

**NOT MEASUREMENT
SENSITIVE**

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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 block concepts 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, graphical, 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 ([SCP incorporation list](#)) to the standard, but the most significant ones are as follows”
 - a. Changed the symbol identification code from 3, 32-bit long integer values to a single 30-position value that uses the hexadecimal range of values to provide more available symbols.
 - b. Created Sector 1 and Sector 2 Common Modifiers that can be used across all dimensions.
 - c. Added ability to change the operational dimension of a symbol with the use of the frame shape identifier.
 - d. Converted many land symbols from a full octagon to a main icon for better flexibility.
 - e. Updated the cyberspace appendix to better represent current needs.
5. Comments, suggestions, or questions on this document should be addressed to Defense Information Systems Agency (DISA) Military Message Standards Branch (EM7), 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 (NATO) STANDARDIZATION AGREEMENTS (STANAG)

- STANAG 1166/APP-20 - Standard Ship Designator System
- STANAG 1241 - Standard Identity Description Structure for Tactical Use
- STANAG 2019/APP-06 - Joint Military Symbology
- STANAG 2147 Target Numbering System (Nonnuclear)
- STANAG 2511 - Uncertainty Representation and Reasoning Evaluation Framework (URREP) Reliability Versus Credibility in Information Fusion
- STANAG 2961 - Classes of Supply of NATO Forces
- STANAG 3680/AAP-6 - Glossary of Terms and Definitions

DEPARTMENT OF DEFENSE (DOD) STANDARDS

- MIL-STD-1472 - Design Criteria Standard: Human Engineering
- MIL-STD-6016 - Interoperability Standard: Tactical Data Link (TDL) Link-16 Message Standard
- MIL-STD-6017 - Interoperability Standard: Variable Message Format (VMF) Message Standard
- NGA.STND.0033 - Geopolitical Entities, Names and Codes (GENC) Standard

(Copies of these documents are available online at <https://assist.dla.mil/>,
<https://quicksearch.dla.mil/>, <https://nsgreg.nga.mil/genc/registers.jsp>)

2.2.2 Other Government documents, drawings, databases 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.

DEPARTMENT OF DEFENSE PUBLICATIONS

Department of Defense Dictionary of Military and Associated Terms

MULTISERVICE PUBLICATIONS

ATP 2-01.3/	-	Intelligence Preparation of the
MCRP 2-10B.1	-	Battlefield/Battlespace
ATP 3-17.2 (MCRP 3-20B.1[3-21-1B], NTTP 3-02.18, AFTTP 3-2.68)	-	Multiservice Tactics, Techniques and Procedures for Airfield Opening
ATP 3-37.10/MCRP 3-17.7N		Base Camps

JOINT PUBLICATIONS (JP)

AartyP-1	-	NATO – Land-Based Fire Support Procedures
AARTYP-5/ STANAG 2484	-	NATO Fire Support Doctrine
AJP-3.3.5	-	Allied Joint Doctrine for Airspace Control
JP 2-01.3	-	Joint Intelligence Preparation of the Operation Environment
JP 3-09	-	Joint Fire Support
JP 3-09.3	-	Close Air Support
JP 3.13	-	Information Operations
JP 3-52	-	Joint Airspace Control

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

ONLINE DATABASES

NATOTERM	-	NATO Terminology Database
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(Link to NATOTerm database: <https://nso.nato.int/natoterm/>)

ARMY PUBLICATIONS

FM 1-02.1	- Operational Terms
FM 1-02.2	- Military Symbols
FM 3-34	- Engineer Operations
FM 3-90	- Tactics
ADP 3-90	- Offense and Defense
ATP 2-33.4	- Intelligence Analysis
ATP 3-05.1	- Unconventional Warfare at the Combined Joint Special Operations Task Force Level
ATP 3-09.30	- Observed Fires
ATP 4-02.2	- Medical Evacuation

(Copies of these documents are available at <https://armypubs.army.mil/>.)

UNITED STATE MARINE CORPS PUBLICATIONS

MCWP-16	-	Fire Support Coordination in the Ground Combat Element
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(A copy of this document is available at
<https://www.marines.mil/News/Publications/MCPEL/Tag/95321/doctrine/>)

INTERNATIONAL ORGANIZATION FOR STANDARDIZATION

STANAG 1059	-	Letters Codes for Geographical Entities
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(A copy of this document is available at <https://nso.nato.int/nsq/home#>)

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
AFH	Air Force handbook
AIS	automated information system
AJP	allied joint publication
AOU	area of uncertainty
APP	allied procedural publication
ASSIST	Acquisition Streamlining and Standardization Information System
ATP	Army Training Publication

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
FM	field manual
HSL	hue, saturation and luminance
IFF	identification friend or foe
ISO	International Organization for Standardization
JP	joint publication
MCRP	Marine Corps reference publication
METOC	meteorological and oceanographic
MGRS	military grid reference system
MIL-STD	military standard
NATO	North Atlantic Treaty Organization
RGB	red, green, blue
SIF	selective identification feature
SIGINT	signals intelligence
STANAG	standardization agreement NATO
USMTF	United States message text format
VMF	variable message format
WGS 84	World Geodetic System 1984

3.2 Definitions used in this standard. Terms used in this document are defined as follows. When applicable, 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 index.

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

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 1-02.1](#) for the definition of specific types of areas.)

3.2.3 Assumed friend. “In identification, the designation given to a track, object or entity whose characteristics, behavior or origin indicate that it is a probable friend.”
[\(NATOTerm\)](#)

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.
[\(DOD Dictionary\)](#)

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 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. ([FM 1-02.1](#))

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

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

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

3.2.12 Cyberspace. Cyberspace is a global domain within the information environment consisting of interdependent networks of information technology infrastructures and resident data, including the internet, telecommunications networks, computer systems, and embedded processors and controllers ([JP 3-12](#)).

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 Defense support of civil authorities. Support provided by US Federal military forces, Department of Defense civilians, Department of Defense contract personnel, Department of Defense component assets, and National Guard forces (when the Secretary of Defense, in coordination with the governors of the affected states, elects and requests to use those forces in Title 32, United States Code, status) in response to requests for assistance from civil authorities for domestic emergencies, law enforcement support, and other domestic activities or from qualifying entities for special events. ([DOD Dictionary](#))

3.2.15 Faker. A friendly track acting as a hostile for exercise purposes. ([STANAG 1241](#))

3.2.16 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.

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

3.2.18 Friend. In identification, the designation given to a track, object or entity belonging to a declared, presumed or recognized friendly nation, faction or group ([NATO Term](#))

3.2.19 Frontogenesis. The process where a frontal boundary is developing.

3.2.20 Frontolysis. The process where a frontal system is dissipating/weakening.

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

3.2.22 Hostile. In identification, the designation given to a track, object or entity whose characteristics, behavior or origin indicate that it is a threat to friendly forces. Designation as hostile does not necessarily imply clearance to engage. ([NATO Term](#))

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, 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. ([DOD Dictionary](#))

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 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.

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

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

3.2.32 Neutral. 1. In combat and combat – support operations, an identity applied to a track whose characteristics, behavior, origin, or nationality indicate that it is neither supporting nor opposing friendly forces. ([DOD Dictionary](#)). 2. In identification, the designation given to a track, object or entity whose characteristics, behavior, origin or nationality indicate that it is neither supporting nor opposing friendly forces ([NATO Term](#)).

3.2.33 Operational environment. A composite of the conditions, circumstances, and influences that affect the employment of capabilities and bear on the decisions of the commander. ([DOD Dictionary](#))

3.2.34 Own ship. The visual representation of the ship that the operator is currently occupying.

3.2.35 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](#))

3.2.36 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.

3.2.37 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. ([DOD Dictionary](#))

3.2.38 Suspect. In identification, the designation given to a track, object or entity whose characteristics, behaviour or origin indicate that it is a potential threat to friendly forces. ([STANAG 1241](#))

3.2.39 Symbol. A graphic object that presents information.

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

3.2.41 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.

3.2.42 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. ([DOD Dictionary](#)) The course is the path that is planned; the track is the path that is actually taken.

3.2.43 Unknown. In identification, the designation given to an evaluated track, object or entity that has not been identified. ([NATO Term](#)) An identity applied to an evaluated track that has not been identified. ([DOD Dictionary](#))

4 GENERAL REQUIREMENTS

4.1 Joint military symbology. [Figure 1](#) shows the appendices that contain the joint military symbology sets available for planning and conducting joint operations.

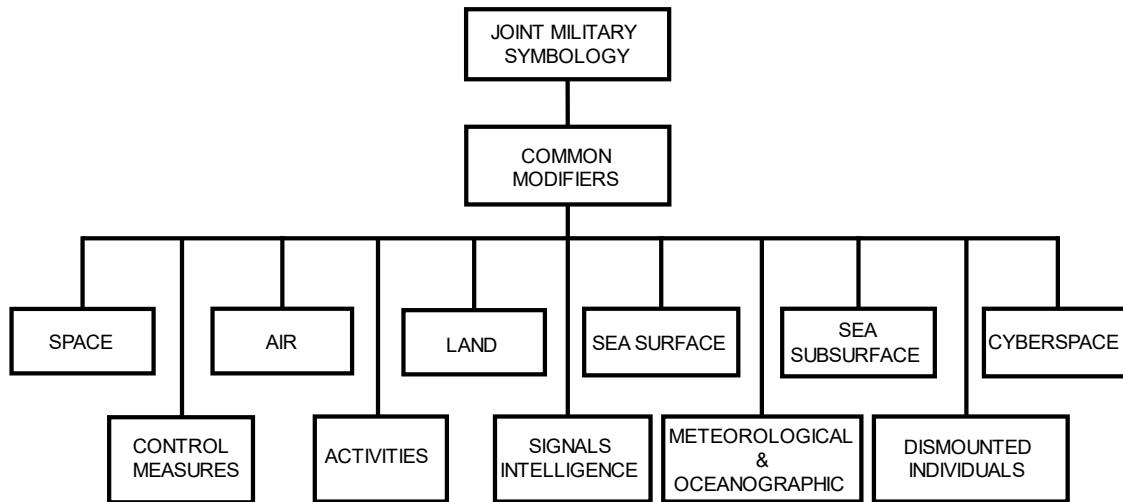


FIGURE 1. Joint military symbology appendices.

4.2 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 sea subsurface), space and cyberspace domains.

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

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.

4.6 Availability of scalable vector graphics (SVG) format symbol components. The Symbology Standard Management Committee (SSMC) has created symbol building blocks in scalable vector graphics (SVG) format. These symbol components are Scalable Vector Graphics (SVG) 1.1 (Second Edition), 16 August 2011 compliant and can be used as examples of control measure symbols, can be used to assemble and/or parse symbols in all other appendices, and can be used as input in creating MIL-STD-2525 compliant symbols in other formats by implementers of the standard. Requests for these files (please specify MIL-STD-2525 version) should be addressed to Defense Information Systems Agency (DISA) Military Message Standards Branch (EM7), 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/>.

4.7 Application and implementation of approved symbology change proposals (SCP). symbology change proposals (SCPs) written against the current version of MIL-STD-2525 and approved by the SSMC, unless specifically stated otherwise in the approved SCP document, can be immediately implemented and fielded upon approval of the SCP by the SSMC on any system or platform prior to that SCP being incorporated into the next formal release of MIL-STD-2525.

4.7.1 Requirements and advantages of implementing approved SCPs. There are many reasons why a Service, system, system of systems or application would immediately implement SSMC SCPs that were approved for implementation vice waiting for an updated version of the standard to be published. Many new symbol requirements have originated with deployed warfighters engaged in combat operations for new symbol to depict things not supported in the (at that time) current version of the standard – things such as improvised explosive devices (IED), IED suicide bombers, IED explosions, emergency distress call points, terrorist organizations, raids on houses, etc. Other new symbol requirements originate from a Service when their doctrine changes and new symbols are identified in those documents. As these documents are used in training, it is often imperative to get these new symbols approved and into fielded systems so the warfighter will have all the tools available to them that they were trained to use. Waiting for an updated version of the standard to be published can take years and is often an unacceptable delay to the warfighters we support.

4.7.2 Obtaining approved SCPs. Copies of SCPs are available for download from the SSMC website:

(<https://intelshare.intelink.gov/sites/datalinks/Symbology/SitePages/Community%20Home.aspx>). Requests should be addressed to Defense Information Systems Agency (DISA) Military Message Standards Branch (EM7), 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/>.

4.7.3 Receipt of unrecognized symbol identification codes. The ability to implement SSMC approved SCPs immediately upon approval could cause fielded systems to receive a symbol identification code (SIDC) that the system does not recognize. If a system receives an unrecognized SIDC, the system should handle exception to the best of its ability and based upon its specific system/user requirements. This could include, for example, discarding the unrecognized SIDC, displaying an Unknown symbol (see [table I](#)) at the unrecognized SIDC location, or displaying the portions of the unrecognized SIDC that can be understood; such as, an empty frame (affiliation based/shaped) when SIDC Set A is recognized and understood but Set B is not recognized or understood.

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, individuals, equipment, installations, activities, cyberspace and meteorological occurrences. An icon-based symbol can be composed of a frame, fill, icon, modifiers and amplifiers (see [figure 2](#)) and optionally may be rotated on its anchor point. These elements are located within and around a virtual bounding octagon. The symbol anchor point shall be the center point of the virtual bounding octagon. The components of an icon-based symbol provide information about the standard identity, dimension, status and mission of an operational object. The 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.

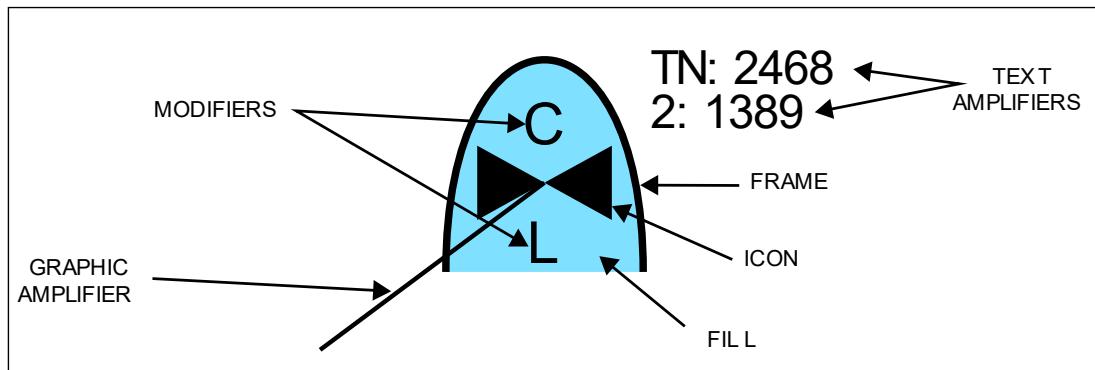


FIGURE 2. Icon-based symbol components.

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.

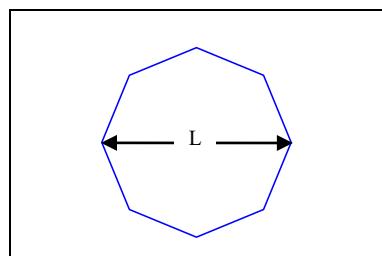


FIGURE 3. The bounding octagon.

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 extracted examples of sizing requirements of the basic frames relative to the bounding octagon. See [5.3.2](#) for more information on frames.

MIL-STD-2525E

DIMENSION STANDARD IDENTITY \ SPACE	AIR	LAND UNITS AND INSTALLATIONS	LAND EQUIPMENT AND SEA SURFACE	SEA SUBSURFACE	ACTIVITY/EVENT	CYBERSPACE (VIRTUAL)	DISMOUNTED INDIVIDUAL
UNKNOWN (YELLOW)							
FRIEND (CYAN)							
NEUTRAL (GREEN)							
HOSTILE (RED)							

FIGURE 4. The bounding octagon and frame sizes (illustrative examples).

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. Main icons shall be placed in the main sector, unless expressly noted within a specific symbol draw rule, while modifiers are placed in sectors 1 and 2. To optimize legibility, icons may be enlarged within the constraints of the bounding octagon when one or no modifiers are displayed. 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. 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, unless expressly noted within a specific symbol. See [5.3.6](#) for more information on modifiers.

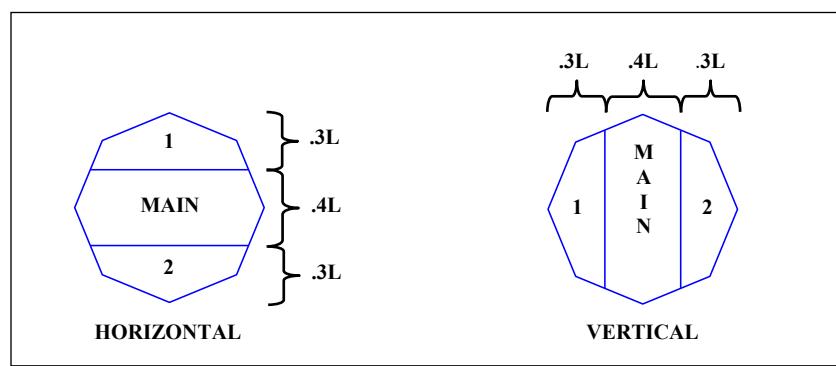


FIGURE 5. [The bounding octagon with horizontal and vertical sectors.](#)

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. [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](#)).

MIL-STD-2525E

TABLE I. Frames depicting standard identities and dimensions.

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

Note: Frames displayed with solid lines or alternating black and white dotted lines, as shown above, indicate status as present, i.e., the object exists at the location identified. See [table IV](#) for examples of frames depicting planned or anticipated status.

TABLE II. Exercise frames.

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

Note: Frames displayed with solid lines or alternating black and white dotted lines, as shown above, indicate status as present, i.e., the object exists at the location identified. See [table IV](#) for examples of frames depicting planned or anticipated status.

TABLE III. Simulation frames.

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

Note: Frames displayed with solid lines or alternating black and white dotted lines, as shown above, indicate status as present, i.e., the object exists at the location identified. See [table IV](#) for examples of frames depicting planned or anticipated status.

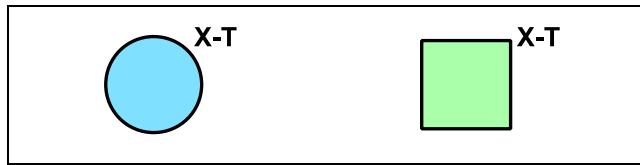


FIGURE 6. Friend and neutral exercise training tracks.

5.3.2.1 Standard identity. In imagery interpretation, identity is the discrimination between objects within a particular type or class. Standard identity reflects the relationship between the viewer and the operational object being monitored.

- a. The Standard Identity categories are Unknown, Assumed Friend, Friend, Neutral, Suspect, and Hostile (see tables I, II, and III). In addition, Pending is a valid condition but not considered a standard identity. [Figure 7](#) shows assumed friend and suspect frames on various backgrounds.
- b. A closed frame is used to denote the Land and Sea Surface Dimensions, a frame open at the bottom to denote the Air and Space Dimensions, and a frame open at the top to denote the Sea Subsurface Dimension.
- c. A solid line is used when the identity of an entity is certain. A solid line can be used with the standard identifiers of Friend, Hostile, Neutral and Unknown.
- d. A dotted line of alternating black and white dots is used when the identity of an entity is uncertain. A dotted line can be used with the standard identifiers of Assumed Friend, Suspect, or the category of Pending. [Figure 7](#) shows assumed friend and suspected frames on various backgrounds.
- e. Standard Identity is not applicable to Meteorological Oceanographic (METOC) symbols.

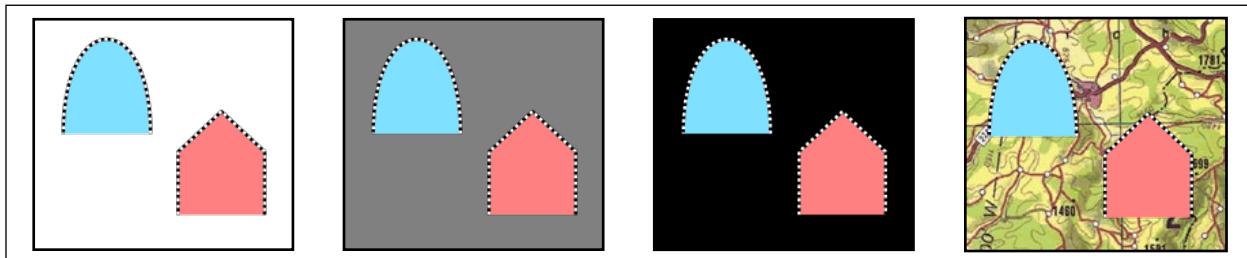


FIGURE 7. Assumed friend and suspect frames on various backgrounds.

5.3.2.2 Domain. A domain commonly reflects the physical environment where either the entity's primary function is conducted or where the entity is located on, above or below the Earth's surface (space, air, land, or maritime). Additionally, within the information environment, cyberspace is a global domain that permeates all physical domains and includes a virtual dimension. A dimension is a subset or aspect of a particular domain.

- The land domain includes only those graphical representations that are physically located on the land surface or close to the surface. Units, equipment, and installations are dimensions of the land domain.
- The maritime domain includes only those objects that are physically located on or below the sea surface. Sea surface and sea subsurface are dimensions of the maritime domain.
- The air domain is unidimensional and includes those objects that are physically located beginning at the Earth's surface and extending to the altitude where atmospheric effects upon operations become negligible. Aircraft, regardless of Service ownership, shall be depicted in the air domain, while air facilities shall be depicted as land installations. Air-related ground equipment and installations shall be depicted in the land equipment or installation dimensions.
- The space domain is unidimensional and includes the environment above the exosphere. Space-related ground equipment and installations shall be depicted in the land equipment or installation dimensions.
- The virtual cyberspace domain is a part of the information environment consisting of computer networks characterized by the use of electronics and the electromagnetic spectrum. Within the physical domains and the associated dimensions (i.e., units, equipment, installations, sea surface, and sea subsurface), cyberspace entities and their physical presence are depicted using the existing physical domains and dimensions symbology.
- Activity/event, dismounted individuals and unknown are categorized as dimensions. They do not have a direct relationship to a specific domain.

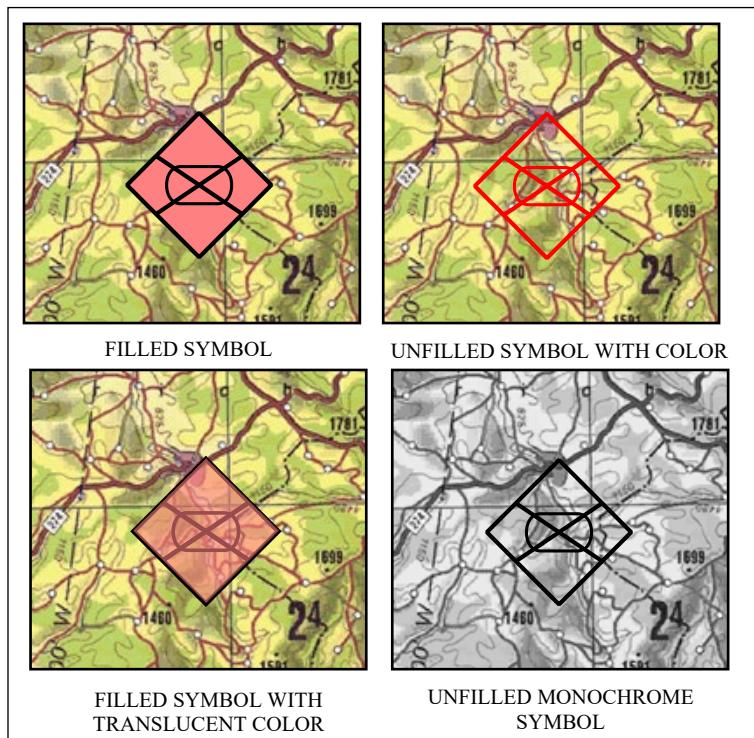
5.3.2.3 Status. Status depicts whether an object exists at the location identified (status is "present" or "confirmed"), will in the future reside at that location (status is "planned" or "anticipated"), or is thought to reside at that location ("suspected"). See [table IV](#).

- The symbol frame shall be a solid or black and white dotted line when indicating a present or confirmed status and a dashed line when indicating anticipated, planned, or suspected status.
- When the frame is assumed friend, suspect, or pending, the status shall not be displayed. In these cases, the frame is depicted as a dotted line.
- For icons that can be framed or unframed, and icons where framing is optional, icons shall be framed when showing status. Status other than "present" or "confirmed" shall not be shown when the symbol icon is unframed or is displayed as a dot.

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

DIMENSION STANDARD IDENTITY \ DIMENSION	UNKNOWN	SPACE	AIR	LAND UNIT	LAND EQUIPMENT AND SEA SURFACE	LAND INSTALLATION	SEA SUBSURFACE	ACTIVITY/ EVENT	CYBERSPACE	DISMOUNTED INDIVIDUAL
FRIEND (CYAN)										
ASSUMED FRIEND (CYAN)										

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](#) below).

FIGURE 8. Examples of filled and unfilled symbols.

5.3.3.1 Fill color. In unframed symbols, color shall be the sole indicator of standard identity, excluding text amplifiers. [Table I](#) depicts the default colors that shall be used to designate standard identity when colored symbols are either hand-drawn or displayed electronically. See [5.5](#) for additional information on how color is to be displayed in a symbol.

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 V](#) for examples of framed and unframed icons. Text icons shall be no more than four characters.

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

SYMBOL	FRAMED ICON (PRESENT)	UNFRAMED ICON (PRESENT)	FRAMED 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 normally do not exceed the dimensions of the main sector (see [figure 9](#)). For better readability, main icons may be “enlarged” to extend into any unused modifier sector.

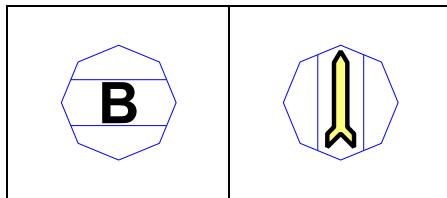


FIGURE 9. Examples of main icons.

5.3.4.2 Full octagon icons. Full octagon icons are icons that fill the main and both modifiers do not adhere to the sectors of the bounding octagon and thus do not allow modifiers. They shall not exceed the dimensions of the bounding octagon (see [figure 10](#)).

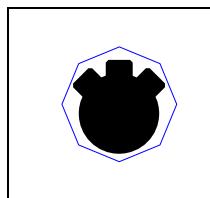


FIGURE 10. Example of full octagon icon.

5.3.4.3 Full frame icons. Full frame icons are main icons that exceed the dimensions of the bounding octagon and touch the interior border of the frame (see [figure 11](#)). Modifiers may be used as long as the full frame icon does not require the use of that sector.

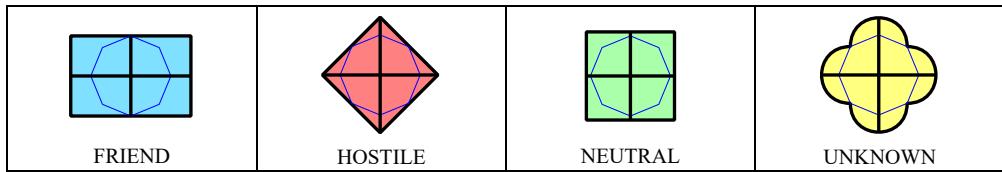


FIGURE 11. Examples of full frame icons (medical unit).

5.3.5 Invalid symbols. When migrating between standards, if a system's software encounters a SIDC and is unable to translate that into a 2525E symbol code because of a disconnect between the two codes, an inverted question mark within a yellow clover frame shape shall be used (see [figure 12](#)).

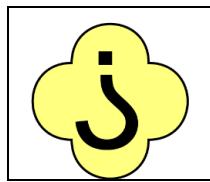


FIGURE 12. Example of invalid symbol.

5.3.6 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 four characters. Any modifier in a symbol that would overlap a main icon, the modifier shall be offset, within its sector, to the main icon.

5.3.7 Amplifiers. An amplifier provides additional information about the symbol and is displayed outside the frame (see [table VI](#)). Not all amplifiers are applicable to all symbols. 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. 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 if all amplifiers on a particular side of the symbol are not displayed; the order of the amplifier fields shall remain unchanged.

TABLE VI. Amplifier field definitions and maximum display lengths -

FIELD	FIELD TITLE	DESCRIPTION	Format - Min/Max Data Length and Display Values # - Numeric, X - Alphanumeric	Symbol Set	Remarks
A	Symbol Icon	The innermost part of a symbol, comprised of an icon and optional modifiers, that represents a joint military object (see 5.3.4).	Graphic	All	Determined by SIDC positions 11-20.
B	Echelon	An amplifier in a unit symbol that identifies command level (see 5.3.7.1 and table VII).	Graphic	All	
C	Quantity	An amplifier in an equipment symbol that identifies the number of items present. <u>Examples include:</u> 350 Beds 50 Gallons	Alphanumeric - {1,19} [#####] [XXXXXXXXXX]	10, 11, 15, 25, 27, 60	Two-part composite field. Where # is the numeric value [1-999999999], and X is the unit of measure. Note: There should be a space between the numeric and the unit of measure values.
D	Task Force Indicator	An amplifier that identifies a unit or activities symbol as a task force (see 5.3.7.2 and figure 14).	Graphic	10	Determined by SIDC position 8.
F	Reinforced or Reduced	An amplifier in a unit symbol that displays (+) for reinforced, (-) for reduced, (\pm) reinforced and reduced.	Alphanumeric - {1,1}	10	
G	Staff Comments	An amplifier for units, equipment and installations; content is implementation specific.	Alphanumeric - {1,20}	01, 05, 10, 15, 20, 27, 30, 35, 40	
H	Additional Information	An amplifier for units, equipment and installations; content is implementation specific.	Alphanumeric - {1,20}	All	
H1	Unlisted Point Information	An alphanumeric text amplifier used to provide an up to a three-character letter field acronym to describe a point that is not already listed.	Alphanumeric - {1,3}	25	Only used with Action Points (General) control measure. SIDC 130100.

TABLE VI. Amplifier field definitions and maximum display lengths - Continued.

FIELD	FIELD TITLE	DESCRIPTION	Format - Min/Max Data Length and Display Values # - Numeric, X - Alphanumeric	Symbol Set	Remarks
J	Evaluation Rating	An amplifier that consists of a one-letter reliability rating and a one-number credibility rating. (See ATP 2-33.4)	Alphanumeric - {2,2} [X][#]	10, 15, 20, 27, 40	<p>Reliability Ratings: A-completely reliable B-usually reliable C-fairly reliable D-not usually reliable E-unreliable F-reliability cannot be judged</p> <hr/> <p>Credibility Ratings: 1-confirmed by other sources 2-probably true 3-possibly true 4-doubtfully true 5-improbable 6-truth cannot be judged</p>
K	Combat Effectiveness	An amplifier for units and installations that indicates unit effectiveness or installation capability.	Alphanumeric - {2,3}	10, 15, 27	<p>List of Values: FO - Fully Operational SO - Substantially operational MO - Marginally operational NO - Not operational UNK - Unknown</p>
L	Signature Equipment	An amplifier for hostile equipment; "!" indicates detectable electronic signatures.	Alphanumeric - {1,1}	15	The amplifier displayed is the exclamation mark "!".
M	Higher Formation	An amplifier for units that indicates number or title of higher echelon command (corps are designated by Roman numerals).	Alphanumeric - {1,21}	10	
N	Hostile (Enemy)	An amplifier for equipment; letters "ENY" denote hostile symbols.	Graphic	15, 25	Determined by SIDC position 4. Note: This amplifier must be used when displaying enemy/hostile control measures on monochromatic displays

TABLE VI. Amplifier field definitions and maximum display lengths - Continued.

FIELD	FIELD TITLE	DESCRIPTION	Format - Min/Max Data Length and Display Values # - Numeric, X - Alphanumeric	Symbol Set	Remarks
P	IFF/SIF/AIS	An amplifier displaying IFF/SIF/AIS Identification modes and codes.	Alphanumeric - {4,4} MODE 1:##, where ## is a two-digit octal number (0-7). The rightmost digit is limited to 0-3. [1:##] Alphanumeric - {6,6} MODE 2:####, where #### is a four-digit octal number (0-7). [2:####] Alphanumeric - {6,6} MODE 3:####, where #### is a four-digit octal number (0-7). [3:####] Alphanumeric - {6,6} MODE 5:####, where #### is a 4-digit hexadecimal number (0-F). The leftmost digit is limited from 0 to 3. [5:####] Alphanumeric - {8,8} MODE S:XXXXXX [S:XXXXXX] Alphanumeric - {x,x} AIS IMO:XXXXXX [S:XXXXXX]	01, 10, 15, 27, 30, 35	Note: 'MODE' is not required when displaying.

TABLE VI. Amplifier field definitions and maximum display lengths - Continued.

FIELD	FIELD TITLE	DESCRIPTION	Format - Min/Max Data Length and Display Values # - Numeric, X - Alphanumeric	Symbol Set	Remarks
Q	Direction of Movement Indicator	An amplifier consisting of a line with arrow that identifies the direction of movement or intended movement of an object (see 5.3.7.9 and figure 14).	Graphic (Alphanumeric for exchange only)	10, 15, 20, 25, 27	If the exchanged value has a length of 7 characters, the value will be parsed as degrees. The allowed range is 000-360. The “DDD” DGT (True North) DGM (Magnetic north) and DGG (Grid North). The degrees must be prefixed with 0 to form a 3-digit number. e.g. “026 DGT”. 2. If the exchanged value has a length of 8 characters, the value will be parsed as mils. The “MMM” is the north reference: MGT (True North) MGM (Magnetic north) and MGG (Grid North). The mils must be prefixed with 0 to form a 4-digit number. e.g.: “0150 MGT”
R	Mobility Indicator	An amplifier that depicts the mobility of an object not intrinsic to the entity itself (see 5.3.7.9 , figure 14 and table IX).	Graphic	10	Determined by SIDC positions 9-10
R2	SIGINT Mobility Indicator	An amplifier that indicates the mobility of a SIGINT unit.	Alphanumeric - {1,1}	50, 51, 52, 53, 54	List of Values: M = Mobile, S = Static U = Uncertain.

TABLE VI. Amplifier field definitions and maximum display lengths - Continued.

FIELD	FIELD TITLE	DESCRIPTION	Format - Min/Max Data Length and Display Values # - Numeric, X - Alphanumeric	Symbol Set	Remarks
S	Headquarters Staff Indicator	An amplifier for units, installations and activities that identifies them as a headquarters (see figure 14 and figure 13).	Graphic	10, 20, 40	Determined by SIDC position 8.
S2	Offset Location Indicator	An amplifier used to indicate the offset or precise location of a single point symbol (see 5.3.7.5 , 5.3.12 , and figure 14).	Graphic	10, 20, 25, 27, 40	Determined by individual system implementations.
T	Unique Designation	An amplifier that uniquely identifies a particular symbol or track number. Identifies acquisitions number when used with SIGINT symbology.	Alphanumeric - {1,30}	All	
T1	Lines - Unique Identifier or Primary Purpose	Lines - Second unique identifier for boundaries.	Alphanumeric - {1,30}	25	Only for use with Boundary Control measure symbols.
		Lines - Other than phase lines that have a specific purpose, (for example, restrictive fire line RFL), should have the primary purpose labelled on top of the line at both ends of the line inside the lateral boundaries or as often as necessary for clarity.			
	Points - Purpose or Servicing Unit	Points - Provides the unit servicing the point	Alphanumeric - {1,7}		For use with point symbols.
T2	Controlling Headquarters	An amplifier used to provide the designation of the Establishing Headquarters.	Alphanumeric - {1,7}	25	Used with Fire Support Control Measures only.
V	Type	An amplifier for equipment that indicates types of equipment.	Alphanumeric - {1,24}		Example: AH-64 for Attack Helicopter

TABLE VI. Amplifier field definitions and maximum display lengths - Continued.

FIELD	FIELD TITLE	DESCRIPTION	Format - Min/Max Data Length and Display Values # - Numeric, X - Alphanumeric	Symbol Set	Remarks
W	Date/Time Group (DTG)	An amplifier for displaying a date-time group (DDHHMMSSZMONYYYY) or (DDHHMMZMMYYYY) or "O/O" for On Order. Field "W" is used to provide DTG or if used with field "W1" the start of a period of time. Field "W1" is used to provide the end of a period of time.	Alphanumeric - {3,16}	10, 15, 20, 25, 27, 40, 45	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 (see 5.3.7.8).
W1				25	
X	Altitude/Depth	An amplifier that displays either altitude, flight level, depth for submerged objects or height of equipment or structures on the ground, the minimum, maximum and/or specific altitude (in feet or meters in relation to a reference datum) or depth (for submerged objects in feet below sea level). See 5.3.7.6 for content.	Alphanumeric - {3,16} Three formats are allowed: (e.g. MSL, 9000FTAMSL, FL280.) 1. Base reference point - [XXX]: "MSL" (Mean Sea Level) or "GL" (Ground Level). 2. Flight level - [FL###]. FL is fixed text, "###" is the flight level (range 0-999).	14	SM = Statute Miles DM = Data Miles

TABLE VI. Amplifier field definitions and maximum display lengths - Continued.

FIELD	FIELD TITLE	DESCRIPTION	Format - Min/Max Data Length and Display Values # - Numeric, X - Alphanumeric	Symbol Set	Remarks
			3. Height from a reference point. [##### UU RRRR] "#####" is the value, (Range 0-999999) "UU" is the unit of measurement, (FT, M, KM, SM, DM). "BBBB" is the reference point, (AGL, AMSL, BMSL and HAE).		
Y	Location	An amplifier that displays a symbol's location in degrees, minutes and decimal minutes (or in MGRS, GARS, or other applicable display formats).	Alphanumeric - {3,16}	10, 15, 20, 25, 27, 30, 40	Exchange format is implementation specific.
Z	Speed	An amplifier that displays velocity (see 5.3.7.7).	Alphanumeric - {5,9} [#####] [XXX]	8	Two-part composite field. Where # is the numeric value [1-999999999], and XXX is the unit of measure (KPH, KPS, MPH, NMH, KTS). Note: There should be a space between the numeric and the unit of measure values.
AA	Special C2 Headquarters	A amplifier that is contained inside the frame in place of the main icon and contains the name of the special C2 Headquarters.	Alphanumeric - {1,9}	10	Examples: Named command such as SHAPE, PACOM, and joint, multinational, or coalition commands such as CJTF, JTF, or MJTF.
AB	Feint/Dummy indicator	An amplifier that identifies an offensive or defensive unit, intended to draw the enemy's attention away from the area of the main attack.	Graphic	10, 15, 20, 27	Determined by SIDC position 8.
AD	Platform Type	An amplifier that identifies the electronic identification for a pulsed or non-pulsed electromagnetic emission.	Alphanumeric - {5,5}	10, 15	List of Values: ELNOT = Electronic intelligence notation CENOT = Communications intelligence notation
AE	Equipment Teardown Time	An amplifier that identifies equipment teardown time in minutes.	Numeric - {1,3}	15,52	

TABLE VI. Amplifier field definitions and maximum display lengths - Continued.

FIELD	FIELD TITLE	DESCRIPTION	Format - Min/Max Data Length and Display Values # - Numeric, X - Alphanumeric	Symbol Set	Remarks
AF	Common Identifier	An amplifier to provide a common name used to identify an entity.	Alphanumeric - {1,12}	10, 15, 27	Example: "Hawk" for Hawk SAM system.
AG	Auxiliary Equipment Indicator	An amplifier for equipment that indicates the presence of a towed sonar array (see 5.3.7.11 , figure 14 and table IX).	Graphic	35	Determined by SIDC positions 9-10.
AH	Area of Uncertainty	An amplifier 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 5.3.7.13.1 and figure 18).	Graphic (Alphanumeric for exchange only)	01, 05 10, 15, 20, 25, 27, 30, 35, 40	The amplifier can be displayed as an ellipse, a bearing box, or a line of bearing, depending on the report received for the object.
AI	Dead Reckoning Trailer	An amplifier that identifies where an object should be located at present, given its last reported course and speed (see 5.3.7.13.2).	Graphic	01, 05, 10, 15, 20, 25, 27, 30, 35, 40	Locally derived information. This datum is not exchanged.
AJ	Speed Leader	An amplifier that depicts the speed and direction of movement of an object (see 5.3.7.13.3 and figure 18).	Graphic	01, 02, 30, 35	Land units and equipment use the Direction of Movement and Speed amplifiers for this information.
AK	Pairing Line	An amplifier that connects two objects and is updated dynamically as the positions of the two objects change (see 5.3.7.13.4 and figure 18).	Graphic	N/A	
AL	Operational Condition	An amplifier that indicates operational condition or capacity.	Graphic	01, 05,10, 15, 20, 30, 35	Determined by SIDC position 7.
AM	Distance	An amplifier that displays a minimum, maximum, or a specific distance (range, radius, width, length, etc.), in meters.	Alphanumeric - {3,9} [#] [X]	25	"#" is the value (range 0-99999) XXX is the distance unit. Note: there should be a space between the integer and the unit of measure values. Where more than one distance is specified the AM amplifier will be suffixed with a numeric entry, e.g. AM1, AM2.

TABLE VI. Amplifier field definitions and maximum display lengths - Continued.

FIELD	FIELD TITLE	DESCRIPTION	Format - Min/Max Data Length and Display Values # - Numeric, X - Alphanumeric	Symbol Set	Remarks
AN	Azimuth	An amplifier that displays an angle measured from true north to any other line in degrees.	Alphanumeric - {7,8} [#####] [XXX]	25	For Degrees entries. XXX DGT, where XXX is degrees from 000-359 and DGT is referenced to TRUE North. For Mils entries. XXXX MGT, where XXXX is MILS from 0000-6399 and MGT is referenced to TRUE North. Where more than one angle is specified the AN amplifier will be suffixed with a numeric entry, e.g. AN1, AN2.
AO	Engagement Bar	An amplifier placed immediately atop the symbol. May denote: 1) local/remote status 2) engagement status 3) weapon type.	Composite list of values Alphanumeric - {6,10} A:BBB-CC	01, 05, 10, 30, 35	See 5.3.7.15.3 for explanation of engagement bar structure and codes. A - Type of Engagement BBB - Engagement Stage CC - Type of Weapon Assignment
AP	Target Number	An amplifier used in Fire Support operations to uniquely designate targets in accordance with STANAG 2934.	Alphanumeric - {6,6} [XX][###]	25	Two-part composite field. Where positions 1-2 are text, and positions 3-6 are numeric.
AP1	Target Number Extension	An amplifier used to identify a target number extension which is a sequentially assigned number identifying the individual elements in a target (MIL-STD-6017),	Numeric - {2,3} [-##]	25	Position 1 is a dash (-) and positions 2-3 are numbers, from 1 through 15. It is applicable only to the “Point or Single Target” symbol. It is conditional upon the presence of the Target Number amplifier and is visually displayed appended to the Target Number amplifier.
AQ	Guarded Unit	An amplifier used during ballistic missile defense. Some tracks are designated as guarded by a particular unit.	Alphanumeric - {6,6} [XX]	30	Single value: BG - Guarded Unit
AR	Special Designator	An amplifier that identifies special track designators.	Alphanumeric - {3,3}	10, 30, 35	List of values: NRT - Non-Real Time. SIG - Tactically Significant Tracks.

TABLE VI. Amplifier field definitions and maximum display lengths - Continued.

FIELD	FIELD TITLE	DESCRIPTION	Format - Min/Max Data Length and Display Values # - Numeric, X - Alphanumeric	Symbol Set	Remarks
AS	Country	A three-letter code that indicates the country of origin of the organization (US systems shall use GENC).	Alphanumeric - {3,3}	All	Determined by SIDC positions 28-30.
AT	Capacity of Installation	Capacity of installation displayed.	Alphanumeric - {1,19} [#####] [XXXXXXXXXX]		Two-part composite field. Comprised of: Quantity 0-99999999 followed by the unit of measure. e.g. 400 Beds
AV	Leadership	Identifies Leadership (ONLY IN DISMOUNTED INDIVIDUAL)	Graphic		Determined by SIDC positions 9-10.
AW	Headquarters Element	An amplifier that indicates what type of element of a headquarters is being represented, such as TOC, MAIN2.	Alphanumeric {0,8}	10	
AX	Installation Composition	Indicates the component type of the installation	Alphanumeric {3,7}	20	List of Values: DEVELOP - Development. RSRCH - Research. PROD - Production. SVC - Service. STORE - Storage. UTIL - Utility.
AY	Network Identifier	Indicates the network the entity has privileges within.	Alphanumeric		The colour of the graphic shall be assignable by the operator.

5.3.7.1 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 13](#).

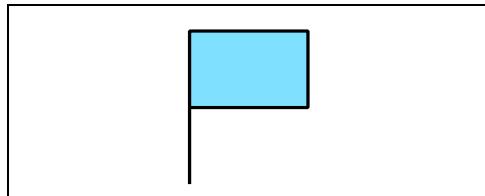


FIGURE 13. Headquarters staff amplifier.

Note: 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.

5.3.7.2 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 VII](#). The indicator is represented in field B as defined in [table VI](#).

TABLE VII. Echelon amplifiers.

AMPLIFIER	DESCRIPTION
Ø	TEAM/CREW
•	SQUAD
··	SECTION
•••	PLATOON/DETACHMENT
I	COMPANY/BATTERY/TROOP
II	BATTALION/SQUADRON
III	REGIMENT/GROUP
X	BRIGADE
XX	DIVISION
XXX	CORPS
XXXX	ARMY
XXXXX	ARMY GROUP
XXXXXX	THEATER
++	COMMAND

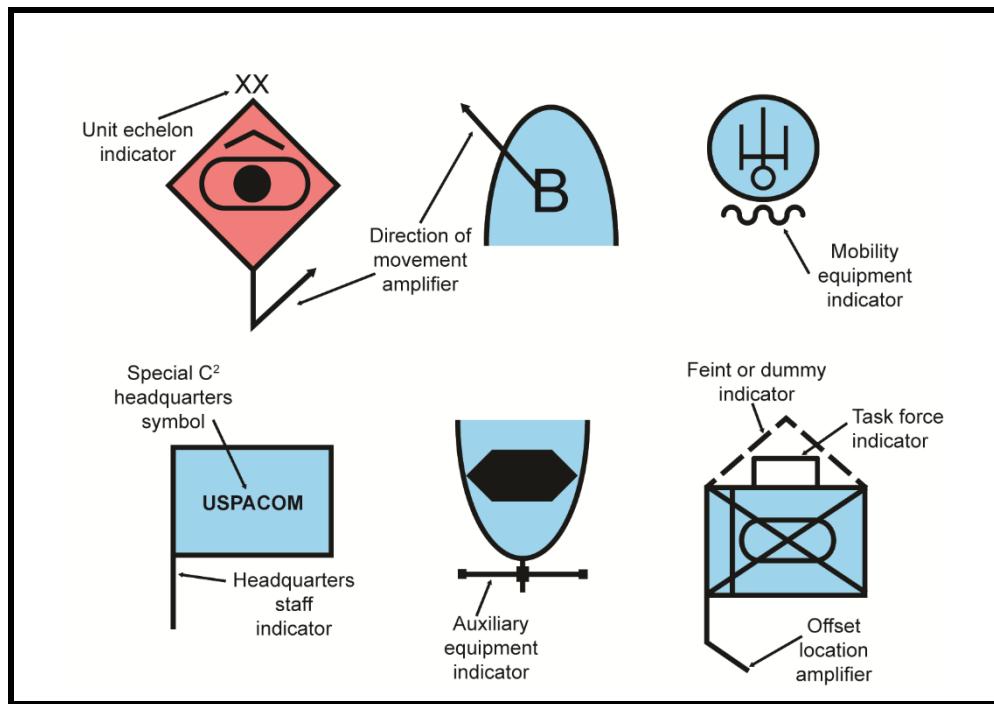


FIGURE 14. Graphic amplifiers for military symbols.

5.3.7.3 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 VI](#) and is positioned as shown in [figure 14](#).

5.3.7.4 Feint/decoy/dummy indicator. The feint, decoy or dummy indicator is a dashed inverted “V” that identifies offensive or defensive units, equipment and installations, signal intelligence, activities, and control measures. It is intended to draw the enemy's attention away from the area of the main attack, and/or an imitation of a person, object or phenomenon, which is intended to deceive hostile surveillance or detection systems or mislead the adversary. The indicator is represented in SIDC set A, position 8 "HQ / Task Force / Dummy when populated with “1” to specify the symbol is a “Feint/Decoy/Dummy”. This can apply to the SIDC for any symbol in MIL-STD-2525E as shown in [figure 14](#), and is constructed and positioned as follows.

5.3.7.4.1 Construction. The feint, decoy, or dummy indicator shall be rendered as an isosceles triangle (two equal length sides and two equal angles), where angles “A” and “C” (the two base angles) = 45° , angle “B” (the top angle) = 90° , and the length of line AB is equal to the length of line BC (see [figure 15](#)). Line AC (gray) in [figure 15](#) shall not be rendered.

