTER Type: Entity Type Entity: DEVICE TYPE Symbol Set Code: 60 Code: 14**01**00		N/A
ROUTER Type: Entity Type Entity: DEVICE TYPE Symbol Set Code: 60 Code: 14**02**00		N/A
CROSS DOMAIN SOLUTION Type: Entity Type Entity: DEVICE TYPE Symbol Set Code: 60 Code: 14**03**00		N/A
MAIL SERVER Type: Entity Type Entity: DEVICE TYPE Symbol Set Code: 60 Code: 14**04**00		N/A
WEB SERVER Type: Entity Type Entity: DEVICE TYPE Symbol Set Code: 60 Code: 14**05**00		N/A
DOMAIN SERVER Type: Entity Type Entity: DEVICE TYPE Symbol Set Code: 60 Code: 14**06**00		N/A

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TABLE L-II. Cyberspace icons - Continued.

DESCRIPTION	ICON	REMARKS
FILE SERVER Type: Entity Type Entity: DEVICE TYPE Symbol Set Code: 60 Code: 14**07**00		N/A
PEER-TO-PEER NODE Type: Entity Type Entity: DEVICE TYPE Symbol Set Code: 60 Code: 14**08**00		N/A
FIREWALL Type: Entity Type Entity: DEVICE TYPE Symbol Set Code: 60 Code: 14**09**00		N/A
SWITCH Type: Entity Type Entity: DEVICE TYPE Symbol Set Code: 60 Code: 14**10**00		N/A
HOST Type: Entity Type Entity: DEVICE TYPE Symbol Set Code: 60 Code: 14**11**00		N/A
VIRTUAL PRIVATE NETWORK (VPN) Type: Entity Type Entity: DEVICE TYPE Symbol Set Code: 60 Code: 14**12**00		N/A
DEVICE DOMAIN Type: Entity Symbol Set Code: 60, Code: **15**0000	N/A	There is no symbol associated with this entity
DEPARTMENT OF DEFENSE (DOD) Type: Entity Type Entity: DEVICE DOMAIN Symbol Set Code: 60 Code: 15**01**00		N/A

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TABLE L-II. Cyberspace icons - Continued.

DESCRIPTION	ICON	REMARKS
GOVERNMENT Type: Entity Type Entity: DEVICE DOMAIN Symbol Set Code: 60 Code: 15**02**00		N/A
CONTRACTOR Type: Entity Type Entity: DEVICE DOMAIN Symbol Set Code: 60 Code: 15**03**00		N/A
SUPERVISORY CONTROL AND DATA ACQUISITION (SCADA) Type: Entity Type Entity: DEVICE DOMAIN Symbol Set Code: 60 Code: 15**04**00		N/A
NON-GOVERNMENT Type: Entity Type Entity: DEVICE DOMAIN Symbol Set Code: 60 Code: 15**05**00		N/A
EFFECT Type: Entity Symbol Set Code: 60 Code: **16**0000	N/A	There is no symbol associated with this entity
INFECTION Type: Entity Type Entity: EFFECT Symbol Set Code: 60 Code: 16**01**00		N/A
DEGRADATION Type: Entity Type Entity: EFFECT Symbol Set Code: 60 Code: 16**02**00		N/A
DATA SPOOFING Type: Entity Type Entity: EFFECT Symbol Set Code: 60 Code: 16**03**00		N/A

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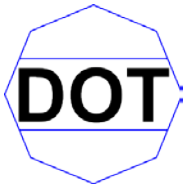
TABLE L-II. Cyberspace icons - Continued.

DESCRIPTION	ICON	REMARKS
DATA MANIPULATION Type: Entity Type Entity: EFFECT Symbol Set Code: 60 Code: 16**04**00		N/A
EXFILTRATION Type: Entity Type Entity: EFFECT Symbol Set Code: 60 Code: 16**05**00		N/A
POWER OUTAGE Type: Entity Type Entity: EFFECT Symbol Set Code: 60 Code: 16**06**00		N/A
NETWORK OUTAGE Type: Entity Type Entity: EFFECT Symbol Set Code: 60 Code: 16**07**00		N/A
SERVICE OUTAGE Type: Entity Type Entity: EFFECT Symbol Set Code: 60 Code: 16**08**00		N/A
DEVICE OUTAGE Type: Entity Type Entity: EFFECT Symbol Set Code: 60 Code: 16**09**00		N/A

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CONCLUDING MATERIAL

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NGA – MP

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DISA – DC3
(INST-2014-004)

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