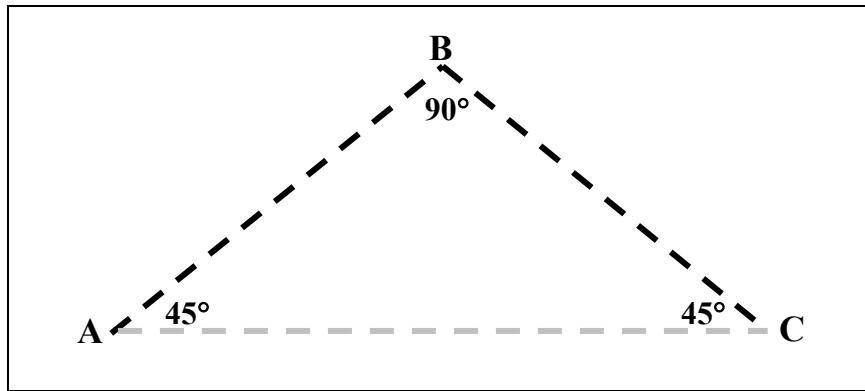


FIGURE 15. Feint, decoy, or dummy indicator construction.

5.3.7.4.2 Line style. The line style of the feint, decoy, or dummy indicator when used with control measure symbols shall always be rendered as dashed lines, even when the status of the symbols is present and the symbol line style is solid.

5.3.7.4.3 Position. On a geographically referenced system display, the feint, decoy, or dummy indicator shall always be rendered on top of the symbol when the display is oriented north up. If the system display has the capability to rotate (i.e., a moving map display inside a vehicle in motion), the feint, decoy, or dummy indicator shall rotate with the base symbol.

5.3.7.4.4 Position for icon-based symbols. See [5.3.2](#) that describes which types of icon-based symbols can be rendered unframed.

5.3.7.4.4.1 Unframed icon-based symbol position. The feint, decoy, or dummy indicator when used with unframed icon-based symbols shall be positioned as shown below in [figure 16](#). Point “A” shall be rendered 0.4L above the top edge of the bounding octagon and aligned with the left edge of the bounding octagon. Point “C” shall be rendered 0.4L above the top edge of the bounding octagon and aligned with the right edge of the bounding octagon. The spacing above the top of the bounding octagon will support any authorized amplifier(s) to be applied to the unframed icon-based symbol without overlapping the indicator.

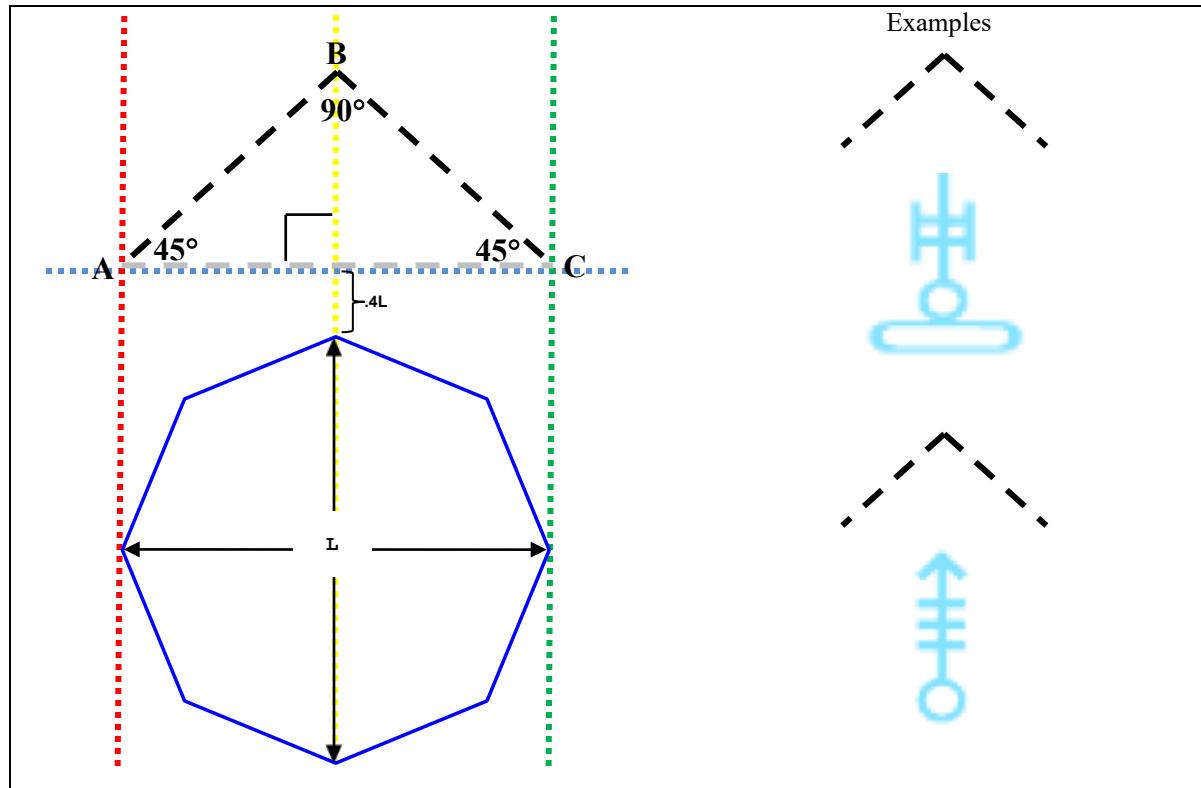


FIGURE 16. Position of the feint, decoy, or dummy indicator for unframed icon-based symbols.

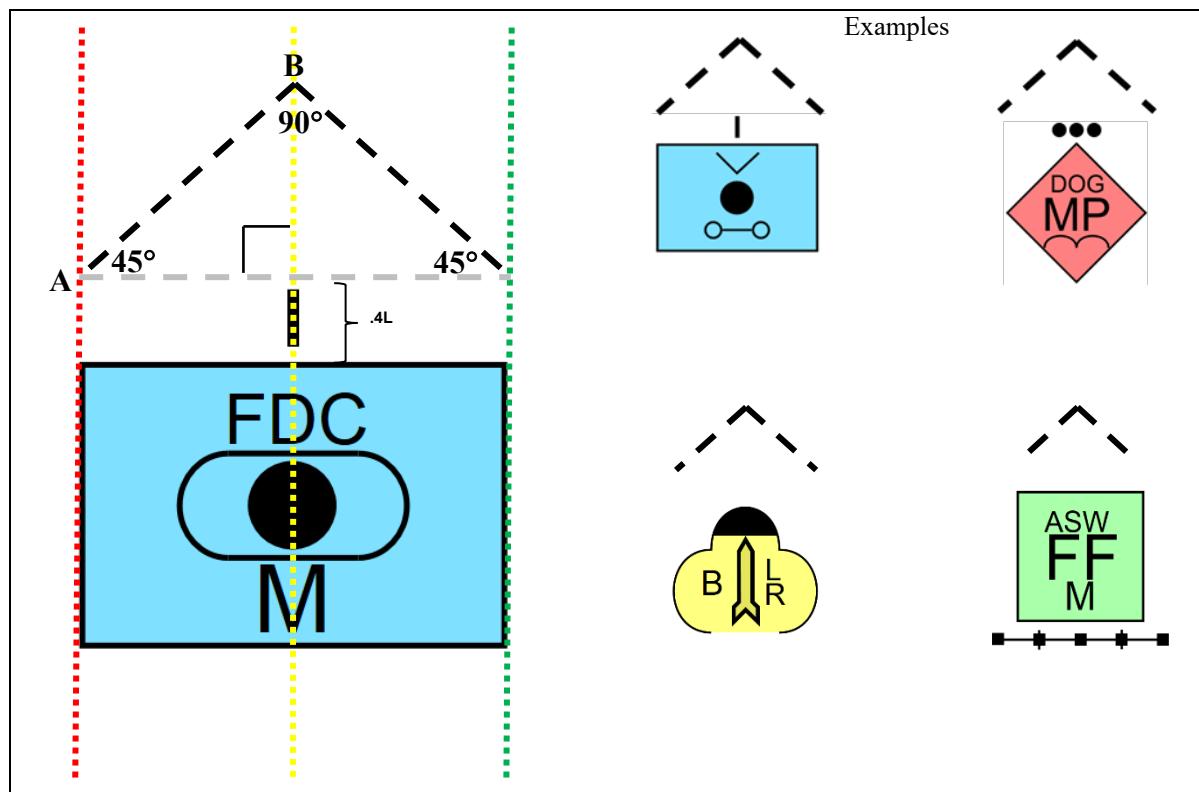


FIGURE 17. Position of the feint, decoy, or dummy indicator for framed icon-based symbols.

5.3.7.5 Offset/precise location amplifier. The offset/precise location indicator is used when placing an object away from its actual location. The offset/precise location indicator is a system display de-cluttering technique (see [5.3.13](#)); it is not exchanged between or shared among systems. The offset/precise location indicator is a three point line extending from the anchor point of the symbol. Point 1 is the anchor point of the offset symbol. Point 3 is the actual geographic location. Point 2 is an elbow between the symbol anchor point and the actual geographic location. See [figure 14](#).

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

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

5.3.7.6.2 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 are 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.

5.3.7.6.3 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.

5.3.7.6.4 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

5.3.7.7 Speed amplifier. The speed amplifier is used to display a unit or equipment velocity. The amplifier has a specific format as follows.

The first part of this eight-character (maximum length) amplifier shall be a numeric value (quantity) in the range 0 through 99999 or any combination of four or fewer digits and a significant decimal point. There is a 5-character maximum for the numeric portion of this amplifier. The allowable entries for the numeric portion of this amplifier are as follows. The legal entries are a decimal point and numbers. The legal range of values for the numeric portion are zero (0) through 99999. The minimum length of this portion of the amplifier is 1; the maximum is 5. The minimum decimal place is zero (0); the maximum decimal place is four (4).

The second part of this eight-character (maximum length) amplifier shall be the speed/velocity unit of measure. Legal entries for this portion of the amplifier shall be “KPH” (kilometers per hour), “MPS” (meters per second), “KTS” (knots per hour), or “MPH” (miles per hour).

Examples: 220KPH = 220 kilometers per hour
 974.5MPS = 974.5 meters per second
 18.75KTS = 18.75 knots per hour
 5MPH = 5 miles per hour

5.3.7.8 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.

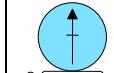
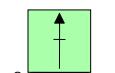
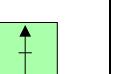
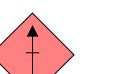
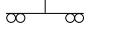
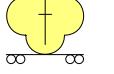
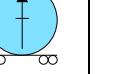
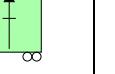
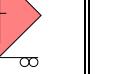
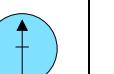
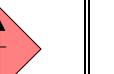
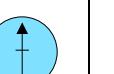
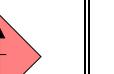
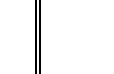
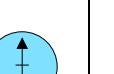
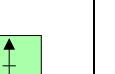
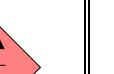
5.3.7.9 Direction of movement amplifier. The direction of movement amplifier is an arrow or staff identifying the direction of movement or intended movement of an object. For land symbols, the amplifier is an angled arrow extending downward from the bottom center of the frame or icon and pointing in 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 14](#)).

5.3.7.10 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 VI](#) and is positioned as shown in [figure 14](#).

TABLE VIII. Equipment mobility indicators.

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

TABLE VIII. Equipment mobility indicators - Continued.

DESCRIPTION	MOBILITY SYMBOL	UNFRAMED	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WHEELED AND TRACKED COMBINATION	○—○	○ 	○ 	○ 	○ 	○ 
TOWED	○—○—○	○ 	○ 	○ 	○ 	○ 
RAILWAY	∞—∞	∞ 	∞ 	∞ 	∞ 	∞ 
OVER-SNOW (PRIME MOVER)	—					
SLED	—					
PACK ANIMALS	Λ					
BARGE	—					
AMPHIBIOUS	~~~					

5.3.7.11 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 VI](#) and is positioned as shown in [figure 14](#).

TABLE IX. Auxiliary equipment indicators.

DESCRIPTION	MOBILITY SYMBOL	UNFRAMED	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
TOWED SONAR ARRAY (SHORT)	---	A black arrowhead pointing right with a horizontal line segment above it, enclosed in a thin rectangular frame.	A yellow rounded rectangle containing a black arrowhead pointing right with a horizontal line segment above it.	A blue rounded rectangle containing a black arrowhead pointing right with a horizontal line segment above it.	A green rounded rectangle containing a black arrowhead pointing right with a horizontal line segment above it.	A red rounded rectangle containing a black arrowhead pointing right with a horizontal line segment above it.
TOWED SONAR ARRAY (LONG)	-----	A black arrowhead pointing right with a horizontal line segment above it, enclosed in a thin rectangular frame.	A yellow rounded rectangle containing a black arrowhead pointing right with a horizontal line segment above it.	A blue rounded rectangle containing a black arrowhead pointing right with a horizontal line segment above it.	A green rounded rectangle containing a black arrowhead pointing right with a horizontal line segment above it.	A red rounded rectangle containing a black arrowhead pointing right with a horizontal line segment above it.

5.3.7.12 Text modifiers. [Table VI](#) 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 VI](#) and positioned in accordance with individual appendices. 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 VI](#)) is contained inside the frame, as seen in [figure 13](#).

5.3.7.13 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 18](#). These examples are notional; the size and placement of each amplifier will vary based on the attributes of the object.

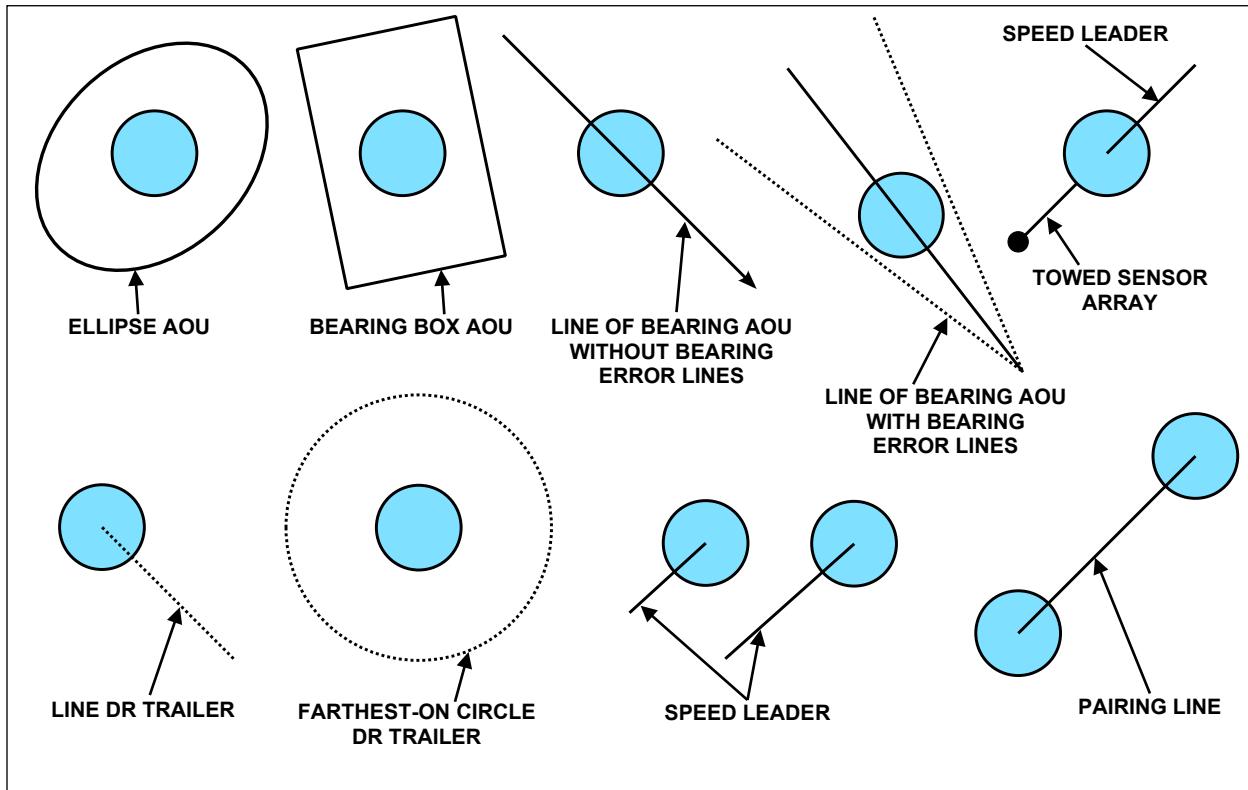


FIGURE 18. Dynamic graphic amplifiers for icon-based symbols.

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 AO), 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 AL), associated symbols amplifier graphics should reflect the color status indicated in the operational condition/status field.

[Figure 19](#) illustrates an example of dynamic amplifiers being color coded.

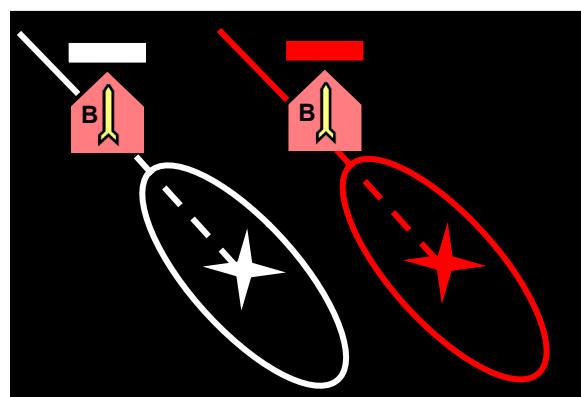


FIGURE 19. Color coded dynamic amplifiers.

5.3.7.13.1 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.

5.3.7.13.1.1 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.

5.3.7.13.1.2 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.

5.3.7.13.1.3 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.

5.3.7.13.2 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."

5.3.7.13.2.1 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.

5.3.7.13.2.2 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.

5.3.7.13.3 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

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.

5.3.7.13.4 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.

5.3.7.13.5 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.

5.3.7.14 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 X](#) and defined in the appendix for each symbology set. An alternative color representation is shown in [table XI](#).

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

DIMENSION OPER. CONDITION	AIR/SPACE	SURFACE					SEA SUBSURFACE	CYBERSPACE (Virtual)		
		LAND			DISMOUNTED INDIVIDUAL	SEA SURFACE				
		UNITS	EQUIPMENT	INSTALLATIONS						
FULLY CAPABLE										
DAMAGED/ RENDERED INEFFECTIVE ¹										
DESTROYED										

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.

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

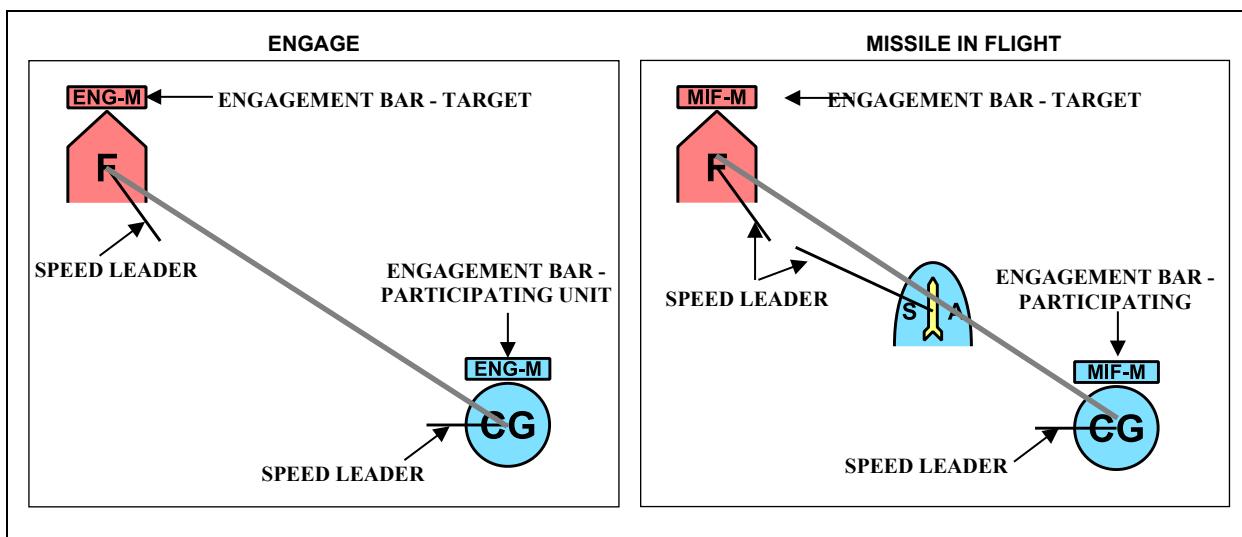
DIMENSION OPER. CONDITION	AIR/SPACE	SURFACE					SEA SUBSURFACE	CYBERSPACE (Virtual)		
		LAND			DIMOUNTED INDIVIDUAL	SEA SURFACE				
		UNITS	EQUIPMENT	INSTALLATIONS						
FULLY CAPABLE										
DAMAGED/ RENDERED INEFFECTIVE ¹										
DESTROYED										
FULL TO CAPACITY ²										

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.

5.3.7.15 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.

5.3.7.15.1 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 20](#) and [figure 21](#).

FIGURE 20. Example local engagement scenarios: engage (left), missile in flight (right).

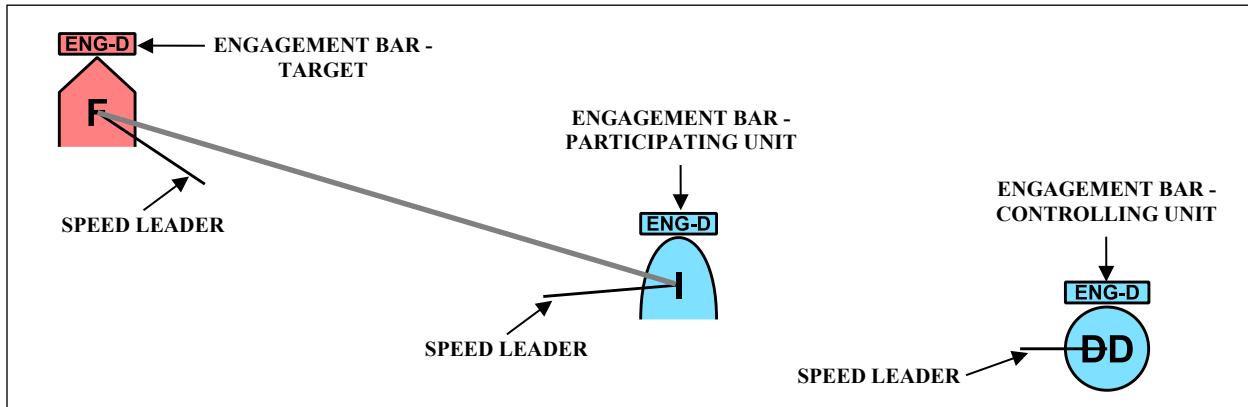


FIGURE 21. Example engagement scenario: participating units.

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 22](#) and [figure 23](#)). 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.

5.3.7.15.2 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 (RGB: 255, 255, 255) should be used to indicate non-target. Finally hostile tracks which have expired shall be colored orange (RGB: 255, 120, 0). [Figure 22](#) depicts the three target designations.

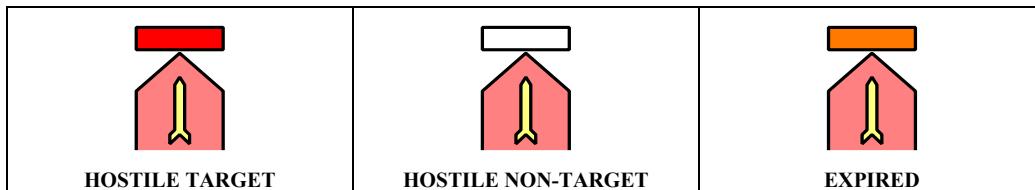


FIGURE 22. Engagement amplifier bar colors for target designation.

5.3.7.15.2.1 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 23](#)).

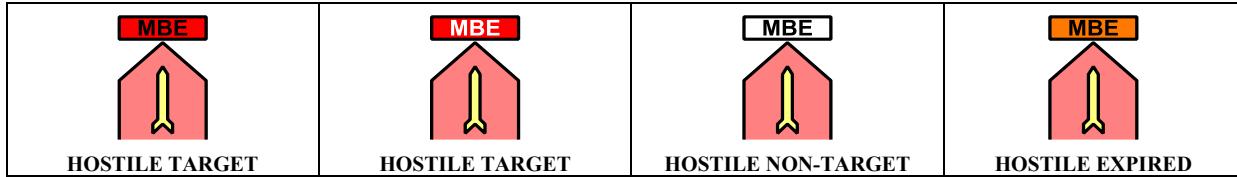


FIGURE 23. Engagement amplifier bar text colors for target designation.

5.3.7.15.3 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.

5.3.7.15.3.1 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 own ship control. A local engagement is defined as an engagement assigned to own ship. 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).

5.3.7.15.3.2 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 [5.3.7.15.3.3](#)). [Table XII](#) depicts engagement stage codes.

TABLE XII. Engagement¹ 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 [5.3.7.15.3.2](#) denotes both air-to-air and air-to-ground/air-to-surface activities.

2. Number of engagements shall be represented in CC field (see [5.3.7.15.3.3](#)).

5.3.7.15.3.3 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
ELECTROMAGNETIC ATTACK	EA
ELECTRONIC DEFENSE	ED

TABLE XIII. Weapon and asset codes - Continued.

WEAPON/ASSET	CODE
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.

5.3.8 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 24](#) for examples of manual tracks. Manual tracks are only local symbols and not transmitted.

FIGURE 24. Manually-generated tracks.

5.3.9 Dismounted Individual Leadership. This leadership indicator amplifier is used with dismounted individual symbols only. The leadership indicator amplifier is an inverted "V" placed over the symbol and extending the width of the frame. See [figure 25](#).

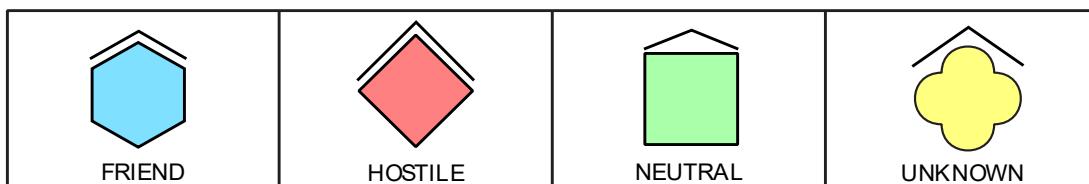


FIGURE 25. Dismounted individual leadership amplifier examples.

5.3.10 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 26](#) 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.

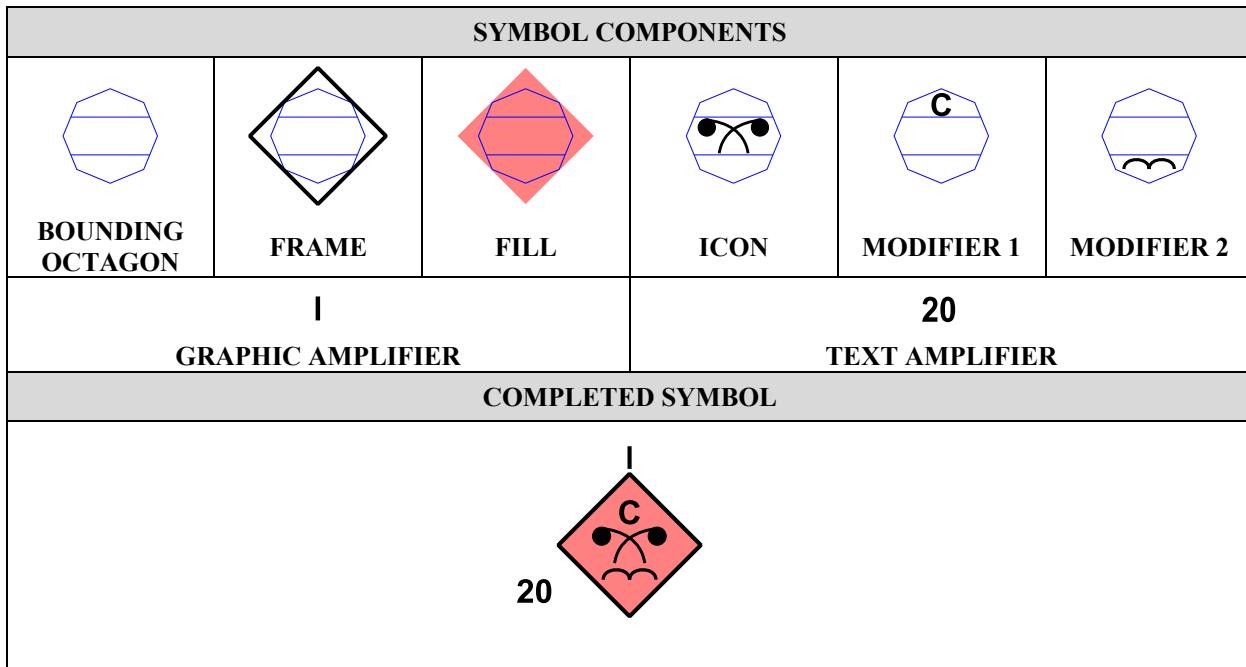


FIGURE 26. Composition of an icon-based symbol.

5.3.10.1 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 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).

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: Normally 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.

5.3.11 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 [5.3.1](#). The minimum diameter of a symbol displayed as a dot should be 0.15L.

5.3.12 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.

5.3.13 Plotting. The plotting of most single point symbols shall be based on the geometric center of the symbol. The geometric center indicates the general vicinity of the center of mass of an object. Single point symbols that do not use their geometric center for plotting shall be positioned based on their anchor point. If an offset/precise location indicator is displayed with a symbol, the endpoint of the indicator shall show the object's location. If a group of symbols are displayed at one location, the group may be enclosed with a bracket and the location of that group identified with an offset/precise location indicator. An offset/precise location 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.

5.3.14 Orientation. The frame and icon in framed tactical symbols shall be displayed in the orientation shown in the appendices. Equipment in the land 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:

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

- b. If color is used in a tactical symbol, it indicates the standard identity as defined in this MIL-STD.
- c. The icon in a tactical symbol is displayed as framed or unframed in accordance with framing requirements defined in this MIL-STD.
- d. The icons in this MIL-STD are used to provide role or mission information whenever the objects for which icons are provided are displayed in a tactical symbol.
- e. If text and/or graphic amplifiers are included in a tactical symbol, they conform to the field definitions and display lengths defined in this MIL-STD.
- f. Tactical symbol components and modifiers are sized and positioned as defined in this MIL-STD.
- g. The rendering of tactical symbols and modifiers conform to the display options defined in [table XIV](#).
- h. Any temporary features added to a tactical symbol conform to the display rules in this MIL-STD.

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

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

- 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 values 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. 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 Commission Internationale de l'Elcairage (CIE), Red, Green, Blue (RGB), or Ultraviolet (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.

TABLE XV. Color range values for filled symbols.

IDENTITY	COLOR	COMPUTER GENERATED		
		DARK	MEDIUM	LIGHT
UNKNOWN, PENDING	YELLOW			
		RGB (225, 220, 0)	RGB (255, 255, 0)	RGB (255, 255, 128)
FRIEND, ASSUMED FRIEND	BLUE	HSL (42, 255, 110)	HSL (42, 255, 128)	HSL (42, 255, 192)
		RGB (0, 107, 140)	RGB (0, 168, 220)	RGB (128, 225, 255)
NEUTRAL	GREEN	HSL (138, 255, 70)	HSL (138, 255, 110)	HSL (138, 255, 192)
		RGB (0, 160, 0)	RGB (0, 226, 0)	RGB (170, 255, 170)
SUSPECT	ORANGE	HSL (85, 355, 80)	HSL (85, 255, 113)	HSL (85, 255, 213)
		RGB (255, 188, 1)	RGB (255, 217, 107)	RGB (255, 229, 153)
HOSTILE	RED	HSL (31, 255, 128)	HSL (31, 255, 181)	HSL (31, 255, 204)
		RGB (200, 0, 0)	RGB (255, 48, 49)	RGB (255, 128, 128)
		HSL (0, 255, 100)	HSL (0, 255, 152)	HSL (0, 255, 192)

TABLE XVI. Default colors for unfilled symbols.

DESCRIPTION	HAND DRAWN	COMPUTER GENERATED	
		ICON (RGB VALUE)	ICON COLOR
UNKNOWN, PENDING	YELLOW	YELLOW (255, 255, 0)	Yellow
FRIEND, ASSUMED FRIEND	BLUE	CYAN (0, 255, 255)	Cyan
NEUTRAL	GREEN	NEON GREEN (0, 255, 0)	Neon Green
SUSPECT	ORANGE	ORANGE (255, 188, 1)	Orange
HOSTILE	RED	RED (255, 0, 0)	Red

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.

6.2 Subject term (key word) listing.

- Activities
- Amplifier
- Civil support
- Command and control
- Control measures
- Emergency management
- Graphic
- Icon
- Interoperability
- Meteorological
- Modifier
- Oceanographic
- Operations
- Signals intelligence
- Symbol
- Symbol identification code
- Warfighter

6.3 International standardization agreement implementation. This standard implements NATO STANAG 2019/APP-06, 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.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.

6.5 Symbology change proposal incorporation.

6.5.1 Table XVII contains the symbology change proposals (SCPs) that have been incorporated into this update of MIL-STD-2525E.

TABLE XVII. Incorporated symbology change proposals.

SCP Number	SCP Title
18-007-AR	Isolated Personnel Initial Location Control Measure
18-008-AR	Isolated Personnel Main Icon
18-009-AR	Change Name of Downed Aircrew Pick-Up Point
18-010-MC	Addition of Handover Line (HOL) control measure
18-011-MC	Addition of Battle Handover Line (BHL) line control measure
18-012-MC	Addition of Forward Passage of Lines as a Mission Task
18-013-MC	Addition of Rearward Passage of Lines as a Mission Task
18-014-MC	Addition of Control Point to C2 Points Table
18-015-AR	Add Human Resources Main Icon
18-016-AR	Delete Unit Main Railhead
18-017-AR	Delete Unit Main Armored/Mechanized/Tracked
18-018-AR	Delete Unit Main Towed
18-019-AR	Delete Unit Main Special Boat
18-020-AR	Delete Unit Main Special SSNR
18-021-AR	Rename/Correct Unit Sector2 Wheeled
18-022-AR	Add Unit Sector2 Wheeled LTD
18-023-AR	Delete Unit Main Security Police air
18-024-AR	Add Unit Sector2 Fixed Wing
18-026-AR	Delete Equipment Main Vehicle
18-027-AR	Delete Equipment Main Armored
18-028-AR	Delete Equipment Main Armored Pro Recovery Veh
18-029-AR	Delete Equipment Main Armored Pro MEDEVAC Veh
18-030-AR	Delete Equipment Main Mech
18-031-AR	Delete Unit Main SelfPropelled
18-032-AR	Delete Unit Main Target Acquisition
18-033-AR	Rename/Correct Unit Main Armor/Armored/Mech/SelfProp Track
18-035-AR	Delete Unit Main Mech CBRN
18-039-AR	Remove TACSAT Main

TABLE XVII. Incorporated symbology change proposals – Continued.

SCP Number	SCP Title
18-040-AR	Modify Underwater Demolition Team Main Icon
18-041-AR	Add Equip Sector1 Light/Medium/Large
18-042-AR	Modify Arrest Main Icon Name
18-043-AR	Delete Control Measure Guerrilla Base
18-044-AR	Delete Control Measure Base Camp
18-045-AR	Delete Equip Main Compact/Midsize/Sedan
18-046-AR	Delete Equip Main Pickup Small/Large
18-047-AR	Delete Van Main Icons Small/Large
18-048-AR	Delete SUV Main Icons Small/Large
18-049-AR	Delete Equip Main Small Light/Medium/Large
18-050-AR	Delete Boxtrailer Main Icons Small Light/Medium/Large
18-051-AR	Delete Ambulance Main Icon
18-052-AR	Delete Medical Evacuation Helicopter Main Icon
18-053-AR	Delete Flatbed Trailer Main Icon Small Light/Medium/Large
18-054-AR	Delete Equip Main Icon Medical Evacuation
18-055-AR	Delete Equip Main Mine Clearing Equipment Trailer Mounted
18-056-AR	Delete Unit Main Seaport Debark/Embark
18-057-AR	Delete Unit Main Airport Debark/Embark
18-058-AR	Delete Unit Main Floating Craft
18-059-AR	Delete Equip Main Railcar
18-060-DS	Change Hijacking/Hijacked modifier from H to HJK
18-061-AR	Modify Weapons Modifier
18-062-AR	Delete SigInt Main Icon Unknown
18-067-AR	Add New Control Measure _C2 Area
18-068-AR	Add New Control Measure _C2 Line
18-069-AF	Add New Airport-Air Base Symbols
18-070-AR	Add Sector 2 Heavy Modifier for Equipment
18-071-DS	Add Operational Condition for Units
19-001-DS	Update Version Identification Coding
19-002-DS	Correct Nuclear Event Fallout Producing Symbol
19-003-DS	Add main icon for house
19-004-AR	Add Surgical Sector 2 Modifier
19-008-AR	Change Religious Main Icon Usage
19-010-C01-AR	House Main Icon
19-011-AR	Delete Sensor Zone Control Measure Symbols
19-012-AR	Corrections to Status visualization for frames in Table VI
19-015-AR	Correct On Order Examples in MIL-STD-2525D Ch1 Appendix H

TABLE XVII. Incorporated symbology change proposals – Continued.

SCP Number	SCP Title
19-018-AR	Delete Obsolete Note from MIL-STD-2525D Ch1 Appendix H (test)
19-019-DS	Define Domain and Dimension within MIL-STD-2525
19-022-AF	Add Space Civilian Planetary Lander Main Icon
19-024-AF	Add Space Civilian Space Vehicle Main Icon
19-027-AF	Add Space Electronic Warfare (ASAT) Sector 2 Modifier
19-029-AF	Add Space High Power Microwave (ASAT) Sector 2 Modifier
19-032-AF	Add Space Laser (ASAT) Sector 2 Modifier
19-033-AF	Add Space Mine (ASAT) Sector 2 Modifier
19-041-AF	Add Space Maintenance Sector 2 Modifier
19-042-AF	Add Space Refuel Sector 2 Modifier
19-043-AF	Add Space Tug Sector 2 Modifier
20-001-MC	Battlefield Coordination Line Modification
20-004-MC	Dismounted Individual Symbology
20-005-AF	Adjust METOC Area 2 Draw Rules
20-006-DS	Clarify Dynamic and Static definitions in standard
20-007-DS	Correct Attack and Support by Fire Description
20-008-AR	Modify the Dental Services sector 2 modifier symbol for units
20-009-AR	Add Blood Support sector 2 modifier for units
20-010-AR	Add Combat and Operational Stress Control Sector 2 Modifier for units
20-011-AR	Add Company Echelon of Support sector 1 modifier for units
20-012-AR	Add Battalion Echelon of Support sector 1 modifier for units and equipment
20-013-AR	Modify Detainee holding area control measure
20-014-AR	Add Grenade Main Icon for Installations
20-015-AR	Add Jamming sector 2 modifier for units
20-016-AR	Modify Key Terrain control measure
20-017-AR	Add Medical Bed sector 2 modifier for units
20-018-AR	Add optometry support sector 2 modifier for units
20-019-AR	Add Preventive Med sector 2 modifier for units
20-020-AR	Add Mobile Gun Main Icon for units
20-021-AR	Modify the mountain sector 2 modifier for units
20-022-AR	Add Multifunctional sector 2 modifier for units and installations
20-023-AR	Modify the Toxic Release Inventory main icon for installations and activities
20-024-AR	Add mortuary affairs collection point control measure
20-025-AR	Add one-way traffic route control measure
20-027-AR	Add alternating traffic route control measure
20-028-AR	Add traffic route control measure
20-029-AR	Add Corps Support Area control measure

TABLE XVII. Incorporated symbology change proposals – Continued.

SCP Number	SCP Title
20-031-DS	Modification to symbol identification code (SIDC) Format
20-032-DS	Correct language within the Scope of each appendix
20-033-DS	Redefine the term Battle Dimension within the standard
20-034-DS	Modify all Armored Vehicle icons from a Full octagon to a Main icon
20-035-DS	Remove Light Wheeled Armor Vehicle full octagon equipment symbol
20-036-DS	Remove Bridge Mounted On Utility Vehicle full octagon equipment symbol
20-037-DS	Remove Fire Station full octagon equipment symbol
20-038-DS	Remove Petroleum Facility full octagon equipment symbol
20-039-DS	Remove Tank Recovery Vehicle full octagon equipment symbols
20-040-DS	Remove Tent full octagon equipment symbol
20-041-DS	Correct Attack and Support by fire description
20-042-DS	Add clarifying language for single point symbols
20-043-AR	Add Cyber main icon for units
21-001-DS	Add Cyberspace Physical Entity Symbol Set Codes
21-002-DS	Add Dismounted Individual To Domain Paragraph
21-003-DS	Address SIDC Reserved Values Within the Standard
21-004-DS	Admin change to remove duplicate infrastructure wording
21-005-DS	Change Codes and Digits Header Names to Values
21-006-DS	Correct Breach Mission Task Draw Rules
21-007-DS	Remove Occupied Assembly Area Control Measure
21-009-DS	Remove Confusing Draw Rules for Mission Tasks
21-010-DS	Change All References to 2525D and Replace with 2525E
21-012-C01-MC	Add AM Amplifier to Ship Area of Interest Rectangle (AEGIS ONLY) Symbol
21-013-DS	Add Clarifying Text for Offsetting Modifiers
21-014-AR	Modify Weapon Systems to Main Icon
21-016-DS	Hypersonic Air and Space Missile Modifier
21-017-DS	Change Appendices Order Within Standard
21-018-AR	Add Multi-Domain Operations main icon for units
21-019-AR	Add Robotic sector 1 modifier for units
21-020-DS	Add Restricted Targets and No-Strike Entities
21-021-DS	Add Common Modifier Identifiers to the Symbol Identification Code
21-022-DS	Clarification of Proper Use of Main Icons
21-023-DS	Administrative Hexadecimal SIDC Paragraph Update
21-024-JS	Add C2 Modifier to Cyberspace Appendix
21-025-JS	Add Cyberspace Server Main Icon
21-026-JS	Add Cyber Continuity of Operations COOP Modifier
21-027-JS	Add Operations Main and Modifier to Cyberspace Appendix

TABLE XVII. Incorporated symbology change proposals – Continued.

SCP Number	SCP Title
21-028-JS	Add Security Main Icon and Modifier to Cyberspace Appendix
21-029-JS	Add Data Main Icon to Cyberspace
21-030-JS	Add Internet Service Provider Modifier to Cyberspace
21-031-JS	Add Cyberspace Financial Modifier
21-032-JS	Add Cyberspace Medical Modifier
21-033-JS	Add Cyberspace Out-of-Band Modifier
21-034-JS	Add Cyberspace Power Utility Modifier
21-035-JS	Add Water Modifier to Cyberspace Appendix
21-036-JS	Add Cyberspace Wired Modifier
21-037-JS	Add Cyberspace Wireless Modifier
21-038-JS	Add Cyberspace Network Main Icon
21-039-JS	Add Cyberspace Honey Net/Pot Modifier
21-041-MC	Modify Draw Rules of Line Symbols
21-042-MC	Add Amplifiers to Isolated Personnel Recovery Point
21-043-AR	Add Air Defense Sector 2 modifier for units
21-044-AR	Add Multi-Domain Operations Sector 1 modifier icon for units
21-045-AR	Add Directed Energy main icon for units
21-046-DS	Modify Tetrahedron/Dragons Teeth primitives
21-047-DS	Remove NATO Supply Class - ALL
21-048-DS	Modify Air Sector 1 Modifier for Cargo
21-049-DS	Modify Sector 2 Modifier Mountain Icon
21-050-DS	Modify Weapons Modifier Icon
21-051-DS	Removal of Version Extension Flag (VEF)
21-052-DS	Add Common Modifier Tables to MIL-STD-2525
21-053-AR	Remove Retired Mode 4 Code Examples
22-001-DS	Change Nation and Non-Nation main icons to modifiers
22-002-DS	Modify Laser (Directed Energy) Equipment Icon
22-003-AF	ID and Color Corrections
22-004-DS	Move HQ and Echelon Amplifier Examples to Main Document
22-006-DS	Move Data Modifier in Cyberspace Appendix to Modifier 1
22-007-JS	Add New Cyberspace Main and Modifier Primitives
22-009-DS	Clarification/Modification of Amplifier Field Tables
22-011-AR	Remove Mobile Gun System Symbols from MIL-STD-2525
22-012-MC	Change Medic Symbol for Dismounted Individual
22-013-MC	Change New Offset Amplifier Guidance
22-014-DS	Change Dismounted Ranks to US ranks
22-015-DS	Admin Changes based on 22-2 CRM

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TABLE XVII. Incorporated symbology change proposals – Continued.

SCP Number	SCP Title
22-016-DS	Create an SIDC Frame Shape Identifier
22-017-DS	Add Hijacking/Hijacked/Hijacker to Common Modifier Table
22-018-DS	Remove Hierarchical Graphics From MIL-STD-2525
22-019-AR	Corrections to Vertical Obstruction Symbols
22-020-DS	Update Control Measures Sector Modifier Language
22-023-JS	Delete Cyberspace EDM Modifier

MIL-STD-2525E - 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-2525E. 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 code. A symbol identification code (SIDC) is a 30-position code that uniquely identifies the core elements needed to build a joint military compliant symbol. The SIDC shall only use the hexadecimal range of values (0-9 and A-F). This range provides the capability to exchange symbol information in a bandwidth-efficient manner, when converting to other format such as binary, by treating the SIDC as a hexadecimal number. When processing and storing the SIDC within implementations, it may be treated as a string with no loss of information. Values within the SIDC are given to an established symbol by the SSMC only.

A.5.2 Elements of the symbol identification code. The SIDC is composed of fourteen elements of information which are presented in three sets of ten values. See [figure A-1](#).

Note: SIDC values shall only be assigned by the SSMC and only values listed in this MIL-STD or approved SCPs shall be used. Other SIDC values may be assigned to other organizations such as values used in STANAG 2019 (APP-06).

For more information contact Defense Information Systems Agency (DISA) Military Message Standards Branch (EM7), P.O. Box 549, Ft. Meade, MD 20755-0549, or emailed to disa.meade.EE.mbx.symbology@mail.mil.

A.5.2.1 Set A - First ten values.

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

A.5.2.2 Set B - Second ten values.

Entity
Entity type
Entity subtype
Sector 1 modifier
Sector 2 modifier

A.5.2.3 Set C - Third ten values.

Sector 1 Common Modifier Identifier
Sector 2 Common Modifier Identifier
Nationality/country/geopolitical/geographic name or Entity numeric code

SET A											
<u>1</u> 1	<u>0</u> 2	<u>0</u> 3	<u>3</u> 4	<u>1</u> 5	<u>0</u> 6	<u>0</u> 7	<u>2</u> 8	<u>1</u> 9	<u>6</u> 10		
VERSION	STANDARD IDENTITY	SYMBOL SET		STATUS		HQ TASK FORCE DUMMY		AMPLIFIER/ DESCRIPTOR			
SET B											
<u>1</u> 11	<u>2</u> 12	<u>0</u> 13	<u>4</u> 14	<u>0</u> 15	<u>1</u> 16	<u>0</u> 17	<u>0</u> 18	<u>0</u> 19	<u>6</u> 20		
ENTITY	ENTITY TYPE	ENTITY SUBTYPE		SECTOR 1 MODIFIER		SECTOR 2 MODIFIER					
SET C											
<u>0</u> 21	<u>1</u> 22	<u>3</u> 23		<u>0</u> 24	<u>0</u> 25	<u>0</u> 26	<u>0</u> 27	<u>8</u> 28	<u>4</u> 29	<u>0</u> 30	
SECTOR 1 COMMON MODIFIER IDENTIFIER	SECTOR 2 COMMON MODIFIER IDENTIFIER	FRAME SHAPE		{Reserved for future use}				NATIONALITY/COUNTRY/ GEOPOLITICAL/ GEOGRAPHIC NAME OR ENTITY			

FIGURE A-1. Elements of the symbol identification code.

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

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

A.5.3.1 Version. The version is comprised of two values and identifies an edition or version change within the harmonized symbology standards APP-06 and MIL-STD-2525. The version number will increment by one each time either of the standards is promulgated. This provides accounting for further updates to the standards.

TABLE A-I. Version.

Value	Description	Promulgated
10	MIL-STD-2525D	June 2014
10	APP-06(D)(1)	October 2017
11	MIL-STD-2525D(1)	August 2, 2018
12	APP-06(D)(2)	Withdrawn
13	MIL-STD-2525E	December 31, 2022
14-3F	Reserved for future Editions/Versions	N/A
40-FF	N/A	N/A

Note: MIL-STD-2525D and APP-06(D)(1) are the extant standards and should have the same versioning due to the omission of any changes between the two standards.

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

TABLE A-II. Standard identity.

Description	1 st Position Value	2 ^d Position Value
Context		
Reality	0	
Exercise	1	
Simulation	2	
Restricted Target – Reality	3	
No-Strike Entity – Reality	4	
Restricted Target – Exercise	5	
No-Strike Entity – Exercise	6	
Restricted Target – Simulation	7	
No-Strike Entity – Simulation	8	
Standard Identity		
Pending		0
Unknown		1
Assumed Friend		2
Friend		3
Neutral		4
Suspect/Joker		5

TABLE A-II. Standard identity - Continued.

Description	1 st Position Value	2 ^d Position Value
Hostile/Faker		6

A.5.3.2.1 Context implementation guidance. The three contexts listed here are reality, exercise, and simulation, and these are directly related to frames depicted in each of tables I, II, and III, respectively. The graphic (svg) files provided for frames include complete sets of those that need “X” for exercise or “S” for simulation text amplifiers, however graphic (svg) files for training are not currently available. These amplifiers are built into the exercise and simulation frame graphic (svg) files themselves, rather than supplied as separate text amplifier graphic (svg) files.

A.5.3.2.2 Standard identity implementation guidance. The standard identities are documented, and examples of the various frames used for each of the standard identities illustrated, in tables I, II, and III. The standard identities themselves are also listed in 5.3.2.1. The seven standard identities are grouped into four standard identity groups each of which has an associated frame shape for each dimension. The standard identity groups are Unknown, Friend, Neutral and Hostile and the mapping between them and the standard identities are as shown in table A-III.

TABLE A-III. Standard Identity Mapping.

Standard Identity Group	Standard Identities
Unknown	Pending and Unknown
Friend	Friend and Assumed Friend
Neutral	Neutral
Hostile	Hostile/Faker and Suspect/Joker

When a symbol component is variable according to frame shape, the standard identity group can be used to determine which of the available graphic (svg) files should be used for symbol construction.

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

TABLE A-IV. Symbol sets.

Description	Value
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
Dismounted Individuals	27
Sea Surface	30
Sea Subsurface	35

TABLE A-IV. Symbol sets - Continued.

Description	Value
Mine Warfare	36
Activities	40
Atmospheric	45
Oceanographic	46
Meteorological Space	47
Signals Intelligence	50
Cyberspace - Virtual	60

A.5.3.3.1 Symbol set implementation guidance. A symbol set represents a collection of symbol entities, sector one modifiers, and sector two modifiers. One or more symbol sets are grouped into a given dimension. A dimension is a collection of symbols that all share the same basic frame shape and amplifier placement specifications. The various dimensions are further illustrated as columns in tables I, II, and III. Multiple dimensions may combine to form domains (see 5.3.2.2). For any given symbol's SIDC, its context, standard identity, dimension, and status codes assist in determining which frame and associated fill (see 5.3.2, 5.3.3, and tables I, II, and III) is used to depict that symbol. Typically, given a collection of available filled frame graphic (svg) files, a given "affiliation" or "relationship" between a single context, single standard identity, single dimension, together with status, will permit the identification and selection of a single best choice for a frame graphic (svg) file. The optional choice of drawing a frame using the magenta fill for "civilian" provides a further opportunity to choose a particularly appropriate graphic (svg) file for frame depiction.

See [table A-V](#) for a mapping of the relationships between dimensions and symbol sets. Domains (5.3.2.2) cut across dimensions. MIL-STD-2525C also referred to the concept of a Battle Dimension (Air, Space, Ground, Sea Surface, Sea Subsurface, SOF, Other, and Unknown), and so, for clarity, [table A-V](#) also shows the relationships between the older concept of Battle Dimension and the newer concepts of Dimension, Domain, and Symbol Set.

TABLE A-V. Domain/dimension/symbol set mappings.

Battle Dimension (MIL-STD-2525C)	Dimension (MIL-STD-2525E)	Domain	Symbol Sets	Symbol Set Value
Unknown	Unknown	Unknown	Unknown	00
Air	Air	Air	Air Air Missile	01 02
Space	Space	Space	Space Space Missile	05 06
Ground	Land Unit	Land	Land Unit Land Civilian Unit/Organization	10 11
	Land Equipment		Land Equipment	15
	Land Installation		Land Installation	20
Sea Surface	Sea Surface	Maritime	Sea Surface	30

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Sea Subsurface	Sea Subsurface		Sea Subsurface Mine Warfare	35 36
--	Dismounted Individual	By Location	Dismounted Individual	27
--	Cyberspace	Cyberspace	Cyberspace (Virtual)	60
--	Activities	By Location	Activities	40
--	Control Measure	By Location	Control Measure	25
--	METOC	Air	Atmospheric	45
		Sea	Oceanographic	46
		Space	Meteorological Space	47

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

TABLE A-VI. Status.

Description	Value
Present	0
Planned/Anticipated/Suspect	1
Present/Fully capable	2
Present/Damaged	3
Present/Destroyed	4
Present/Full to capacity	5

A.5.3.4.1 Status implementation guidance. Status is defined under [5.3.2.3](#). The status code in an SIDC can, alternatively, represent a given symbol's operational condition ([5.3.7.14](#)), since the operational condition and status ([5.3.2.3](#)) are mutually exclusive. Graphic (svg) files are available for each frame shape to enable a location Status of Present (solid frame) or Anticipated/Planned/Suspected (dashed frame) to be indicated for the relevant standard identities. Similarly, graphic (svg) files (differentiated by context, standard identity, dimension, and status) are available to ensure that when the operational condition of an entity is expressed using the colored bar approach shown in [table XI](#), the bars are properly aligned when drawn beneath various frame shapes.

A.5.3.5 Headquarters/task force/dummy. The headquarters/task force/dummy is comprised of one value.

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

Description	Value
Unknown	0
Feint/Decoy/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

A.5.3.5.1 Headquarters/task force/dummy implementation guidance. Task force and feint/dummy indicators are described in [5.3.7.3](#) and [5.3.7.4](#), respectively. The headquarters staff

indicator is mentioned in [5.3.7.1](#) and [figure 13](#). Code values exist for each of the eight possible combinations of these three graphic amplifiers including the case where none of the amplifiers are used. Graphic (svg) files exist for each combination of standard identity group, dimension, and the aforementioned Headquarters/Task Force/Dummy codes.

A.5.3.6 Echelon/mobility/towed array amplifier. The amplifier is comprised of two values.

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

Description	1st Position Value	2nd Position Value
<i>Unknown</i>	0	0
<i>Echelon at brigade and below</i>	1	
Team/Crew		1
Squad		2
Section		3
Platoon/detachment		4
Company/battery/troop		5
Battalion/squadron		6
Regiment/group		7
Brigade		8
<i>Echelon at division and above</i>	2	
Division		1
Corps/MEF		2
Army		3
Army Group/front		4
Region/Theater		5
Command		6
<i>Equipment mobility on land</i>	3	
Wheeled limited cross country		1
Wheeled cross country		2
Tracked		3
Wheeled and tracked combination		4
Towed		5
Rail		6
Pack animals		7
<i>Equipment mobility on snow</i>	4	
Over snow (prime mover)		1
Sled		2
<i>Equipment mobility on water</i>	5	
Barge		1
Amphibious		2
<i>Naval towed array</i>	6	
Short towed array		1
Long towed Array		2

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

Description	1st Position Value	2nd Position Value
<i>Leadership Indicator</i>	7	
<i>Leader Individual</i>		1

A.5.3.6.1 Echelon/mobility/towed array amplifier implementation guidance. An amplifier can either be textual or graphical. Documented in [5.3.7](#), with further echelon indicator details in [5.3.7.1](#), mobility indicator details in [5.3.7.10](#), and towed array amplifier details in [5.3.7.13.5](#), these codes allow, within the contents of an SIDC, for the inclusion of three of the most commonly used graphic amplifiers. An individual graphic (svg) file can be identified for use for a given amplifier based on an SIDC's standard identity group and its two amplifier values.

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

- a. These values define the icon and modifier contents of each symbol set

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

If an entity is “Unspecified”, then the remainder of the second set of ten values shall be set to 0.

The tables in this section are organized by symbol sets.

b. Icons are the innermost part of a symbol. A symbol is, at most, composed of one and only one icon or compound icon. Icons are fully defined in [5.3.4](#). The SIDC structure is organized using a logical three-tier hierarchy based on first, second and third order military functions; each tier (military function level) is expressed using a pair of values. A first order military function is expressed as an Entity. Where there are second order military functions associated with a first order military function, these are expressed as Entity Types. Similarly, if a second order military function has related third order military functions; these are expressed as Entity Subtypes. The placement of the values representing Entity, Entity Type and Entity Subtype can be seen in [figure A-1](#). Some entities and entity types are used purely for hierarchical purposes; these are never associated with an actual physical icon (an individual svg graphic file) and thus are never intended to be displayed. Most entities and entity types, however, and all entity subtypes, are associated with a single physical icon (an individual svg file). The icon used to represent a concept should be that associated with the highest level of detail available i.e. the one that reflects a non-zero-zero value at the most discriminating (i.e., lowest order) of the Entity, Entity Type and Entity Subtype values. When the icon to be used is a full frame icon (see [5.3.4.3](#)), so by definition it touches the edge of the frame it is drawn within, one of four graphic (svg) files needs to be used, based on the standard identity group of the given SIDC.

c. A symbol set is also comprised of up to two sets of sector modifiers (sector 1 and sector 2). Sector modifiers are defined in [5.3.6](#), and their placement in [5.3.1.2](#). The graphic (svg)

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file for a given sector 1 modifier can be determined through an SIDC's symbol set and sector 1 modifier value or by the use of the sector 1 modifier indicator and sector 1 modifier values. The graphic (svg) file for a given sector 2 modifier can be determined through an SIDC's symbol set and sector 2 modifier values or using the sector 1 modifier indicator and sector 2 modifier values.

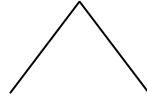
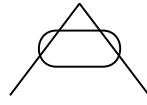
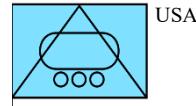
d. For example, SIDC of 100310021612040100060130000840 would be interpreted as:

- 10 = Original version of this symbol (no effect on how this symbol is built/drawn)
- 03 = Reality context, friend standard identity, friend standard identity group
- 10 = Land unit symbol set, which belongs to the land unit dimension
- 0 = Status of present
- 2 = Headquarters/task force/dummy amplifier of headquarters
- 16 = Echelon at brigade and below, specifically a battalion/squadron echelon
- 12 = within the land unit symbol set, the movement and maneuver entity
- 04 = within the movement and maneuver entity, an antitank/antiarmor entity type
- 01 = within the antitank/antiarmor entity type, an armored unit
- 00 = within the land unit symbol set, no sector one modifier
- 06 = within the land unit symbol set, the wheeled sector two modifier
- 0 = no sector 1 common modifier used
- 1 = Sector 2 common modifier used
- 3 = Land unit frame shape
- 0000 = not used
- 840 = United States GENC code

e. The above example would be drawn as:

Values Used	Graphic (svg)
03 = Reality friend 10 = Land unit symbol set (and dimension) 0 = status of present 3 = Land unit frame shape All of the above values must be noted, in order to select the single best graphic for the frame and fill.	
3 = Friend 10 = Land unit 2 = Headquarters All of the above values must be noted, in order to select the single best graphic for the headquarters/task force/dummy amplifier.	

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<p>3 = Friend 16 = Echelon at brigade or below, battalion/squadron</p> <p>The friend standard identity belongs to the friend standard identity group, which in turn helps determine which graphic (svg) to use.</p>	
<p>10 = Land unit symbol set 12 = Entity is movement/maneuver</p>	<p>No icon is associated with this entity (hierarchical purposes only)</p>
<p>3 = Friend 04 = Entity type within land unit movement/maneuver entity is antitank/antiarmor.</p> <p>Since this is a full frame icon, the standard identity of friend determines the specific graphic (svg) needed.</p> <p>This icon would be used if this were the highest order non-zero-zero military function code in this SIDC. But it is not, in this example, the icon we desire.</p>	
<p>3 = Friend 01 = Entity subtype within land unit movement/maneuver entity and antitank/antiarmor entity type is armored.</p> <p>Since this is a full frame icon, the standard identity of friend determines the specific graphic (svg) needed.</p> <p>Since this is the highest (3rd) order non-zero-zero military function code in this particular SIDC, this icon IS used, NOT the previous icon for antitank/antiarmor.</p>	
<p>00 = Sector one modifier code is zero.</p>	<p>Nothing is drawn in sector one.</p>
<p>06 = Sector two modifier code is the second and third values of the sector two common modifier, wheeled</p>	
<p>0 = Sector one common modifier indicator is zero.</p>	<p>Nothing is drawn.</p>
<p>1 = Sector two common modifier indicator is first value of sector two common modifier. In this example, the common modifier value is 105.</p>	<p>Nothing is drawn. It identifies the use of a common modifier</p>
<p>3 = Land unit frame shape</p>	
<p>0000 = not used</p>	<p>Nothing is drawn. Values are not used</p>
<p>840 = United States</p> <p>When composed and drawn, the final result is... 1003100216, 1204010006, 0130000840</p>	 <p>USA</p>

A.5.4.1 Common ModifiersTABLE A-IX. Sector 1 common modifier.

Sector 1 Modifier	Category	Value	Remarks
Unmanned Aircraft (UA)/ Unmanned Aerial Vehicle (UAV)/ Unmanned Aircraft System (UAS)/ Remote Piloted Vehicle (RPV)	Mobility	100	
Robotic	Mobility	101	
Fixed Wing	Mobility	102	Not used by USAF
Rotary Wing	Mobility	103	
Tilt-Rotor	Mobility	104	
VSTOL/VTOL or Helicopter Equipped	Mobility	105	
Attack or Attack/Strike	Capability	106	
Armored	Capability	107	
Ballistic Missile/Ballistic Missile Defense Shooter	Capability	108	
Bridge/Bridging	Capability	109	
Cargo	Capability	110	
Utility	Capability	111	
Light	Capability	112	
Medium	Capability	113	
Heavy	Capability	114	
Cyberspace	Capability	115	
Command Post Node	Capability	116	
Joint Network Node	Capability	117	
Retransmission Site	Capability	118	
Brigade	Support Level	119	
Close Protection	Capability	120	
Combat	Capability	121	
Command and Control	Capability	122	
Crowd and Riot Control	Capability	123	
Explosive Ordnance Disposal	Capability	124	
Intelligence Surveillance Reconnaissance	Capability	125	
Maintenance	Capability	126	
Medevac/Medic/Medical	Capability	127	
Search and Rescue	Capability	128	
Security	Capability	129	
Sniper	Capability	130	
Special Operations Forces	Capability	131	
Special Weapons and Tactics (SWAT)	Capability	132	
Guided Missile	Capability	133	
Other Guided Missile	Capability	134	
Petroleum/Petroleum Oil and Lubricants	Capability	135	
Water	Capability	136	
Weapon or Weapons	Capability	137	
Chemical	CBRN	138	
Radiological	CBRN	140	
Nuclear	CBRN	141	
Decontamination	CBRN	142	
Civilian	Organization	143	
Government Organization/ Government Organization Member	Organization	144	

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TABLE A-IX. Sector 1 common modifier - Continued.

Sector 1 Modifier	Category	Value	Remarks
Accident	Composite Loss or Incident Qualifier	145	
Assassination	Crime	146	
Execution	Crime	147	
Kidnapping	Crime	148	
Piracy	Crime	149	
Rape	Crime	150	
Antisubmarine Warfare	Mission Area	151	
Escort	Mission Area	152	
Mine Countermeasures	Mission Area	153	
Mine Warfare	Mission Area	154	
Surface Warfare	Mission area	155	
Command	Support Level	156	
Company	Support Level	157	
Platoon/Detachment	Support Level	158	
Regiment Group	Support Level	159	
Section	Support Level	160	
Squad	Support Level	161	
Team/Crew	Support Level	162	
Battalion	Support Level	163	
Directed Energy	Capability	164	
Hijacker	Crime	165	

TABLE A-X. Sector 2 common modifier.

Sector 2 Modifier	Category	Value	Remarks
Airborne	Mobility	100	
Bicycle Equipped	Mobility	101	
Railroad/Railway	Capability	102	
Ski	Mobility	103	
Tracked	Mobility	104	
Wheeled (Limited Cross Country)	Mobility	105	
Wheeled X (Cross Country)	Mobility	106	
Fixed Wing	Mobility	107	
Rotary Wing	Mobility	108	
Robotic	Mobility	109	
Autonomous Control	Capability	110	
Remotely Piloted	Capability	111	
Expendable	Capability	112	
Mountain	Capability	113	
Long Range	Capability	114	
Medium Range	Capability	115	
Short Range	Capability	116	
Close Range	Capability	117	
Heavy	Capability	118	
Medium	Capability	119	
Light and Medium	Capability	120	
Light	Capability	121	
Cyberspace	Capability	122	
Security Force Assistance	Capability	123	

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TABLE A-X. Sector 2 common modifier - Continued.

Sector 2 Modifier	Category	Value	Remarks
Medical Bed	Capability	124	
Multifunctional	Capability	125	

A.5.4.2 Air (01)

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.			
Unspecified			000000
Military			110000
	Fixed Wing		110100
		Medical Evacuation (MEDEVAC)	110101
		Attack/Strike	110102
		Bomber	110103
		Fighter	110104
		Fighter/Bomber	110105
		{Disused}	110106
		Cargo	110107
		Electronic Combat (EC)/Jammer	110108
		Tanker	110109
		Patrol	110110
		Reconnaissance	110111
		Trainer	110112
		Utility	110113
		Vertical or Short Take-off and Landing (VSTOL)	110114
		Airborne Command Post (ACP)	110115
		Airborne Early Warning (AEW)	110116
		Antisurface Warfare	110117
		Antisubmarine Warfare	110118
		Communications	110119
		Combat Search and Rescue (CSAR)	110120
		Electronic Support (ES)	110121
		Government	110122
		Mine Countermeasures (MCM)	110123
		Personnel Recovery	110124
		Search and Rescue	110125
		Special Operations Forces	110126
		Ultra Light	110127
		Photographic Reconnaissance	110128
		Very Important Person (VIP)	110129
		Suppression of Enemy Air Defense	110130
		Passenger	110131

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.			
		Escort	110132
		Electromagnetic Attack (EA)	110133
	Rotary Wing		110200
	Unmanned Aircraft (UA) / Unmanned Aerial Vehicle (UAV) / Unmanned Aircraft System (UAS) / Remotely Piloted Vehicle (RPV)		110300
	Vertical-Takeoff UAV (VT-UAV)		110400
	Lighter Than Air		110500
	Airship		110600
	Tethered Lighter than Air		110700
Civilian			120000
	Fixed Wing		120100
	Rotary Wing		120200
	Unmanned Aircraft (UA) / Unmanned Aerial Vehicle (UAV) / Unmanned Aircraft System (UAS) / Remotely Piloted Vehicle (RPV)		120300
	Lighter Than Air		120400
	Airship		120500
	Tethered Lighter than Air		120600
Weapon			130000
	Bomb		130100
	Decoy		130200
Manual Track			140000

TABLE A-XII. Air sector 1 modifier.

Sector 1 Modifier	Category	Value	Remarks
Not Applicable		00	
{Disused}		01	
Bomber	Military Aircraft Type	02	
{Disused}		03	
Fighter	Military Aircraft Type	04	
Interceptor	Military Aircraft Type	05	
Tanker	Aircraft Type	06	
{Disused}		07	
{Disused}		08	
Passenger	Aircraft Type	09	
Ultra Light	Aircraft Type	10	
Airborne Command Post (ACP)	Military Aircraft Type	11	
Airborne Early Warning (AEW)	Military Aircraft Type	12	
{Disused}		13	
{Disused}		14	
{Disused}		15	
Electronic Combat (EC)/Jammer	Military Mission Area	16	

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

Sector 1 Modifier	Category	Value	Remarks
Patrol	Mission Area	17	
Reconnaissance	Mission Area	18	
Trainer	Mission Area	19	
Photographic (Reconnaissance)	Mission Area	20	
Personnel Recovery	Mission Area	21	
{Disused}		22	
Communications	Mission Area	23	
Electronic Support (ES)	Military Mission Area	24	
{Disused}		25	
{Disused}		26	
{Disused}		27	
{Disused}		28	
Very Important Person (VIP) Transport	Mission Area	29	
Combat Search and Rescue (CSAR)	Military Mission Area	30	
Antisurface Warfare	Military Mission Area	32	
Fighter/Bomber	Military Aircraft Type	33	
Intensive Care	Mission Area	34	
Electromagnetic Attack (EA)	Military Mission Area	35	
Multi-Mission	Mission Area	36	
{Disused}		37	
ASW H elo - LAMPS	Mission Area	38	
ASW H elo - SH-60R	Mission Area	39	
{Disused}		40	
{Disused}		41	

TABLE A-XIII. Air sector 2 modifier.

Sector 2 Modifier	Category	Value	Remarks
Not Applicable		00	
{Disused}		01	
{Disused}		02	
{Disused}		03	
Boom-Only	Re-Fueling Capability	04	
Drogue-Only	Re-Fueling Capability	05	
Boom and Drogue	Re-Fueling Capability	06	
{Disused}		07	
{Disused}		08	
{Disused}		09	
{Disused}		10	
Downlinked	Track Link Availability	11	
{Disused}		12	

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A.5.4.3 Air missile (02).

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.			
Unspecified			000000
Missile			110000

TABLE A-XV. Air missile sector 1 modifier.

Sector 1 Modifier	Category	Value	Remarks
Unspecified		00	
Air	Launch Origin	01	
Surface	Launch Origin	02	
Subsurface	Launch Origin	03	
Space	Launch Origin	04	
Anti-Ballistic	Missile Class	05	
Ballistic	Missile Class	06	
Cruise	Missile Class	07	
Interceptor	Missile Class	08	
Hypersonic	Missile Class	09	

TABLE A-XVI. Air missile sector 2 modifier.

Sector 2 Modifier	Category	Value	Remarks
Unspecified		00	
Air	Missile Destination	01	
Surface	Missile Destination	02	
Subsurface	Missile Destination	03	
Space	Missile Destination	04	
Launched	Missile Status	05	
{Disused}		06	
Patriot	Missile Type-BMD	07	
Standard Missile-2 (SM-2)	Missile Type-AAW	08	
Standard Missile-6 (SM-6)	Missile Type-AAW	09	
Evolved Sea Sparrow Missile (ESSM)	Missile Type-AAW	10	
Rolling Airframe Missile (RAM)	Missile Type-AAW	11	
Short Range	Missile Range	12	
Medium Range	Missile Range	13	
Intermediate Range	Missile Range	14	
Long Range	Missile Range	15	
Intercontinental	Missile Range	16	

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A.5.4.4 Space (05).

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.			
Unspecified			000000
Military			110000
	Space Vehicle		110100
	Re-Entry Vehicle		110200
	Planet Lander		110300
	Orbiter Shuttle		110400
	Capsule		110500
	Satellite		110700
	Antisatellite Weapon		110800
	Astronomical Satellite		110900
	Biosatellite		111000
	Communications Satellite		111100
	Earth Observation Satellite		111200
	Miniaturized Satellite		111300
	Navigational Satellite		111400
	Reconnaissance Satellite		111500
	Space Station		111600
	Tethered Satellite		111700
	Weather Satellite		111800
	Space Launched Vehicle (SLV)		111900
Civilian			120000
	Orbiter Shuttle		120100
	Capsule		120200
	Satellite		120300
	Astronomical Satellite		120400
	Biosatellite		120500
	Communications Satellite		120600
	Earth Observation Satellite		120700
	Miniaturized Satellite		120800
	Navigational Satellite		120900
	Space Station		121000
	Tethered Satellite		121100
	Weather Satellite		121200
	Planetary Lander		121300
	Space Vehicle		121400
Manual Track			130000

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TABLE A-XVIII. Space sector 1 modifier.

Sector 1 Modifier	Category	Value	Remarks
Unspecified		00	
Low Earth Orbit (LEO)	Orbit	01	
Medium Earth Orbit (MEO)	Orbit	02	
High Earth Orbit (HEO)	Orbit	03	
Geosynchronous Orbit (GSO)	Orbit	04	
Geostationary Orbit (GO)	Orbit	05	
Molniya Orbit (MO)	Orbit	06	
{Disused}		07	

TABLE A-XIX. Space sector 2 modifier.

Sector 2 Modifier	Category	Value	Remarks
Unspecified		00	
Optical	Sensor	01	
Infrared	Sensor	02	
Radar	Sensor	03	
Signals Intelligence (SIGINT)	Sensor	04	
{Disused}		05	
Electromagnetic Warfare (ASAT)	Capability	06	
High Power Microwave (ASAT)	Capability	07	
Laser (ASAT)	Capability	08	
Mine (ASAT)	Capability	09	
Maintenance	Capability	10	
Refuel	Capability	11	
Tug	Capability	12	

A.5.4.5 Space missile (06).

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.			
Unspecified			000000
Missile			110000

TABLE A-XXI. Space missile sector 1 modifier.

Sector 1 Modifier	Category	Value	Remarks
Unspecified		00	
Ballistic	Missile Class	01	
Space	Launch Origin	02	
Interceptor	Missile Class	03	
Hypersonic	Missile Class	04	

TABLE A-XXII. Space missile sector 2 modifier.

Sector 2 Modifier	Category	Value	Remarks
Unspecified		00	
Short Range	Missile Range	01	

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TABLE A-XXII. Space missile sector 2 modifier - Continued.

Sector 2 Modifier	Category	Value	Remarks
Medium Range	Missile Range	02	
Intermediate Range	Missile Range	03	
Long Range	Missile Range	04	
Intercontinental	Missile Range	05	
Arrow	Missile Type-BMD	06	
Ground-Based Interceptor (GBI)	Missile Type-BMD	07	
Patriot	Missile Type-BMD	08	
Standard Missile Terminal Phase (SM-T)	Missile Type-BMD	09	
Standard Missile – 3 (SM-3)	Missile Type-BMD	10	
Terminal High Altitude Area Defense (THAAD)	Missile Type-BMD	11	
Space	Launch Origin	12	
Close Range (CRBM)	Missile Range	13	
Debris	Missile Type-BMD	14	
Unknown	Missile Type-BMD	15	

A.5.4.6 Land unit (10).

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.			
Unspecified			000000
Command and Control			110000
	Broadcast Transmitter Antennae		110100
	Civil Affairs		110200
	Civil–Military Cooperation		110300
	Information Operations		110400
	Liaison		110500
	Military Information Support Operations (MISO)		110600
		Broadcast Transmitter Antennae	110601
	Radio		110700
	Radio Relay		110800
	Radio Teletype Center		110900
	Signal		111000
		Radio	111001
		Radio Relay	111002
		Teletype	111003
		{Disused}	111004
		Video Imagery (Combat Camera)	111005
	{Disused}		111100
	Video Imagery (Combat Camera)		111200
	Space		111300

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.			
	Special Troops		111400
	Multi-Domain Operations		111500
Movement and Maneuver			120000
	Air Assault with Organic Lift		120100
	Air Traffic Services/Airfield Operations		120200
	{Disused}		120300
	Antitank/Antiarmor		120400
		Armored	120401
		Motorized	120402
	Armor /Mechanized		120500
		Reconnaissance/Cavalry/Scout	120501
		Amphibious	120502
	Army Aviation/Aviation Rotary Wing		120600
		Reconnaissance	120601
	Aviation Composite		120700
	Aviation Fixed Wing		120800
		Reconnaissance	120801
	Combat		120900
	Combined Arms		121000
	Infantry		121100
		Amphibious	121101
		Armored/Mechanized/Tracked	121102
		Main Gun System, Infantry	121103
		Motorized	121104
		Infantry Fighting Vehicle	121105
		Main Gun System	121106
	Observer		121200
	Reconnaissance/Cavalry/Scout		121300
		Reconnaissance and Surveillance	121301
		Marine	121302
		Motorized	121303
	Sea Air Land (SEAL)		121400
	Sniper		121500
	Surveillance		121600
	Special Forces		121700
	Special Operations Forces (SOF)		121800
		Fixed Wing MISO	121801

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.			
		Ground	121802
		{Disused}	121803
		Special SSNR	121804
		Underwater Demolition	121805
	Unmanned Aerial Systems		121900
	Ranger		122000
Fires			130000
	Air Defense		130100
		Main Gun System	130101
		Missile	130102
		Air and Missile Defense	130103
	Air/Land Naval Gunfire Liaison		130200
	Field Artillery		130300
	Field Artillery Observer		130400
	Joint Fire Support		130500
	Meteorological		130600
	Missile		130700
	Mortar		130800
		{Disused}	130801
		Self-Propelled Wheeled	130802
	Survey		130900
Protection			140000
	Chemical Biological Radiological Nuclear Defense		140100
		{Disused}	140101
		Motorized	140102
		Reconnaissance	140103
		{Disused}	140104
		Reconnaissance Equipped	140105
		Chemical, Biological, Radiological, Nuclear, and High-Yield Explosives	140106
	Combat Support (Maneuver Enhancement)		140200
	Criminal Investigation Division		140300
	Diving		140400
	Dog		140500
	Drilling		140600
	Engineer		140700
		Mechanized	140701
		Motorized	140702
		Reconnaissance	140703

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.			
	Explosive Ordnance Disposal (EOD)		140800
	Field Camp Construction		140900
	Fire Fighting/Fire Protection		141000
	Geospatial Support/Geospatial Information Support		141100
	Military Police		141200
	Mine		141300
	Mine Clearing		141400
	Mine Launching		141500
	Mine Laying		141600
	Security		141700
		{Disused}	141701
		Motorized	141702
	Search and Rescue		141800
		Isolated Personnel	141801
	{Disused}		141900
	Shore Patrol/Security Police		142000
	Topographic/Geospatial		142100
	Missile Defense		142200
Intelligence			150000
	Analysis		150100
	Counterintelligence		150200
	Direction Finding		150300
	Electronic Ranging		150400
	Electromagnetic Warfare		150500
		Analysis	150501
		Direction Finding	150502
		Intercept	150503
		Jamming	150504
		Search	150505
	Intercept (Search and Recording)		150600
	Interrogation		150700
	Jamming		150800
	Joint Intelligence Center		150900
	Military Intelligence		151000
	Search		151100
	Sensor		151200
	Military History		151300
Sustainment			160000
	Administrative		160100

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.			
	All Classes of Supply		160200
	{Disused}		160300
	Ammunition		160400
	Band		160500
		Army Music	160501
	Combat Service Support		160600
	Finance		160700
	Judge Advocate General		160800
	Labor		160900
	Laundry/Bath		161000
	Maintenance		161100
	Material		161200
	Medical		161300
	Medical Treatment Facility		161400
	Morale, Welfare and Recreation		161500
	Mortuary Affairs		161600
	Multiple Classes of Supply		161700
	NATO Supply Class I		161800
	{Disused}		161900
	NATO Supply Class III		162000
	NATO Supply Class IV		162100
	{Disused}		162200
	Ordnance		162300
	Personnel Services		162400
	Petroleum, Oil and Lubricants		162500
	{Disused}		162600
	{Disused}		162700
	Public Affairs/Public Information		162800
	Quartermaster		162900
	{Disused}		163000
	Religious Support		163100
	Replacement Holding Unit		163200
	{Disused}		163300
	{Disused}		163400
	Joint Information Bureau (JIB)		163500
	Transportation		163600
	US Supply Class I		163700
	{Disused}		163800
	{Disused}		163900

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.			
	US Supply Class IV		164000
	{Disused}		164100
	US Supply Class VI		164200
	US Supply Class VII		164300
	US Supply Class VIII		164400
	US Supply Class IX		164500
	US Supply Class X		164600
	{Disused}		164700
	Water Purification		164800
	Broadcast		164900
	{Disused}		165000
	Interpreter/Translator		165100
	Support		165200
	Army Field Support		165300
	Contracting Services		165400
	Parachute Rigger		165500
	Human Resources		165600
Naval			170000
	Naval		170100
Named Headquarters			180000
	Allied Command Europe Rapid Reaction Corps (ARRC)		180100
	Allied Command Operations		180200
	International Security Assistance Force (ISAF)		180300
	Multinational (MN)		180400
Emergency Operation			190000
Law Enforcement			200000
	Bureau of Alcohol, Tobacco, Firearms and Explosives (ATF) (Department of Justice)		200100
	Border Patrol		200200
	Customs Service		200300
	Drug Enforcement Administration (DEA)		200400
	Department of Justice (DOJ)		200500
	Federal Bureau of Investigation (FBI)		200600
	Police		200700

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.			
	Prison		200800
	United States Secret Service (USSS)		200900
	Transportation Security Administration (TSA)		201000
	US Coast Guard		201100
	US Marshals Service		201200
	Internal Security Force		201300
Cyber			210000

TABLE A-XXIV. Land unit sector 1 modifier.

Sector 1 Modifier	Category	Value	Remarks
Unspecified		00	
Tactical Satellite Communications	Capability	01	
Area	Capability	02	
{Disused}		03	
Biological	Capability	04	
Border	Capability	05	
{Disused}		06	
{Disused}		07	
{Disused}		08	
{Disused}		09	
{Disused}		10	
Communications Contingency Package	Capability	11	
Construction	Capability	12	
Cross Cultural Communication	Capability	13	
{Disused}		14	
{Disused}		15	
Detention	Capability	16	
Direct Communications	Capability	17	
Diving	Capability	18	
Division	Capability	19	
Dog	Capability	20	
Drilling	Capability	21	
Electro–Optical	Capability	22	
Enhanced	Capability	23	
{Disused}		24	
Fire Direction Center	Capability	25	
Force	Capability	26	
Forward	Capability	27	
Ground Station Module	Capability	28	
Landing Support	Capability	29	
{Disused}		30	
{Disused}		31	
Meteorological	Capability	32	
{Disused}		33	
Missile	Capability	34	

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

Sector 1 Modifier	Category	Value	Remarks
Mobile Advisor and Support	Capability	35	
Mobile Subscriber Equipment	Capability	36	
Mobility Support	Capability	37	
{Disused}		38	
Multinational	Capability	39	
Multinational Specialized Unit	Capability	40	
Multiple Rocket Launcher	Capability	41	
NATO Medical Role 1	Capability	42	
NATO Medical Role 2	Capability	43	
NATO Medical Role 3	Capability	44	
NATO Medical Role 4	Capability	45	
Naval	Capability	46	
Unmanned Aerial Systems (UAS)	Capability	47	
{Disused}		48	
Operations	Capability	49	
Radar	Capability	50	
Radio Frequency Identification (RFID) Interrogator/Sensor	Capability	51	
{Disused}		52	
{Disused}		53	
{Disused}		54	
Sensor	Capability	55	
{Disused}		56	
Signal Intelligence	Capability	57	
{Disused}		58	
Single Rocket Launcher	Capability	59	
Smoke	Capability	60	
{Disused}		61	
Sound Ranging	Capability	62	
{Disused}		63	
{Disused}		64	
Survey	Capability	65	
Tactical Exploitation	Capability	66	
Target Acquisition	Capability	67	
Topographic/Geospatial	Capability	68	
{Disused}		69	
Video Imagery (Combat Camera)	Capability	70	
Mobility Assault	Capability	71	
Amphibious Warfare Ship	Capability	72	
Load Handling System	Capability	73	
Palletized Load System	Capability	74	
{Disused}		75	
{Disused}		76	
Support	Capability	77	
{Disused}		78	
Route, Reconnaissance, and Clearance	Capability	79	
{Disused}		80	
{Disused}		81	
{Disused}		82	
{Disused}		83	
Assault	Capability	84	

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

Sector 1 Modifier	Category	Value	Remarks
{Disused}		85	
Criminal Investigation Division	Capability	86	
Digital	Capability	87	
Network or Network Operations	Capability	88	
Airfield, Aerial Port of Debarkation, or Aerial Port of Embarkation	Capability	89	
Pipeline	Capability	90	
Postal	Capability	91	
{Disused}		92	
{Disused}		93	
Theater	Capability	94	
Army or Theater Army	Capability	95	
Corps	Capability	96	
{Disused}		97	
Headquarters or headquarters staff element	Capability	98	
Multi-Domain Operations	Capability	99	

TABLE A-XXV. Land unit sector 2 modifier.

Sector 2 Modifier	Category	Value	Remarks
Unspecified		00	
{Disused}		01	
Arctic	Mobility	02	
Battle Damage Repair	Capability	03	
{Disused}		04	
Casualty Staging	Capability	05	
Clearing	Capability	06	
{Disused}		07	
Control	Capability	08	
Decontamination	Capability	09	
Demolition	Capability	10	
Dental	Capability	11	
Digital	Capability	12	
Enhanced Position Location Reporting System (EPLRS)	Capability	13	
{Disused}		15	
High Altitude	Capability	16	
Intermodal	Capability	17	
Intensive Care	Capability	18	
{Disused}		19	
Laboratory	Capability	20	
Launcher	Capability	21	
{Disused}		22	
Low Altitude	Capability	23	
{Disused}		24	
Medium Altitude	Capability	25	
{Disused}		26	
{Disused}		27	
High to Medium Altitude	Capability	28	
Multi-Channel	Capability	29	
Optical (Flash)	Capability	30	

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

Sector 2 Modifier	Category	Value	Remarks
Pack Animal	Capability	31	
Patient Evacuation Coordination	Capability	32	
Preventive Maintenance	Capability	33	
Psychological	Capability	34	
Radio Relay Line of Sight	Capability	35	
{Disused}		36	
Recovery (Unmanned Systems)	Capability	37	
Recovery (Maintenance)	Capability	38	
Rescue Coordination Center	Capability	39	
Riverine	Mobility	40	
Single Channel	Capability	41	
{Disused}		42	
{Disused}		43	
Strategic	Capability	44	
Support	Capability	45	
Tactical	Capability	46	
Towed	Mobility	47	
Troop	Capability	48	
Vertical or Short Take-Off and Landing (VTOL/VSTOL)	Mobility	49	
Veterinary	Capability	50	
{Disused}		51	
High to Low Altitude	Capability	52	
Medium to Low Altitude	Capability	53	
Attack	Capability	54	
Refuel	Capability	55	
Utility	Capability	56	
Combat Search and Rescue	Capability	57	
Guerrilla	Capability	58	
Air Assault	Mobility	59	
Amphibious	Mobility	60	
Very Heavy	Capability	61	
Supply	Capability	62	
{Disused}		63	
Navy Barge, Self-Propelled	Mobility	64	
Navy Barge, Not Self-Propelled	Mobility	65	
Launch	Mobility	66	
Landing Craft	Mobility	67	
Landing Ship	Mobility	68	
Service Craft/Yard	Mobility	69	
Tug Harbor	Mobility	70	
Ocean Going Tug Boat	Mobility	71	
Surface Deployment and Distribution Command	Capability	72	
Noncombatant Generic Vessel	Mobility	73	
Composite	Capability	74	
Shelter	Capability	75	
{Disused}		76	
{Disused}		77	
{Disused}		78	
{Disused}		79	
{Disused}		80	

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

Sector 2 Modifier	Category	Value	Remarks
Surgical	Capability	81	
Blood	Capability	82	
Combat and Operational Stress Control	Capability	83	
Jamming	Capability	84	
{Disused}		85	
Optometry	Capability	86	
Preventive Medicine	Capability	87	
{Disused}		88	
Air Defense	Capability	89	

A.5.4.7 Land civilian unit/organization (11).

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.			
Unspecified			000000
Civilian			110000
	Environmental Protection		110100
	Government Organization		110200
	Individual		110300
	Organization or Group		110400
	Killing Victim		110500
	Killing Victims		110600
	Victim of an Attempted Crime		110700
	Spy		110800
	Composite Loss		110900
	Emergency Medical Operation		111000

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

Sector 1 Modifier	Category	Value	Remarks
Unspecified		00	
{Disused}		01	
{Disused}		02	
Murder Victims	Crime	03	
{Disused}		04	
{Disused}		05	
{Disused}		06	
{Disused}		07	
{Disused}		08	
Displaced Person(s), Refugee(s) and Evacuee(s)	Organization	09	
Foreign Fighter(s)	Organization	10	
Gang Member or Gang	Organization	11	
{Disused}		12	
Leader or Leadership	Organization	13	

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

Sector 1 Modifier	Category	Value	Remarks
Nongovernmental Organization Member or Nongovernmental Organization	Organization	14	
Unwilling/Coerced Recruit	Organization	15	
Willing Recruit	Organization	16	
Religious or Religious Organization	Organization	17	
Targeted Individual or Organization	Organization	18	
Terrorist or Terrorist Organization	Organization	19	
Speaker	Organization	20	
{Disused}		21	
{Disused}		22	
Other	Composite Loss	23	
Loot	Crime	24	
{Disused}		25	
{Disused}		26	

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

Sector 2 Modifier	Category	Value	Remarks
Unspecified		00	
Leader or Leadership	Organization	01	
{Disused}		02	

A.5.4.8 Land Equipment (15).

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.			
Unspecified			000000
Weapon/Weapon System			110000
	Rifle		110100
		Single Shot Rifle	110101
		Semiautomatic Rifle	110102
		Automatic Rifle	110103
	Machine Gun		110200
		Light	110201
		Medium	110202
		Heavy	110203
	Grenade Launcher		110300
		Light	110301
		Medium	110302
		Heavy	110303
	Flame Thrower		110400
	Air Defense Gun		110500
		Light	110501
		Medium	110502

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.			
		Heavy	110503
	Antitank Gun		110600
		Light	110601
		Medium	110602
		Heavy	110603
	Direct Fire Gun		110700
		Light	110701
		Medium	110702
		Heavy	110703
	Recoilless Gun		110800
		Light	110801
		Medium	110802
		Heavy	110803
	Howitzer		110900
		Light	110901
		Medium	110902
		Heavy	110903
	Missile Launcher		111000
		Light	111001
		Medium	111002
		Heavy	111003
	Air Defense Missile Launcher		111100
		Light	111101
		Light, Light Transporter-Launcher and Radar (TLAR)	111102
		Light, Light Tactical Landing Approach Radar (TELAR)	111103
		Medium	111104
		Medium, TLAR	111105
		Medium, TELAR	111106
		Heavy	111107
		Heavy, TLAR	111108
		Heavy, TELAR	111109
	Antitank Missile Launcher		111200
		Light	111201
		Medium	111202
		Heavy	111203
	Surface-to-Surface Missile Launcher		111300
		Light	111301
		Medium	111302
		Heavy	111303
	Mortar		111400

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.			
		Light	111401
		Medium	111402
		Heavy	111403
	Single Rocket Launcher		111500
		Light	111501
		Medium	111502
		Heavy	111503
	Multiple Rocket Launcher		111600
		Light	111601
		Medium	111602
		Heavy	111603
	Antitank Rocket Launcher		111700
		Light	111701
		Medium	111702
		Heavy	111703
	Nonlethal Weapon		111800
	Taser		111900
	Water Cannon		112000
Vehicle			120000
	Armored		120100
		Armored Fighting Vehicle	120101
		Armored Fighting Vehicle Command and Control	120102
		Armored Personnel Carrier	120103
		Armored Personnel Carrier Ambulance	120104
		Armored Protected Vehicle	120105
	{Disused}		120106
	{Disused}		120107
		Armored Personnel Carrier, Recovery	120108
		Combat Service Support Vehicle	120109
	{Disused}		120110
		Light Armor Reconnaissance	120111
	Tank		120200
		Light	120201
		Medium	120202
		Heavy	120203
	{Disused}		120300
		{Disused}	120301
		{Disused}	120302
		{Disused}	120303
Engineer Vehicle and Equipment			130000
	Bridge		130100

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.			
	{Disused}		130200
	Fixed Bridge		130300
	Floating Bridge		130400
	Folding Girder Bridge		130500
	Hollow Deck Bridge		130600
	Drill		130700
		Drill Mounted on Utility Vehicle	130701
	Earthmover		130800
		Multifunctional Earthmover/Digger	130801
	Mine Clearing Equipment		130900
		{Disused}	130901
		Mine Clearing Equipment on Tank Chassis	130902
		Assault Breacher Vehicle (ABV) with Combat Dozer Blade	130903
		Medium Capability Equipment	130904
		Heavy Capability Equipment	130905
	Mine Laying Equipment		131000
		Mine Laying Equipment on Utility Vehicle	131001
		Armored Carrier with Volcano	131002
		Truck Mounted with Volcano	131003
	Dozer		131100
		Dozer, Armored	131101
	Armored Assault		131200
	Armored Engineer Recon Vehicle (AERV)		131300
	Backhoe		131400
	Construction Vehicle		131500
	Ferry Transporter		131600
Utility Vehicle			140000
	Vehicle (Generic)		140100
	Medical		140200
	{Disused}		140300
	Mobile Emergency Physician		140400
	Bus		140500
	Semi-Trailer and Truck		140600
		Light	140601
		Medium	140602
		Heavy	140603
	Limited Cross Country Truck		140700
	Cross Country Truck		140800
	Petroleum, Oil and Lubricant		140900

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.			
	Water		141000
	Amphibious Utility Wheeled Vehicle		141100
	Tow Truck		141200
		Light	141201
		Heavy	141202
Train			150000
	Locomotive		150100
Civilian Vehicle			160000
	Automobile		160100
	Open-Bed Truck		160200
	Multiple Passenger Vehicle		160300
	Utility Vehicle		160400
	Jeep Type Vehicle		160500
	Tractor Trailer Truck with Box		160600
	Tractor Trailer Truck with Flatbed Trailer		160700
	Known Insurgent Vehicle		160800
	Drug Vehicle		160900
Law Enforcement			170000
	Bureau of Alcohol, Tobacco, Firearms and Explosives (ATF) (Department of Justice)		170100
	Border Patrol		170200
	Customs Service		170300
	Drug Enforcement Administration (DEA)		170400
	Department of Justice (DOJ)		170500
	Federal Bureau of Investigation (FBI)		170600
	Police		170700
	United States Secret Service (USSS)		170800
	Transportation Security Administration (TSA)		170900
	US Coast Guard		171000
	US Marshals Service		171100
Pack Animals			180000
Missile Support			190000
	Transloader		190100
	Transporter		190200
	Crane/Loading Device		190300
	Propellant Transporter		190400
	Warhead Transporter		190500

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.			
Other Equipment			200000
	Antennae		200100
	Bomb		200200
	Booby Trap		200300
	CBRN Equipment		200400
	Computer System		200500
	Command Launch Equipment (CLE)		200600
	Generator Set		200700
	Ground-based Midcourse Defense (GMD) Fire Control (GFC) Center		200800
	In-Flight Interceptor Communications System (IFICS) Data Terminal (IDT)		200900
	Directed Energy		201000
	Military Information Support Operations (MISO)		201100
	Sustainment Shipments		201200
	Tent		201300
		Civilian	201301
		Military	201302
	Unit Deployment Shipments		201400
	Emergency Medical Operation		201500
Land Mines			210000
	Land Mine		210100
	Antipersonnel Land mine (APL)		210200
	Antitank Mine		210300
	Improvised Explosives Device (IED)		210400
	Less Than Lethal		210500
Sensors			220000
	Sensor		220100
	Sensor Emplaced		220200
	Radar		220300
Emergency Operation			230000
	{Disused}		230100
	Fire Fighting/Fire Protection		230200
Manual Track			240000
Rotary Wing			250000

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TABLE A-XXX. Land equipment sector 1 modifier.

Sector 1 Modifier	Category	Value	Remarks
Unspecified		00	
Biological	Sensor Type	01	
{Disused}		02	
Early Warning Radar	Sensor Type	03	
Intrusion	Sensor Type	04	
{Disused}		05	
{Disused}		06	
Upgraded Early Warning Radar	Sensor Type	07	
{Disused}		08	
{Disused}		09	
{Disused}		10	
{Disused}		11	
Multi-purpose Blade	Capability	12	
Tank-width Mine Plow	Capability	13	
{Disused}		14	
{Disused}		15	
{Disused}		16	
{Disused}		17	
{Disused}		18	
{Disused}		19	
{Disused}		20	
{Disused}		21	
{Disused}		22	
{Disused}		23	
{Disused}		24	
{Disused}		25	
{Disused}		26	
{Disused}		27	

TABLE A-XXXI. Land equipment sector 2 modifier.

Sector 2 Modifier	Category	Value	Remarks
Unspecified		00	
{Disused}		01	
{Disused}		02	
{Disused}		03	
{Disused}		04	
{Disused}		05	
Tractor Trailer	Capability	06	
{Disused}		07	
{Disused}		08	
{Disused}		09	
{Disused}		10	

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A.5.4.9 Land installations (20).

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.			
Unspecified			000000
Military/Civilian			110000
	Aircraft Production/Assembly		110100
	Ammunition and Explosives Production		110200
	Ammunition Cache		110300
	Armament Production		110400
	Black List Location		110500
	Chemical, Biological, Radiological and Nuclear (CBRN)		110600
	Engineering Equipment Production		110700
	Bridge		110701
	Equipment Manufacture		110800
	Government Leadership		110900
	Gray List Location		111000
	Mass Grave Site		111100
	Materiel		111200
	Mine		111300
	Missile and Space System Production		111400
	Nuclear (Non CBRN Defense)		111500
	Printed Media		111600
	Safe House		111700
	White List Location		111800
	Tented Camp		111900
		Displaced Persons/ Refugee/Evacuees Camp	111901
		Training Camp	111902
	Warehouse/Storage Facility		112000
		Grenade	112001
	Law Enforcement		112100
		Bureau of Alcohol, Tobacco, Firearms and Explosives (ATF) (Department of Justice)	112101
		Border Patrol	112102
		Customs Service	112103
		Drug Enforcement Administration (DEA)	112104
		Department of Justice (DOJ)	112105
		Federal Bureau of Investigation (FBI)	112106
		Police	112107
		Prison	112108

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.			
		United States Secret Service (USSS)	112109
		Transportation Security Administration (TSA)	112110
		US Coast Guard	112111
		US Marshals Service	112112
	Emergency Operation		112200
		Fire Station	112201
		Emergency Medical Operation	112202
	Home/House		112300
Infrastructure			120000
	Agriculture and Food		120100
		Agriculture Laboratory	120101
		Animal Feedlot	120102
		Commercial Food Distribution Center	120103
		Farm/Ranch	120104
		Food Distribution	120105
		Food Production Center	120106
		Food Retail	120107
		Grain Storage	120108
	Banking Finance and Insurance		120200
		ATM	120201
		Bank	120202
		Bullion Storage	120203
		Economic Infrastructure Asset	120204
		Federal Reserve Bank	120205
		Financial Exchange	120206
		Financial Services, Other	120207
	Commercial		120300
		Chemical Plant	120301
		Firearms Manufacturer	120302
		Firearms Retailer	120303
		Hazardous Material Production	120304
		Hazardous Material Storage	120305
		Industrial Site	120306
		Landfill	120307
		Pharmaceutical Manufacturer	120308
		Contaminated Hazardous Waste Site	120309
		Toxic Release Inventory	120310
	Educational Facilities		120400
		College/University	120401
		School	120402
	Energy Facility		120500

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.			
		Electric Power	120501
		Generation Station	120502
		Natural Gas Facility	120503
		{Disused}	120504
		Petroleum/Gas/Oil	120505
		Propane Facility	120506
	Government Site		120600
	Medical		120700
		Medical	120701
		Medical Treatment Facility (Hospital)	120702
	Military		120800
		Military Armory	120801
		Military Base	120802
		Airport/Air Base	120803
	Postal Services		120900
		Postal Distribution Center	120901
		Post Office	120902
	Public Venues		121000
		Enclosed Facility (Public Venue)	121001
		Open Facility (Public Venue)	121002
		Recreational Area	121003
		Religious Institution	121004
	Special Needs		121100
		Adult Day Care	121101
		Child Day Care	121102
		Elder Care	121103
	Telecommunications		121200
		Broadcast Transmitter Antennae	121201
		Telecommunications	121202
		Telecommunications Tower	121203
	Transportation		121300
		Aerial Port of Debarkation / Aerial Port of Embarkation	121301
		Air Traffic Control Facility	121302
		Bus Station	121303
		Ferry Terminal	121304
		Helicopter Landing Site	121305
		Maintenance Facility	121306
		Railhead/Railroad Station	121307
		Rest Stop	121308
		Sea Port/Naval Base	121309
		Ship Yard	121310

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.			
		Toll Facility	121311
		Traffic Inspection Facility	121312
		Tunnel	121313
	Water Supply		121400
		Control Valve	121401
		Dam	121402
		Discharge Outfall	121403
		Ground Water Well	121404
		Pumping Station	121405
		Reservoir	121406
		Storage Tower	121407
		Surface Water Intake	121408
		Wastewater Treatment Facility	121409
		Water	121410
		Water Treatment	121411

TABLE A-XXXIII. Land installation sector 1 modifier.

Sector 1 Modifier	Category	Value	Remarks
Unspecified		00	
Biological	CBRN Type	01	
{Disused}		02	
{Disused}		03	
{Disused}		04	
{Disused}		05	
Coal	Electric Power Type	06	
Geothermal	Electric Power Type	07	
Hydroelectric	Electric Power Type	08	
Natural Gas	Electric Power Type	09	
{Disused}		10	
{Disused}		11	
Civilian Telephone	Telecommunication Type	12	
Civilian Television	Telecommunication Type	13	
{Disused}		14	

TABLE A-XXXIV. Land installation sector 2 modifier.

Sector 2 Modifier	Category	Value	Remarks
Unspecified		00	
Biological Warfare Production	Capability	01	
Chemical Warfare Production	Capability	02	
Nuclear Warfare Production	Capability	03	
Radiological Warfare Production	Capability	04	
Atomic Energy Reactor	Capability	05	
Nuclear Material Production	Capability	06	
Nuclear Material Storage	Capability	07	

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TABLE A-XXXIV. Land installation sector 2 modifier – Continued.

Weapons Grade Production	Capability	08	
{Disused}		09	
Transportation	Capability	10	

A.5.4.10 Control measure (25).

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Geometric Rendering	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.				
Command and Control Lines				110000
	Boundary		Line	110100
	Light Line		Line	110200
	Engineer Work Line		Line	110300
	Generic		Line	110400
	Decision Line			110500
Command and Control Areas				120000
	Area of Operations		Area	120100
	Named Area of Interest		Area	120200
	Targeted Area of Interest		Area	120300
	Airfield Zone		Area	120400
	Base Camp		Area	120500
	Guerrilla Base		Area	120600
	Generic		Area	120700
Command and Control Points				130000
	Action Point (General)		Point	130100
	Amnesty Point		Point	130200
	Checkpoint		Point	130300
	Center of Main Effort		Point	130400
	Contact Point		Point	130500
	Coordinating Point		Point	130600
	Decision Point		Point	130700
	Distress Call		Point	130800
	Entry Control Point		Point	130900
	Fly-To-Point			131000
		Sonobuoy	Point	131001
		Weapon	Point	131002
		Normal	Point	131003
	Linkup Point		Point	131100
	Passage Point		Point	131200
	Point of Interest		Point	131300
		Launch Event	Point	131301

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Geometric Rendering	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.				
	Rally Point		Point	131400
	Release Point		Point	131500
	Start Point		Point	131600
	Special Point		Point	131700
	Waypoint		Point	131800
	Airfield		Point	131900
	Target Handover		Point	132000
	Key Terrain		Point	132100
	Control Point		Point	132200
	Vital Ground		Point	132300
Maneuver Lines				140000
	Forward Line of Troops		Line	140100
	{Disused}			140200
	Phase Line		Line	140300
	Forward Edge of the Battle Area		Line	140400
	Principle Direction of Fire		Line	140500
	Direction of Attack		Line	140600
		Friendly Aviation	Line	140601
		Friendly Main Attack /Decisive	Line	140602
		Friendly Supporting Attack	Line	140603
		Feint	Line	140605
	Final Coordination Line		Line	140700
	Infiltration Lane		Line	140800
	Limit of Advance		Line	140900
	Line of Departure		Line	141000
	Line of Departure/Line of Contact		Line	141100
	Probable Line of Deployment		Line	141200
	Airhead Line		Line	141300
	Bridgehead Line		Line	141400
	Holding Line		Line	141500
	Release Line		Line	141600
	Ambush		Line	141700
	Handover Line		Line	141800
	Battle Handover Line		Line	141900
Maneuver Areas				150000
	Area		Area	150100
	Assembly Area		Area	150200
	{Disused}			150300
	{Disused}			150400
	Action Area			150500

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Geometric Rendering	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.				
		Joint Tactical Action Area (JTAA)	Area	150501
		Submarine Action Area (SAA)	Area	150502
		Submarine-Generated Action Area (SGAA)	Area	150503
	Drop Zone		Area	150600
	Extraction Zone		Area	150700
	Landing Zone		Area	150800
	Pick-Up Zone		Area	150900
	Fortified Area		Area	151000
	Limited Access Area		Area	151100
	Battle Position		Area	151200
		Prepared (P) but not Occupied	Area	151202
		Strong Point	Area	151203
		Contain	Area	151204
		Retain	Area	151205
	Engagement Area (EA)		Area	151300
	Axis of Advance			151400
		Friendly Airborne/Aviation	Line	151401
		Attack Helicopter	Line	151402
		Main Attack	Line	151403
		Supporting Attack	Line	151404
	Assault Position		Area	151500
	Attack Position		Area	151600
	Objective Area		Area	151700
	Encirclement			151800
	Penetration Box		Area	151900
	Attack by Fire		Area	152000
	Support by Fire		Area	152100
	Search Area/Reconnaissance Area		Area	152200
Maneuver Points				160000
	Observation Post/Outpost (unspecified)		Point	160100
	Observation Post/Outpost (specified)		Point	160200
		Reconnaissance Outpost	Point	160201
		Forward Observer/Spotter Outpost/Position	Point	160202
		CBRN Observation Outpost	Point	160203
		Sensor Outpost /Listening Post	Point	160204
		Combat Outpost	Point	160205
	Target Reference Point		Point	160300

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Geometric Rendering	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.				
	Point of Departure		Point	160400
Airspace Control (Corridors) Areas				170000
	Air Corridor		Area	170100
	Low Level Transit Route		Area	170200
	Minimum-Risk Route		Area	170300
	Safe Lane		Area	170400
	Standard Use Army Aircraft Flight Route		Area	170500
	Transit Corridor		Area	170600
	Special Corridor		Area	170700
	Base Defense Zone		Area	170800
	High-Density Airspace Control Zone		Area	170900
	Restricted Operations Zone (ROZ)		Area	171000
	Air-to-Air Restricted Operating Zone (AARROZ)		Area	171100
	Unmanned Aircraft Restricted Operating Zone (UA-ROZ)		Area	171200
	Weapon Engagement Zone		Area	171300
	Fighter Engagement Zone (FEZ)		Area	171400
	Joint Engagement Zone (JEZ)		Area	171500
	Missile Engagement Zone (MEZ)		Area	171600
	Low Altitude Missile Engagement Zone (LOMEZ)		Area	171700
	High Altitude Missile Engagement Zone (HIMEZ)		Area	171800
	Short Range Air Defense Engagement Zone (SHORADEZ)		Area	171900
	Weapons Free Zone		Area	172000
Airspace Control Points				180000
	Air Control Point		Point	180100
	Communications Checkpoint		Point	180200
	Isolated Personnel Recovery Point		Point	180300
	Pop-up Point		Point	180400
	Air Control Rendezvous		Point	180500
	Tactical Air Navigation (TACAN)		Point	180600
	Combat Air Patrol (CAP)Station		Point	180700
	Airborne Early Warning (AEW) Station		Point	180800
	ASW (Helo and F/W) Station		Point	180900
	Strike Initial Point		Point	181000
	Replenishment Station		Point	181100

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Geometric Rendering	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.				
	Tanking		Point	181200
	Antisubmarine Warfare, Rotary Wing		Point	181300
	Surface Combat Air Patrol (SUCAP) – Fixed Wing		Point	181400
	SUCAP – Rotary Wing		Point	181500
	MIW – Fixed Wing		Point	181600
	MIW – Rotary Wing		Point	181700
	Tomcat		Point	181800
	Rescue		Point	181900
	Unmanned Aerial System (UAS/UA)		Point	182000
	Vertical Takeoff and Landing (VTOL) Tactical Unmanned Aircraft (VTUA)		Point	182100
	Orbit		Point	182200
	Orbit – Figure Eight		Point	182300
	Orbit – Race Track		Point	182400
	Orbit – Random Closed		Point	182500
	Isolated Personnel Location		Point	182600
Airspace Control Lines				190000
	Identification Friend or Foe (IFF) Off Line		Line	190100
	Identification Friend or Foe (IFF) On Line		Line	190200
Maritime Control Areas				200000
	Launch Area			200100
		Ellipse/Circle	Area	200101
	Defended Area			200200
		Ellipse/Circle	Area	200201
		Rectangle	Area	200202
	No Attack (NOTACK) Zone		Area	200300
	Ship Area of Interest		Point	200400
		Ellipse/Circle	Area	200401
		Rectangle	Area	200402
	Active Maneuver Area		Point	200500
	Cued Acquisition Doctrine		Point	200600
	Radar Search Doctrine		Point	200700
Maritime Control Points				210000
	Plan Ship		Point	210100
	Aim Point		Point	210200
	Defended Asset		Point	210300

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Geometric Rendering	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.				
	Drop Point		Point	210400
	Entry Point		Point	210500
	Air Detonation		Point	210600
	Ground Zero		Point	210700
	Impact Point		Point	210800
	Predicted Impact Point		Point	210900
	Launched Torpedo		Point	211000
	Missile Detection Point		Point	211100
	Acoustic Countermeasure (Decoy)		Point	211200
	Electronic Countermeasures (ECM) Decoy		Point	211300
	Brief Contact		Point	211400
	Datum Lost Contact		Point	211500
	BT Buoy Drop		Point	211600
	Reported Bottomed Sub		Point	211700
	Moving Haven		Point	211800
	Screen Center		Point	211900
	Lost Contact		Point	212000
	Sinker		Point	212100
	Trial Track		Point	212200
	Acoustic Fix		Point	212300
	Electromagnetic Fix		Point	212400
	Electromagnetic – Magnetic Anomaly Detection (MAD)		Point	212500
	Optical Fix		Point	212600
	Formation		Point	212700
	Harbor		Point	212800
	Harbor Entrance Point		Point	212900
		A	Point	212901
		Q	Point	212902
		X	Point	212903
		Y	Point	212904
	Dip Position		Point	213000
	Search		Point	213100
	Search Area		Point	213200
	Search Center		Point	213300
	Navigational Reference Point		Point	213400
	Sonobuoy		Point	213500
		Ambient Noise	Point	213501
		Air Transportable Communication (ATAC)	Point	213502
		Barra	Point	213503

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Geometric Rendering	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.				
		Bathythermograph Transmitting	Point	213504
		Command Active Multi-Beam Sonobuoy (CAMBS)	Point	213505
		Command Active Sonobuoy Directional Command Active Sonobuoy System (CASS)	Point	213506
		Directional Frequency Analysis and Recording (DIFAR)	Point	213507
		Directional Command Active Sonobuoy System (DICASS)	Point	213508
		Expendable Reliable Acoustic Path Sonobuoy (ERAPS)	Point	213509
		Expired	Point	213510
		Kingpin	Point	213511
		Low Frequency Analysis and Recording (LOFAR)	Point	213512
		Pattern Center	Point	213513
		Range Only	Point	213514
		Vertical Line Array Directional Frequency Analysis and Recording (DIFAR)	Point	213515
	Reference Point		Point	213600
	Special Point		Point	213700
	Navigational Reference Point		Point	213800
	Data Link Reference Point		Point	213900
	{Disused}			214000
	Vital Area Center		Point	214100
	Corridor Tab Point		Point	214200
	Enemy Point		Point	214300
	Marshall Point		Point	214400
	Position and Intended Movement (PIM)		Point	214500
	Pre-Landfall Waypoint		Point	214600
	Estimated Position (EP)		Point	214700
	Waypoint		Point	214800
	General Sea Subsurface Station		Point	214900
	Submarine Sea Subsurface Station		Point	215000
	Submarine Antisubmarine Warfare Sea Subsurface Station		Point	215100
	Unmanned Underwater Vehicle Sea Subsurface Station		Point	215200

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Geometric Rendering	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.				
	Antisubmarine Warfare (ASW) Unmanned Underwater Vehicle Sea Subsurface Station		Point	215300
	Mine Warfare Unmanned Underwater Vehicle Sea Subsurface Station		Point	215400
	Sea Surface Warfare Unmanned Underwater Vehicle Subsurface Station		Point	215500
	General Sea Surface Station		Point	215600
	Antisubmarine Warfare (ASW) Sea Surface Station		Point	215700
	Mine Warfare Sea Surface Station		Point	215800
	Non-Combatant Sea Surface Station		Point	215900
	Picket Sea Surface Station		Point	216000
	Rendezvous Sea Surface Station		Point	216100
	Replenishment at Sea Surface Station		Point	216200
	Rescue Sea Surface Station		Point	216300
	Surface Warfare Sea Surface Station		Point	216400
	Unmanned Underwater Vehicle Sea Surface Station		Point	216500
	Antisubmarine Warfare (ASW) Unmanned Underwater Vehicle Sea Surface Station		Point	216600
	Mine Warfare Unmanned Underwater Vehicle Sea Surface Station		Point	216700
	Remote Multi-Mission Vehicle Mine Warfare Unmanned Underwater Sea Surface Station		Point	216800
	Surface Warfare Mine Warfare Unmanned Underwater Vehicle Sea Surface Station		Point	216900
	Shore Control Station		Point	217000
	General Route		Point	217100
	Diversion Route		Point	217200
	Position and Intended Movement (PIM) Route		Point	217300
	Picket Route		Point	217400
	Point R Route		Point	217500
	Rendezvous Route		Point	217600
	Waypoint Route		Point	217700
	Clutter, Stationary or Cease Reporting		Point	217800
	Tentative or Provisional Track		Point	217900
	Distressed Vessel		Point	218000
	Ditched Aircraft/Downed Aircraft		Point	218100
	Person in Water/Bailout		Point	218200

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Geometric Rendering	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.				
	Iceberg		Point	218300
	Navigational		Line	218400
	Oil Rig		Point	218500
	Sea Mine-Like		Point	218600
	Bottom Return/Non-Mine, Mine-Like Bottom Object (NOMBO)		Point	218700
	Bottom Return/Non-Mine, Mine-Like Bottom Object (NOMBO)/Installation Manmade		Point	218800
	Marine Life		Point	218900
	Sea Anomaly (Wake, Current, Knuckle)		Point	219000
	Bottom Return/Non-MILCO, Wreck, Dangerous		Point	219100
	Bottom Return/Non-MILCO, Wreck, Non Dangerous		Point	219200
Maritime Control Lines				220000
	Bearing Line		Line	220100
		Electronic	Line	220101
		Electromagnetic Warfare (EW)	Line	220102
		Acoustic	Line	220103
		Acoustic (Ambiguous)	Line	220104
		Torpedo	Line	220105
		Electro-Optical Intercept	Line	220106
		Jammer	Line	220107
		Radio Direction Finder (RDF)	Line	220108
{Disused}				230000
Fires Areas				240000
	Airspace Coordination Area			240100
		Irregular	Area	240101
		Rectangular	Area	240102
		Circular	Area	240103
	Free Fire Area			240200
		Irregular	Area	240201
		Rectangular	Area	240202
		Circular	Area	240203
	No Fire Area			240300
		Irregular	Area	240301
		Rectangular	Area	240302
		Circular	Area	240303
	Restricted Fire Area			240400

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Geometric Rendering	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.				
		Irregular	Area	240401
		Rectangular	Area	240402
		Circular	Area	240403
	Position Area For Artillery (PAA)			240500
		Rectangular	Area	240501
		Circular	Area	240502
		Irregular	Area	240503
	Point Targets			240600
		Point or Single Target	Point	240601
		Nuclear Target	Point	240602
		Target-Recorded	Point	240603
	Linear Targets			240700
		Linear Target	Line	240701
		Linear Smoke Target	Line	240702
		Final Protective Fire (FPF)	Line	240703
	Area Targets			240800
		Area Target	Area	240801
		Rectangular Target	Area	240802
		Circular Target	Area	240803
		Rectangular Target – Single Target	Area	240804
		Series or Groups of Targets	Area	240805
		Smoke	Area	240806
		{Disused}		240807
		Bomb Area	Area	240808
	Fire Support Station		Point	240900
	Fire Support Area			241000
		Irregular	Area	241001
		Rectangular	Area	241002
		Circular	Area	241003
	Artillery Target Intelligence Zone			241100
		Irregular	Area	241101
		Rectangular	Area	241102
		Circular	Area	241103
	Call for Fire Area			241200
		Irregular	Area	241201
		Rectangular	Area	241202
		Circular	Area	241203
	Censor Zone			241300
		Irregular	Area	241301
		Rectangular	Area	241302
		Circular	Area	241303

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Geometric Rendering	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.				
	Critical Friendly Zone			241400
		Irregular	Area	241401
		Rectangular	Area	241402
		Circular	Area	241403
	Dead Space Area			241500
		Irregular	Area	241501
		Rectangular	Area	241502
		Circular	Area	241503
	{Disused}			241600
	Target Build-up Area			241700
		Irregular	Area	241701
		Rectangular	Area	241702
		Circular	Area	241703
	Target Value Area			241800
		Irregular	Area	241801
		Rectangular	Area	241802
		Circular	Area	241803
	Zone of Responsibility			241900
		Irregular	Area	241901
		Rectangular	Area	241902
		Circular	Area	241903
	Terminally Guided Munition Footprint (TGMF)		Area	242000
	Weapon/Sensor Range fan, Circular		Area	242100
	Weapon/Sensor Range fan, Sector		Area	242200
	Kill Box			242300
		Irregular, Blue	Area	242301
		Rectangular, Blue	Area	242302
		Circular, Blue	Area	242303
		Irregular, Purple	Area	242304
		Rectangular, Purple	Area	242305
		Circular, Purple	Area	242306
Fires Points				250000
	Firing Point		Point	250100
	Hide Point		Point	250200
	Launch Point		Point	250300
	Reload Point		Point	250400
	Survey Control Point		Point	250500
	Known Point		Point	250600
Fire Lines				260000
	Fire Support Coordination Line (FSCL)		Line	260100

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Geometric Rendering	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.				
	Coordinated Fire Line (CFL)		Line	260200
	No Fire Line		Line	260300
	Battlefield Coordination Line		Line	260400
	Restrictive Fire Line		Line	260500
	Munition Flight Path		Line	260600
Protection Areas				270000
	Obstacle Belt		Area	270100
	Obstacle Zone		Area	270200
	Obstacle Free Zone		Area	270300
	Obstacle Restricted Zone		Area	270400
	Obstacle Effects			270500
		Block	Area	270501
		Disrupt	Area	270502
		Fix	Line	270503
		Turn	Line	270504
	Obstacle Bypass			270600
		Easy	Point	270601
		Difficult	Point	270602
		Impossible	Point	270603
	Minefield			270700
		Static Depiction	Point	270701
		Dynamic Depiction	Area	270707
	Mined Area		Area	270800
		Fenced	Area	270801
	Unexploded Explosive Ordnance (UXO) Area		Area	271000
	Bridge or Gap		Line	271100
	Roadblocks, Craters and Blown Bridges			271200
		Planned	Line	271201
		Explosives, State of Readiness 1 (Safe)	Line	271202
		Explosives, State of Readiness 2 (armed but passable)	Line	271203
		Roadblock Complete (Executed)	Line	271204
	Assault Crossing		Line	271300
	{Disused}			271400
	Ford Easy		Line	271500
	Ford Difficult		Line	271600
	Biological Contaminated Area		Area	271700
	Chemical Contaminated Area		Area	271800
	Nuclear Contaminated Area		Area	271900

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Geometric Rendering	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.				
	Radiological Contaminated Area		Area	272000
	Minimum Safe Distance Zone		Area	272100
		Multiple Strikes – STRIKWARN	Area	272101
	Radiation Dose Rate Contour Lines		Area	272200
Protection Points				280000
	Abatis		Point	280100
	Antipersonnel Mine		Point	280200
		Antipersonnel Mine with Directional Effects	Point	280201
	Antitank Mine		Point	280300
	Antitank Mine with Anti-handling Device		Point	280400
	Wide Area Antitank Mine		Point	280500
	Unspecified Mine		Point	280600
	Booby Trap		Point	280700
	Engineer Regulating Point		Point	280800
	Shelter		Point	280900
	Above Ground Shelter		Point	281000
	Below Ground Shelter		Point	281100
	Fort		Point	281200
	Chemical Event		Point	281300
	Biological Event		Point	281400
	Nuclear Event		Point	281500
	Nuclear Fallout Producing Event		Point	281600
	Radiological Event		Point	281700
	General Decontamination Point/Site		Point	281800
		Alternate	Point	281801
		Equipment	Point	281802
		Troop	Point	281803
		Equipment/Troop	Point	281804
		Operational	Point	281805
		Thorough	Point	281806
		Main Equipment	Point	281807
		Forward Troop	Point	281808
		Wounded Personnel	Point	281809
	Tetrahedrons, Dragons Teeth, and Other Similar Obstacles			281900
		Fixed and Prefabricated	Point	281901
		Movable	Point	281902
		Movable and Prefabricated	Point	281903
	Vertical Obstructions			282000
		Tower, Low	Point	282001

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Geometric Rendering	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.				
		Tower, High	Point	282002
		Overhead Wire	Line	282003
Protection Lines				290000
	Obstacle Line		Line	290100
		Mineline	Line	290101
	Antitank Obstacles			290200
		Ditch Under Construction	Line	290201
		Ditch Completed	Line	290202
		Ditch Reinforced, with Antitank Mines	Line	290203
		Antitank Wall	Line	290204
	Wire Obstacles			290300
		Unspecified	Line	290301
		Single Fence	Line	290302
		Double Fence	Line	290303
		Double Apron Fence	Line	290304
		Low Wire Fence	Line	290305
		High Wire Fence	Line	290306
		Single Concertina	Line	290307
		Double Strand Concertina	Line	290308
		Triple Strand Concertina	Line	290309
	Mine Cluster		Area	290400
	Trip Wire		Line	290500
	Lane		Line	290600
	Ferry		Line	290700
	Raft Site		Line	290800
	Fortified Line		Line	290900
	Fighting Position		Line	291000
Intelligence Lines				300000
	Intelligence Coordination Line		Line	300100
Sustainment Areas				310000
	Detainee Holding Area		Area	310100
	Enemy Prisoner of War (EPW) Holding Area		Area	310200
	Forward Arming and Refueling Point (FARP)		Area	310300
	Refugee Holding Area		Area	310400
	Regimental Support Area		Area	310500
	Brigade Support Area		Area	310600
	Division Support Area		Area	310700
	Corps Support Area		Area	310800

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Geometric Rendering	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.				
Sustainment Points				320000
	Ambulance Points		Point	320100
		Ambulance Exchange Point	Point	320101
		Ambulance Control Point	Point	320102
		Ambulance Load Point	Point	320103
		Ambulance Relay Point	Point	320104
	Ammunition Supply Point		Point	320200
	Ammunition Transfer and Holding Point		Point	320300
	Cannibalization Point		Point	320400
	Casualty Collection Point		Point	320500
	Civilian Collection Point		Point	320600
	Detainee Collection Point		Point	320700
	Enemy Prisoner of War (EPW) Collection Point		Point	320800
	Logistics Release Point (LRP)		Point	320900
	Maintenance Collection Point (MCP)		Point	321000
	Medical Evacuation Point (MEDEVAC) Pick-Up Point		Point	321100
	Rearm, Refuel and Resupply Point (R3P)		Point	321200
	Refuel on the Move (ROM) Point		Point	321300
	Traffic Control Post (TCP)		Point	321400
	Trailer Transfer Point (TTP)		Point	321500
	Unit Maintenance Collection Point (UNCP)		Point	321600
	General Supply Point		Point	321700
		NATO Class I	Point	321701
		NATO Class II	Point	321702
		NATO Class III	Point	321703
		NATO Class IV	Point	321704
		NATO Class V	Point	321705
		NATO Multiple Class	Point	321706
		US Class I	Point	321707
		US Class II	Point	321708
		US Class III	Point	321709
		US Class IV	Point	321710
		US Class V	Point	321711
		US Class VI	Point	321712
		US Class VII	Point	321713
		US Class VIII	Point	321714
		US Class IX	Point	321715

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Geometric Rendering	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.				
		US Class X	Point	321716
	Medical Supply Point		Point	321800
	Mortuary Affairs Collection Point		Point	321900
Sustainment Lines				330000
	Moving Convoy		Line	330100
	Halted Convoy		Line	330200
	Main Supply Route (MSR)		Line	330300
		One Way Traffic	Line	330301
		Two Way Traffic	Line	330302
		Alternating Traffic	Line	330303
	Alternate Supply Route (ASR)		Line	330400
		One Way Traffic	Line	330401
		Two Way Traffic	Line	330402
		Alternating Traffic	Line	330403
	Traffic Route		Line	330500
		One Way Traffic	Line	330501
		Alternating Traffic	Line	330502
Mission Tasks				340000
	Block		Area	340100
	Breach		Line	340200
	Bypass		Point	340300
	Canalize		Point	340400
	Clear		Line	340500
	Counterattack		Line	340600
	Counterattack by Fire		Line	340700
	Delay		Line	340800
	Destroy		Point	340900
	Disrupt		Area	341000
	Fix		Line	341100
	Follow and Assume		Line	341200
	Follow and Support		Line	341300
	Interdict		Point	341400
	Isolate		Area	341500
	Neutralize		Point	341600
	Occupy		Area	341700
	Penetrate		Area	341800
	Relief in Place (RIP)		Area	341900
	Retire/Retirement		Line	342000
	Secure		Area	342100
	Security			342200
		Cover	Line	342201

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Geometric Rendering	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.				
		Guard	Line	3422 02
		Screen	Line	3422 03
	Seize		Line	3423 00
	Withdraw		Line	3424 00
	Withdraw Under Pressure		Line	3425 00
	Cordon and Knock		Area	3426 00
	Cordon and Search		Area	3427 00
	Suppress		Point	3428 00
	Forward Passage of Lines		Line	3441 00
	Rearward Passage of Lines		Line	3442 00

TABLE A-XXXVI. Control Measures sector 1 modifier.

Sector 1 Modifier	Capability	Value	Remarks
Unspecified		00	
Wheeled limited cross country	Mobility	01	
Wheeled cross country	Mobility	02	
Tracked	Mobility	03	
Wheeled and tracked combination	Mobility	04	
Towed	Mobility	05	
Rail	Mobility	06	
Pack Animals	Mobility	09	
Sled	Mobility	08	
Pack Animals	Mobility	09	
Barge	Mobility	10	
Amphibious	Mobility	11	
No Vehicles	Mobility	12	
Unspecified Mine	Obstacles	13	
Antipersonnel Mine	Obstacles	14	
Antipersonnel Mine with Directional Effects	Obstacles	15	
Antitank Mine	Obstacles	16	
Antitank Mine with Antihandling Device	Obstacles	17	
Wide Area Antitank Mine	Obstacles	18	
Mine Cluster	Obstacles	19	
Antipersonnel Mine and Antipersonnel Mine with Directional Effects	Obstacles	20	
Antipersonnel Mine and Antitank Mine	Obstacles	21	
Antipersonnel Mine and Antitank Mine with Antihandling Device	Obstacles	22	
Antipersonnel Mine and Wide Area Antitank Mine	Obstacles	23	
Antipersonnel Mine and Mine Cluster	Obstacles	24	
Antipersonnel Mine with Directional Effects and Antitank Mine	Obstacles	25	
Antipersonnel Mine with Directional Effects and Antitank Mine with Antihandling Device	Obstacles	26	

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TABLE A-XXXVI. Control Measures sector 1 modifier - Continued.

Sector 1 Modifier	Capability	Value	Remarks
Antipersonnel Mine with Directional Effects and Wide Area Antitank Mine	Obstacles	27	
Antipersonnel Mine with Directional Effects and Mine Cluster	Obstacles	28	
Antitank Mine and Antitank Mine with Antihandling Device	Obstacles	29	
Antitank Mine and Wide Area Antitank Mine	Obstacles	30	
Antitank Mine and Mine Cluster	Obstacles	31	
Antitank Mine with Antihandling Device and Wide Area Antitank Mine	Obstacles	32	
Antitank Mine with Antihandling Device and Mine Cluster	Obstacles	33	
Wide Area Antitank Mine and Mine Cluster	Obstacles	34	
Antipersonnel Mine, Antipersonnel Mine with Directional Effects, and Antitank Mine	Obstacles	35	
Antipersonnel Mine, Antipersonnel Mine with Directional Effects, and Antitank Mine with Antihandling Device	Obstacles	36	
Antipersonnel Mine, Antipersonnel Mine with Directional Effects, and Wide Area Antitank Mine	Obstacles	37	
Antipersonnel Mine, Antipersonnel Mine with Directional Effects, and Mine Cluster	Obstacles	38	
Antipersonnel Mine, Antitank Mine, and Antitank Mine with Antihandling Device	Obstacles	39	
Antipersonnel Mine, Antitank Mine, and Wide Area Antitank Mine	Obstacles	40	
Antipersonnel Mine, Antitank Mine, and Mine Cluster	Obstacles	41	
Antipersonnel Mine, Antitank Mine with Antihandling Device, and Wide Area Antitank Mine	Obstacles	42	
Antipersonnel Mine, Antitank Mine with Antihandling Device, and Mine Cluster	Obstacles	43	
Antipersonnel Mine, Wide Area Antitank Mine, and Mine Cluster	Obstacles	44	
Antipersonnel Mine with Directional Effects, Antitank Mine, and Antitank Mine with Antihandling Device	Obstacles	45	
Antipersonnel Mine with Directional Effects, Antitank Mine, and Wide Area Antitank Mine	Obstacles	46	
Antipersonnel Mine with Directional Effects, Antitank Mine, and Mine Cluster	Obstacles	47	
Antipersonnel Mine with Directional Effects, Antitank Mine with Antihandling Device, and Wide Area Antitank Mine	Obstacles	48	
Antipersonnel Mine with Directional Effects, Antitank Mine with Antihandling Device, and Mine Cluster	Obstacles	49	
Antipersonnel Mine with Directional Effects, Wide Area Antitank Mine, and Mine Cluster	Obstacles	50	

TABLE A-XXXVII. Control Measures sector 2 modifier.

Sector 2 Modifier	Capability	Value	Remarks
Unspecified		00	

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A.5.4.11 Dismounted individual (27).TABLE A-XXXVIII. Dismounted individual.

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.			
Military			110000
	{Disused}		110100
	Activity/Task		110200
		Explosive Ordnance Disposal	110201
		Field Artillery Observer	110202
		Joint Fire Support	110203
		Liaison	110204
		Messenger	110205
		Military Police	110206
		Observer	110207
		Security	110208
		Sniper	110209
		Special Operation Forces	110210
		Designated Marksman	110211
		Medic	110212
		Signaler	110213
		Reconnaissance	110214
		Infantry	110215
		Close Protection	110216
		Crowd and Riot Control	110217
		SWAT	110218
		Demolition	110219
		Commander (CDR)	110220
		Second in Command (SIC)	110221
Lethal Weapons			110300
	Rifle		110301
	Single Shot Rifle		110302
	Semiautomatic Rifle		110303
	Automatic Rifle		110304
	Machine Gun		110305
	Machine Gun - Light		110306
	Machine Gun - Medium		110307
	Machine Gun - Heavy		110308
	Grenade Launcher		110309
	Grenade Launcher - Light		110310
	Grenade Launcher - Medium		110311
	Grenade Launcher - Heavy		110312
	Flame Thrower		110313
	Mortar		110314
	Single Rocket Launcher		110315

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TABLE A-XXXVIII. Dismounted individual - Continued.

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.			
		Antitank Rocket Launcher	110316
	Non-Lethal Weapons		110400
		Non-Lethal Weapon	110401
		Non-Lethal Grenade Launcher	110402
		Taser	110403

TABLE A-XXXIX. Dismounted individual sector 1 modifier.

Sector 1 Modifier	Category	Value	Remarks
Unspecified		00	
{Disused}		01	
{Disused}		02	
{Disused}		03	
{Disused}		04	
{Disused}		05	
{Disused}		06	
Non-Governmental Organization Member		07	
{Disused}		10	
Field Artillery Observer		11	
Joint Fire Support		12	
Liaison		13	
Messenger		14	
Military Police		15	
Observer		16	
Designated Marksman		17	
{Disused}		18	
{Disused}		19	
Signaler		20	
Reconnaissance		21	
Infantry		22	
Commander (CDR)		23	
Second in Command (SIC)		24	
Demolition		25	
Police		26	
Individual		46	
{Disused}		47	
{Disused}		48	
{Disused}		49	
{Disused}		50	
{Disused}		51	
{Disused}		52	
{Disused}		53	
{Disused}		54	

TABLE A-XL. Dismounted individual sector 2 modifier.

Sector 2 Modifier	Category	Value	Remarks
Unspecified		00	

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TABLE A-XL. Dismounted individual sector 2 modifier - Continued.

Sector 2 Modifier	Category	Value	Remarks
{Disused}		01	
{Disused}		02	
Video Imagery (Combat Camera)		03	
Functional Staff Area J1		04	
Functional Staff Area J2		05	
Functional Staff Area J3		06	
Functional Staff Area J4		07	
Functional Staff Area J5		08	
Functional Staff Area J6		09	
Functional Staff Area J7		10	
Functional Staff Area J8		11	
Functional Staff Area J9		12	
{Disused}		13	
Rank OF-1		14	
Rank OF-2		15	
Rank OF-3		16	
Rank OF-4		17	
Rank OF-5		18	
Rank OF-6		19	
Rank OF-7		20	
Rank OF-8		21	
Rank OF-9		22	
Rank OF-10		23	
Rank E-1		25	
Rank E-2		26	
Rank E-3		27	
Rank E-4		28	
Rank E-5		29	
Rank E-6		30	
Rank E-7		31	
Rank E-8		32	
Rank E-9		33	
Rank WO-1		34	
Rank WO-2		35	
Rank WO-3		36	
Rank WO-4		37	
Rank WO-5		38	
{Disused}		39	

A.5.4.12 Sea surface (30).

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.			
Unspecified			000000
Military			110000
Military Combatant			120000

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.			
	Carrier		120100
	Surface Combatant, Line		120200
		Battleship	120201
		Cruiser	120202
		Destroyer	120203
		Frigate	120204
		Corvette	120205
		Littoral Combatant Ship	120206
	Amphibious Warfare Ship		120300
		Amphibious Command Ship	120301
		Amphibious Assault, Non-specified	120302
		Amphibious Assault Ship, General	120303
		Amphibious Assault Ship, Multipurpose	120304
		Amphibious Assault Ship, Helicopter	120305
		Amphibious Transport Dock	120306
		Landing Ship	120307
		Landing Craft	120308
	Mine Warfare Ship		120400
		Mine Layer	120401
		Mine Sweeper	120402
		Mine Sweeper, Drone	120403
		Mine Hunter	120404
		Mine Countermeasures	120405
		Mine Countermeasures, Support Ship	120406
	Patrol Boat		120500
		Patrol Craft, Submarine Chaser/Escort, General	120501
		Patrol Ship, General	120502
	Decoy		120600
	Unmanned Surface Water Vehicle (USV)		120700
	Speedboat		120800
		Rigid-Hull Inflatable Boat (RHIB)	120801
	Jet Ski		120900
	Navy Task Organization		121000
		Navy Task Element	121001
		Navy Task Force	121002
		Navy Task Group	121003
		Navy Task Unit	121004
		Convoy	121005
	Sea-Based X-Band Radar		121100
Military Non Combatant			130000

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.			
	Auxiliary Ship		130100
		Ammunition Ship	130101
		Naval Stores Ship	130102
		Auxiliary Flag Ship	130103
		Intelligence Collector	130104
		Oceanographic Research Ship	130105
		Survey Ship	130106
		Hospital Ship	130107
		Naval Cargo Ship	130108
		Combat Support Ship, Fast	130109
		Oiler, Replenishment	130110
		Repair Ship	130111
		Submarine Tender	130112
		Tug, Ocean Going	130113
	Service Craft/Yard		130200
		Barge, not Self-Propelled	130201
		Barge, Self-Propelled	130202
		Tug, Harbor	130203
		Launch	130204
Civilian			140000
	Merchant Ship		140100
		Cargo, General	140101
		Container Ship	140102
		Dredge	140103
		Roll On/Roll Off	140104
		Ferry	140105
		Heavy Lift	140106
		Hovercraft	140107
		Lash Carrier (with Barges)	140108
		Oiler/Tanker	140109
		Passenger	140110
		Tug, Ocean Going	140111
		Tow	140112
		Transport Ship, Hazardous Material	140113
		Junk/Dhow	140114
		Barge, not Self-Propelled	140115
		Hospital Ship	140116
	Fishing Vessel		140200
		Drifter	140201
		Trawler	140202
		Dredger	140203
	Law Enforcement Vessel		140300

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.			
	Leisure Craft, Sailing		140400
	Leisure Craft, Motorized		140500
		Rigid-Hull Inflatable Boat (RHIB)	140501
		Speedboat	140502
	Jet Ski		140600
	Unmanned Surface Water Vehicle (USV)		140700
Own Ship			150000
Fused Track			160000
Manual Track			170000

TABLE A-XLII. Sea surface sector 1 modifier.

Sector 1 Modifier	Category	Value	Remarks
Unspecified	Mission Area	00	
Own Ship	Mission Area	01	APP6
Antiair Warfare	Mission Area	02	
{Disused}		03	
{Disused}		04	
Electromagnetic Warfare	Mission Area	05	
{Disused}		06	
{Disused}		07	
Missile Defense	Mission Area	08	
Medical	Mission Area	09	
{Disused}		10	
Remote Multi-mission Vehicle (RMV)	Mission Area	11	USV-only
{Disused}		12	
{Disused}		13	
{Disused}		14	
{Disused}		15	
{Disused}		16	
Torpedo	Weapons Capability	17	
Drone-Equipped	Asset Capability	18	
{Disused}		19	
{Disused}		20	
Ballistic Missile Defense, Long-Range Surveillance and Track (LRS&T)	Mission Area	21	
Sea-Base X-Band	Mission Area	22	
{Disused}		23	
{Disused}		24	
{Disused}		25	

TABLE A-XLIII. Sea surface sector 2 modifier.

Sector 2 Modifier	Category	Value	Remarks
Unspecified		00	
Nuclear Powered	Ship Propulsion	01	
{Disused}		02	
{Disused}		03	

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TABLE A-XLIII. Sea surface sector 2 modifier - Continued.

Sector 2 Modifier	Category	Value	Remarks
{Disused}		04	
Dock	Cargo Capacity	05	
Logistics	Cargo Capacity	06	
Tank	Cargo Capacity	07	
Vehicle	Cargo Capacity	08	
Fast	Ship Mobility	09	
Air-Cushioned (US)	Ship Mobility	10	
Air-Cushioned (NATO)	Ship Mobility	11	
Hydrofoil	Ship Mobility	12	
{Disused}		13	
{Disused}		14	
{Disused}		15	
{Disused}		16	

A.5.4.13 Sea subsurface (35).TABLE A-XLIV. Sea subsurface entity/entity type/entity subtype.

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.			
Unspecified			000000
Military			110000
	Submarine		110100
		Submarine, Surfaced	110101
		Submarine, Snorkeling	110102
		Submarine, Bottomed	110103
	Other Submersible		110200
	Nonsubmarine		110300
	Autonomous Underwater Vehicle (AUV)/Unmanned Underwater Vehicle (UUV)		110400
	Diver		110500
Civilian			120000
	Submersible		120100
	Autonomous Underwater Vehicle (AUV)/ Unmanned Underwater Vehicle (UUV)		120200
	Diver		120300
Weapon			130000
	Torpedo		130100
	Improvised Explosive Device (IED)		130200
	Decoy		130300
Echo Tracker Classifier (ETC) / Possible Contact (POSCON)			140000
Fused Track			150000

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TABLE A-XLIV. Sea subsurface entity/entity type/entity subtype - Continued.

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.			
Manual Track			160000

TABLE A-XLV. Sea subsurface sector 1 modifier.

Sector 1 Modifier	Category	Value	Remarks
Unspecified		00	
{Disused}		01	
Auxiliary	Mission Area	02	
{Disused}		03	
{Disused}		04	
{Disused}		05	
{Disused}		06	
{Disused}		07	
{Disused}		08	
{Disused}		09	
{Disused}		10	
{Disused}		11	
{Disused}		12	
Possible Submarine Low 1	Submarine Confidence	13	
Possible Submarine Low 2	Submarine Confidence	14	
Possible Submarine High 3	Submarine Confidence	15	
Possible Submarine High 4	Submarine Confidence	16	
Probable Submarine	Submarine Confidence	17	
Certain Submarine	Submarine Confidence	18	
Anti-torpedo Torpedo	Weapons Capability	19	
{Disused}		20	
{Disused}		21	
{Disused}		22	

TABLE A-XLVI. Sea subsurface sector 2 modifier.

Sector 2 Modifier	Category	Value	Remarks
Unspecified		00	
Air Independent Propulsion	Ship Propulsion	01	
Diesel Electric, General	Ship Propulsion	02	
Diesel – Type 1	Ship Propulsion	03	
Diesel – Type 2	Ship Propulsion	04	
Diesel – Type 3	Ship Propulsion	05	
Nuclear Powered, General	Ship Propulsion	06	
Nuclear – Type 1	Ship Propulsion	07	
Nuclear – Type 2	Ship Propulsion	08	
Nuclear – Type 3	Ship Propulsion	09	
Nuclear – Type 4	Ship Propulsion	10	
Nuclear – Type 5	Ship Propulsion	11	
Nuclear – Type 6	Ship Propulsion	12	
Nuclear – Type 7	Ship Propulsion	13	
{Disused}		14	
{Disused}		15	

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TABLE A-XLVI. Sea subsurface sector 2 modifier - Continued.

{Disused}		16	
{Disused}		17	

A.5.4.14 Mine warfare (36).

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.			
Unspecified			000000
Sea Mine, General			110000
	Sea Mine, Bottom		110100
	Sea Mine, Moored		110200
	Sea Mine, Floating		110300
	Sea Mine, Rising		110400
	Sea Mine, Other Position		110500
	Kingfisher		110600
	Small Object, Mine-Like		110700
	Exercise Mine, General		110800
		Exercise Mine, Bottom	110801
		Exercise Mine, Moored	110802
		Exercise Mine, Floating	110803
		Exercise Mine, Rising	110804
	Neutralized Mine, General		110900
		Neutralized Mine, Bottom	110901
		Neutralized Mine, Moored	110902
		Neutralized Mine, Floating	110903
		Neutralized Mine, Rising	110904
		Neutralized Mine, Other Position	110905
Unexploded Ordnance			120000
Sea Mine Decoy			130000
	Sea Mine Decoy, Bottom		130100
	Sea Mine Decoy, Moored		130200
Mine-Like Contact (MILCO)			140000
	MILCO - General		140100
		MILCO - General, Confidence Level 1	140101
		MILCO - General, Confidence Level 2	140102
		MILCO - General, Confidence Level 3	140103
		MILCO - General, Confidence Level 4	140104

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TABLE A-XLVII. Mine warfare entity/entity type/entity subtype - Continued.

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.			
		MILCO - General, Confidence Level 5	140105
	MILCO - Bottom		140200
		MILCO - Bottom, Confidence Level 1	140201
		MILCO - Bottom, Confidence Level 2	140202
		MILCO - Bottom, Confidence Level 3	140203
		MILCO - Bottom, Confidence Level 4	140204
		MILCO - Bottom, Confidence Level 5	140205
	MILCO - Moored		140300
		MILCO - Moored, Confidence Level 1	140301
		MILCO - Moored, Confidence Level 2	140302
		MILCO - Moored, Confidence Level 3	140303
		MILCO - Moored, Confidence Level 4	140304
		MILCO - Moored, Confidence Level 5	140305
	MILCO - Floating		140400
		MILCO - Floating, Confidence Level 1	140401
		MILCO - Floating, Confidence Level 2	140402
		MILCO - Floating, Confidence Level 3	140403
		MILCO - Floating, Confidence Level 4	140404
		MILCO - Floating, Confidence Level 5	140405
Mine-Like Echo (MILEC), General			150000
	Mine-Like Echo, Bottom		150100
	Mine-Like Echo, Moored		150200
	Mine-Like Echo, Floating		150300
Negative Reacquisition, General			160000
	Negative Reacquisition, Bottom		160100
	Negative Reacquisition, Moored		160200

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TABLE A-XLVII. Mine warfare entity/entity type/entity subtype - Continued.

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.			
	Negative Reacquisition, Floating		160300
Obstructor			170000
	Neutralized Obstructor		170100
General Mine Anchor			180000
Non-Mine Mine–Like Object (NMLO), General			190000
	Non-Mine Mine–Like Object, Bottom		190100
	Non-Mine Mine–Like Object, Moored		190200
	Non-Mine Mine–Like Object, Floating		190300
Environmental Report Location			200000
Dive Report Location			210000

A.5.4.15 Activities (40).

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.			
Unspecified			000000
Incident			110000
	Criminal Activity Incident		110100
		Arrest/Apprehend/Detain	110101
		Arson	110102
		Drive-by Shooting	110104
		Extortion	110106
		Graffiti	110107
		Killing	110108
		Poisoning	110109
		Civil Rioting	110110
		Booby Trap	110111
		{Disused}	110112
		Black Marketing	110113
		Vandalism/Loot/Ransack/Plunder	110114
		Jail Break	110115
		Robbery	110116
		Theft	110117

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.			
		Burglary	110118
		Smuggling	110119
		Rock Throwing	110120
		Dead Body	110121
		Sabotage	110122
		Suspicious Activity	110123
	Bomb/Bombing		110200
		Bomb Threat	110201
	IED Event		110300
		IED Explosion	110301
		Premature IED Explosion	110302
		IED Cache	110303
		IED Suicide Bomber	110304
	Shooting		110400
		Sniping	110401
	Illegal Drug Operation		110500
		Trafficking	110501
		Illegal Drug Lab	110502
	Explosion		110600
		Grenade Explosion	110601
		Incendiary Explosion	110602
		Mine Explosion	110603
		Mortar Fire Explosion	110604
		Rocket Explosion	110605
		Bomb Explosion	110606
	Home/House		110700
Civil Disturbance			120000
	Demonstration		120100
Operation			130000
	Patrolling		130100
	Military Information Support Operation (MISO)		130200
		TV and Radio Propaganda	130201
	Foraging/Searchng		130300
	Recruitment		130400
		Willing	130401
		Unwilling/Coerced	130402
	Mine Laying		130500
	Spy		130600
	Warrant Served		130700
	Exfiltration		130800
	Infiltration		130900

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.			
	Meeting		131000
		Polling Place/Election	131001
	{Disused}		131100
	Emergency Operation		131200
		Emergency Collection Evacuation Point	131201
		Emergency Food Distribution	131202
		Emergency Incident Command Center	131203
		Emergency Operations Center	131204
		Emergency Public Information Center	131205
		Emergency Shelter	131206
		Emergency Staging Area	131207
		Emergency Water Distribution Center	131208
	Emergency Medical Operation		131300
		EMT Station Location	131301
		Health Department Facility	131302
		Medical Facilities Outpatient	131303
		Morgue	131304
		Pharmacy	131305
		Triage	131306
	Fire Fighting Operation		131400
		Fire Hydrant	131401
		{Disused}	131402
		Other Water Supply Location	131403
	Law Enforcement Operation		131500
		Bureau of Alcohol, Tobacco, Firearms and Explosives (ATF) (Department of Justice)	131501
		Border Patrol	131502
		Customs Service	131503
		Drug Enforcement Administration (DEA)	131504
		Department of Justice (DOJ)	131505
		Federal Bureau of Investigation (FBI)	131506
		Police	131507
		Prison	131508
		United States Secret Service (USSS)	131509
		Transportation Security Administration (TSA)	131510
		US Coast Guard	131511
		US Marshals Service	131512
		Internal Security Force	131513
Fire Event			140000
	Fire Origin		140100
	Smoke		140200
	Hot Spot		140300

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.			
	Non-Residential Fire		140400
	Residential Fire		140500
	School Fire		140600
	Special Needs Fire		140700
	WildFire		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
	Rail		160300
	Vehicle		160400
	Wheeled Vehicle Explosion		160500
Natural Event			170000
	Geologic		170100
		Aftershock	170101
		Avalanche	170102
		Earthquake Epicenter	170103
		Landslide	170104
		Subsidence	170105
		Volcanic Eruption	170106
		Volcanic Threat	170107
		Cave Entrance	170108
	Hydro-Meteorological		170200
		Drought	170201
		Flood	170202

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.			
		Tsunami	170203
	Infestation		170300
		Bird	170301
		Insect	170302
		Microbial	170303
		Reptile	170304
		Rodent	170305
Individual			180000
	Religious Leader		180100
	Speaker		180200

TABLE A-XLIX. Activities sector 1 modifier.

Sector 1 Modifier	Category	Value	Remarks
Unspecified		00	
{Disused}		01	
{Disused}		02	
{Disused}		03	
House-to-House	Military Information Support Operations	04	
{Disused}		05	
Murder	Crime	06	
{Disused}		07	
{Disused}		08	
Written Military Information Support Operations	Military Information Support Operations	09	
Pirate	Crime	10	
False	IED Category	11	
Find	IED Category	12	
Found and Cleared	IED Category	13	
Hoax (Decoy)	IED Category	14	
Attempted	Incident Qualifier	15	
{Disused}		16	
Incident	Incident Qualifier	17	
Theft	Crime	18	
{Disused}		19	
{Disused}		20	
Eviction	Incident Qualifier	21	
Raid	Incident Qualifier	22	

TABLE A-L. Activities sector 2 modifier.

Sector 2 Modifier	Category	Value	Remarks
Unspecified		00	
{Disused}		01	
{Disused}		02	

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A.5.4.16 Atmospheric (45).

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Geometric Rendering	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.				
Pressure Systems				110000
	Low Pressure Center		Point	110100
		Cyclone Center	Point	110101
		Tropopause Low	Point	110102
	High Pressure Center		Point	110200
		Anticyclone Center	Point	110201
		Tropopause High	Point	110202
	Frontal Systems		Point	110300
		Cold Front	Line	110301
		Upper Cold Front	Line	110302
		Cold Frontogenesis	Line	110303
		Cold Frontolysis	Line	110304
		Warm Front	Line	110305
		Upper Warm Front	Line	110306
		Warm Frontogenesis	Line	110307
		Warm Frontolysis	Line	110308
		Occluded Front	Line	110309
		Upper Occluded Front	Line	110310
		Occluded Frontolysis	Line	110311
		Stationary Front	Line	110312
		Upper Stationary Front	Line	110313
		Stationary Frontogenesis	Line	110314
		Stationary Frontolysis	Line	110315
	Lines			110400
		Trough Axis	Line	110401
		Trough	Line	110402
		Ridge Axis	Line	110403
		Severe Squall Line	Line	110404
		Instability Line	Line	110405
		Shear Line	Line	110406
		Inter-Tropical Convergence Zone	Line	110407
		Convergence Line	Line	110408
		Inter-Tropical Discontinuity	Line	110409
	Pressure Tendency			110500
		Rise Then Fall Higher	Point	110501
		Rise Then Steady	Point	110502
		Rise	Point	110503
		Rise Then Rise Higher	Point	110504
		Steady	Point	110505

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Geometric Rendering	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.				
		Fall Then Rise Lower	Point	110506
		Fall Then Steady	Point	110507
		Fall	Point	110508
		Rise Then Fall Lower	Point	110509
Turbulence				120000
	Light		Point	120100
	Moderate		Point	120200
	Severe		Point	120300
	Extreme		Point	120400
	Mountain Waves		Point	120500
Icing				130000
	Clear Icing			130100
		Light	Point	130101
		Moderate	Point	130102
		Severe	Point	130103
	Rime Icing			130200
		Light	Point	130201
		Moderate	Point	130202
		Severe	Point	130203
	Mixed Icing			130300
		Light	Point	130301
		Moderate	Point	130302
		Severe	Point	130303
Winds				140000
	Calm Winds		Point	140100
	Wind Plot		Point	140200
	Jet Stream		Line	140300
	Stream Line		Line	140400
Cloud Cover				150000
	Cloud Coverage Symbols			150100
		Clear Sky	Point	150101
		Few Coverage	Point	150102
		Scattered Coverage	Point	150103
		Broken Coverage	Point	150104
		Overcast Coverage	Point	150105
		Sky Totally or Partially Obscured	Point	150106
Weather Symbols				160000
	Rain			160100
		Intermittent Light	Point	160101
		Continuous Light	Point	160102
		Intermittent Moderate	Point	160103

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Geometric Rendering	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.				
		Intermittent Moderate/ Continuous Moderate	Point	160104
		Intermittent Heavy	Point	160105
		Intermittent Heavy/ Continuous Heavy	Point	160106
	Freezing Rain			160200
		Light	Point	160201
		Moderate/Heavy	Point	160202
	Rain Showers			160300
		Light	Point	160301
		Moderate/Heavy	Point	160302
		Torrential	Point	160303
	Drizzle			160400
		Intermittent Light	Point	160401
		Intermittent Light/ Continuous Light	Point	160402
		Intermittent Moderate	Point	160403
		Intermittent Moderate/ Continuous Moderate	Point	160404
		Intermittent Heavy	Point	160405
		Intermittent Heavy/ Continuous Heavy	Point	160406
	Freezing Drizzle			160500
		Light	Point	160501
		Moderate/Heavy	Point	160502
	Rain and Snow Mixed			160600
		Rain or Drizzle and Snow – Light	Point	160601
		Rain or Drizzle and Snow – Moderate/Heavy	Point	160602
		Rain and Snow Showers – Light	Point	160603
		Rain and Snow Showers – Moderate/Heavy	Point	160604
	Snow			160700
		Intermittent Light	Point	160701
		Intermittent Light/ Continuous Light	Point	160702
		Intermittent Moderate	Point	160703
		Intermittent Moderate/ Continuous Moderate	Point	160704
		Intermittent Heavy	Point	160705
		Intermittent Heavy/ Continuous Heavy	Point	160706

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Geometric Rendering	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.				
		Blowing Snow – Light/ Moderate	Point	160707
		Blowing Snow – Heavy	Point	160708
	Snow Grains		Point	160800
	Snow Showers			160900
		Light	Point	160901
		Moderate/Heavy	Point	160902
	Hail			161000
		Light not Associated with Thunder	Point	161001
		Moderate/Heavy not Associated with Thunder	Point	161002
	Ice Crystals (Diamond Dust)		Point	161100
	Ice Pellets (Sleet)			161200
		Light	Point	161201
		Moderate	Point	161202
		Heavy	Point	161203
	Inversion			161300
	Storms			161400
		Thunderstorm – No Precipitation	Point	161401
		Thunderstorm Light to Moderate with Rain/Snow – No Hail	Point	161402
		Thunderstorm Heavy with Rain/Snow – No Hail	Point	161403
		Thunderstorm Light to Moderate – with Hail	Point	161404
		Thunderstorm Heavy – with Hail	Point	161405
		Funnel Cloud (Tornado/Waterspout)	Point	161406
		Squall	Point	161407
		Lightning	Point	161408
	Fog			161500
		Shallow Patches	Point	161501
		Shallow Continuous	Point	161502
		Patchy	Point	161503
		Sky Visible	Point	161504
		Sky Obscured	Point	161505
		Freezing, Sky Visible	Point	161506
		Freezing, Sky Obscured	Point	161507
	Mist			161600
	Smoke			161700
	Haze			161800
	Dust or Sand			161900

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Geometric Rendering	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.				
		Light to Moderate	Point	161901
		Severe	Point	161902
		Dust Devil	Point	161903
		Blowing Dust or Sand	Point	161904
	Tropical Storm Systems			162000
		Tropical Depression	Point	162001
		Tropical Storm	Point	162002
		Hurricane/Typhoon	Point	162003
		Tropical Storm Wind Areas and Date/Time Labels	Area	162004
	Volcanic Eruption		Point	162100
		Volcanic Ash	Point	162101
	Tropopause Level		Point	162200
	Freezing Level		Point	162300
	Precipitation of Unknown Type and Intensity		Point	162400
Bounded Areas of Weather				170000
	Instrument Flight Rule (IFR)		Area	170100
	Marginal Visual Flight Rule (MVFR)		Area	170200
	Turbulence		Area	170300
	Icing		Area	170400
	Liquid Precipitation – Non-Convective Continuous or Intermittent		Area	170500
		Liquid Precipitation – Convective	Area	170501
	Freezing /Frozen Precipitation		Area	170600
	Thunderstorm		Area	170700
	Fog		Area	170800
	Dust or Sand		Area	170900
	Operator-Defined Freeform		Area	171000
Isopleths				180000
	Isobar – Surface		Line	180100
	Contour – Upper Air		Line	180200
	Isotherm		Line	180300
	Isotach		Line	180400
	Isodrosotherm		Line	180500
	Thickness		Line	180600
	Operator-Defined Freeform		Line	180700
State of the Ground				190000
	Without Snow or Measurable Ice Cover			190100

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Geometric Rendering	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.				
		Surface Dry Without Cracks or Appreciable Dust or Loose Sand	Point	190101
		Surface Moist	Point	190102
		Surface Wet, Standing Water in Small or Large Pools	Point	190103
		Surface Flooded	Point	190104
		Surface Frozen	Point	190105
		Glaze (Thin Ice) on Ground	Point	190106
		Loose Dry Dust or Sand not Covering Ground Completely	Point	190107
		Thin Loose Dry Dust or Sand Covering Ground Completely	Point	190108
		Moderate/Thick Loose Dry Dust or Sand Covering Ground Completely	Point	190109
		Extremely Dry with Cracks	Point	190110
	With Snow or Measurable Ice Cover			190200
		Predominately Ice Covered	Point	190201
		Compact or Wet Snow (with or without Ice) Covering Less Than One-Half of Ground	Point	190202
		Compact or Wet Snow (with or without Ice) Covering at Least One-Half of Ground, but Ground not Completely Covered	Point	190203
		Even Layer of Compact or Wet Snow Covering Ground Completely	Point	190204
		Uneven Layer of Compact or Wet Snow Covering Ground Completely	Point	190205
		Loose Dry Snow Covering Less Than One-Half of Ground	Point	190206
		Loose Dry Snow Covering at Least One-Half of Ground, but Ground not Completely Covered	Point	190207
		Even Layer of Loose Dry Snow Covering Ground Completely	Point	190208
		Uneven Layer of Loose Dry Snow Covering Ground Completely	Point	190209
		Snow Covering Ground Completely, Deep Drifts	Point	190210

A.5.4.17 Oceanographic (46).TABLE A-LII. Oceanographic entity/entity type/entity subtype.

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Geometric Rendering	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.				
Ice Systems				110000
	Icebergs			110100
		Many Icebergs	Point	110101
		Belts and Strips	Point	110102
		General	Point	110103
		Many Icebergs – General	Point	110104
		Bergy Bit	Point	110105
		Many Bergy Bits	Point	110106
		Growler	Point	110107
		Many Growlers	Point	110108
		Floeberg	Point	110109
		Ice Island	Point	110110
	Ice Concentration			110200
		Bergy Water	Point	110201
		Water with Radar Targets	Point	110202
		Ice Free	Point	110203
	Dynamic Processes			110300
		Convergence	Point	110301
		Divergence	Point	110302
		Shearing or Shear Zone	Point	110303
		Ice Drift (Direction)	Point	110304
	Sea Ice			110400
		Ice Thickness (Observed)	Point	110401
		Ice Thickness (Estimated)	Point	110402
		Melt Puddles or Flooded Ice	Point	110403
	Limits			110500
		Limits of Visual Observation	Line	110501
		Limits of Under Cast	Line	110502
		Limits of Radar Observation	Line	110503
		Observed Ice Edge or Boundary	Line	110504
		Estimated Ice Edge or Boundary	Line	110505
		Ice Edge or Boundary from Radar	Line	110506
	Openings in the Ice			110600
		Cracks	Line	110601
		Cracks at a Specific Location	Line	110602
		Lead	Line	110603
		Frozen Lead	Line	110604

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Geometric Rendering	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.				
	Snow Cover		Point	110700
		Sastrugi (with Orientation)	Point	110701
	Topographical Features			110800
		Ridges or Hummocks	Point	110801
		Rafting	Point	110802
		Jammed Brash Barrier	Point	110803
Hydrography				120000
	Depth			120100
		Soundings	Point	120101
		Depth Curve	Line	120102
		Depth Contour	Line	120103
		Depth Area	Area	120104
	Coastal Hydrography			120200
		Coastline	Line	120201
		Island	Area	120202
		Beach	Area	120203
		Water	Area	120204
		Foreshore – Line	Line	120205
		Foreshore – Area	Area	120206
	Ports and Harbors			120300
		Ports		120301
		Berths (Onshore)	Point	120302
		Berths (Anchor)	Point	120303
		Anchorage – Point	Point	120304
		Anchorage – Line	Line	120305
		Anchorage – Area	Area	120306
		Call in Point	Point	120307
		Pier/Wharf/Quay	Line	120308
		Fishing Harbor – Point	Point	120309
		Fish Weirs – Point	Point	120310
		Fish Stakes – Point	Point	120311
		Fish Traps – Area	Area	120312
		Facilities		120313
		Drydock	Area	120314
		Landing Place	Point	120315
		Offshore Loading Facility – Point	Point	120316
		Offshore Loading Facility – Line	Line	120317
		Offshore Loading Facility – Area	Area	120318
		Ramp – Above Water	Line	120319
		Ramp – Below Water	Line	120320

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Geometric Rendering	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.				
		Landing Ring	Point	1203 21
		Ferry Crossing	Point	1203 22
		Cable Ferry Crossing	Point	1203 23
		Dolphin	Point	1203 24
		Shoreline Protection		1203 25
		Breakwater/Groin/Jetty – Above Water	Line	1203 26
		Breakwater/Groin/Jetty – Below Water	Line	1203 27
		Seawall	Line	1203 28
Aids to Navigation				1204 00
		Beacon	Point	1204 01
		Buoy Default	Point	1204 02
		Marker	Point	1204 03
		Perches/Stakes – Point	Point	1204 04
		Perches/Stakes – Area	Area	1204 05
		Light	Point	1204 06
		Leading Line	Line	1204 07
		Light Vessel/Light Ship	Point	1204 08
		Lighthouse	Point	1204 09
Dangers/Hazards				1205 00
		Rock Submerged	Point	1205 01
		Rock Awashed	Point	1205 02
		Underwater Danger/Hazard	Area	1205 03
		Foul Ground – Point	Point	1205 04
		Foul Ground – Area	Area	1205 05
		Kelp/Seaweed – Point	Point	1205 06
		Kelp/Seaweed – Area	Area	1205 07
		Snags/Stumps	Point	1205 08
		Wreck (Uncovers)	Point	1205 09
		Wreck (Submerged)	Point	1205 10
		Breakers	Line	1205 11
		Reef	Line	1205 12
		Eddies/Overfalls/Tide Rips	Point	1205 13
		Discolored Water	Area	1205 14
Bottom Features				1206 00
		Bottom Characteristics - Sand	Point	1206 01
		Bottom Characteristics - Mud	Point	1206 02
		Bottom Characteristics - Clay	Point	1206 03
		Bottom Characteristics - Silt	Point	1206 04
		Bottom Characteristics - Stones	Point	1206 05

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Geometric Rendering	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.				
		Bottom Characteristics - Gravel	Point	120606
		Bottom Characteristics - Pebbles	Point	120607
		Bottom Characteristics - Cobbles	Point	120608
		Bottom Characteristics - Rock	Point	120609
		Bottom Characteristics - Coral	Point	120610
		Bottom Characteristics - Shell	Point	120611
		Qualifying Terms - Fine	Point	120612
		Qualifying Terms - Medium	Point	120613
		Qualifying Terms - Coarse	Point	120614
Tide and Current				120700
		Water Turbulence	Point	120701
		Current Flow – Ebb	Line	120702
		Current Flow – Flood	Line	120703
		Tide Data Point	Point	120704
		Tide Gauge	Point	120705
Oceanography				130000
	Bioluminescence			130100
		Visual Detection Ratio (VDR) Level 1–2	Area	130101
		VDR Level 2–3	Area	130102
		VDR Level 3–4	Area	130103
		VDR Level 4–5	Area	130104
		VDR Level 5–6	Area	130105
		VDR Level 6–7	Area	130106
		VDR Level 7–8	Area	130107
		VDR Level 8–9	Area	130108
		VDR Level 9–10	Area	130109
Beach Slope				130200
		Flat	Area	130201
		Gentle	Area	130202
		Moderate	Area	130203
		Steep	Area	130204
Geophysics/Acoustics				140000
	Mine Warfare (MIW) Bottom Descriptors			140100
		MIW Bottom Sediments - Solid Rock	Area	140101
		MIW Bottom Sediments - Clay	Area	140102

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Geometric Rendering	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.				
		MIW Bottom Sediments - Very Coarse Sand	Area	140103
		MIW Bottom Sediments - Coarse Sand	Area	140104
		MIW Bottom Sediments - Medium Sand	Area	140105
		MIW Bottom Sediments - Fine Sand	Area	140106
		MIW Bottom Sediments - Very Fine Sand	Area	140107
		MIW Bottom Sediments - Very Fine Silt	Area	140108
		MIW Bottom Sediments - Fine Silt	Area	140109
		MIW Bottom Sediments - Medium Silt	Area	140110
		MIW Bottom Sediments - Coarse Silt	Area	140111
		MIW Bottom Sediments - Boulders	Area	140112
		MIW Bottom Sediments - Cobbles, Oyster Shells	Area	140113
		MIW Bottom Sediments - Pebbles, Shells	Area	140114
		MIW Bottom Sediments - Sand and Shells	Area	140115
		MIW Bottom Sediment - Land	Area	140116
		MIW Bottom Sediment - No Data	Area	140117
		Bottom Roughness - Smooth	Area	140118
		Bottom Roughness - Moderate	Area	140119
		Bottom Roughness - Rough	Area	140120
		Clutter (Bottom) - Low	Area	140121
		Clutter (Bottom) - Medium	Area	140122
		Clutter (Bottom) - High	Area	140123
		Impact Burial - 0%	Area	140124
		Impact Burial - 0-10%	Area	140125
		Impact Burial - 10-20%	Area	140126
		Impact Burial - 20-75%	Area	140127
		Impact Burial - >75%	Area	140128
		MIW Bottom Category A	Area	140129
		MIW Bottom Category B	Area	140130
		MIW Bottom Category C	Area	140131
		MIW Bottom Type - A1	Area	140132

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Geometric Rendering	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.				
		MIW Bottom Type - A2	Area	1401 33
		MIW Bottom Type - A3	Area	1401 34
		MIW Bottom Type - B1	Area	1401 35
		MIW Bottom Type - B2	Area	1401 36
		MIW Bottom Type - B3	Area	1401 37
		MIW Bottom Type - C1	Area	1401 38
		MIW Bottom Type - C2	Area	1401 39
		MIW Bottom Type - C3	Area	1401 40
Limits				150000
	Maritime Limit Boundary		Line	150100
	Maritime Area		Area	150200
	Restricted Area		Line	150300
	Swept Area		Area	150400
	Training Area		Area	150500
	Operator-Defined		Area	150600
Man-Made Structures				160000
	Submarine Cable		Line	160100
	Submerged Crib		Area	160200
	Canal		Line	160300
	Ford		Point	160400
	Lock		Point	160500
	Oil/Gas Rig		Point	160600
	Oil/Gas Rig Field		Area	160700
	Pipelines/Pipe		Line	160800
	Pile/Piling/Post		Point	160900

A.5.4.18 Meteorological space (47).

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Geometric Rendering	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.				
Space				110000

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A.5.4.19 Signals intelligence equipment (50).

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.			
Unspecified			000000
Signal Intercept			110000
	Communications		110100
	Jammer		110200
	Radar		110300

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

Sector 1 Modifier	Category	Value	Remarks
Unspecified		00	
Anti-Aircraft Fire Control	Radar	01	
Airborne Search and Bombing	Radar	02	
Airborne Intercept	Radar	03	
Altimeter	Radar	04	
Airborne Reconnaissance and Mapping	Radar	05	
Air Traffic Control	Radar	06	
Beacon Transponder (not IFF)	Radar	07	
Battlefield Surveillance	Radar	08	
Controlled Approach	Radar	09	
Controlled Intercept	Radar	10	
Cellular/Mobile	Communications	11	
Coastal Surveillance	Radar	12	
Decoy/Mimic	Radar	13	
Data Transmission	Radar	14	
Earth Surveillance	Radar	15	
Early Warning	Radar	16	
Fire Control	Radar	17	
Ground Mapping	Radar	18	
Height Finding	Radar	19	
Harbor Surveillance	Radar	20	
Identification, Friend or Foe (Interrogator)	Radar	21	
Instrument Landing System	Radar	22	
Ionospheric Sounding	Radar	23	
Identification, Friend or Foe (Transponder)	Radar	24	
Barrage Jammer	Jammer	25	
Click Jammer	Jammer	26	
Deceptive Jammer	Jammer	27	
Frequency Swept Jammer	Jammer	28	
Jammer (general)	Jammer	29	
Noise Jammer	Jammer	30	
Pulsed Jammer	Jammer	31	
Repeater Jammer	Jammer	32	
Spot Noise Jammer	Jammer	33	
Transponder Jammer	Jammer	34	
Missile Acquisition	Radar	35	
Missile Control	Jammer	36	

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

Sector 1 Modifier	Category	Value	Remarks
Missile Downlink	Air Radar	37	
Meteorological	Radar	38	
Multi-Function	Jammer	39	
Missile Guidance	Radar	40	
Missile Homing	Radar	41	
Missile Tracking	Jammer	42	
Navigational/General	Jammer	43	
Navigational/Distance Measuring Equipment	Jammer	44	
Navigation/Terrain Following	Jammer	45	
Navigational/Weather Avoidance	Jammer	46	
Omni-Line of Sight (LOS)	Jammer	47	
Proximity Use	Air Radar	48	
Point-to-Point Line of Sight (LOS)	Communications	49	
Instrumentation	Radar	50	
Range Only	Radar	51	
Sonobuoy	Radar	52	
Satellite Downlink	Communications	53	
Space	Radar	54	
Surface Search	Radar	55	
Shell Tracking	Land Radar	56	
Satellite Uplink	Communications	57	
Target Acquisition	Radar	58	
Target Illumination	Radar	59	
Tropospheric Scatter	Communications	60	
Target Tracking	Radar	61	
Unknown	Radar	62	
Video Remoting	Radar	63	
Experimental	Radar	64	
{Disused}		65	

TABLE A-LVI. Signals intelligence equipment sector 2 modifier.

Sector 2 Modifier	Category	Value	Remarks
Unspecified		00	
{Disused}		01	

A.5.4.20 Cyberspace (60).

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.			
Unspecified			000000
Cyberspace Unit			110000
	Combat Mission Team		110100
	National Mission Team		110200
	Cyber Protection Team		110300
	{Disused}		110400

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

Entity (Positions 11 and 12)	Entity Type (Positions 13 and 14)	Entity Subtype (Positions 15 and 16)	Value
Note: The actual value is shown in bold numbers . The remaining values are used to show placement within the six positions.			
	{Disused}		110500
	Defensive Cyberspace		110600
	Offensive Cyberspace		110700
	Internet Service Provider		110800
	Security		110900
	Operations		111000
Threat Actors			120000
	Insider		120200
Agent			130000
	Firewall		130100
	Firmware		130200
Application			140000
	Fileserver		140200
	Search Engine		140300
	Social Media		140400
Threat			150000
	Malware		150100
	Phishing		150200
	Spear Phishing		150300
	Whale Phishing		150400
Data			160000
	Digital Currency		160100
	Persona		160200
Endpoint			170000
	Server		170100
	Workstation		170200
	Portable Electronic Device (PED)		170300
		Smartphone	170301
		Tablet	170302
		Laptop	170303
		Health Monitor	170304
		Smartvest	170305
		Smartwatch	170306
		Wearable	170307
	Internet of Things Device		170400
	Printer		170500
	Router		170600
	Switch		170700
Network			180000

TABLE A-LVIII. Cyberspace sector 1 modifier.

Sector 1 Modifier	Category	Value	Remarks
Unspecified		00	
Defensive Cyberspace	Capability	01	
Offensive Cyberspace	Capability	02	
Social	Capability	03	
Wired	Capability	04	
Wireless	Capability	05	
Radio Frequency	Capability	06	
Operating System	Capability	07	
Continuity of Operations	Capability	08	
Internet Service Provider (ISP)	Capability	09	
Finance	Capability	10	
Out of Band	Capability	11	
Cloud		12	
Data		13	

TABLE A-LIX. Cyberspace sector 2 modifier.

Sector 2 Modifier	Category	Value	Remarks
Unspecified		00	
Secured	Capability	01	
Open	Capability	02	
Response Actions	Capability	03	
Internal Defense Measures	Capability	05	
Advanced Persistent Threat	Capability	06	
Nation State		07	
Nation State Sponsored		08	

A.5.5 Set C. The third set of ten values:

Positions 21 is the sector 1 modifier identifier.

Positions 22 is the sector 2 modifier identifier.

Positions 23 through 27 are reserved for future use (to be assigned by SSMC).

Positions 28 through 30 are the nationality/country/geopolitical/geographic name or Entity numeric code.

A.5.5.1 Sector 1 modifier identifier. The sector 1 modifier identifier determines if the sector 1 modifier uses a modifier based on the symbol set or a common modifier. A value greater than 0 identifies the modifier is based on the common modifier.

A.5.5.1.1 Sector 1 common modifier. The sector 1 common modifier is comprised of three values identifying the common modifier. The first value is the sector 1 modifier identifier and the remaining two positions are based on the values in the sector 1 modifier.

A.5.5.2 Sector 2 modifier identifier. The sector 2 modifier identifier determines if the sector 2 modifier uses a modifier based on the symbol set or a common modifier.

A.5.5.2.1 Sector 2 common modifier. The sector 2 common modifier is comprised of three values identifying the common modifier. The first value is the sector 2 modifier identifier and the remaining two positions are based on the values in the sector 2 modifier.

A.5.5.3 Frame shape identifier. The frame shape identifier is comprised of one position and along with the standard identity, determines which frame shape and fill color shall be used.

TABLE A-LX. Frame shape.

Description	Value
Unknown	0
Space	1
Air	2
Land Unit	3
Land Equipment/Sea Surface	4
Land Installation	5
Dismounted Individuals	6
Sea Subsurface	7
Activity/Event	8
Cyberspace	9
Unframed	A

A.5.5.4 Nationality/country/geopolitical/geographic name or entity. The nationality/country/geopolitical/geographic name or entity numeric code is a three position value. Several lists of codes exist, to include GENC and NATO STANAG 1059. US shall use GENC.

COMMON MODIFIERS

B.1 SCOPE

B.1.1 Scope. This appendix addresses common modifiers that support multiple dimension symbols within the C2 domain. The tables in this appendix present the modifiers for use across multiple dimensions. The information contained herein is intended for compliance.

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 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 common modifiers. Refer to [5.3.9](#) for an explanation of symbol composition.

B.5.3.1 Symbol building process. The symbol building process is identical for common modifiers as it is for standard modifiers.

B.5.3.2 Common modifiers. All common modifiers shall be placed in sectors 1 or 2 as appropriate (see [table B-I](#) and [table B-II](#)). 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.

TABLE B-I. Common modifiers sector 1.

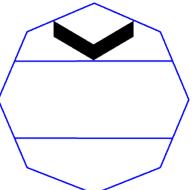
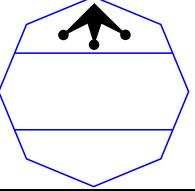
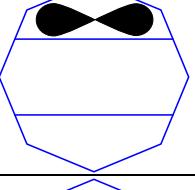
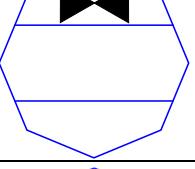
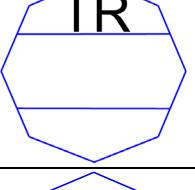
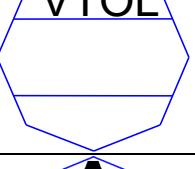
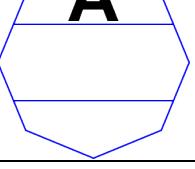
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Unmanned Aircraft (UA)/ Unmanned Aerial Vehicle (UAV)/ Unmanned Aircraft System (UAS)/ Remote Piloted Vehicle (RPV) Value: 100	Mobility		
Robotic Value: 101	Mobility		
Fixed Wing Value: 102	Mobility		Not used by USAF
Rotary Wing Value: 103	Mobility		
Tilt-Rotor Value: 104	Mobility		
VSTOL/VTOL or Helicopter Equipped Value: 105	Capability		
Attack or Attack/Strike Value: 106	Capability		

TABLE B-I. Common modifiers sector 1- Continued.

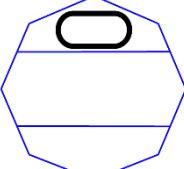
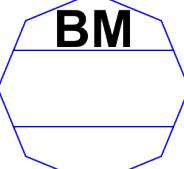
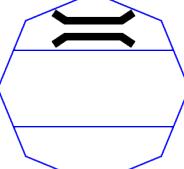
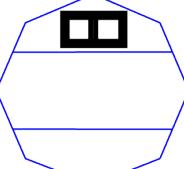
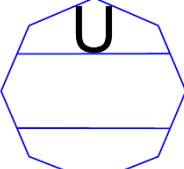
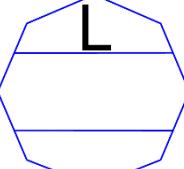
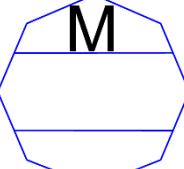
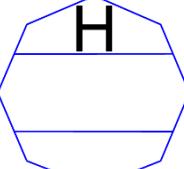
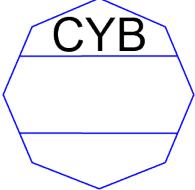
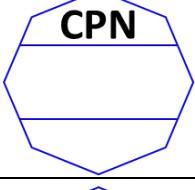
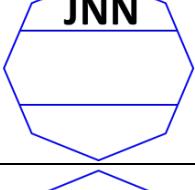
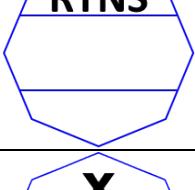
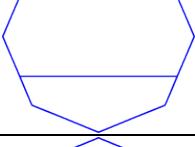
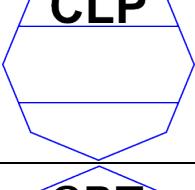
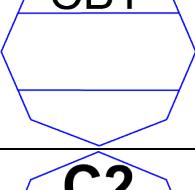
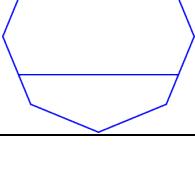
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Armored Value: 107	Capability		
Ballistic Missile/Ballistic Missile Defense Shooter Value: 108	Capability		
Bridge/Bridging Value: 109	Capability		
Cargo Value: 110	Capability		
Utility Value: 111	Capability		
Light Value: 112	Capability		
Medium Value: 113	Capability		
Heavy Value: 114	Capability		

TABLE B-I. Common modifiers sector 1- Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Cyberspace Value: 115	Capability		
Command Post Node Value: 116	Capability		
Joint Network Node Value: 117	Capability		
Retransmission Site Value: 118	Capability		
Brigade Value: 119	Support Level		
Close Protection Value: 120	Capability		
Combat Value: 121	Capability		
Command and Control Value: 122	Capability		

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TABLE B-I. Common modifiers sector 1- Continued.

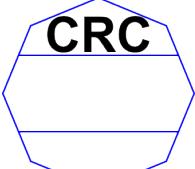
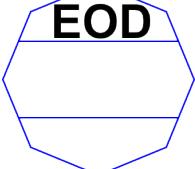
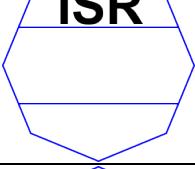
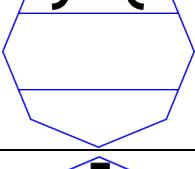
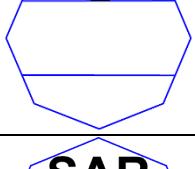
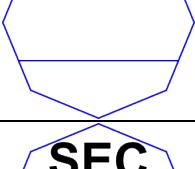
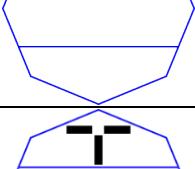
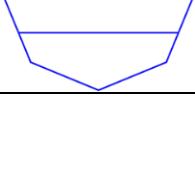
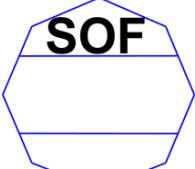
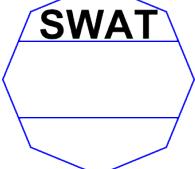
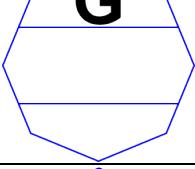
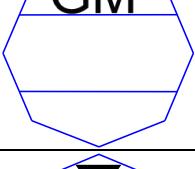
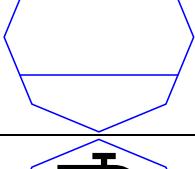
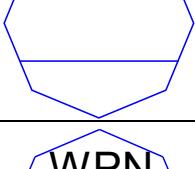
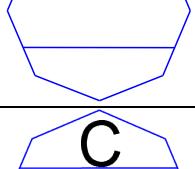
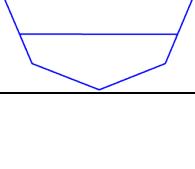
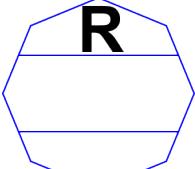
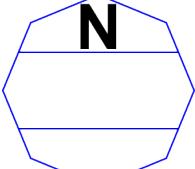
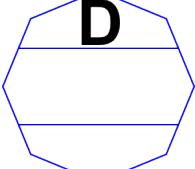
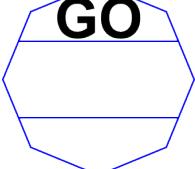
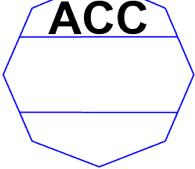
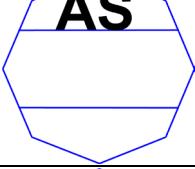
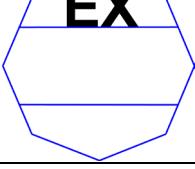
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Crowd and Riot Control Value: 123	Capability		
Explosive Ordnance Disposal (EOD) Value: 124	Capability		
Intelligence, Surveillance, Reconnaissance Value: 125	Capability		
Maintenance Value: 126	Capability		
Medevac/Medic/Medical Value: 127	Capability		
Search and Rescue Value: 128	Capability		
Security Value: 129	Capability		
Sniper Value: 130	Capability		

TABLE B-I. Common modifiers sector 1- Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Special Operations Forces Value: 131	Capability		
Special Weapons and Tactics (SWAT) Value: 132	Capability		
Guided Missile Value: 133	Capability		
Other Guided Missile Value: 134	Capability		
Petroleum/Petroleum Oil and Lubricants Value: 135	Capability		
Water Value: 136	Capability		
Weapon or weapons Value: 137	Capability		
Chemical Value: 138	CBRN		

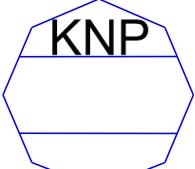
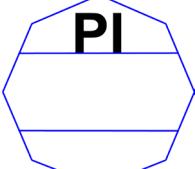
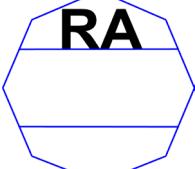
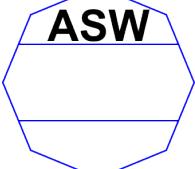
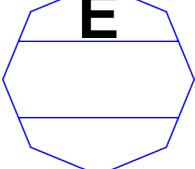
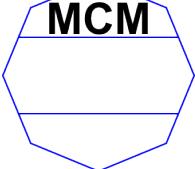
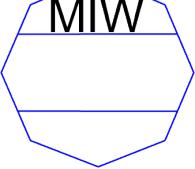
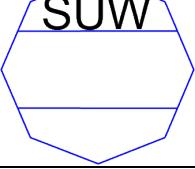
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TABLE B-I. Common modifiers sector 1- Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Radiological Value: 140	CBRN		
Nuclear Value: 141	CBRN		
Decontamination Value: 142	CBRN		
Civilian Value: 143	Organization		
Government Organization/Government Organization Member Value: 144	Organization		
Accident Value: 145	Composite Loss or Incident Qualifier		
Assassination Value: 146	Crime		
Execution Value: 147	Crime		

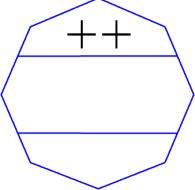
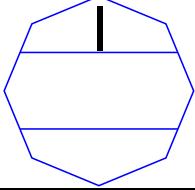
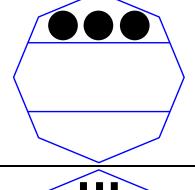
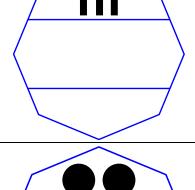
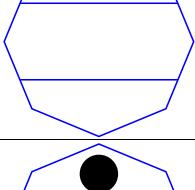
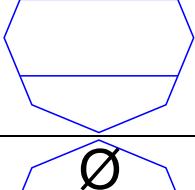
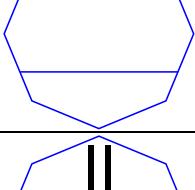
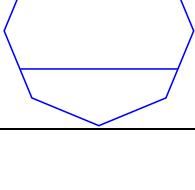
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TABLE B-I. Common modifiers sector 1- Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Kidnapping Value: 148	Crime	 KNP	
Piracy Value: 149	Crime	 PI	
Rape Value: 150	Crime	 RA	
Antisubmarine Warfare Value: 151	Mission Area	 ASW	
Escort Value: 152	Mission Area	 E	
Mine Countermeasures Value: 153	Mission Area	 MCM	
Mine Warfare Value: 154	Mission Area	 MIW	APP-06 uses 'MW'
Surface warfare Value: 155	Mission Area	 SUW	

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TABLE B-I. Common modifiers sector 1- Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Command Value: 156	Support Level		
Company Value: 157	Support Level		
Platoon/Detachment Value: 158	Support Level		
Regiment/Group Value: 159	Support Level		
Section Value: 160	Support Level		
Squad Value: 161	Support Level		
Team/Crew Value: 162	Support Level		
Battalion Value: 163	Support Level		

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TABLE B-I. Common modifiers sector 1- Continued.

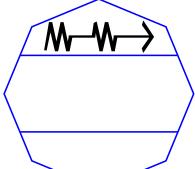
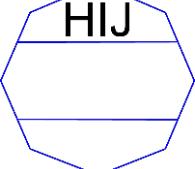
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Directed Energy Value: 164	Capability		
Hijacker Value: 165	Crime		

TABLE B-II. Common modifiers sector 2.

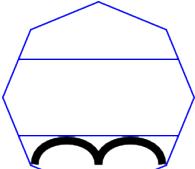
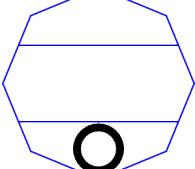
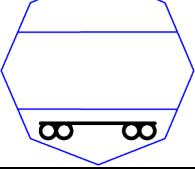
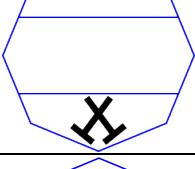
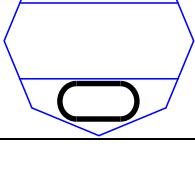
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Airborne Value: 100	Mobility		
Bicycle Equipped Value: 101	Mobility		
Railroad/Railway Value: 102	Capability		
Ski Value: 103	Mobility		
Tracked Value: 104	Mobility		

TABLE B-II. Common modifiers sector 2 - Continued.

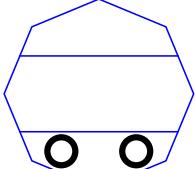
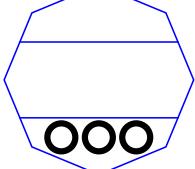
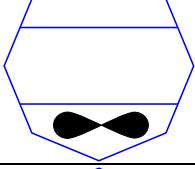
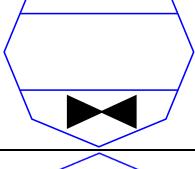
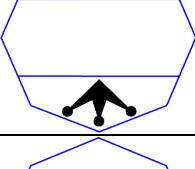
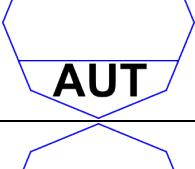
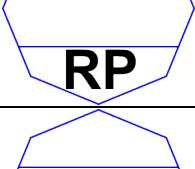
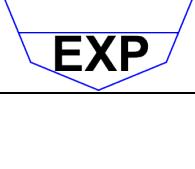
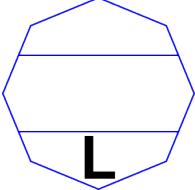
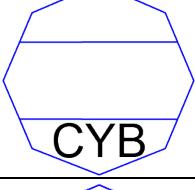
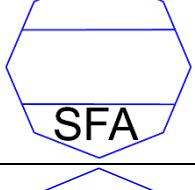
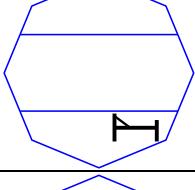
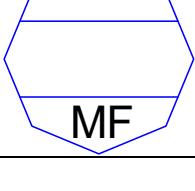
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Wheeled (Limited Cross Country) Value: 105	Mobility		
Wheeled X (Cross Country) Value: 106	Mobility		
Fixed Wing Value: 107	Mobility		
Rotary Wing Value: 108	Mobility		
Robotic Value: 109	Mobility		
Autonomous Control Value: 110	Capability		
Remotely Piloted Value: 111	Capability		
Expendable Value: 112	Capability		

TABLE B-II. Common modifiers sector 2 - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Mountain Value: 113	Capability		
Long Range Value: 114	Capability		
Medium Range Value: 115	Capability		
Short Range Value: 116	Capability		
Close Range Value: 117	Capability		
Heavy Value: 118	Capability		
Medium Value: 119	Capability		
Light and Medium Value: 120	Capability		

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TABLE B-II. Common modifiers sector 2 - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Light Value: 121	Capability		
Cyberspace Value: 122	Capability		
Security Force Assistance Value: 123	Capability		
Medical Bed Value: 124	Capability		Modifier is offset so that the modifier is not compromised by the main sector icon.
Multifunctional Value: 125	Capability		

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SPACE SYMBOLS

C.1 SCOPE

C.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 symbol sets. This appendix is divided into two sections (see [figure C-1](#)): 1) equipment and platform symbols (see [C.6](#)) and 2) missile symbols (see [C.7](#)). The information contained herein is intended for compliance.

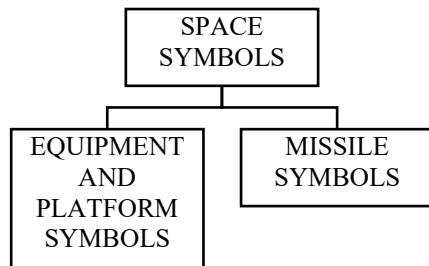


FIGURE C-1. Space appendix sections.

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

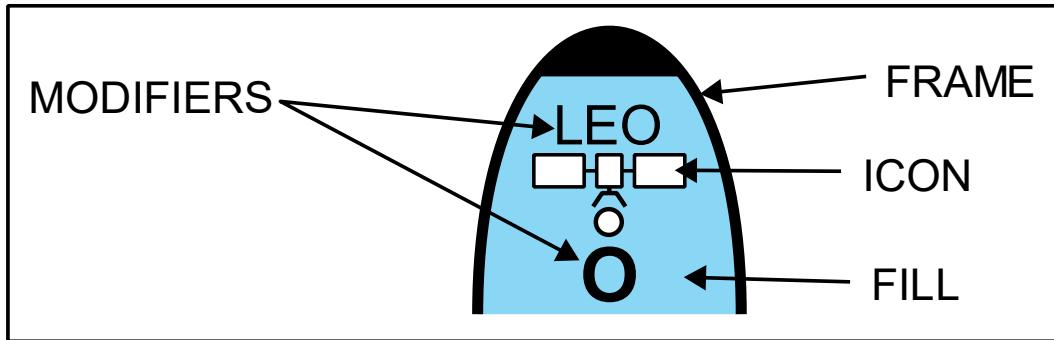
C.4.1 Organization. This appendix contains technical specifications, a symbol coding scheme, a symbology hierarchy and space symbology.

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 space symbols. A standard method for constructing symbols is presented. Refer to [5.3.10](#) for an explanation of symbol composition. [Figure C-2](#) shows an example of a space equipment symbol.

FIGURE C-1. Space symbol components.

C.5.3.1 Symbol building process. [Table C-I](#) depicts the symbol building process for space symbols. The process is identical for icons and modifiers requiring the vertical bounding octagon.

TABLE C-I. Space symbol building process.

STEP	DESCRIPTION	EXAMPLE
1.	Choose the frame that matches the dimension of the object from the appropriate column in tables I , II , or III and standard identity (table A-II). In this example, the dimension is space and 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.”	
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.	

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 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 [5.3.7](#) for more information on amplifiers.

[Figure C-2](#) shows the placement of space symbol amplifiers around the friend symbol frame. [Table C-II](#) provides descriptions and formats of each amplifier.

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 [5.3.7](#) for more information on amplifiers, including examples of dynamic amplifiers.

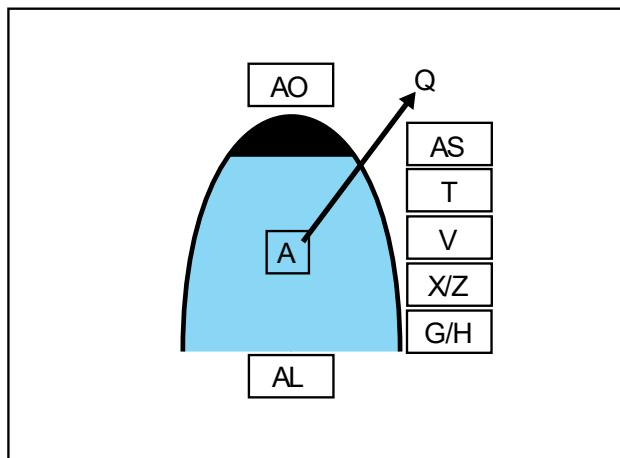


FIGURE C-2. Placement of space symbol amplifiers.

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

FIELD	FIELD TITLE	DESCRIPTION	FORMAT
A	Space Vehicle Icon	The innermost part of a symbol, comprised of an icon and optional modifiers, that represents a joint military object (see 5.3.4).	
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.	
Q	Direction of Movement Indicator	A graphic amplifier that identifies the direction of movement or intended movement of an object (see 5.3.7.9 and figure 14).	

TABLE C-II. Descriptions and formats of space symbol amplifiers – Continued.

FIELD	FIELD TITLE	DESCRIPTION	FORMAT
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 5.3.7.6 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 (see 5.3.7.7).	
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 3) weapon type.	A:BBB-CC, where A = remote/local BBB = engagement status CC = weapon asset
AS	Country	A three-letter code that indicates the country of origin of the organization (<u>US systems shall use GENC</u>).	

C.6 SPACE EQUIPMENT AND PLATFORM SYMBOLS

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

C.6.2 Space equipment and platform icons. [Table C-III](#) depicts space equipment and platform icons. Military symbols are depicted with black-filled icons, whereas civilian symbols are depicted with white-filled icons.

TABLE C-III. Space equipment and platform icons.

DESCRIPTION	ICON	REMARKS
Military Type: Entity Symbol Set: 05 Value: 110000 Icon Type: Main	N/A	Reserved for hierarchical purposes.

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

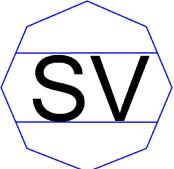
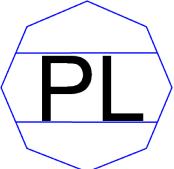
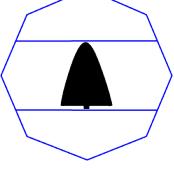
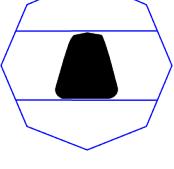
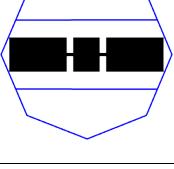
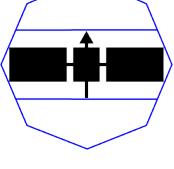
DESCRIPTION	ICON	REMARKS
Space Vehicle Type: Entity Type Entity: Military Symbol Set: 05 Value: 110100 Icon Type: Main		N/A
Re-Entry Vehicle Type: Entity Type Entity: Military Symbol Set: 05 Value: 110200 Icon Type: Main		N/A
Planet Lander Type: Entity Type Entity: Military Symbol Set: 05 Value: 110300 Icon Type: Main		N/A
Orbiter Shuttle Type: Entity Type Entity: Military Symbol Set: 05 Value: 110400 Icon Type: Main		N/A
Capsule Type: Entity Type Entity: Military Symbol Set: 05 Value: 110500 Icon Type: Main		N/A
Satellite Type: Entity Type Entity: Military Symbol Set: 05 Value: 110700 Icon Type: Main		N/A
Antisatellite Weapon Type: Entity Type Entity: Military Symbol Set: 05 Value: 110800 Icon Type: Main		N/A

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

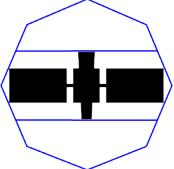
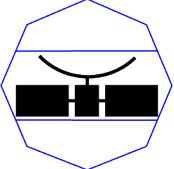
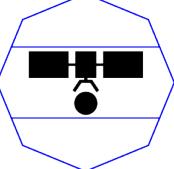
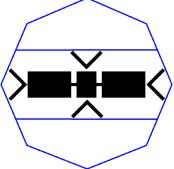
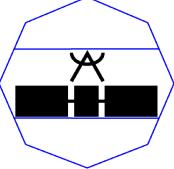
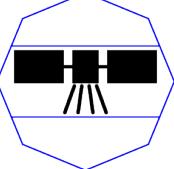
DESCRIPTION	ICON	REMARKS
Astronomical Satellite Type: Entity Type Entity: Military Symbol Set: 05 Value: 110900 Icon Type: Main		N/A
Biosatellite Type: Entity Type Entity: Military Symbol Set: 05 Value: 111000 Icon Type: Main		N/A
Communications Satellite Type: Entity Type Entity: Military Symbol Set: 05 Value: 111100 Icon Type: Main		N/A
Earth Observation Satellite Type: Entity Type Entity: Military Symbol Set: 05 Value: 111200 Icon Type: Main		N/A
Miniaturized Satellite Type: Entity Type Entity: Military Symbol Set: 05 Value: 111300 Icon Type: Main		N/A
Navigational Satellite Type: Entity Type Entity: Military Symbol Set: 05 Value: 111400 Icon Type: Main		N/A
Reconnaissance Satellite Type: Entity Type Entity: Military Symbol Set: 05 Value: 111500 Icon Type: Main		N/A

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

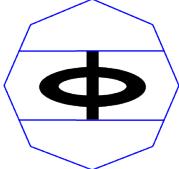
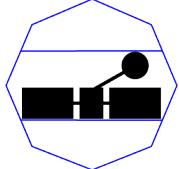
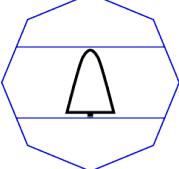
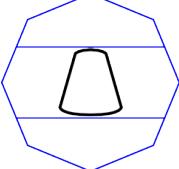
DESCRIPTION	ICON	REMARKS
Space Station Type: Entity Type Entity: Military Symbol Set: 05 Value: 111600 Icon Type: Main		N/A
Tethered Satellite Type: Entity Type Entity: Military Symbol Set: 05 Value: 111700 Icon Type: Main		N/A
Weather Satellite Type: Entity Type Entity: Military Symbol Set: 05 Value: 111800 Icon Type: Main		N/A
Space Launched Vehicle (SLV) Type: Entity Type Entity: Military Symbol Set: 05 Value: 111900 Icon Type: Main		N/A
Civilian Type: Entity Symbol Set: 05 Value: 120000 Icon Type: Main	N/A	Reserved for hierarchical purposes.
Orbiter Shuttle Type: Entity Type Entity: Civilian Symbol Set: 05 Value: 120100 Icon Type: Main		N/A
Capsule Type: Entity Type Entity: Civilian Symbol Set: 05 Value: 120200 Icon Type: Main		N/A

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

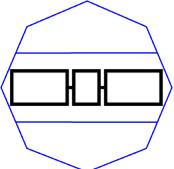
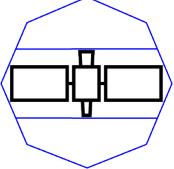
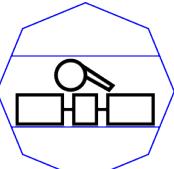
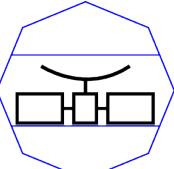
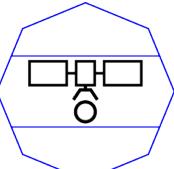
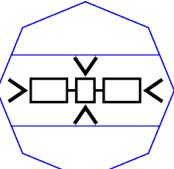
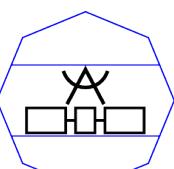
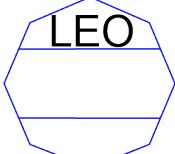
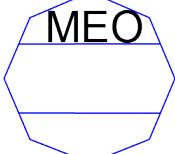
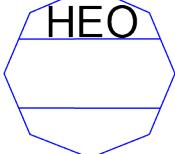
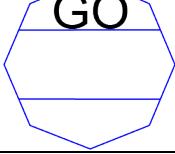
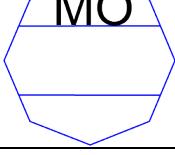
DESCRIPTION	ICON	REMARKS
Satellite Type: Entity Type Entity: Civilian Symbol Set: 05 Value: 120300 Icon Type: Main		N/A
Astronomical Satellite Type: Entity Type Entity: Civilian Symbol Set: 05 Value: 120400 Icon Type: Main		N/A
Biosatellite Type: Entity Type Entity: Civilian Symbol Set: 05 Value: 120500 Icon Type: Main		N/A
Communications Satellite Type: Entity Type Entity: Civilian Symbol Set: 05 Value: 120600 Icon Type: Main		N/A
Earth Observation Satellite Type: Entity Type Entity: Civilian Symbol Set: 05 Value: 120700 Icon Type: Main		N/A
Miniaturized Satellite Type: Entity Type Entity: Civilian Symbol Set: 05 Value: 120800 Icon Type: Main		N/A
Navigational Satellite Type: Entity Type Entity: Civilian Symbol Set: 05 Value: 120900 Icon Type: Main		N/A

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

DESCRIPTION	ICON	REMARKS
Space Station Type: Entity Type Entity: Civilian Symbol Set: 05 Value: 121000 Icon Type: Main		N/A
Tethered Satellite Type: Entity Type Entity: Civilian Symbol Set: 05 Value: 121100 Icon Type: Main		N/A
Weather Satellite Type: Entity Type Entity: Civilian Symbol Set: 05 Value: 121200 Icon Type: Main		N/A
Planetary Lander Type: Entity Type Entity: Civilian Symbol Set: 05 Value: 121300 Icon Type: Main		N/A
Space Vehicle Type: Entity Type Entity: Civilian Symbol Set: 05 Value: 121400 Icon Type: Main		N/A
Manual Track Type: Entity (Local) Symbol Set: 05 Value: 130000 Icon Type: Full Octagon		N/A

C.6.3 Space equipment and platform sector 1 modifiers. Space equipment and platform sector 1 modifiers denote orbit category. [Table C-IV](#) lists space equipment and platform sector 1 modifiers and illustrates their placement within the bounding octagon. Additional sector 1 modifiers, where required, are included in [table B-I](#) and are accessed using the modifier extension flag.

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

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Low Earth Orbit (LEO) Symbol Set: 05 Value: 01	Orbit		N/A
Medium Earth Orbit (MEO) Symbol Set: 05 Value: 02	Orbit		N/A
High Earth Orbit (HEO) Symbol Set: 05 Value: 03	Orbit		N/A
Geosynchronous Orbit (GSO) Symbol Set: 05 Value: 04	Orbit		N/A
Geostationary Orbit (GO) Symbol Set: 05 Value: 05	Orbit		N/A
Molniya Orbit (MO) Symbol Set: 05 Value: 06	Orbit		N/A

C.6.4 Space equipment and platform sector 2 modifiers. Space equipment and platform sector 2 modifiers denote sensor category. [Table C-V](#) lists space equipment and platform sector 2 modifiers and illustrates their placement within the bounding octagon. Additional sector 2 modifiers, where required, are included in [table B-II](#) and are accessed using the modifier extension flag.

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

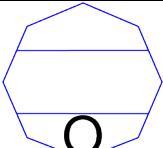
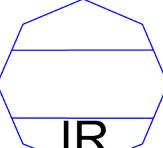
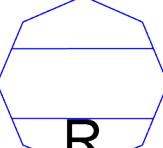
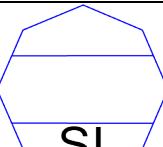
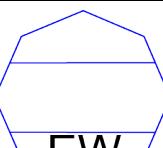
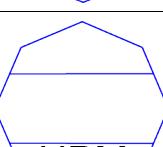
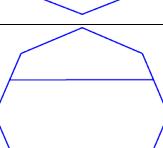
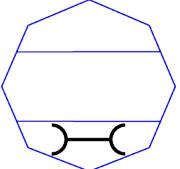
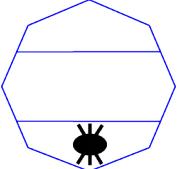
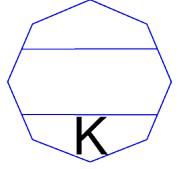
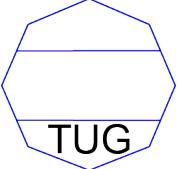
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Optical Symbol Set: 05 Value: 01	Sensor		Only used with satellite icons.
Infrared Symbol Set: 05 Value: 02	Sensor		Only used with satellite icons.
Radar Symbol Set: 05 Value: 03	Sensor		Only used with satellite icons.
Signals Intelligence (SIGINT) Symbol Set: 05 Value: 04	Sensor		Only used with satellite icons.
Electromagnetic Warfare (ASAT) Symbol Set: 05 Value: 06	Capability		Only used with Anti-Satellite Weapon Main Icon.
High Power Microwave (ASAT) Symbol Set: 05 Value: 07	Capability		Only used with Anti-Satellite Weapon Main Icon.
Laser (ASAT) Symbol Set: 05 Value: 08	Capability		Only used with Anti-Satellite Weapon Main Icon.

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

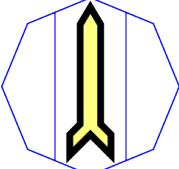
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Maintenance Symbol Set: 05 Value: 09	Capability		N/A
Mine (ASAT) Symbol Set: 05 Value: 10	Capability		Only used with Anti-Satellite Weapon Main Icon.
Refuel Symbol Set: 05 Value: 11	Capability		N/A
Tug Symbol Set: 05 Value: 12	Capability		N/A

C.7 SPACE MISSILE SYMBOLS

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

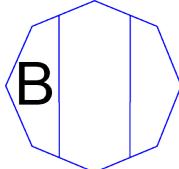
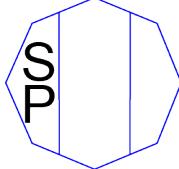
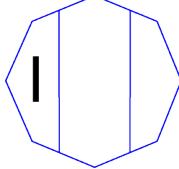
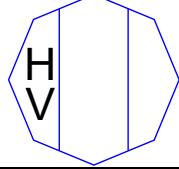
C.7.2 Space missile icons. Table C-VI depicts the lone space missile icon. The space missile icon requires the vertical bounding octagon.

TABLE C-VI. Space missile icon.

DESCRIPTION	ICON	REMARKS
Missile Type: Entity Symbol Set: 06 Value: 110000 Icon Type: Main		

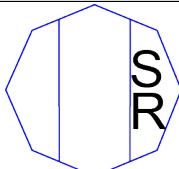
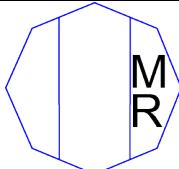
C.7.3 Space missile sector 1 modifiers. Space missile sector 1 modifiers denote launch origin or missile class categories. [Table C-VII](#) lists missile sector 1 modifiers and illustrates their placement within the bounding octagon.

TABLE C-VII. Space missile sector 1 modifiers.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Ballistic Symbol Set: 06 Value: 01	Missile Class		N/A
Space Symbol Set: 06 Value: 02	Launch Origin		N/A
Interceptor Symbol Set: 06 Value: 03	Missile Class		N/A
Hypersonic Symbol Set: 02 Value: 04	Missile Class		N/A

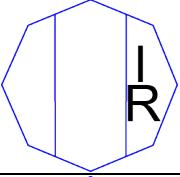
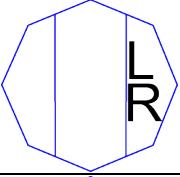
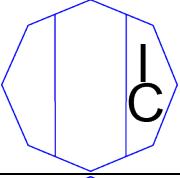
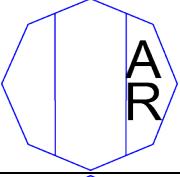
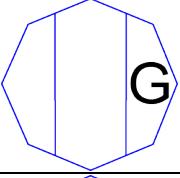
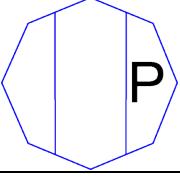
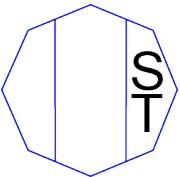
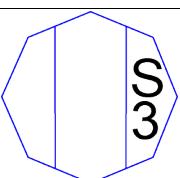
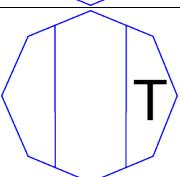
C.7.4 Space missile sector 2 modifiers. Space missile sector 2 modifiers denote projected missile destination, missile status, missile type, or missile range categories. [Table C-VIII](#) lists the missile sector 2 modifiers and illustrates their placement within the bounding octagon.

TABLE C-VIII. Space missile sector 2 modifiers.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Short Range Symbol Set: 06 Value: 01	Missile Range		1000km or less.
Medium Range Symbol Set: 06 Value: 02	Missile Range		1000km to 3500km.

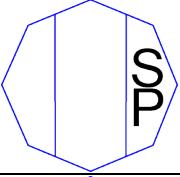
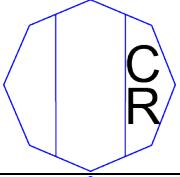
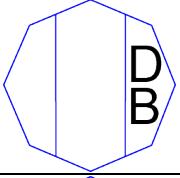
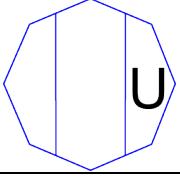
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TABLE C-VIII. Space missile sector 2 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Intermediate Range Symbol Set: 06 Value: 03	Missile Range		1000km to 3500km.
Long Range Symbol Set: 06 Value: 04	Missile Range		3500km to 5500km.
Intercontinental Symbol Set: 06 Value: 05	Missile Range		5500km or greater.
Arrow Symbol Set: 06 Value: 06	Missile Type-BMD		Used with Interceptor modifier 1 only.
Ground-Based Interceptor (GBI) Symbol Set: 06 Value: 07	Missile Type-BMD		Used with Interceptor modifier 1 only.
Patriot Symbol Set: 06 Value: 08	Missile Type-BMD		Used with Interceptor modifier 1 only.
Standard Missile - Terminal Phase (SM-T) Symbol Set: 06 Value: 09	Missile Type-BMD		Used with Interceptor modifier 1 only.
Standard Missile - 3 (SM-3) Symbol Set: 06 Value: 10	Missile Type-BMD		Used with Interceptor modifier 1 only.
Terminal High-Altitude Area Defense (THAAD) Symbol Set: 06 Value: 11	Missile Type-BMD		Used with Interceptor modifier 1 only.

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

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Space Symbol Set: 06 Value: 12	Launch Origin		N/A
Close Range (CRBM) Symbol Set: 06 Value: 13	Missile Range		N/A
Debris Symbol Set: 06 Value: 14	Missile Type-BMD		N/A
Unknown Symbol Set: 06 Value: 15	Missile Type-BMD		N/A

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AIR SYMBOLS

D.1 SCOPE

D.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 symbol sets. This appendix is divided into two sections (see [figure D-1](#)): 1) equipment and platform symbols (see [D.6](#)) and 2) missile symbols (see [D.7](#)). The information contained herein is intended for compliance.

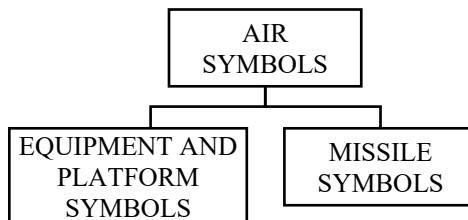


FIGURE D-1. Air appendix sections.

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 air 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 air symbols. A standard method for constructing symbols is presented. Refer to [5.3.10](#) for an explanation of symbol composition. [Figure D-2](#) shows an example of an air equipment symbol.

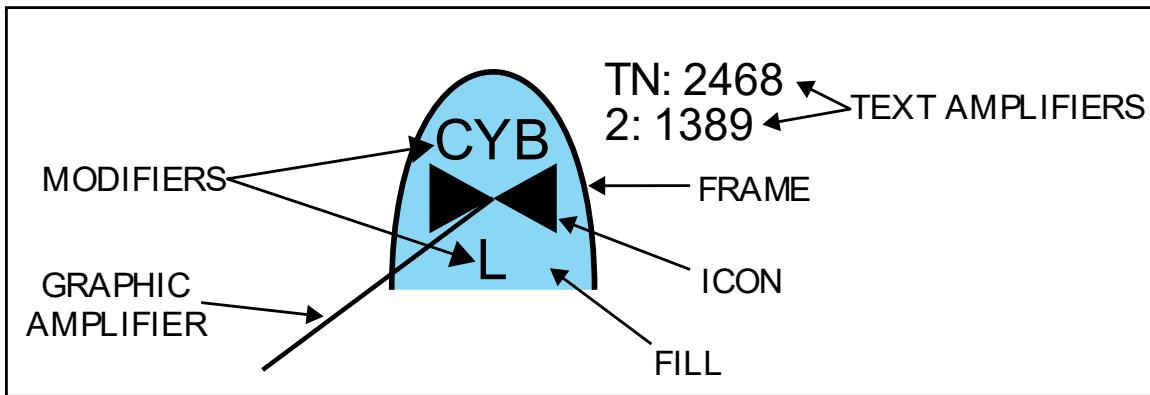


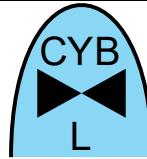
FIGURE D-2. Air symbol components.

D.5.3.1 Symbol building process. [Table D-I](#) depicts the symbol building process for air symbols. The process is identical for icons and modifiers requiring the vertical bounding octagon.

TABLE D-I. Air symbol building process.

STEP	DESCRIPTION	EXAMPLE
1.	Choose the frame that matches the dimension of the object from the appropriate column in tables I , II , or III and standard identity (table A-II). In this example, the dimension is air and 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 “cyberspace,” a sector 1 modifier. The example depicts a “friendly military rotary-wing aircraft with cyberspace capability.”	
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 light rotary-wing aircraft with cyberspace capability.”	

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

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

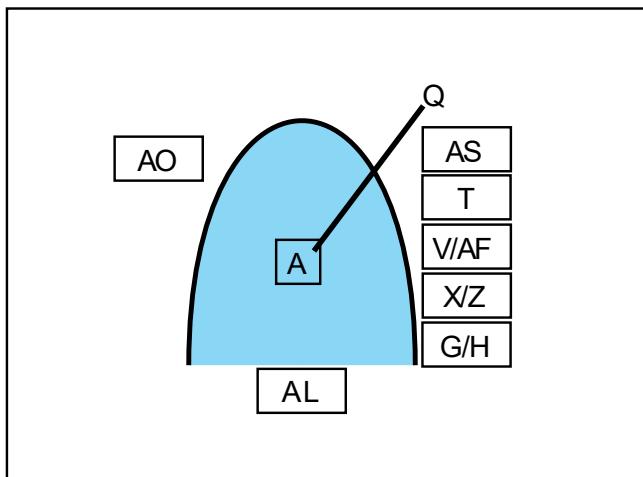
D.5.3.2 Icons and modifiers. All icons shall be placed within the main sector of the bounding octagon (see [table D-I](#)). When depicted, modifiers shall be placed in sectors 1 or 2 as appropriate (see [table D-I](#)). Only one modifier may be placed in each sector at a given time. Multiple modifiers 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 [5.3.7](#) for more information on amplifiers.

[Figure D-3](#) shows the placement of air symbol amplifiers around the friend symbol frame. [Table D-II](#) provides descriptions and formats of each amplifier.

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 [5.3.7](#) for more information on amplifiers, including examples of dynamic amplifiers.

FIGURE D-3. Placement of air symbol amplifiers.

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

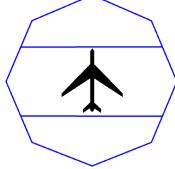
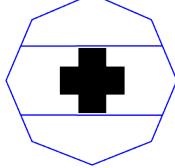
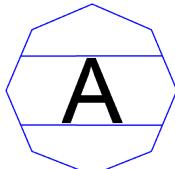
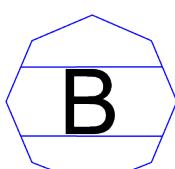
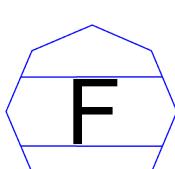
FIELD	FIELD TITLE	DESCRIPTION	FORMAT
A	Air Vehicle/Air Vehicle Type Icon	The innermost part of a symbol, comprised of an icon and optional modifiers, that represents a joint military object (see 5.3.4).	
G	Staff Comments	A text amplifier for units, equipment, and installations; content is implementation specific.	
H	Additional Information	A text amplifier for units, equipment and installations; content is implementation specific.	
Q	Direction of Movement Indicator	A graphic amplifier that identifies the direction of movement or intended movement of an object (see 5.3.7.9 and figure 14).	
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 5.3.7.6 for content.	Measurement units shall be displayed within the string Example: 1500MSL FL150
Z	Speed	A text amplifier for units and equipment that displays velocity (see 5.3.7.7).	
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
AQ	Guarded Unit	During ballistic missile defense, some tracks are designated as guarded by a particular unit.	
AS	Country	A three-letter code that indicates the country of origin of the organization (US systems shall use GENC).	

D.6 AIR EQUIPMENT AND PLATFORM SYMBOLS

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

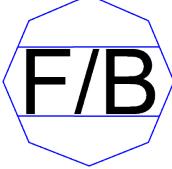
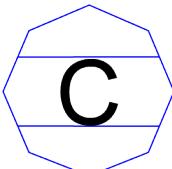
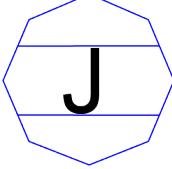
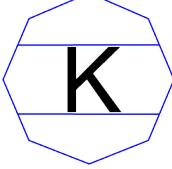
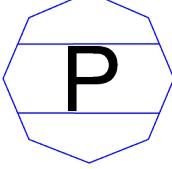
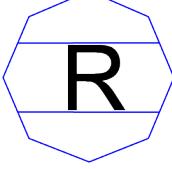
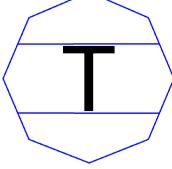
D.6.2 Air equipment and platform icons. [Table D-III](#) depicts air equipment and platform icons. Military symbols are depicted with black-filled icons, whereas civilian symbols are depicted with white-filled icons.

TABLE D-III. Air equipment and platform icons.

DESCRIPTION	ICON	REMARKS
Military Type: Entity Symbol Set: 01 Value: 110000 Icon Type: Main	N/A	Reserved for hierarchical purposes.
Fixed-Wing Type: Entity Type Entity: Military Symbol Set: 01 Value: 110100 Icon Type: Main		N/A
Medical Evacuation (Medevac) Type: Entity Subtype Entity/Entity Type: Military/Fixed-Wing Symbol Set: 01 Value: 110101 Icon Type: Main		N/A
Attack/Strike Type: Entity Subtype Entity/Entity Type: Military/Fixed-Wing Symbol Set: 01 Value: 110102 Icon Type: Main		N/A
Bomber Type: Entity Subtype Entity/Entity Type: Military/Fixed-Wing Symbol Set: 01 Value: 110103 Icon Type: Main		N/A
Fighter Type: Entity Subtype Entity/Entity Type: Military/Fixed-Wing Symbol Set: 01 Value: 110104 Icon Type: Main		N/A

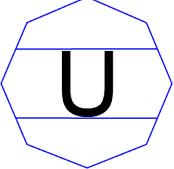
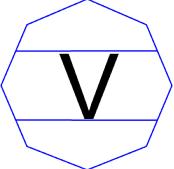
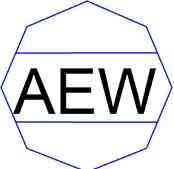
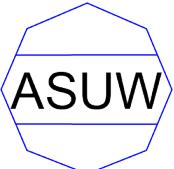
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TABLE D-III. Air equipment and platform icons - Continued.

DESCRIPTION	ICON	REMARKS
Fighter/Bomber Type: Entity Subtype Entity/Entity Type: Military/Fixed-Wing Symbol Set: 01 Value: 110105 Icon Type: Main		N/A
Cargo Type: Entity Subtype Entity/Entity Type: Military/Fixed-Wing Symbol Set: 01 Value: 110107 Icon Type: Main		N/A
Electronic/Combat (EC)/ Jammer Type: Entity Subtype Entity/Entity Type: Military/Fixed-Wing Symbol Set: 01 Value: 110108 Icon Type: Main		N/A
Tanker Type: Entity Subtype Entity/Entity Type: Military/Fixed-Wing Symbol Set: 01 Value: 110109 Icon Type: Main		N/A
Patrol Type: Entity Subtype Entity/Entity Type: Military/Fixed-Wing Symbol Set: 01 Value: 110110 Icon Type: Main		N/A
Reconnaissance Type: Entity Subtype Entity/Entity Type: Military/Fixed-Wing Symbol Set: 01 Value: 110111 Icon Type: Main		N/A
Trainer Type: Entity Subtype Entity/Entity Type: Military/Fixed-Wing Symbol Set: 01 Value: 110112 Icon Type: Main		N/A

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

DESCRIPTION	ICON	REMARKS
Utility Type: Entity Subtype Entity/Entity Type: Military/Fixed-Wing Symbol Set: 01 Value: 110113 Icon Type: Main		N/A
VSTOL Type: Entity Subtype Entity/Entity Type: Military/Fixed-Wing Symbol Set: 01 Value: 110114 Icon Type: Main		N/A
Airborne Command Post (ACP) Type: Entity Subtype Entity/Entity Type: Military/Fixed-Wing Symbol Set: 01 Value: 110115 Icon Type: Main		N/A
Airborne Early Warning (AEW) Type: Entity Subtype Entity/Entity Type: Military/Fixed-Wing Symbol Set: 01 Value: 110116 Icon Type: Main		N/A
Antisurface Warfare Type: Entity Subtype Entity/Entity Type: Military/Fixed-Wing Symbol Set: 01 Value: 110117 Icon Type: Main		N/A
Antisubmarine Warfare Type: Entity Subtype Entity/Entity Type: Military/Fixed-Wing Symbol Set: 01 Value: 110118 Icon Type: Main		N/A
Communications Type: Entity Subtype Entity/Entity Type: Military/Fixed-Wing Symbol Set: 01 Value: 110119 Icon Type: Main		N/A

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

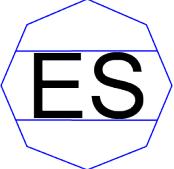
DESCRIPTION	ICON	REMARKS
Combat Search and Rescue (CSAR) Type: Entity Subtype Entity/Entity Type: Military/ Fixed-Wing Symbol Set: 01 Value: 110120 Icon Type: Main		N/A
Electronic Support (ES) Type: Entity Subtype Entity/Entity Type: Military/ Fixed-Wing Symbol Set: 01 Value: 110121 Icon Type: Main		N/A
Government Type: Entity Subtype Entity/Entity Type: Military/ Fixed-Wing Symbol Set: 01 Value: 110122 Icon Type: Main		N/A
Mine Countermeasures (MCM) Type: Entity Subtype Entity/Entity Type: Military/ Fixed-Wing Symbol Set: 01 Value: 110123 Icon Type: Main		N/A
Personnel Recovery Type: Entity Subtype Entity/Entity Type: Military/ Fixed-Wing Symbol Set: 01 Value: 110124 Icon Type: Main		N/A
Search and Rescue Type: Entity Subtype Entity/Entity Type: Military/ Fixed-Wing Symbol Set: 01 Value: 110125 Icon Type: Main		N/A
Special Operations Forces Type: Entity Subtype Entity/Entity Type: Military/ Fixed-Wing Symbol Set: 01 Value: 110126 Icon Type: Main		N/A

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

DESCRIPTION	ICON	REMARKS
Ultra Light Type: Entity Subtype Entity/Entity Type: Military/ Fixed-Wing Symbol Set: 01 Value: 110127 Icon Type: Main		N/A
Photographic Reconnaissance Type: Entity Subtype Entity/Entity Type: Military/ Fixed-Wing Symbol Set: 01 Value: 110128 Icon Type: Main		N/A
Very Important Person (VIP) Type: Entity Subtype Entity/Entity Type: Military/ Fixed-Wing Symbol Set: 01 Value: 110129 Icon Type: Main		N/A
Suppression Of Enemy Air Defense Type: Entity Subtype Entity/Entity Type: Military/ Fixed-Wing Symbol Set: 01 Value: 110130 Icon Type: Main		N/A
Passenger Type: Entity Subtype Entity/Entity Type: Military/ Fixed-Wing Symbol Set: 01 Value: 110131 Icon Type: Main		N/A
Escort Type: Entity Subtype Entity/Entity Type: Military/ Fixed-Wing Symbol Set: 01 Value: 110132 Icon Type: Main		N/A
Electromagnetic Attack (EA) Type: Entity Subtype Entity/Entity Type: Military/ Fixed-Wing Symbol Set: 01 Value: 110133 Icon Type: Main		N/A

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

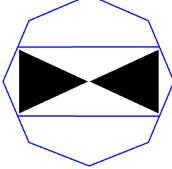
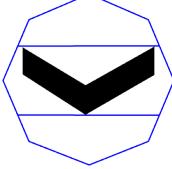
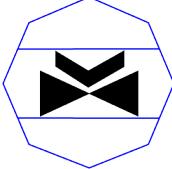
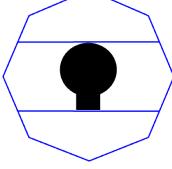
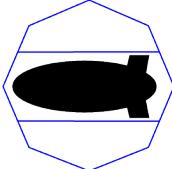
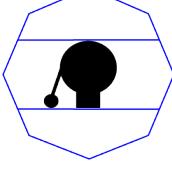
DESCRIPTION	ICON	REMARKS
Rotary-Wing Type: Entity Type Entity: Military Symbol Set: 01 Value: 110200 Icon Type: Main		N/A
Unmanned Aircraft (UA)/ Unmanned Aerial Vehicle (UAV)/ Unmanned Aircraft System (UAS)/ Remote Piloted Vehicle (RPV) Type: Entity Type Entity: Military Symbol Set: 01 Value: 110300 Icon Type: Main		N/A
Vertical-Takeoff UAV (VT-UAV) Type: Entity Type Entity: Military Symbol Set: 01 Value: 110400 Icon Type: Main		N/A
Lighter Than Air Type: Entity Type Entity: Military Symbol Set: 01 Value: 110500 Icon Type: Main		N/A
Airship Type: Entity Type Entity: Military Symbol Set: 01 Value: 110600 Icon Type: Main		N/A
Tethered Lighter Than Air Type: Entity Type Entity: Military Symbol Set: 01 Value: 110700 Icon Type: Main		N/A
Civilian Type: Entity Symbol Set: 01 Value: 120000 Icon Type: Main	N/A	Reserved for hierarchical purposes.

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

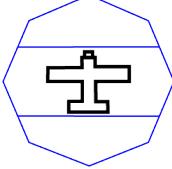
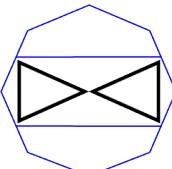
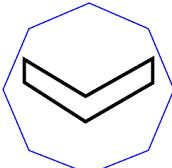
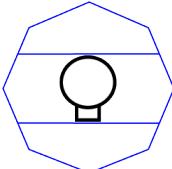
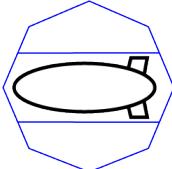
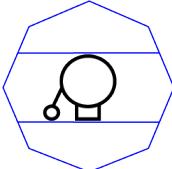
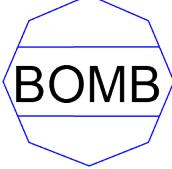
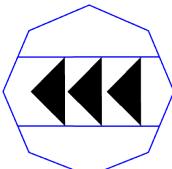
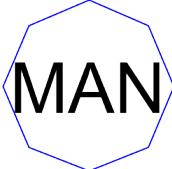
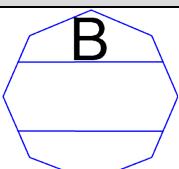
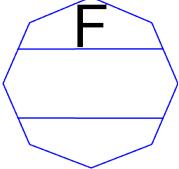
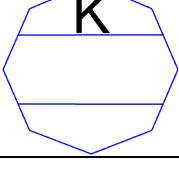
DESCRIPTION	ICON	REMARKS
Fixed-Wing Type: Entity Type Entity: Civilian Symbol Set: 01 Value: 120100 Icon Type: Main		N/A
Rotary-Wing Type: Entity Type Entity: Civilian Symbol Set: 01 Value: 120200 Icon Type: Main		N/A
Unmanned Aircraft (UA)/ Unmanned Aerial Vehicle (UAV)/ Unmanned Aircraft System (UAS)/ Remote Piloted Vehicle Type: Entity Type Entity: Civilian Symbol Set: 01 Value: 120300 Icon Type: Full Octagon		N/A
Lighter Than Air Type: Entity Type Entity: Civilian Symbol Set: 01 Value: 120400 Icon Type: Main		N/A
Airship Type: Entity Type Entity: Civilian Symbol Set: 01 Value: 120500 Icon Type: Main		N/A
Tethered Lighter Than Air Type: Entity Type Entity: Civilian Symbol Set: 01 Value: 120600 Icon Type: Main		N/A
Weapon Type: Entity Symbol Set: 01 Value: 130000 Icon Type: Main	N/A	Reserved for hierarchical purposes.

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

DESCRIPTION	ICON	REMARKS
Bomb Type: Entity Type Entity: Weapon Symbol Set: 01 Value: 130100 Icon Type: Main		N/A
Decoy Type: Entity Type Entity: Weapon Symbol Set: 01 Value: 130200 Icon Type: Main		N/A
Manual Track Type: Entity (Local) Symbol Set: 01 Value: 140000 Icon Type: Full Octagon		N/A

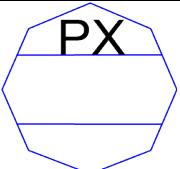
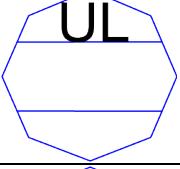
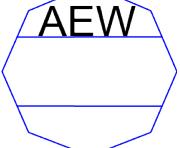
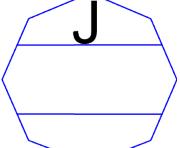
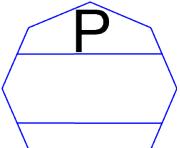
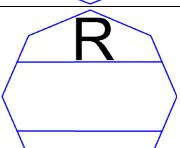
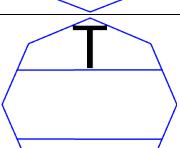
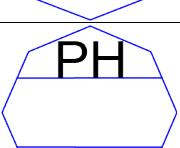
D.6.3 Air equipment and platform sector 1 modifiers. Air equipment and platform sector 1 modifiers denote aircraft type and mission area categories. [Table D-IV](#) lists air equipment and platform sector 1 modifiers and illustrates their placement within the bounding octagon. Additional sector 1 modifiers, where required, are included in [table B-I](#) and are accessed using the modifier extension flag.

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

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Bomber Symbol Set: 01 Value: 02	Military Aircraft Type		N/A
Fighter Symbol Set: 01 Value: 04	Military Aircraft Type		N/A
Tanker Symbol Set: 01 Value: 06	Aircraft Type		N/A

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

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Passenger Symbol Set: 01 Value: 09	Aircraft Type		N/A
Ultra Light Symbol Set: 01 Value: 10	Aircraft Type		N/A
Airborne Command Post (ACP) Symbol Set: 01 Value: 11	Military Aircraft Type		N/A
Airborne Early Warning (AEW) Symbol Set: 01 Value: 12	Military Aircraft Type		N/A
Electronic Combat (EC)/Jammer Symbol Set: 01 Value: 16	Military Mission Area		N/A
Patrol Symbol Set: 01 Value: 17	Mission Area		N/A
Reconnaissance Symbol Set: 01 Value: 18	Mission Area		N/A
Trainer Symbol Set: 01 Value: 19	Mission Area		N/A
Photographic (Reconnaissance) Symbol Set: 01 Value: 20	Mission Area		N/A

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

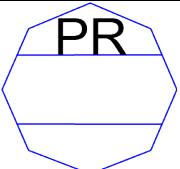
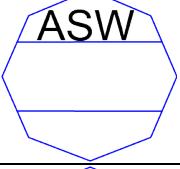
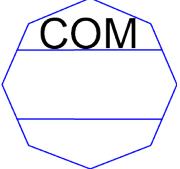
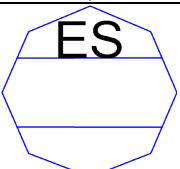
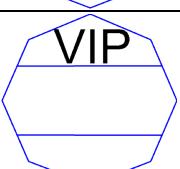
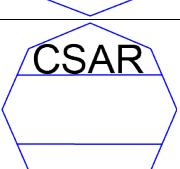
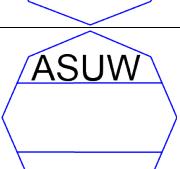
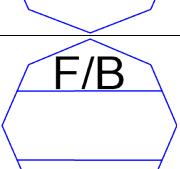
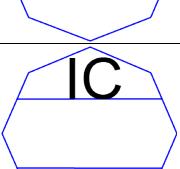
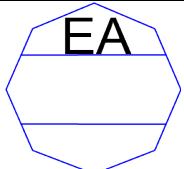
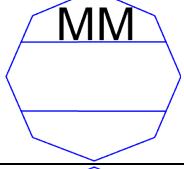
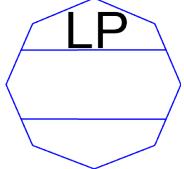
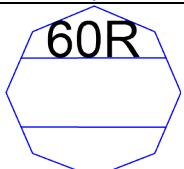
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Personnel Recovery Symbol Set: 01 Value: 21	Mission Area		N/A
Antisubmarine Warfare Symbol Set: 01 Value: 22	Military Mission Area		N/A
Communications Symbol Set: 01 Value: 23	Mission Area		N/A
Electronic Support (ES) Symbol Set: 01 Value: 24	Military Mission Area		N/A
Very Important Person (VIP) Transport Symbol Set: 01 Value: 29	Mission Area		N/A
Combat Search and Rescue (CSAR) Symbol Set: 01 Value: 30	Military Mission Area		N/A
Antisurface Warfare Symbol Set: 01 Value: 32	Military Mission Area		N/A
Fighter/Bomber Symbol Set: 01 Value: 33	Military Aircraft Type		N/A
Intensive Care Symbol Set: 01 Value: 34	Mission Area		N/A

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

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Electromagnetic Attack (EA) Symbol Set: 01 Value: 35	Military Mission Area		N/A
Multi-Mission Symbol Set: 01 Value: 36	Mission Area		N/A
ASW HELO- Lamps Symbol Set: 01 Value: 38	Mission Area		Must be paired in conjunction with rotary wing icon
ASW HELO – SH-60R Symbol Set: 01 Value: 39	Mission Area		Must be paired in conjunction with rotary wing icon

D.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 D-V lists air equipment and platform sector 2 modifiers and illustrates their placement within the bounding octagon. Additional sector 2 modifiers, where required, are included in table B-II and are accessed using the modifier extension flag.

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

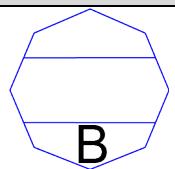
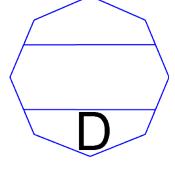
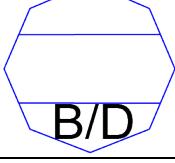
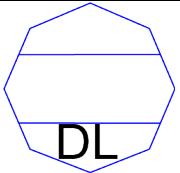
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Boom-Only Symbol Set: 01 Value: 04	Re-Fueling Capability		Used with tanker only.
Drogue-Only Symbol Set: 01 Value: 05	Re-Fueling Capability		Used with tanker only.
Boom and Drogue Symbol Set: 01 Value: 06	Re-Fueling Capability		Used with tanker only.

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

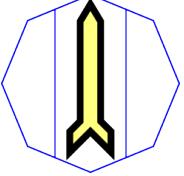
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Downlinked Symbol Set: 01 Value: 11	Track Link Availability		N/A

D.7 AIR MISSILE SYMBOLS

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

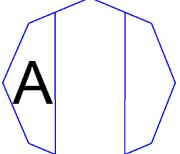
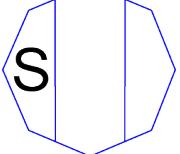
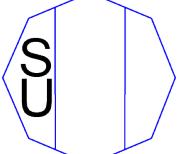
D.7.2 Air missile icons. [Table D-VI](#) depicts the lone air missile icon. The air missile icon requires the vertical bounding octagon.

TABLE D-VI. Air missile icon.

DESCRIPTION	ICON	REMARKS
Missile Type: Entity Symbol Set: 02 Value: 110000 Icon Type: Main		

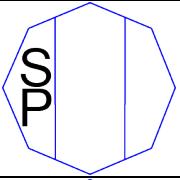
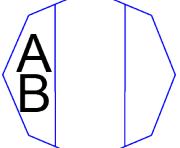
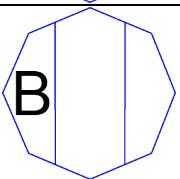
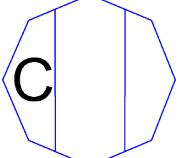
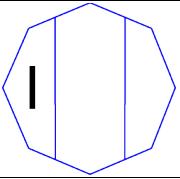
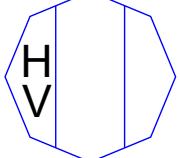
D.7.3 Air missile sector 1 modifiers. Air missile sector 1 modifiers denote launch origin or missile class categories. [Table D-VII](#) lists missile sector 1 modifiers and illustrates their placement within the bounding octagon.

TABLE D-VII. Air missile sector 1 modifiers.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Air Symbol Set: 02 Value: 01	Launch Origin		N/A
Surface Symbol Set: 02 Value: 02	Launch Origin		N/A
Subsurface Symbol Set: 02 Value: 03	Launch Origin		N/A

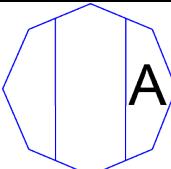
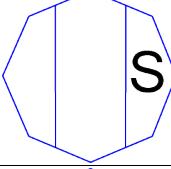
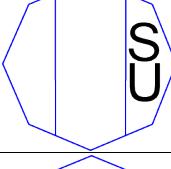
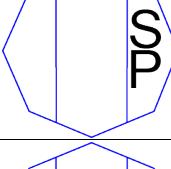
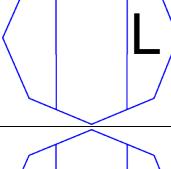
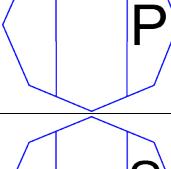
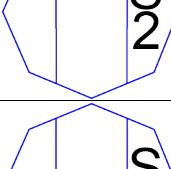
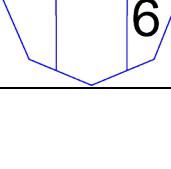
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TABLE D-VII. Air missile sector 1 modifiers- Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Space Symbol Set: 02 Value: 04	Launch Origin		N/A
Anti-Ballistic Symbol Set: 02 Value: 05	Missile Class		N/A
Ballistic Symbol Set: 02 Value: 06	Missile Class		N/A
Cruise Symbol Set: 02 Value: 07	Missile Class		N/A
Interceptor Symbol Set: 02 Value: 08	Missile Class		N/A
Hypersonic Symbol Set: 02 Value: 09	Missile Class		

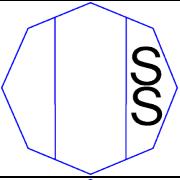
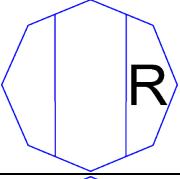
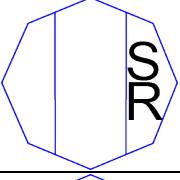
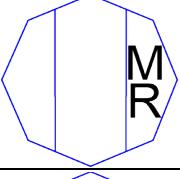
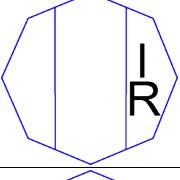
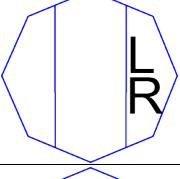
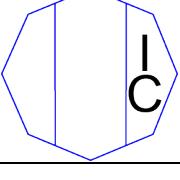
D.7.4 Air missile sector 2 modifiers. Air missile sector 2 modifiers denote projected missile destination, missile status, missile type-BMD, missile type-AAW, or missile range categories. [Table D-VIII](#) lists the missile sector 2 modifiers and illustrates their placement within the bounding octagon.

TABLE D-VIII. Air missile sector 2 modifiers.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Air Symbol Set: 02 Value: 01	Missile Destination		N/A
Surface Symbol Set: 02 Value: 02	Missile Destination		N/A
Subsurface Symbol Set: 02 Value: 03	Missile Destination		N/A
Space Symbol Set: 02 Value: 04	Missile Destination		N/A
Launched Symbol Set: 02 Value: 05	Missile Status		N/A
Patriot Symbol Set: 02 Value: 07	Missile Type-BMD		Used with INTERCEPTOR modifier 1 only.
Standard Missile – 2 (SM-2) Symbol Set: 02 Value: 08	Missile Type-AAW		Used with INTERCEPTOR modifier 1 only.
Standard Missile – 6 (SM-6) Symbol Set: 02 Value: 09	Missile Type-AAW		Used with INTERCEPTOR modifier 1 only.

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

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Evolved Sea Sparrow Missile (ESSM) Symbol Set: 02 Value: 10	Missile Type-AAW		Used with INTERCEPTOR modifier 1 only.
Rolling Airframe Missile (RAM) Symbol Set: 02 Value: 11	Missile Type-AAW		Used with INTERCEPTOR modifier 1 only.
Short Range Symbol Set: 02 Value: 12	Missile Range		1000km or less.
Medium Range Symbol Set: 02 Value: 13	Missile Range		1000km to 3500km. Typically used in reference to surface-to-air missile
Intermediate Range Symbol Set: 02 Value: 14	Missile Range		1000km to 3500km. Typically used in reference to ballistic missile
Long Range Symbol Set: 02 Value: 15	Missile Range		3500km to 5500km.
Intercontinental Symbol Set: 02 Value: 16	Missile Range		5500km or greater.

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LAND SYMBOLS

E.1 SCOPE

E.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 symbol sets. This appendix is divided into four sections (see [figure E-1](#)): 1) unit symbols (see [E.6](#)), 2) civilian unit/organization symbols (see [E.7](#)), 3) equipment symbols (see [E.8](#)) and 4) installation symbols (see [E.9](#)). The information contained herein is intended for compliance.

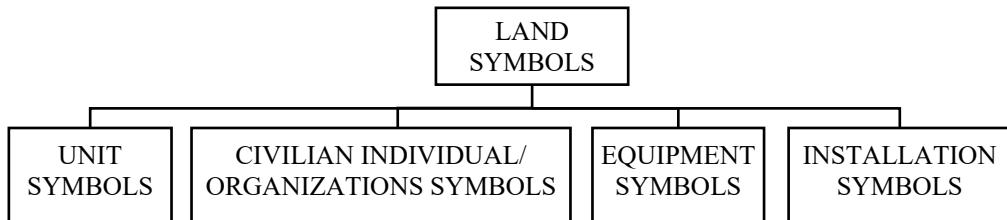


FIGURE E-1. Land appendix sections.

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

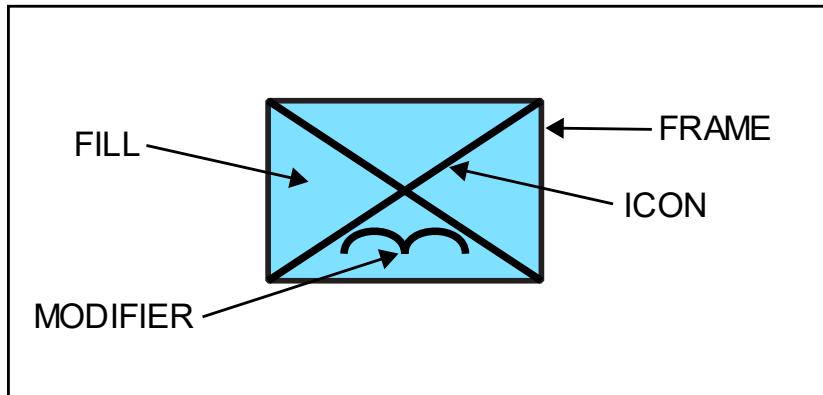
E.4.1 Organization. This appendix contains technical specifications, a symbol coding scheme, a symbology hierarchy and land symbology.

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.

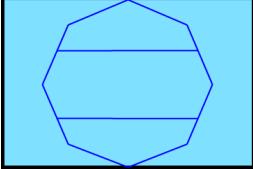
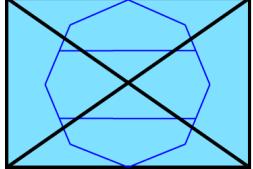
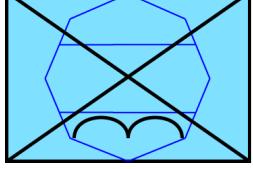
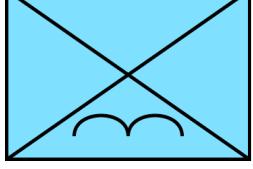
E.5.2 Symbol identification coding scheme. A symbol identification code (SIDC) is a numeric string that may be used to provide the unique identifier necessary to display or exchange symbol information between MIL-STD-2525 compliant systems. Refer to [Appendix A](#) for SIDC positions and descriptions.

E.5.3 Composition of land symbols. A standard method for constructing symbols is presented. Refer to [5.3.10](#) for an explanation of symbol composition. [Figure E-2](#) shows an example of a land unit symbol.

FIGURE E-2. Land symbol components.

E.5.3.1 Symbol building process. [Table E-I](#) depicts the symbol building process for land symbols. The process is identical for icons and modifiers requiring the vertical bounding octagon.

TABLE E-I. Land symbol building process.

STEP	DESCRIPTION	EXAMPLE
1.	Choose the frame that matches the dimension of the object from the appropriate column in tables I , II , or III and standard identity (table A-II). In this example, the dimension is land unit and the standard identity is friend. 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 was 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.”	
4.	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 E-I](#)). When depicted, modifiers shall be placed in sectors 1 or 2 as appropriate (see [table E-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. Refer to the appropriate section for the placement and description of the land symbol amplifiers for [units](#), [equipment](#), and [installations](#).

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 [5.3.7](#) for more information on amplifiers.

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 [5.3.7](#) for more information on amplifiers, including examples of dynamic amplifiers.

E.6 LAND UNIT SYMBOLS

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

E.6.2 Land unit amplifiers. The purpose of amplifier fields is to standardize the display of additional alphanumerical information that graphically describes a unit, and provides additional information on capabilities, status, location, etc. [Figure E-3](#) shows the placement of land unit symbol amplifiers around the friend symbol frame. [Table E-II](#) provides descriptions and formats of each amplifier.

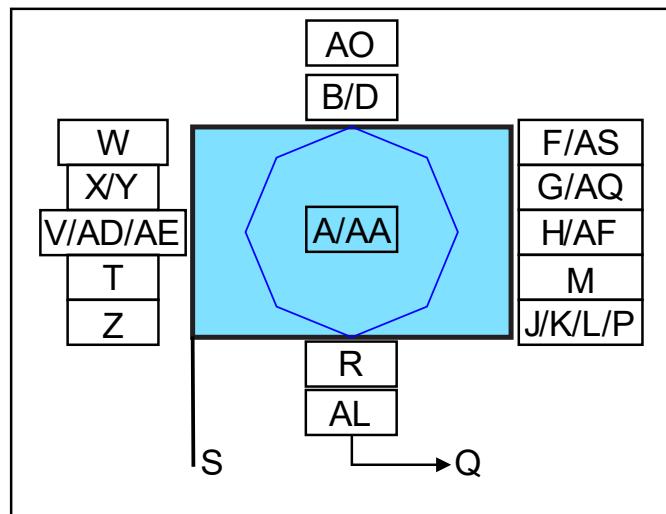


FIGURE E-3. Placement of land unit and civilian organization symbol amplifiers.

TABLE E-II. Descriptions and formats of land unit and civilian organization symbol amplifiers.

FIELD	FIELD TITLE	DESCRIPTION	FORMAT
A	Symbol Icon	The innermost part of a symbol, comprised of an icon and optional modifiers, 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 Table-VII and in the base document appendix).	
D	Task Force Indicator	A graphic amplifier that identifies a unit or an activity symbol as a task force (see 5.3.7.3 and figure 14 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	Evaluation Rating	<p>A text amplifier for units, equipment and installations that consists of a single-letter reliability rating and a single digit credibility rating: (See ATP 2-33.4)</p> <p>Reliability Ratings: A-completely reliable B-usually reliable C-fairly reliable D-not usually reliable E-unreliable F-reliability cannot be judged.</p> <p>Credibility Ratings: 1-confirmed by other sources 2-probably true 3-possibly true 4-doubtfully true 5-improbable 6-truth cannot be judged.</p>	
K	Combat Effectiveness	<p>A text amplifier for units and installations that indicates effectiveness.</p> <p>The entries are: fully operational (FO) substantially operational (SO) marginally operational (MO) not operational (NO) unknown (UNK)</p>	

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TABLE E-II. Descriptions and formats of land unit and civilian organization symbol amplifiers - Continued.

FIELD	FIELD TITLE	DESCRIPTION	FORMAT
L	Signature Equipment	A text amplifier for hostile equipment; “!” indicates detectable electronic signatures.	
M	Higher Formation	A text amplifier for units that indicates a number or title of a higher echelon command (Corps is designated by Roman numerals).	
P	IFF/SIF	A text amplifier displaying one or more IFF/SIF Identification modes and codes. Display priority: Mode 5, Mode S, Mode 2, Mode 3.	Mode 2 Prefix: 2:##### Example: 2:1234
Q	Direction of Movement Indicator	A graphic amplifier that identifies the direction of movement or intended movement of an object (see 5.3.7.9 and figure 14 in the base document).	
R	Mobility Indicator	A graphic amplifier for equipment that depicts the mobility of an object (see 5.3.7.10 , figure 14 and table III).	
S	Headquarters Staff Indicator	A graphic amplifier for units, installations and activities that identifies them as a headquarters (see figure 13 and figure 14).	
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.	
W	Date-Time Group (DTG)	An alphanumeric designator for displaying a date-time group. 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 (see 5.3.7.8).	(DDHHMMSSZMONYYYY) or “O/O” for on order
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 5.3.7.6 for content.	Measurement units shall be displayed within the string Examples: 1500MSL FL150

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TABLE E-II. Descriptions and formats of land unit and civilian organization 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 decimal minutes (or in MGRS, GARS, or other applicable display formats).	3317.0921N 04412.6332E 38SMB2649083145
Z	Speed	A text amplifier for units and equipment that displays velocity (see 5.3.7.7).	
AA	Special C2 Headquarters	A text modifier for units; the indicator is contained inside the frame. A named command such as SHAPE, PACOM, CENTCOM, joint, multinational, or coalition commands such as CJTF, JTF, and MJTF.	
AD	Platform Type	Electronic intelligence notation (ELNOT) or communications intelligence notation (CENOT)	
AE	Equipment Teardown Time	Equipment teardown time in minutes.	
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 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.	
AS	Country	A three-letter code that indicates the country of origin of the organization (<u>US</u> systems shall use GENC).	

E.6.3 Land unit icons. [Table E-III](#) depicts land unit icons. The information in gray is provided for orientation only and is not part of the icon.

TABLE E-III. Land unit icons.

DESCRIPTION	ICON	REMARKS
Command and Control Type: Entity Symbol Set: 10 Value: 110000 Icon Type: Main		Reserved for Amplifier field {AA} only. See table E-II
Broadcast Transmitter Antennae Type: Entity Type Entity: Command and Control Symbol Set: 10 Value: 110100 Icon Type: Full Octagon		N/A
Civil Affairs Type: Entity Type Entity: Command and Control Symbol Set: 10 Value: 110200 Icon Type: Main		N/A
Civil-Military Cooperation Type: Entity Type Entity: Command and Control Symbol Set: 10 Value: 110300 Icon Type: Main		N/A
Information Operations Type: Entity Type Entity: Command and Control Symbol Set: 10 Value: 110400 Icon Type: Main		N/A
Liaison Type: Entity Type Entity: Command and Control Symbol Set: 10 Value: 110500 Icon Type: Main		N/A

TABLE E-III. Land unit icons - Continued.

DESCRIPTION	ICON	REMARKS
Military Information Support Operations (MISO) Type: Entity Type Entity: Command and Control Symbol Set: 10 Value: 110600 Icon Type: Main		N/A
Broadcast Transmitter Antennae Type: Entity Subtype Entity/Entity Type: Command and Control/Military Information Support Operations (Miso) Symbol Set: 10 Value: 110601 Icon Type: Full Octagon		N/A
Radio Type: Entity Type Entity/Entity Type: Command and Control Symbol Set: 10 Value: 110700 Icon Type: Main		N/A
Radio Relay Type: Entity Type Entity/Entity Type: Command and Control Symbol Set: 10 Value: 110800 Icon Type: Main		N/A
Radio Teletype Center Type: Entity Type Entity/Entity Type: Command and Control Symbol Set: 10 Value: 110900 Icon Type: Main		N/A
Signal Type: Entity Type Entity: Command and Control Symbol Set: 10 Value: 111000 Icon Type: Full Frame		The gray box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame

TABLE E-III. Land unit icons - Continued.

DESCRIPTION	ICON	REMARKS
Signal – Radio Type: Entity Subtype Entity: Signal Symbol Set: 10 Value: 111001 Icon Type: Full Frame		The gray box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame
Signal – Radio Relay Type: Entity Subtype Entity: Signal Symbol Set: 10 Value: 111002 Icon Type: Full Frame		The gray box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame
Signal – Teletype Type: Entity Subtype Entity: Signal Symbol Set: 10 Value: 111003 Icon Type: Full Frame		The gray box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame
Signal - Video Imagery (Combat Camera) Type: Entity Subtype Entity: Signal Symbol Set: 10 Value: 111005 Icon Type: Full Frame		The gray box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame
Video Imagery (Combat Camera) Type: Entity Type Entity: Command and Control Symbol Set: 10 Value: 111200 Icon Type: Main		N/A
Space Type: Entity Type Entity: Command and Control Symbol Set: 10 Value: 111300 Icon Type: Main		N/A

TABLE E-III. Land unit icons - Continued.

DESCRIPTION	ICON	REMARKS
Special Troops Type: Entity Type Entity: Command and Control Symbol Set: 10 Value: 111400 Icon Type: Main		N/A
Multi-Domain Operations Type: Entity Type Entity: Command and Control Symbol Set: 10 Value: 111500 Icon Type: Main		N/A
Movement and Maneuver Type: Entity Symbol Set: 10 Value: 120000	N/A	Reserved for hierarchical purposes.
Air Assault with Organic Lift Type: Entity Type Entity: Movement and Maneuver Symbol Set: 10 Value: 120100 Icon Type: Full Frame		The gray 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: 10 Value: 120200 Icon Type: Main		N/A
Antitank/Antiarmor Type: Entity Type Entity: Movement and Maneuver Symbol Set: 10 Value: 120400 Icon Type: Full Frame		The gray 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/ Antitank/Antiarmor Symbol Set: 10 Value: 120401 Icon Type: Full Frame		The gray 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 E-III. Land unit icons - Continued.

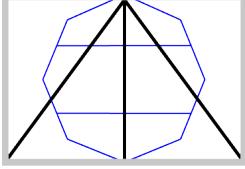
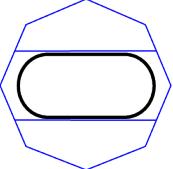
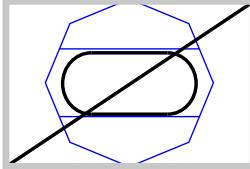
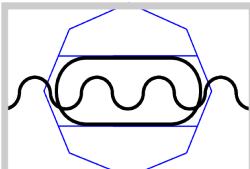
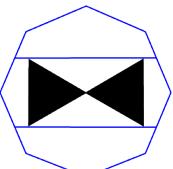
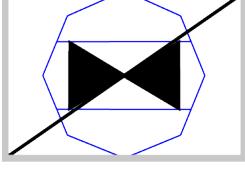
DESCRIPTION	ICON	REMARKS
Motorized Type: Entity Type Entity: Movement and Maneuver/ Antitank/Antiarmor Symbol Set: 10 Value: 120402 Icon Type: Full Frame		The gray box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
Armor/Mechanized Type: Entity Type Entity: Movement and Maneuver Symbol Set: 10 Value: 120500 Icon Type: Main		N/A
Reconnaissance/Cavalry/Scout Type: Entity Type Entity: Movement and Maneuver/Armor/Armored/ Mechanized/Self-Propelled/Tracked Symbol Set: 10 Value: 120501 Icon Type: Full Frame		The gray 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: 10 Value: 120502 Icon Type: Full Frame		The gray 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: 10 Value: 120600 Icon Type: Main		N/A
Reconnaissance Type: Entity Type Entity: Movement and Maneuver/ Army Aviation/Aviation Rotary Wing Symbol Set: 10 Value: 120601 Icon Type: Full Frame		The gray box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.

TABLE E-III. Land unit icons - Continued.

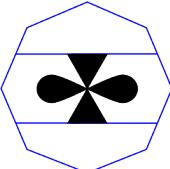
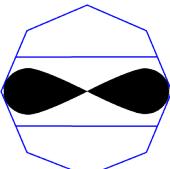
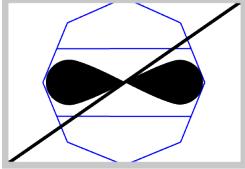
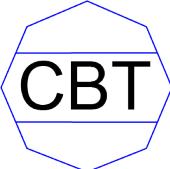
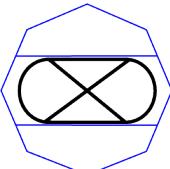
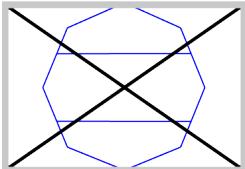
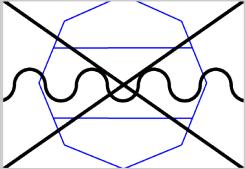
DESCRIPTION	ICON	REMARKS
Aviation Composite Type: Entity Type Entity: Movement and Maneuver Symbol Set: 10 Value: 120700 Icon Type: Main		N/A
Aviation Fixed Wing Type: Entity Type Entity: Movement and Maneuver Symbol Set: 10 Value: 120800 Icon Type: Main		N/A
Reconnaissance Type: Entity Type Entity: Movement and Maneuver/ Army Aviation/Aviation Fixed Wing Symbol Set: 10 Value: 120801 Icon Type: Full Frame		The gray 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: 10 Value: 120900 Icon Type: Main		N/A
Combined Arms Type: Entity Type Entity: Movement and Maneuver Symbol Set: 10 Value: 121000 Icon Type: Main		N/A
Infantry Type: Entity Type Entity: Movement and Maneuver Symbol Set: 10 Value: 121100 Icon Type: Full Frame		The gray 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: 10 Value: 121101 Icon Type: Full Frame		The gray box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.

TABLE E-III. Land unit icons - Continued.

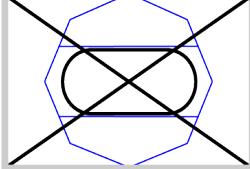
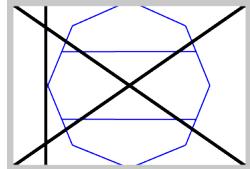
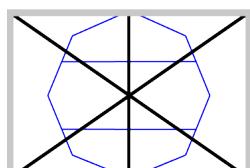
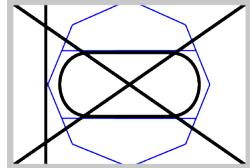
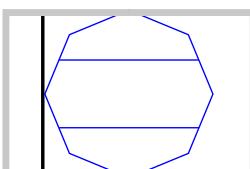
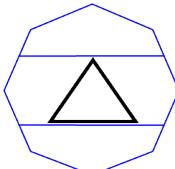
DESCRIPTION	ICON	REMARKS
Armored/Mechanized/ Tracked Type: Entity Subtype Entity/Entity Type: Movement and Maneuver/Infantry Symbol Set: 10 Value: 121102 Icon Type: Main		The gray box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
Main Gun System, Infantry Type: Entity Subtype Entity/Entity Type: Movement and Maneuver/Infantry Symbol Set: 10 Value: 121103 Icon Type: Full Frame		The gray 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: 10 Value: 121104 Icon Type: Full Frame		The gray 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: 10 Value: 121105 Icon Type: Full Frame		The gray 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: 10 Value: 121106 Icon Type: Full Frame		The gray 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: 10 Value: 121200 Icon Type: Main		N/A

TABLE E-III. Land unit icons - Continued.

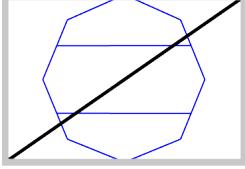
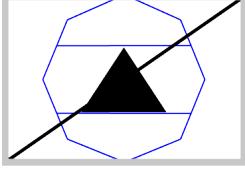
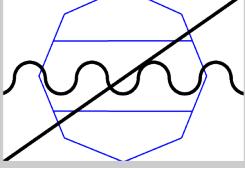
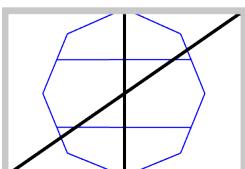
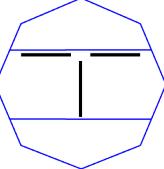
DESCRIPTION	ICON	REMARKS
Reconnaissance/Cavalry/ Scout Type: Entity Type Entity: Movement and Maneuver Symbol Set: 10 Value: 121300 Icon Type: Full Frame		The gray box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
Reconnaissance and Surveillance Type: Entity Type Entity: Movement and Maneuver/Reconnaissance/Cavalry/Scout Symbol Set: 10 Value: 121301 Icon Type: Full Frame		The gray 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: 10 Value: 121302 Icon Type: Full Frame		The gray 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: 10 Value: 121303 Icon Type: Full Frame		The gray 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: 10 Value: 121400 Icon Type: Main		N/A
Sniper Type: Entity Type Entity: Movement and Maneuver Symbol Set: 10 Value: 121500 Icon Type: Main		N/A

TABLE E-III. Land unit icons - Continued.

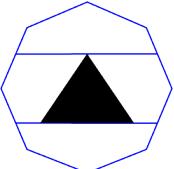
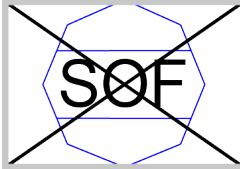
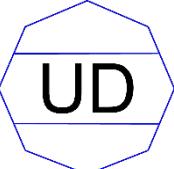
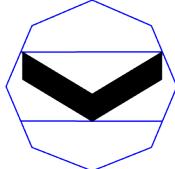
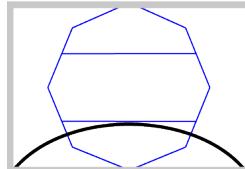
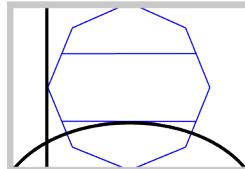
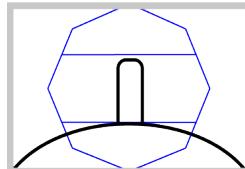
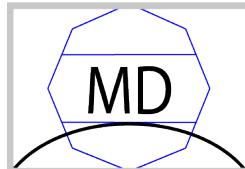
DESCRIPTION	ICON	REMARKS
Surveillance Type: Entity Type Entity: Movement and Maneuver Symbol Set: 10 Value: 121600 Icon Type: Main		N/A
Special Forces Type: Entity Type Entity: Movement and Maneuver Symbol Set: 10 Value: 121700 Icon Type: Main		N/A
Special Operations Forces (SOF) Type: Entity Type Entity: Movement and Maneuver Symbol Set: 10 Value: 121800 Icon Type: Main		N/A
Fixed Wing Miso Type: Entity Subtype Entity: Movement and Maneuver/Special Operations Forces (Sof) Symbol Set: 10 Value: 121801 Icon Type: Full Octagon		N/A
Ground Type: Entity Subtype Entity: Movement and Maneuver/Special Operations Forces (Sof) Symbol Set: 10 Value: 121802 Icon Type: Full Frame		The gray box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
Underwater Demolition Type: Entity Subtype Entity: Movement and Maneuver/Special Operations Forces (SOF) Symbol Set: 10 Value: 121805 Icon Type: Main		N/A

TABLE E-III. Land unit icons - Continued.

DESCRIPTION	ICON	REMARKS
Unmanned Aerial Systems Type: Entity Type Entity: Movement and Maneuver Symbol Set: 10 Value: 121900 Icon Type: Main		N/A
Ranger Type: Entity Type Entity: Movement and Maneuver Symbol Set: 10 Value: 122000 Icon Type: Main		N/A
Fires Type: Entity Symbol Set: 10 Value: 130000	N/A	Reserved for hierarchical purposes.
Air Defense Type: Entity Type Entity: Fires Symbol Set: 10 Value: 130100 Icon Type: Full Frame		The gray 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: Fires/Air Defense Symbol Set: 10 Value: 130101 Icon Type: Full Frame		The gray 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 Subtype Entity: Fires/Air Defense Symbol Set: 10 Value: 130102 Icon Type: Full Frame		The gray 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 and Missile Defense Type: Entity Subtype Entity: Fires/Air Defense Symbol Set: 10 Value: 130103 Icon Type: Full Frame		The gray 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 E-III. Land unit icons - Continued.

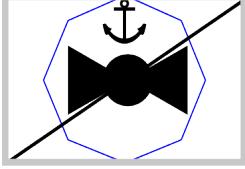
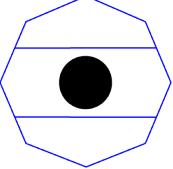
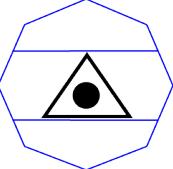
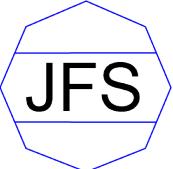
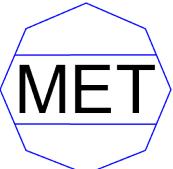
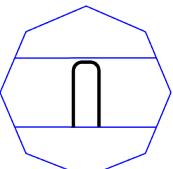
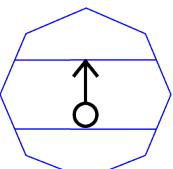
DESCRIPTION	ICON	REMARKS
Air/Land Naval Gunfire Liaison Type: Entity Type Entity: Fires Symbol Set: 10 Value: 130200 Icon Type: Full Frame		The gray box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
Field Artillery Type: Entity Type Entity: Fires Symbol Set: 10 Value: 130300 Icon Type: Main		N/A
Field Artillery Observer Type: Entity Type Entity: Fires Symbol Set: 10 Value: 130400 Icon Type: Main		N/A
Joint Fire Support Type: Entity Type Entity: Fires Symbol Set: 10 Value: 130500 Icon Type: Main		N/A
Meteorological Type: Entity Type Entity: Fires Symbol Set: 10 Value: 130600 Icon Type: Main		N/A
Missile Type: Entity Type Entity: Fires Symbol Set: 10 Value: 130700 Icon Type: Main		N/A
Mortar Type: Entity Type Entity: Fires Symbol Set: 10 Value: 130800 Icon Type: Main		N/A

TABLE E-III. Land unit icons - Continued.

DESCRIPTION	ICON	REMARKS
Self-Propelled Wheeled Type: Entity Subtype Entity/Entity Type: Fires/Mortar Symbol Set: 10 Value: 130802 Icon Type: Full Octagon		N/A
Survey Type: Entity Type Entity: Fires Symbol Set: 10 Value: 130900 Icon Type: Main		N/A
Protection Type: Entity Symbol Set: 10 Value: 140000	N/A	Reserved for hierarchical purposes.
Chemical Biological Radiological Nuclear Defense Type: Entity Type Entity: Protection Symbol Set: 10 Value: 140100 Icon Type: Main		N/A
Motorized Type: Entity Subtype Entity: Protection/Chemical Biological Radiological Nuclear Defense Symbol Set: 10 Value: 140102 Icon Type: Main		
Reconnaissance Type: Entity Subtype Entity: Protection/Chemical Biological Radiological Nuclear Defense Symbol Set: 10 Value: 140103 Icon Type: Full Frame		The gray 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 Equipped Type: Entity Subtype Entity: Protection/Chemical Biological Radiological Nuclear Defense Symbol Set: 10 Value: 140105 Icon Type: Full Frame		The gray box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.

TABLE E-III. Land unit icons - Continued.

DESCRIPTION	ICON	REMARKS
Chemical, Biological, Radiological, Nuclear, and High-Yield Explosives Type: Entity Subtype Entity: Protection/Chemical Biological Radiological Nuclear Defense Symbol Set: 10 Value: 140106 Icon Type: Main		N/A
Combat Support (Maneuver Enhancement) Type: Entity Type Entity: Protection Symbol Set: 10 Value: 140200 Icon Type: Main		N/A
Criminal Investigation Division Type: Entity Type Entity: Protection Symbol Set: 10 Value: 140300 Icon Type: Main		N/A
Diving Type: Entity Type Entity: Protection Symbol Set: 10 Value: 140400 Icon Type: Main		N/A
Dog Type: Entity Type Entity: Protection Symbol Set: 10 Value: 140500 Icon Type: Main		N/A
Drilling Type: Entity Type Entity: Protection Symbol Set: 10 Value: 140600 Icon Type: Main		N/A
Engineer Type: Entity Type Entity: Protection Symbol Set: 10 Value: 140700 Icon Type: Main		N/A

TABLE E-III. Land unit icons - Continued.

DESCRIPTION	ICON	REMARKS
Mechanized Type: Entity Subtype Entity: Protection/Engineer Symbol Set: 10 Value: 140701 Icon Type: Main		
Motorized Type: Entity Subtype Entity: Protection/Engineer Symbol Set: 10 Value: 140702 Icon Type: Full Octagon		The gray 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 Type: Entity Subtype Entity: Protection/Engineer Symbol Set: 10 Value: 140703 Icon Type: Full Frame		The gray 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: 10 Value: 140800 Icon Type: Main		N/A
Field Camp Construction Type: Entity Type Entity: Protection Symbol Set: 10 Value: 140900 Icon Type: Main+1		N/A
Fire Fighting/Fire Protection Type: Entity Type Entity: Protection Symbol Set: 10 Value: 141000 Icon Type: Main		N/A
Geospatial Support/Geospatial Information Support Type: Entity Type Entity: Protection Symbol Set: 10 Value: 141100 Icon Type: Main		N/A

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TABLE E-III. Land unit icons - Continued.

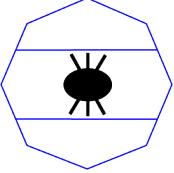
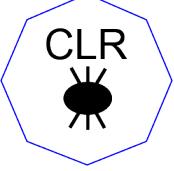
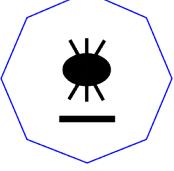
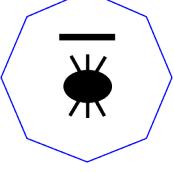
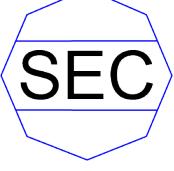
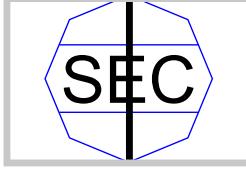
DESCRIPTION	ICON	REMARKS
Military Police Type: Entity Type Entity: Protection Symbol Set: 10 Value: 141200 Icon Type: Main		N/A
Mine Type: Entity Type Entity: Protection Symbol Set: 10 Value: 141300 Icon Type: Main		N/A
Mine Clearing Type: Entity Type Entity: Protection Symbol Set: 10 Value: 141400 Icon Type: Full Octagon		N/A
Mine Launching Type: Entity Type Entity: Protection Symbol Set: 10 Value: 141500 Icon Type: Full Octagon		N/A
Mine Laying Type: Entity Type Entity: Protection Symbol Set: 10 Value: 141600 Icon Type: Full Octagon		N/A
Security Type: Entity Type Entity: Protection Symbol Set: 10 Value: 141700 Icon Type: Main		N/A
Motorized Type: Entity Subtype Entity: Protection/Security Symbol Set: 10 Value: 141702 Icon Type: Main		The gray box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.

TABLE E-III. Land unit icons - Continued.

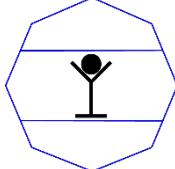
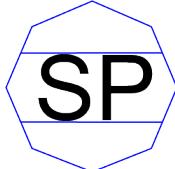
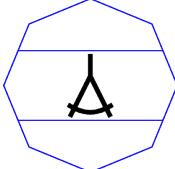
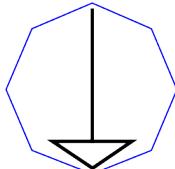
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Search and Rescue Type: Entity Type Entity: Protection Symbol Set: 10 Value: 141800 Icon Type: Main		N/A
Isolated Personnel Type: Entity Subtype Entity: Protection/Search and Rescue Symbol Set: 10 Value: 141801 Icon Type: Main		N/A
Shore Patrol/Security Police Type: Entity Type Entity: Protection Symbol Set: 10 Value: 142000 Icon Type: Main		N/A
Topographic/Geospatial Type: Entity Type Entity: Protection Symbol Set: 10 Value: 142100 Icon Type: Main		N/A
Missile Defense Type: Entity Type Entity: Protection Symbol Set: 10 Value: 142200 Icon Type: Main		N/A
Intelligence Type: Entity Symbol Set: 10 Value: 150000	N/A	Reserved for hierarchical purposes.
Analysis Type: Entity Type Entity: Intelligence Symbol Set: 10 Value: 150100 Icon Type: Full Octagon		N/A

TABLE E-III. Land unit icons - Continued.

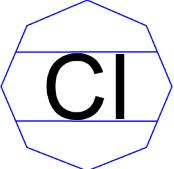
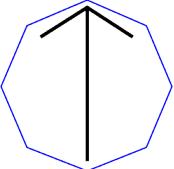
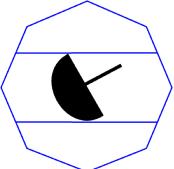
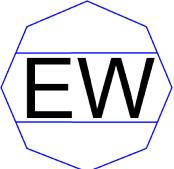
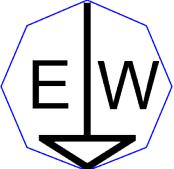
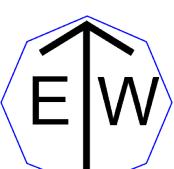
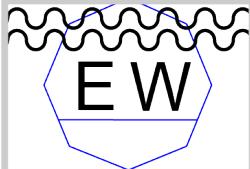
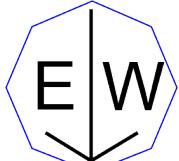
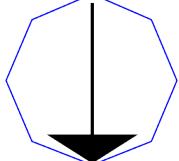
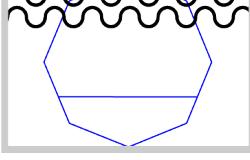
DESCRIPTION	ICON	REMARKS
Counterintelligence Type: Entity Type Entity: Intelligence Symbol Set: 10 Value: 150200 Icon Type: Main		N/A
Direction Finding Type: Entity Type Entity: Intelligence Symbol Set: 10 Value: 150300 Icon Type: Full Octagon		N/A
Electronic Ranging Type: Entity Type Entity: Intelligence Symbol Set: 10 Value: 150400 Icon Type: Main		N/A
Electromagnetic Warfare Type: Entity Type Entity: Intelligence Symbol Set: 10 Value: 150500 Icon Type: Main		N/A
Analysis Type: Entity Subtype Entity/Entity Type: Intelligence/Electromagnetic Warfare Symbol Set: 10 Value: 150501 Icon Type: Full Octagon		N/A
Direction Finding Type: Entity Subtype Entity/Entity Type: Intelligence/Electromagnetic Warfare Symbol Set: 10 Value: 150502 Icon Type: Full Octagon		N/A

TABLE E-III. Land unit icons - Continued.

DESCRIPTION	ICON	REMARKS
Intercept Type: Entity Subtype Entity/Entity Type: Intelligence/Electromagnetic Warfare Symbol Set: 10 Value: 150503 Icon Type: Full Octagon		N/A
Jamming Type: Entity Subtype Entity/Entity Type: Intelligence/Electromagnetic Warfare Symbol Set: 10 Value: 150504 Icon Type: Full Frame		The gray 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/Electromagnetic Warfare Symbol Set: 10 Value: 150505 Icon Type: Full Octagon		N/A
Intercept (Search and Recording) Type: Entity Type Entity: Intelligence Symbol Set: 10 Value: 150600 Icon Type: Full Octagon		N/A
Interrogation Type: Entity Type Entity: Intelligence Symbol Set: 10 Value: 150700 Icon Type: Main		N/A
Jamming Type: Entity Type Entity: Intelligence Symbol Set: 10 Value: 150800 Icon Type: Full Frame		The gray 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 E-III. Land unit icons - Continued.

DESCRIPTION	ICON	REMARKS
Joint Intelligence Center Type: Entity Type Entity: Intelligence Symbol Set: 10 Value: 150900 Icon Type: Main		N/A
Military Intelligence Type: Entity Type Entity: Intelligence Symbol Set: 10 Value: 151000 Icon Type: Main		N/A
Search Type: Entity Type Entity: Intelligence Symbol Set: 10 Value: 151100 Icon Type: Full Octagon		N/A
Sensor Type: Entity Type Entity: Intelligence Symbol Set: 10 Value: 151200 Icon Type: Main		N/A
Military History Type: Entity Type Entity: Intelligence Symbol Set: 10 Value: 151300 Icon Type: Main		N/A
Sustainment Type: Entity Symbol Set: 10 Value: 160000 Icon Type: Main		N/A
Administrative Type: Entity Type Entity: Sustainment Symbol Set: 10 Value: 160100 Icon Type: Main		N/A

TABLE E-III. Land unit icons - Continued.

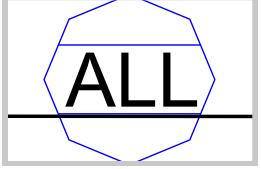
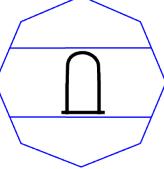
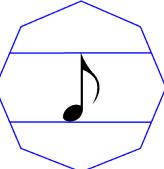
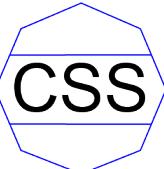
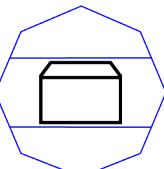
DESCRIPTION	ICON	REMARKS
All Classes of Supply Type: Entity Type Entity: Sustainment Symbol Set: 10 Value: 160200 Icon Type: Full Frame		The gray box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
Ammunition Type: Entity Type Entity: Sustainment Symbol Set: 10 Value: 160400 Icon Type: Main		N/A
Band Type: Entity Type Entity: Sustainment Symbol Set: 10 Value: 160500 Icon Type: Main		N/A
Army Music Type: Entity Subtype Entity: Sustainment/Band Symbol Set: 10 Value: 160501 Icon Type: Main		N/A
Combat Service Support Type: Entity Type Entity: Sustainment Symbol Set: 10 Value: 160600 Icon Type: Main		N/A
Finance Type: Entity Type Entity: Sustainment Symbol Set: 10 Value: 160700 Icon Type: Main		N/A
Judge Advocate General Type: Entity Type Entity: Sustainment Symbol Set: 10 Value: 160800 Icon Type: Main		N/A

TABLE E-III. Land unit icons - Continued.

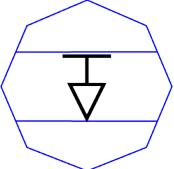
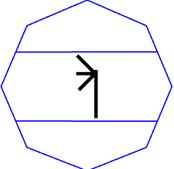
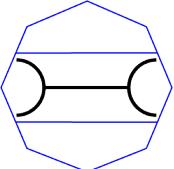
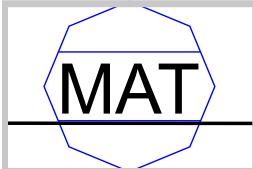
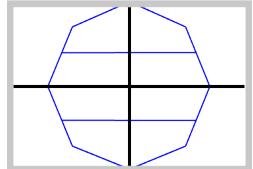
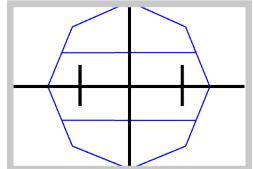
DESCRIPTION	ICON	REMARKS
Labor Type: Entity Type Entity: Sustainment Symbol Set: 10 Value: 160900 Icon Type: Main		N/A
Laundry/Bath Type: Entity Type Entity: Sustainment Symbol Set: 10 Value: 161000 Icon Type: Main		N/A
Maintenance Type: Entity Type Entity: Sustainment Symbol Set: 10 Value: 161100 Icon Type: Main		N/A
Material Type: Entity Type Entity: Sustainment Symbol Set: 10 Value: 161200 Icon Type: Full Frame		The gray 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: 10 Value: 161300 Icon Type: Full Frame		The gray 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: 10 Value: 161400 Icon Type: Full Frame		The gray 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: 10 Value: 161500 Icon Type: Main		N/A

TABLE E-III. Land unit icons - Continued.

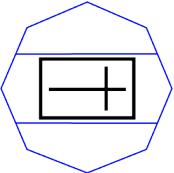
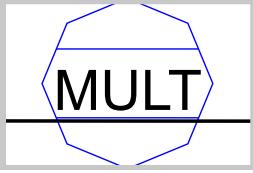
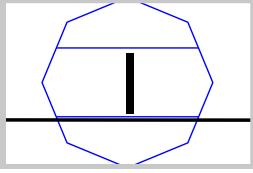
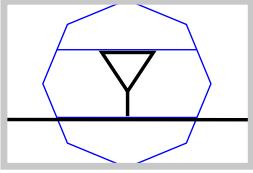
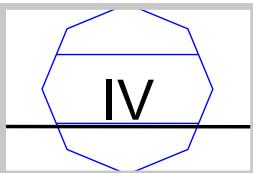
DESCRIPTION	ICON	REMARKS
Mortuary Affairs/Graves Registration Type: Entity Type Entity: Sustainment Symbol Set: 10 Value: 161600 Icon Type: Main		N/A
Multiple Classes of Supply Type: Entity Type Entity: Sustainment Symbol Set: 10 Value: 161700 Icon Type: Full Frame		The gray box is not to be drawn. It 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: 10 Value: 161800 Icon Type: Full Frame		These classes are referenced in NATO APP-06. 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 III Type: Entity Type Entity: Sustainment Symbol Set: 10 Value: 162000 Icon Type: Full Frame		These classes are referenced in NATO APP-06 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)
NATO Supply Class IV Type: Entity Type Entity: Sustainment Symbol Set: 10 Value: 162100 Icon Type: Full Frame		These classes are referenced in NATO APP-06 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.

TABLE E-III. Land unit icons - Continued.

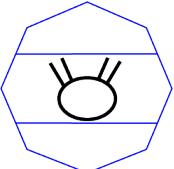
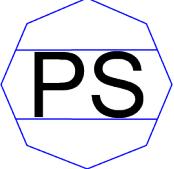
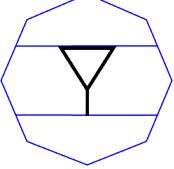
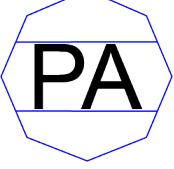
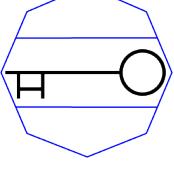
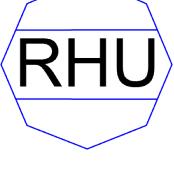
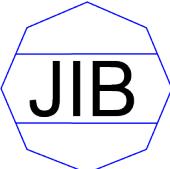
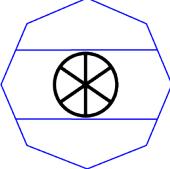
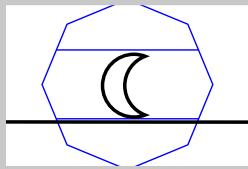
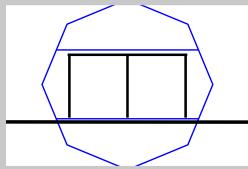
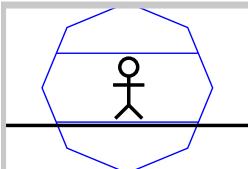
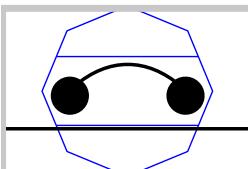
DESCRIPTION	ICON	REMARKS
Ordnance Type: Entity Type Entity: Sustainment Symbol Set: 10 Value: 162300 Icon Type: Main		N/A
Personnel Services Type: Entity Type Entity: Sustainment Symbol Set: 10 Value: 162400 Icon Type: Main		N/A
Petroleum, Oil and Lubricants Type: Entity Type Entity: Sustainment Symbol Set: 10 Value: 162500 Icon Type: Main		N/A
Public Affairs/Public Information Type: Entity Type Entity: Sustainment Symbol Set: 10 Value: 162800 Icon Type: Main		N/A
Quartermaster Type: Entity Type Entity: Sustainment Symbol Set: 10 Value: 162900 Icon Type: Main		N/A
Religious Support Type: Entity Type Entity: Sustainment Symbol Set: 10 Value: 163100 Icon Type: Main		N/A
Replacement Holding Unit Type: Entity Type Entity: Sustainment Symbol Set: 10 Value: 163200 Icon Type: Main		N/A

TABLE E-III. Land unit icons - Continued.

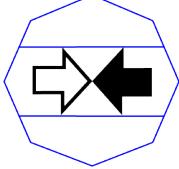
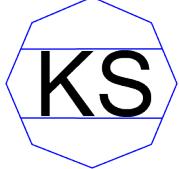
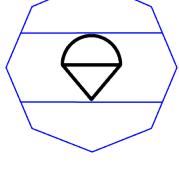
DESCRIPTION	ICON	REMARKS
Joint Information Bureau (JIB) Type: Entity Type Entity: Sustainment Symbol Set: 10 Value: 163500 Icon Type: Main		N/A
Transportation Type: Entity Type Entity: Sustainment Symbol Set: 10 Value: 163600 Icon Type: Main		N/A
Us Supply Class I Type: Entity Type Entity: Sustainment Symbol Set: 10 Value: 163700 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 IV Type: Entity Type Entity: Sustainment Symbol Set: 10 Value: 164000 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 VI Type: Entity Type Entity: Sustainment Symbol Set: 10 Value: 164200 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: 10 Value: 164300 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.

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TABLE E-III. Land unit icons - Continued.

DESCRIPTION	ICON	REMARKS
Us Supply Class VIII Type: Entity Type Entity: Sustainment Symbol Set: 10 Value: 164400 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.).)
Us Supply Class IX Type: Entity Type Entity: Sustainment Symbol Set: 10 Value: 164500 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: 10 Value: 164600 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 Purification Type: Entity Type Entity: Sustainment Symbol Set: 10 Value: 164800 Icon Type: Main		N/A
Broadcast Type: Entity Type Entity: Sustainment Symbol Set: 10 Value: 164900 Icon Type: Main		N/A

TABLE E-III. Land unit icons - Continued.

DESCRIPTION	ICON	REMARKS
Interpreter/Translator Type: Entity Type Entity: Sustainment Symbol Set: 10 Value: 165100 Icon Type: Main		N/A
Support Type: Entity Type Entity: Sustainment Symbol Set: 10 Value: 165200 Icon Type: Main		N/A
Army Field Support Type: Entity Type Entity: Sustainment Symbol Set: 10 Value: 165300 Icon Type: Main		N/A
Contracting Services Type: Entity Type Entity: Sustainment Symbol Set: 10 Value: 165400 Icon Type: Main		N/A
Parachute Rigger Type: Entity Type Entity: Sustainment Symbol Set: 10 Value: 165500 Icon Type: Main		N/A
Human Resources Type: Entity Type Entity: Sustainment Symbol Set: 10 Value: 165600 Icon Type: Main		N/A

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TABLE E-III. Land unit icons - Continued.

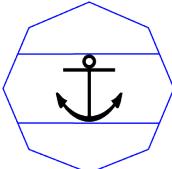
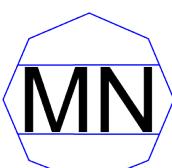
DESCRIPTION	ICON	REMARKS
Naval Type: Entity Symbol Set: 10 Value: 170000	N/A	Reserved for hierarchical purposes.
Naval Type: Entity Type Entity: Naval Symbol Set: 10 Value: 170100 Icon Type: Main		N/A
Named Headquarters Type: Entity Symbol Set: 10 Value: 180000	N/A	Reserved for hierarchical purposes.
Allied Command Europe Rapid Reaction Corps (ARRC) Type: Entity Type Entity: Named Headquarters Symbol Set: 10 Value: 180100 Icon Type: Main		N/A
Allied Command Operations Type: Entity Type Entity: Named Headquarters Symbol Set: 10 Value: 180200 Icon Type: Main		N/A
International Security Assistance Force (ISAF) Type: Entity Type Entity: Named Headquarters Symbol Set: 10 Value: 180300 Icon Type: Main		N/A
Multinational (MN) Type: Entity Type Entity: Named Headquarters Symbol Set: 10 Value: 180400 Icon Type: Main		N/A

TABLE E-III. Land unit icons - Continued.

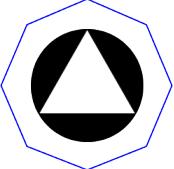
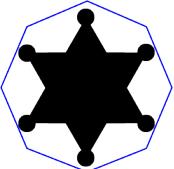
DESCRIPTION	ICON	REMARKS
Emergency Operation Type: Entity Symbol Set: 10 Value: 190000 Icon Type: Full Octagon		N/A
Law Enforcement Type: Entity Symbol Set: 10 Value: 200000 Icon Type: Full Octagon		N/A
Bureau of Alcohol, Tobacco, Firearms and Explosives (ATF) (Department of Justice) Type: Entity Type Entity: Law Enforcement Symbol Set: 10 Value: 200100 Icon Type: Main		N/A
Border Patrol Type: Entity Type Entity: Law Enforcement Symbol Set: 10 Value: 200200 Icon Type: Full Octagon		N/A
Customs Service Type: Entity Type Entity: Law Enforcement Symbol Set: 10 Value: 200300 Icon Type: Full Octagon		N/A
Drug Enforcement Administration (DEA) Type: Entity Type Entity: Law Enforcement Symbol Set: 10 Value: 200400 Icon Type: Main		N/A
Department of Justice (DOJ) Type: Entity Type Entity: Law Enforcement Symbol Set: 10 Value: 200500 Icon Type: Full Octagon		N/A

TABLE E-III. Land unit icons - Continued.

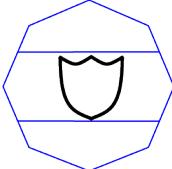
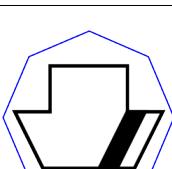
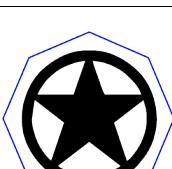
DESCRIPTION	ICON	REMARKS
Federal Bureau of Investigation (FBI) Type: Entity Type Entity: Law Enforcement Symbol Set: 10 Value: 200600 Icon Type: Main		N/A
Police Type: Entity Type Entity: Law Enforcement Symbol Set: 10 Value: 200700 Icon Type: Main		N/A
Prison Type: Entity Type Entity: Law Enforcement Symbol Set: 10 Value: 200800 Icon Type: Full Octagon		N/A
United States Secret Service (USSS) Type: Entity Type Entity: Law Enforcement Symbol Set: 10 Value: 200900 Icon Type: Main		N/A
Transportation Security Administration (TSA) Type: Entity Type Entity: Law Enforcement Symbol Set: 10 Value: 201000 Icon Type: Main		N/A
US Coast Guard Type: Entity Type Entity: Law Enforcement Symbol Set: 10 Value: 201100 Icon Type: Full Octagon		N/A
Us Marshals Service Type: Entity Type Entity: Law Enforcement Symbol Set: 10 Value: 201200 Icon Type: Full Octagon		N/A

TABLE E-III. Land unit icons - Continued.

DESCRIPTION	ICON	REMARKS
Internal Security Force Type: Entity Type Entity: Law Enforcement Symbol Set: 10 Value: 201300 Icon Type: Main		N/A
Cyber Type: Entity Symbol Set: 10 Value: 210000 Icon Type: Main		N/A

E.6.4 Land unit sector 1 modifiers. Land unit sector 1 modifiers denote mobility, capability and composite loss categories. Table E-IV lists land unit sector 1 modifiers and illustrates their placement within the bounding octagon. Additional sector 1 modifiers, where required, are included in table B-I and are accessed using the modifier extension flag.

TABLE E-IV. Land unit sector 1 modifiers.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Tactical Satellite Communications Symbol Set: 10 Value: 01	Capability		N/A
Area Symbol Set: 10 Value: 02	Capability		N/A
Biological Symbol Set: 10 Value: 04	Capability		N/A
Border Symbol Set: 10 Value: 05	Capability		N/A

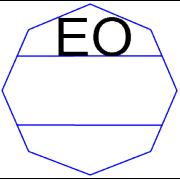
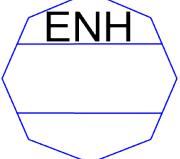
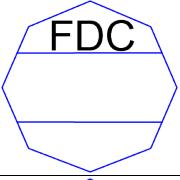
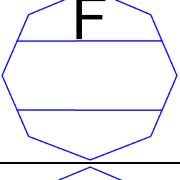
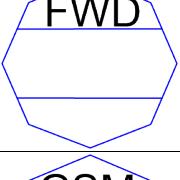
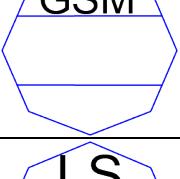
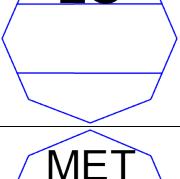
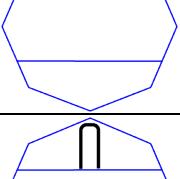
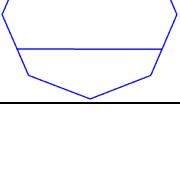
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TABLE E-IV. Land unit sector 1 modifiers – Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Communications Contingency Package Symbol Set: 10 Value: 11	Capability	The symbol is an octagon containing the letters "CCP" in a bold, sans-serif font, centered within the shape.	N/A
Construction Symbol Set: 10 Value: 12	Capability	The symbol is an octagon containing the letters "CONST" in a bold, sans-serif font, centered within the shape.	N/A
Cross Cultural Communication Symbol Set: 10 Value: 13	Capability	The symbol is an octagon containing the letters "CCC" in a bold, sans-serif font, centered within the shape.	N/A
Detention Symbol Set: 10 Value: 16	Capability	The symbol is an octagon containing the letters "DET" in a bold, sans-serif font, centered within the shape.	N/A
Direct Communications Symbol Set: 10 Value: 17	Capability	The symbol is an octagon containing two small circles connected by a double-headed arrow, centered within the shape.	N/A
Diving Symbol Set: 10 Value: 18	Capability	The symbol is an octagon containing a stylized icon of a person with arms raised, centered within the shape.	N/A
Division Symbol Set: 10 Value: 19	Capability	The symbol is an octagon containing the letters "XX" in a bold, sans-serif font, centered within the shape.	N/A
Dog Symbol Set: 10 Value: 20	Capability	The symbol is an octagon containing the letters "DOG" in a bold, sans-serif font, centered within the shape.	N/A
Drilling Symbol Set: 10 Value: 21	Capability	The symbol is an octagon containing a black rectangular block, centered within the shape.	N/A

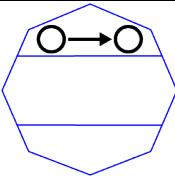
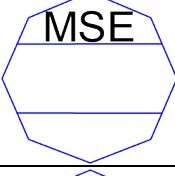
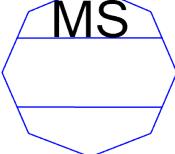
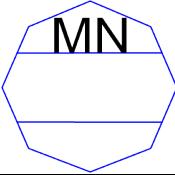
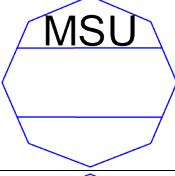
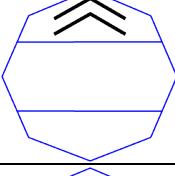
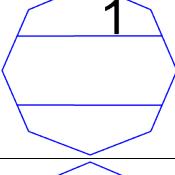
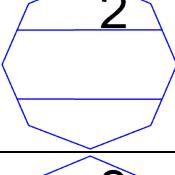
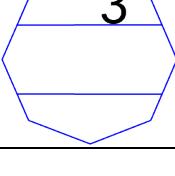
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TABLE E-IV. Land unit sector 1 modifiers – Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Electro-Optical Symbol Set: 10 Value: 22	Capability		N/A
Enhanced Symbol Set: 10 Value: 23	Capability		N/A
Fire Direction Center Symbol Set: 10 Value: 25	Capability		N/A
Force Symbol Set: 10 Value: 26	Capability		N/A
Forward Symbol Set: 10 Value: 27	Capability		N/A
Ground Station Module Symbol Set: 10 Value: 28	Capability		N/A
Landing Support Symbol Set: 10 Value: 29	Capability		N/A
Meteorological Symbol Set: 10 Value: 32	Capability		N/A
Missile Symbol Set: 10 Value: 34	Capability		N/A

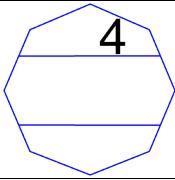
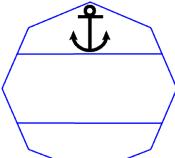
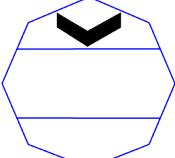
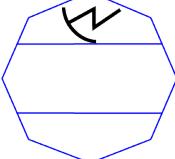
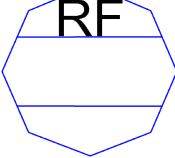
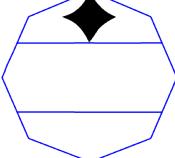
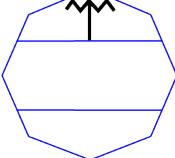
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TABLE E-IV. Land unit sector 1 modifiers – Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Mobile Advisor and Support Symbol Set: 10 Value: 35	Capability		N/A
Mobile Subscriber Equipment Symbol Set: 10 Value: 36	Capability		N/A
Mobility Support Symbol Set: 10 Value: 37	Capability		N/A
Multinational Symbol Set: 10 Value: 39	Capability		N/A
Multinational Specialized Unit Symbol Set: 10 Value: 40	Capability		N/A
Multiple Rocket Launcher Symbol Set: 10 Value: 41	Capability		N/A
NATO Medical Role 1 Symbol Set: 10 Value: 42	Capability		Modifier is offset so that the modifier is not compromised by the main sector icon.
NATO Medical Role 2 Symbol Set: 10 Value: 43	Capability		Modifier is offset so that the modifier is not compromised by the main sector icon.
NATO Medical Role 3 Symbol Set: 10 Value: 44	Capability		Modifier is offset so that the modifier is not compromised by the main sector icon.

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TABLE E-IV. Land unit sector 1 modifiers – Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
NATO Medical Role 4 Symbol Set: 10 Value: 45	Capability		Modifier is offset so that the modifier is not compromised by the main sector icon.
Naval Symbol Set: 10 Value: 46	Capability		N/A
Unmanned Aerial Systems (UAS) Symbol Set: 10 Value: 47	Capability		N/A
Operations Symbol Set: 10 Value: 49	Capability		N/A
Radar Symbol Set: 10 Value: 50	Capability		N/A
Radio Frequency Identification (RFID) Interrogator/Sensor Symbol Set: 10 Value: 51	Capability		N/A
Sensor Symbol Set: 10 Value: 55	Capability		N/A
Signal Intelligence Symbol Set: 10 Value: 57	Capability		N/A

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TABLE E-IV. Land unit sector 1 modifiers – Continued.

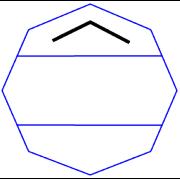
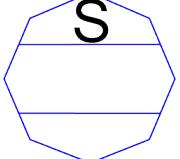
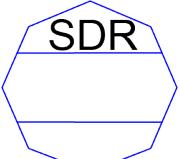
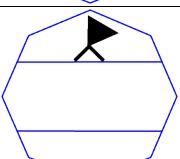
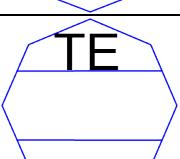
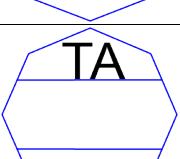
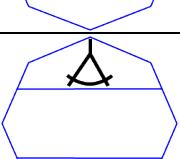
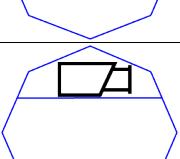
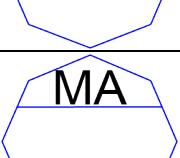
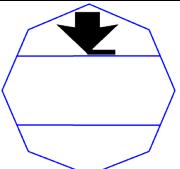
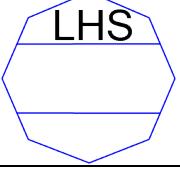
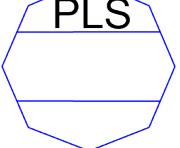
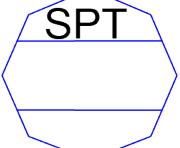
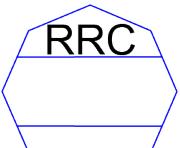
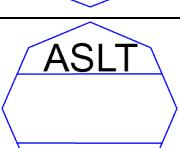
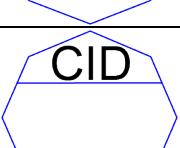
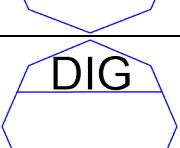
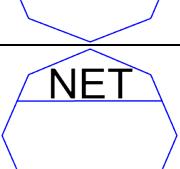
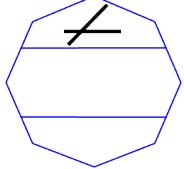
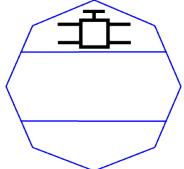
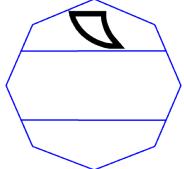
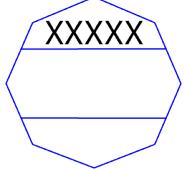
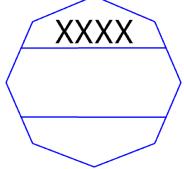
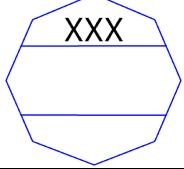
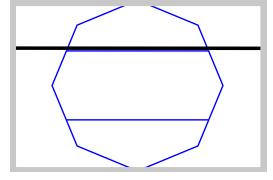
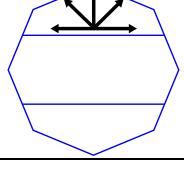
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Single Rocket Launcher Symbol Set: 10 Value: 59	Capability		N/A
Smoke Symbol Set: 10 Value: 60	Capability		N/A
Sound Ranging Symbol Set: 10 Value: 62	Capability		N/A
Survey Symbol Set: 10 Value: 65	Capability		N/A
Tactical Exploitation Symbol Set: 10 Value: 66	Capability		N/A
Target Acquisition Symbol Set: 10 Value: 67	Capability		N/A
Topographic/Geospatial Symbol Set: 10 Value: 68	Capability		N/A
Video Imagery (Combat Camera) Symbol Set: 10 Value: 70	Capability		N/A
Mobility Assault Symbol Set: 10 Value: 71	Capability		N/A

TABLE E-IV. Land unit sector 1 modifiers – Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Amphibious Warfare Ship Symbol Set: 10 Value: 72	Capability		N/A
Load Handling System Symbol Set: 10 Value: 73	Capability		N/A
Palletized Load System Symbol Set: 10 Value: 74	Capability		N/A
Support Symbol Set: 10 Value: 77	Capability		N/A
Route, Reconnaissance, and Clearance Symbol Set: 10 Value: 79	Capability		N/A
Assault Symbol Set: 10 Value: 84	Capability		N/A
Criminal Investigation Division Symbol Set: 10 Value: 86	Capability		N/A
Digital Symbol Set: 10 Value: 87	Capability		N/A
Network or Network Operations Symbol Set: 10 Value: 88	Capability		N/A

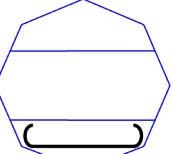
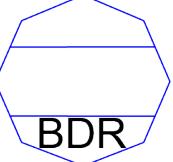
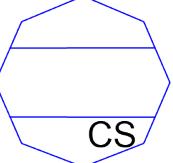
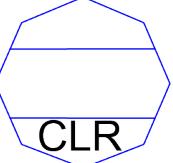
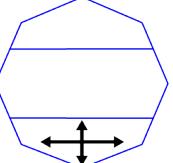
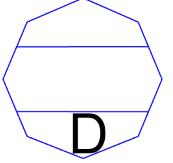
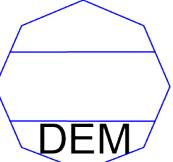
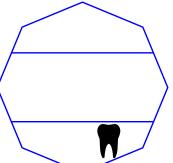
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TABLE E-IV. Land unit sector 1 modifiers – Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Airfield, Aerial Port of Debarkation, or Aerial Port of Embarkation Symbol Set: 10 Value: 89	Capability		N/A
Pipeline Symbol Set: 10 Value: 90	Capability		N/A
Postal Symbol Set: 10 Value: 91	Capability		N/A
Theater Symbol Set: 10 Value: 94	Capability		N/A
Army or Theater Army Symbol Set: 10 Value: 95	Capability		N/A
Corps Symbol Set: 10 Value: 96	Capability		N/A
Headquarters or Headquarters Staff Element Symbol Set: 10 Value: 98	Capability		The gray box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
Multi-Domain Operations Symbol Set: 10 Value: 99	Capability		N/A

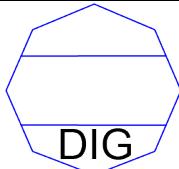
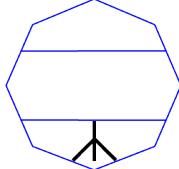
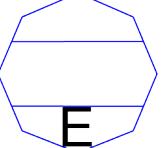
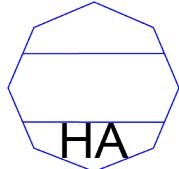
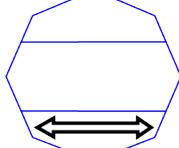
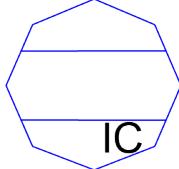
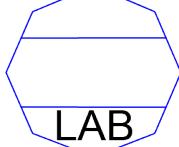
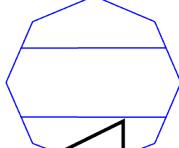
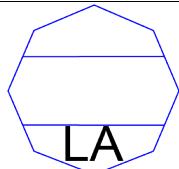
E.6.5 Land unit sector 2 modifiers. Land unit sector 2 modifiers denote close range and control, mobility and capability categories. [Table E-V](#) lists land unit sector 2 modifiers and illustrates their placement within the bounding octagon. Additional sector 2 modifiers, where required, are included in [table B-II](#) and are accessed using the modifier extension flag.

TABLE E-V. Land unit sector 2 modifiers.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Arctic Symbol Set: 10 Value: 02	Mobility		N/A
Battle Damage Repair Symbol Set: 10 Value: 03	Capability		N/A
Casualty Staging Symbol Set: 10 Value: 05	Capability		Modifier is offset so that the modifier is not compromised by the main sector icon.
Clearing Symbol Set: 10 Value: 06	Capability		N/A
Control Symbol Set: 10 Value: 08	Capability		N/A
Decontamination Symbol Set: 10 Value: 09	Capability		N/A
Demolition Symbol Set: 10 Value: 10	Capability		N/A
Dental Symbol Set: 10 Value: 11	Capability		Modifier is offset so that the modifier is not compromised by the main sector icon.

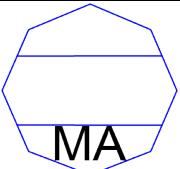
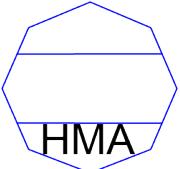
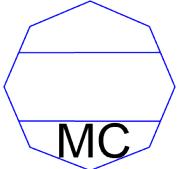
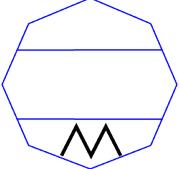
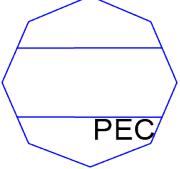
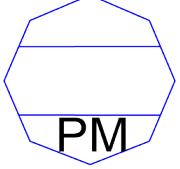
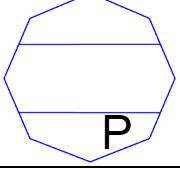
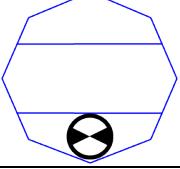
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TABLE E-V. Land unit sector 2 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Digital Symbol Set: 10 Value: 12	Capability		N/A
Enhanced Position Location Reporting System (EPLRS) Symbol Set: 10 Value: 13	Capability		N/A
Equipment Symbol Set: 10 Value: 14	Capability		APP-06
High Altitude Symbol Set: 10 Value: 16	Capability		N/A
Intermodal Symbol Set: 10 Value: 17	Capability		N/A
Intensive Care Symbol Set: 10 Value: 18	Capability		Modifier is offset so that the modifier is not compromised by the main sector icon.
Laboratory Symbol Set: 10 Value: 20	Capability		N/A
Launcher Symbol Set: 10 Value: 21	Capability		N/A
Low Altitude Symbol Set: 10 Value: 23	Capability		N/A

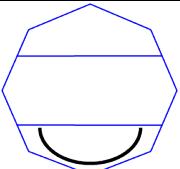
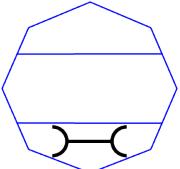
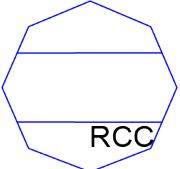
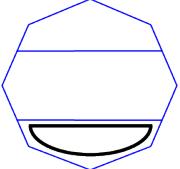
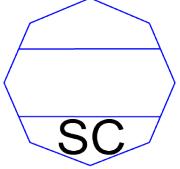
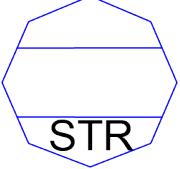
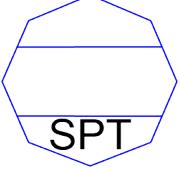
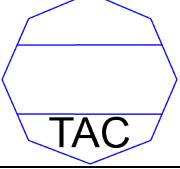
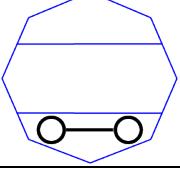
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TABLE E-V. Land unit sector 2 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Medium Altitude Symbol Set: 10 Value: 25	Capability	 MA	N/A
High to Medium Altitude Symbol Set: 10 Value: 28	Capability	 HMA	N/A
Multi-Channel Symbol Set: 10 Value: 29	Capability	 MC	N/A
Optical (Flash) Symbol Set: 10 Value: 30	Capability	 OPT	N/A
Pack Animal Symbol Set: 10 Value: 31	Capability	 AA	N/A
Patient Evacuation Coordination Symbol Set: 10 Value: 32	Capability	 PEC	Modifier is offset so that the modifier is not compromised by the main sector icon.
Preventive Maintenance Symbol Set: 10 Value: 33	Capability	 PM	N/A
Psychological Symbol Set: 10 Value: 34	Capability	 P	Modifier is offset so that the modifier is not compromised by the main sector icon.
Radio Relay Line of Sight Symbol Set: 10 Value: 35	Capability	 RLS	N/A

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TABLE E-V. Land unit sector 2 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Recovery (Unmanned Systems) Symbol Set: 10 Value: 37	Capability		N/A
Recovery (Maintenance) Symbol Set: 10 Value: 38	Capability		N/A
Rescue Coordination Center Symbol Set: 10 Value: 39	Capability		Modifier is offset so that the modifier is not compromised by the main sector icon.
Riverine Symbol Set: 10 Value: 40	Mobility		N/A
Single Channel Symbol Set: 10 Value: 41	Capability		N/A
Strategic Symbol Set: 10 Value: 44	Capability		N/A
Support Symbol Set: 10 Value: 45	Capability		N/A
Tactical Symbol Set: 10 Value: 46	Capability		N/A
Towed Symbol Set: 10 Value: 47	Mobility		N/A

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TABLE E-V. Land unit sector 2 modifiers - Continued.

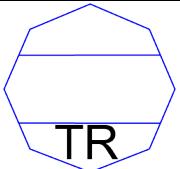
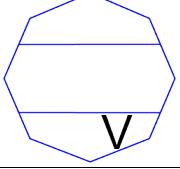
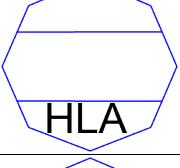
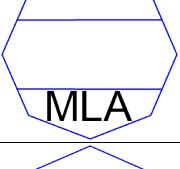
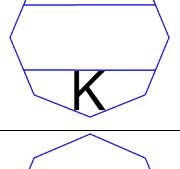
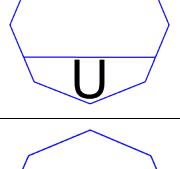
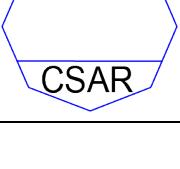
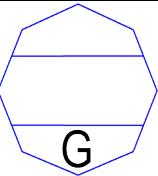
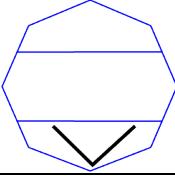
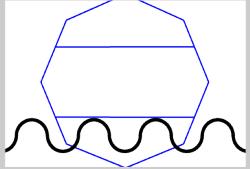
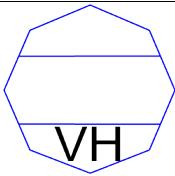
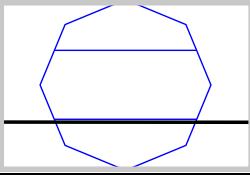
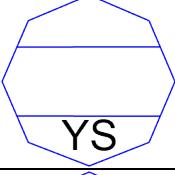
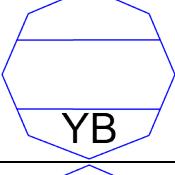
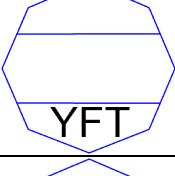
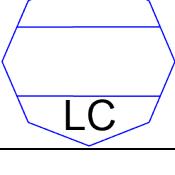
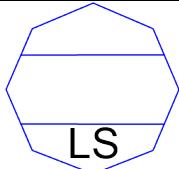
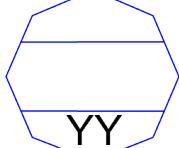
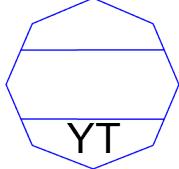
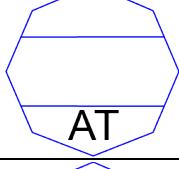
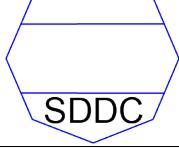
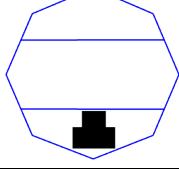
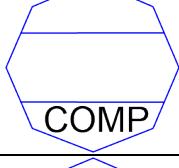
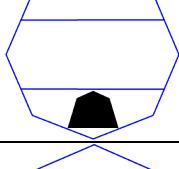
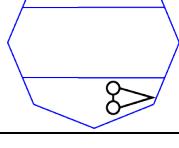
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Troop Symbol Set: 10 Value: 48	Capability		N/A
Vertical or Short Take-Off and Landing (VTOL/VSTOL) Symbol Set: 10 Value: 49	Mobility		N/A
Veterinary Symbol Set: 10 Value: 50	Capability		Modifier is offset so that the modifier is not compromised by the main sector icon.
High to Low Altitude Symbol Set: 10 Value: 52	Capability		N/A
Medium to Low Altitude Symbol Set: 10 Value: 53	Capability		N/A
Refuel Symbol Set: 10 Value: 55	Capability		N/A
Utility Symbol Set: 10 Value: 56	Capability		N/A
Combat Search and Rescue Symbol Set: 10 Value: 57	Capability		N/A

TABLE E-V. Land unit sector 2 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Guerrilla Symbol Set: 10 Value: 58	Capability		N/A
Air Assault Symbol Set: 10 Value: 59	Mobility		N/A
Amphibious Symbol Set: 10 Value: 60	Mobility		The gray box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
Very Heavy Symbol Set: 10 Value: 61	Capability		N/A
Supply Symbol Set: 10 Value: 62	Capability		The gray box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
Barge, Self-Propelled Symbol Set: 10 Value: 64	Mobility		N/A
Barge, Not Self-Propelled Symbol Set: 10 Value: 65	Mobility		N/A
Launch Symbol Set: 10 Value: 66	Mobility		N/A
Landing Craft Symbol Set: 10 Value: 67	Mobility		N/A

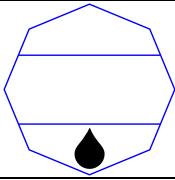
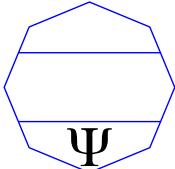
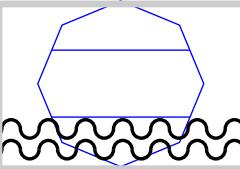
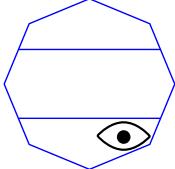
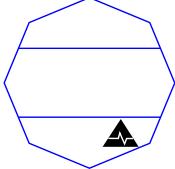
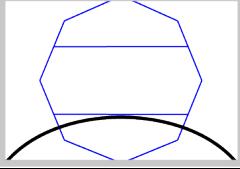
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TABLE E-V. Land unit sector 2 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Landing Ship Symbol Set: 10 Value: 68	Mobility		N/A
Service Craft/Yard Symbol Set: 10 Value: 69	Mobility		N/A
Tug Harbor Symbol Set: 10 Value: 70	Mobility		N/A
Ocean Going Tug Boat Symbol Set: 10 Value: 71	Mobility		N/A
Surface Deployment and Distribution Command Symbol Set: 10 Value: 72	Capability		N/A
Noncombatant Generic Vessel Symbol Set: 10 Value: 73	Mobility		N/A
Composite Symbol Set: 10 Value: 74	Capability		N/A
Shelter Symbol Set: 10 Value: 75	Capability		N/A
Surgical Symbol Set: 10 Value: 81	Capability		N/A

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TABLE E-V. Land unit sector 2 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Blood Symbol Set: 10 Value: 82	Capability		N/A
Combat and Operational Stress Control Symbol Set: 10 Value: 83	Capability		N/A
Jamming Symbol Set: 10 Value: 84	Capability		The gray box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
Optometry Symbol Set: 10 Value: 86	Capability		N/A
Preventive Medicine Symbol Set: 10 Value: 87	Capability		N/A
Air Defense Symbol Set: 10 Value: 89	Capability		The gray box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.

E.7 LAND CIVILIAN INDIVIDUALS/ORGANIZATION SYMBOLS

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

E.7.2 Land civilian individuals/organization icons. [Table E-VI](#) depicts land civilian unit icons.

TABLE E-VI. Land civilian individuals/organization icons.

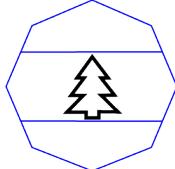
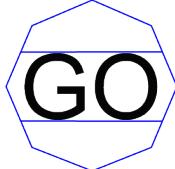
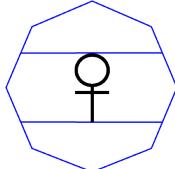
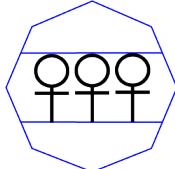
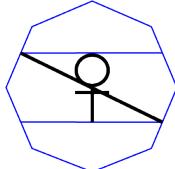
DESCRIPTION	ICON	REMARKS
Civilian Type: Entity Symbol Set: 11 Value: 110000 Icon Type: Main	N/A	Reserved for hierarchical purposes.
Environmental Protection Type: Entity Type Entity: Civilian Symbol Set: 11 Value: 110100 Icon Type: Main		N/A
Government Organization Type: Entity Type Entity: Civilian Symbol Set: 11 Value: 110200 Icon Type: Main		N/A
Individual Type: Entity Type Entity: Civilian Symbol Set: 11 Value: 110300 Icon Type: Main		N/A
Organization or Group Type: Entity Type Entity: Civilian Symbol Set: 11 Value: 110400 Icon Type: Main		N/A
Killing Victim Type: Entity Type Entity: Civilian Symbol Set: 11 Value: 110500 Icon Type: Main		N/A

TABLE E-VI. Land civilian individuals/organization icons - Continued.

DESCRIPTION	ICON	REMARKS
Killing Victims Type: Entity Type Entity: Civilian Symbol Set: 11 Value: 110600 Icon Type: Main		N/A
Victim of an Attempted Killing Type: Entity Type Entity: Civilian Symbol Set: 11 Value: 110700 Icon Type: Main		N/A
Spy Type: Entity Type Entity: Civilian Symbol Set: 11 Value: 110800 Icon Type: Main		N/A
Composite Loss Type: Entity Type Entity: Civilian Symbol Set: 11 Value: 110900 Icon Type: Main		N/A
Emergency Medical Operation Type: Entity Type Entity: Civilian Symbol Set: 11 Value: 111000 Icon Type: Full Octagon		N/A

E.7.3 Land civilian unit/organization sector 1 modifiers. Land civilian unit sector 1 modifiers denote crime and organization categories. [Table E-VII](#) lists land civilian unit sector 1 modifiers and illustrates their placement within the bounding octagon. Additional sector 1 modifiers, where required, are included in [table B-I](#) and are accessed using the modifier extension flag.

TABLE E-VII. Land civilian unit/organization sector 1 modifiers.

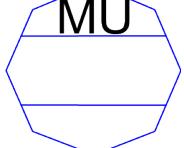
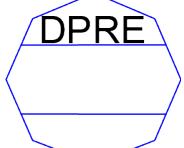
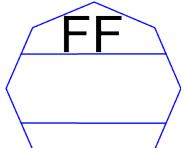
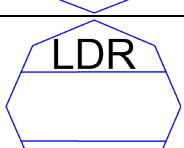
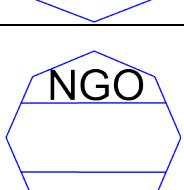
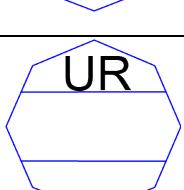
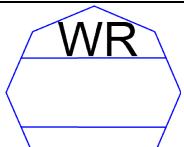
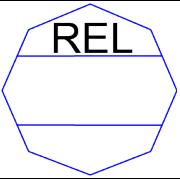
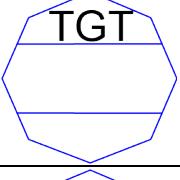
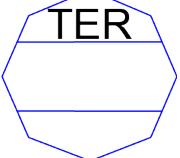
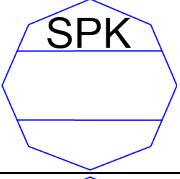
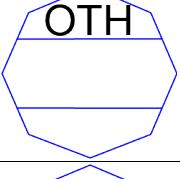
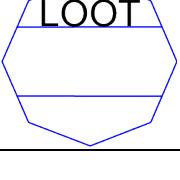
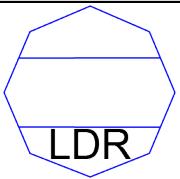
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Murder Victims Symbol Set: 11 Value: 03	Crime		N/A
Displaced Person(s), Refugee(s) and Evacuee(s) Symbol Set: 11 Value: 09	Organization		N/A
Foreign Fighter(s) Symbol Set: 11 Value: 10	Organization		N/A
Gang Member or Gang Symbol Set: 11 Value: 11	Organization		N/A
Leader or Leadership Symbol Set: 11 Value: 13	Organization		N/A
Nongovernmental Organization Member or Nongovernmental Organization Symbol Set: 11 Value: 14	Organization		N/A
Unwilling/Coerced Recruit Symbol Set: 11 Value: 15	Organization		N/A
Willing Recruit Symbol Set: 11 Value: 16	Organization		N/A

TABLE E-VII. Land civilian unit/organization sector 1 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Religious or Religious Organization Symbol Set: 11 Value: 17	Organization		N/A
Targeted Individual or Organization Symbol Set: 11 Value: 18	Organization		N/A
Terrorist or Terrorist Organization Symbol Set: 11 Value: 19	Organization		N/A
Speaker Symbol Set: 11 Value: 20	Organization		N/A
Other Symbol Set: 11 Value: 23	Composite Loss		N/A
Loot Symbol Set: 11 Value: 24	Crime		N/A

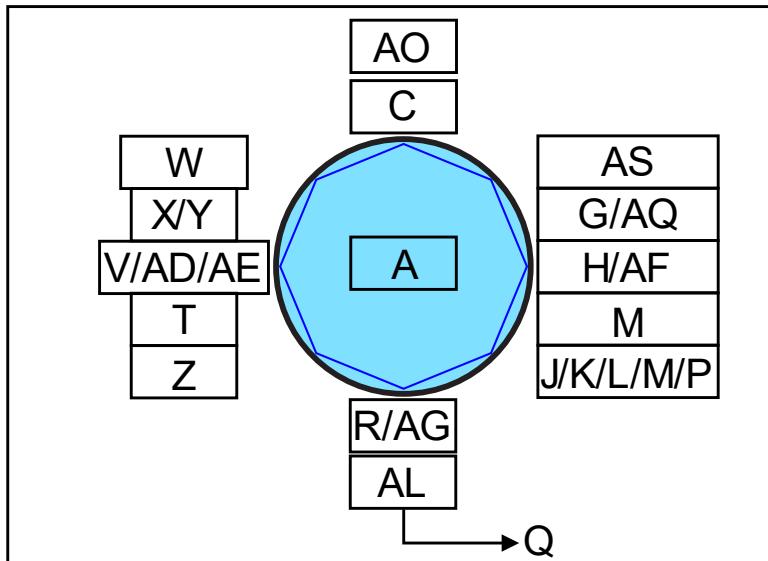
E.7.4 Land civilian unit sector 2 modifiers. Land civilian unit sector 2 modifiers denote organization category. [Table E-VIII](#) lists the land civilian unit sector 2 modifiers and illustrates their placement within the bounding octagon. Additional sector 2 modifiers, where required, are included in [table B-II](#) and are accessed using the modifier extension flag.

TABLE E-VIII. Land civilian unit/organization sector 2 modifiers.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Leader or Leadership Symbol Set: 11 Value: 01	Organization		N/A

E.8 LAND EQUIPMENT SYMBOLS

E.8.1 Land equipment symbols. This section includes the lists of icons and modifiers for building land equipment symbols. [Figure E-4](#) shows the placement of land equipment symbol amplifiers around the friend symbol frame. [Table E-IX](#) provides descriptions and formats of each amplifier.



[FIGURE E-4. Placement of land equipment symbol amplifiers.](#)

[TABLE E-IX. Descriptions and formats of land equipment symbol amplifiers.](#)

FIELD	FIELD TITLE	DESCRIPTION	FORMAT
A	Symbol Icon	The innermost part of a symbol, comprised of an icon and optional modifiers, that represents a joint military object (see 5.3.4).	
C	Quantity	A text amplifier in an equipment symbol that identifies the number of items present.	
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.	

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TABLE E-IX. Descriptions and formats of land equipment symbol amplifiers - Continued.

FIELD	FIELD TITLE	DESCRIPTION	FORMAT
J	Evaluation Rating	<p>A text amplifier for units, equipment and installations that consists of a single-letter reliability rating and a single digit credibility rating: (See ATP 2-33.4)</p> <p>Reliability Ratings: A-completely reliable B-usually reliable C-fairly reliable D-not usually reliable E-unreliable F-reliability cannot be judged.</p> <p>Credibility Ratings: 1-confirmed by other sources 2-probably true 3-possibly true 4-doubtfully true 5-improbable 6-truth cannot be judged.</p>	
K	Combat Effectiveness	<p>A text amplifier for units and installations that indicates effectiveness. The entries are:</p> <ul style="list-style-type: none"> fully operational (FO) substantially operational (SO) marginally operational (MO) not operational (NO) unknown (UNK) 	
L	Signature Equipment	<p>A text amplifier for hostile equipment; “!” indicates detectable electronic signatures.</p>	
M	Higher Formation	<p>A text amplifier for units that indicates number or title of higher echelon command (Corps is designated by Roman numerals).</p>	
P	IFF/SIF	<p>A text amplifier displaying one or more IFF/SIF Identification modes and codes.</p> <p>Display priority: Mode 5, Mode S, Mode 2, Mode 3.</p>	Mode 2 Prefix: 2:##### Example: 2:1234
Q	Direction of Movement Indicator	<p>A graphic amplifier that identifies the direction of movement or intended movement of an object (see 5.3.7.9 and figure 14).</p>	
R	Mobility Indicator	<p>A graphic amplifier for equipment that depicts the mobility of an object (see 5.3.7.10, figure 14 and table III).</p>	
T	Unique Designation (Track Number)	<p>A text amplifier for units, equipment and installations that uniquely identifies a particular symbol or track number.</p>	Prefix = TN:##### Example: TN:13579
V	Type	<p>A text amplifier for equipment that indicates types of equipment.</p>	

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TABLE E-IX. Descriptions and formats of land equipment symbol amplifiers - Continued.

FIELD	FIELD TITLE	DESCRIPTION	FORMAT
W	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 (see 5.3.7.8).	
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 5.3.7.6 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 decimal minutes (or in MGRS, GARS, or other applicable display formats).	3317.0921N 04412.6332E 38SMB2649083145
Z	Speed	A text amplifier for units and equipment that displays velocity (see 5.3.7.7).	
AD	Platform Type	Electronic intelligence notation (ELNOT) or communications intelligence notation (CENOT)	
AE	Equipment Teardown Time	Equipment teardown time in minutes.	
AF	Common Identifier	Example: “Hawk” for Hawk SAM system.	
AG	Auxiliary Equipment Indicator	Towed sonar array indicator: A graphic amplifier for equipment that indicates the presence of a towed sonar array (see 5.3.7.11 , and figure 14).	
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

TABLE E-IX. Descriptions and formats of land equipment symbol amplifiers - Continued.

FIELD	FIELD TITLE	DESCRIPTION	FORMAT
AO	Engagement Bar	A graphic amplifier placed immediately atop the symbol. May denote: 1) local/remote status 2) engagement status 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.	
AS	Country	A three-letter code that indicates the country of origin of the organization (US systems shall use GENC).	

E.8.2 Land equipment icons. [Table E-X](#) depicts land equipment icons.

TABLE E-X. Land equipment icons.

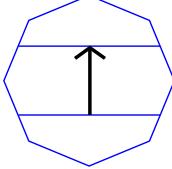
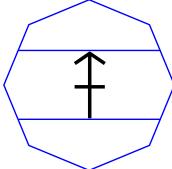
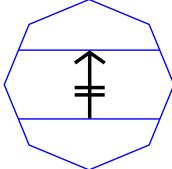
DESCRIPTION	ICON	REMARKS
Weapon/Weapon System Type: Entity Symbol Set: 15 Value: 110000 Icon Type: Full Octagon	N/A	Reserved for hierarchical purposes.
Rifle Type: Entity Type Entity: Weapon/Weapon System Symbol Set: 15 Value: 110100 Icon Type: Full Octagon		N/A
Single Shot Rifle Type: Entity Subtype Entity/Entity Type: Weapon/Weapon System/Rifle Symbol Set: 15 Value: 110101 Icon Type: Full Octagon		N/A
Semiautomatic Rifle Type: Entity Subtype Entity/Entity Type: Weapon/Weapon System/Rifle Symbol Set: 15 Value: 110102 Icon Type: Main		N/A

TABLE E-X. Land equipment icons - Continued.

DESCRIPTION	ICON	REMARKS
Automatic Rifle Type: Entity Subtype Entity/Entity Type: Weapon/Weapon System/Rifle Symbol Set: 15 Value: 110103 Icon Type: Main		N/A
Machine Gun Type: Entity Type Entity: Weapon/Weapon System Symbol Set: 15 Value: 110200 Icon Type: Main		N/A
Machine Gun – Light Type: Entity Subtype Entity/Entity Type: Weapon/Weapon System/Machine Gun Symbol Set: 15 Value: 110201 Icon Type: Main		N/A
Machine Gun – Medium Type: Entity Subtype Entity/Entity Type: Weapon/Weapon System/Machine Gun Symbol Set: 15 Value: 110202 Icon Type: Main		N/A
Machine Gun – Heavy Type: Entity Subtype Entity/Entity Type: Weapon/Weapon System/Machine Gun Symbol Set: 15 Value: 110203 Icon Type: Main		N/A
Grenade Launcher Type: Entity Type Entity/Entity Type: Weapon/Weapon System/Grenade Launcher Symbol Set: 15 Value: 110300 Icon Type: Main		N/A

TABLE E-X. Land equipment icons - Continued.

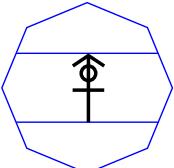
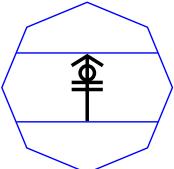
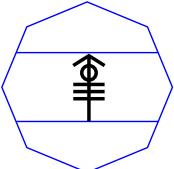
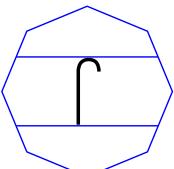
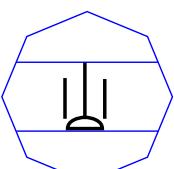
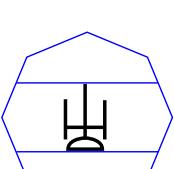
DESCRIPTION	ICON	REMARKS
Grenade Launcher – Light Type: Entity Subtype Entity/Entity Type: Weapon/Weapon System/Grenade Launcher Symbol Set: 15 Value: 110301 Icon Type: Main		N/A
Grenade Launcher – Medium Type: Entity Subtype Entity/Entity Type: Weapon/Weapon System/Grenade Launcher Symbol Set: 15 Value: 110302 Icon Type: Main		N/A
Grenade Launcher – Heavy Type: Entity Subtype Entity/Entity Type: Weapon/Weapon System/Grenade Launcher Symbol Set: 15 Value: 110303 Icon Type: Main		N/A
Flame Thrower Type: Entity Type Entity: Weapon/Weapon System Symbol Set: 15 Value: 110400 Icon Type: Main		N/A
Air Defense Gun Type: Entity Type Entity/Entity Type: Weapon/Weapon System/Gun Symbol Set: 15 Value: 110500 Icon Type: Main		N/A
Air Defense Gun – Light Type: Entity Subtype Entity/Entity Type: Weapon/Weapon System/Air Defense Gun Symbol Set: 15 Value: 110501 Icon Type: Main		N/A

TABLE E-X. Land equipment icons - Continued.

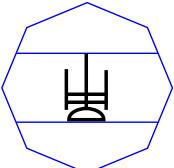
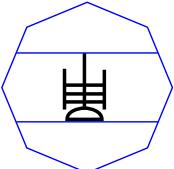
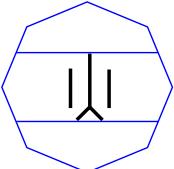
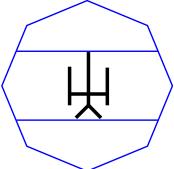
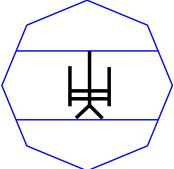
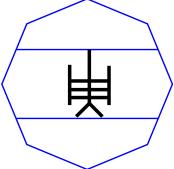
DESCRIPTION	ICON	REMARKS
Air Defense Gun – Medium Type: Entity Subtype Entity/Entity Type: Weapon/Weapon System/Air Defense Gun Symbol Set: 15 Value: 110502 Icon Type: Main		N/A
Air Defense Gun – Heavy Type: Entity Subtype Entity/Entity Type: Weapon/Weapon System/Air Defense Gun Symbol Set: 15 Value: 110503 Icon Type: Main		N/A
Antitank Gun Type: Entity Type Entity/Entity Type: Weapon/Weapon System/Antitank Gun Symbol Set: 15 Value: 110600 Icon Type: Main		N/A
Antitank Gun – Light Type: Entity Subtype Entity/Entity Type: Weapon/Weapon System/Antitank Gun Symbol Set: 15 Value: 110601 Icon Type: Main		N/A
Antitank Gun – Medium Type: Entity Subtype Entity/Entity Type: Weapon/Weapon System/Antitank Gun Symbol Set: 15 Value: 110602 Icon Type: Main		N/A
Antitank Gun – Heavy Type: Entity Subtype Entity/Entity Type: Weapon/Weapon System/Antitank Gun Symbol Set: 15 Value: 110603 Icon Type: Main		N/A

TABLE E-X. Land equipment icons - Continued.

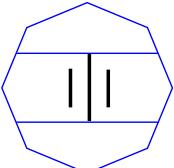
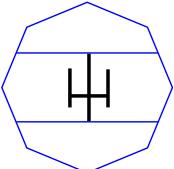
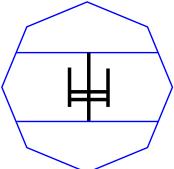
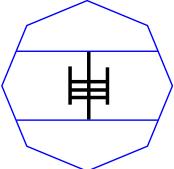
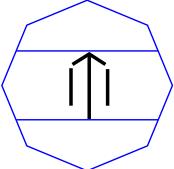
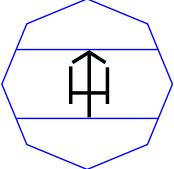
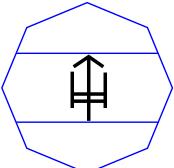
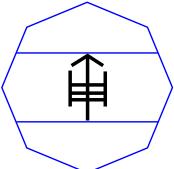
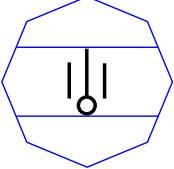
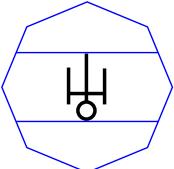
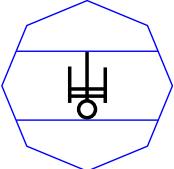
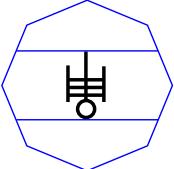
DESCRIPTION	ICON	REMARKS
Direct Fire Gun Type: Entity Type Entity/Entity Type: Weapon/Weapon System/Direct Fire Gun Symbol Set: 15 Value: 110700 Icon Type: Main		N/A
Direct Fire Gun – Light Type: Entity Subtype Entity/Entity Type: Weapon/Weapon System/Direct Fire Gun Symbol Set: 15 Value: 110701 Icon Type: Main		N/A
Direct Fire Gun – Medium Type: Entity Subtype Entity/Entity Type: Weapon/Weapon System/Direct Fire Gun Symbol Set: 15 Value: 110702 Icon Type: Main		N/A
Direct Fire Gun – Heavy Type: Entity Subtype Entity/Entity Type: Weapon/Weapon System/Direct Fire Gun Symbol Set: 15 Value: 110703 Icon Type: Main		N/A
Recoilless Gun Type: Entity Type Entity/Entity Type: Weapon/Weapon System/Recoilless Gun Symbol Set: 15 Value: 110800 Icon Type: Main		N/A
Recoilless Gun – Light Type: Entity Subtype Entity/Entity Type: Weapon/Weapon System/Recoilless Gun Symbol Set: 15 Value: 110801 Icon Type: Main		N/A

TABLE E-X. Land equipment icons - Continued.

DESCRIPTION	ICON	REMARKS
Recoilless Gun – Medium Type: Entity Subtype Entity/Entity Type: Weapon/Weapon System/Recoilless Gun Symbol Set: 15 Value: 110802 Icon Type: Main		N/A
Recoilless Gun – Heavy Type: Entity Subtype Entity/Entity Type: Weapon/Weapon System/Recoilless Gun Symbol Set: 15 Value: 110803 Icon Type: Main		N/A
Howitzer Type: Entity Type Entity: Weapon/Weapon System Symbol Set: 15 Value: 110900 Icon Type: Main		N/A
Howitzer – Light Type: Entity Subtype Entity/Entity Type: Weapon/Weapon System/Howitzer Symbol Set: 15 Value: 110901 Icon Type: Main		N/A
Howitzer – Medium Type: Entity Subtype Entity/Entity Type: Weapon/Weapon System/Howitzer Symbol Set: 15 Value: 110902 Icon Type: Main		N/A
Howitzer – Heavy Type: Entity Subtype Entity/Entity Type: Weapon/Weapon System/Howitzer Symbol Set: 15 Value: 110903 Icon Type: Main		N/A

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TABLE E-X. Land equipment icons - Continued.

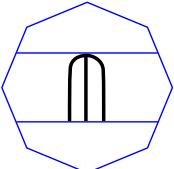
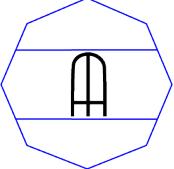
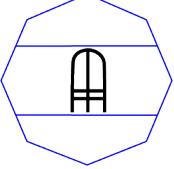
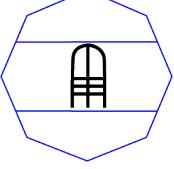
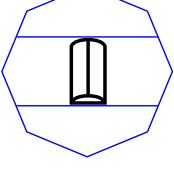
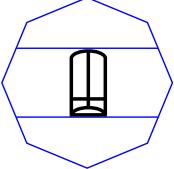
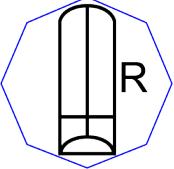
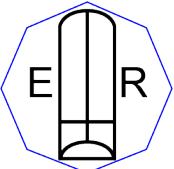
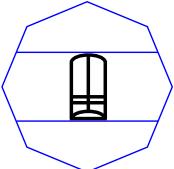
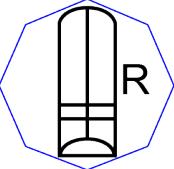
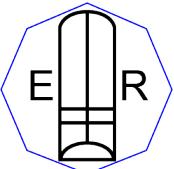
DESCRIPTION	ICON	REMARKS
Missile Launcher Type: Entity Type Entity: Weapon/Weapon System Symbol Set: 15 Value: 111000 Icon Type: Main		N/A
Missile Launcher – Light Entity/Entity Subtype: Weapon/Weapon System/Missile Launcher Symbol Set: 15 Value: 111001 Icon Type: Main		N/A
Missile Launcher – Medium Entity/Entity Subtype: Weapon/Weapon System/Missile Launcher Symbol Set: 15 Value: 111002 Icon Type: Main		N/A
Missile Launcher – Heavy Entity/Entity Subtype: Weapon/Weapon System/Missile Launcher Symbol Set: 15 Value: 111003 Icon Type: Main		N/A
Air Defense Missile Launcher Type: Entity Type Entity: Weapon/Weapon System Symbol Set: 15 Value: 111100 Icon Type: Main		N/A
Air Defense Missile Launcher – Light Type: Entity Subtype Entity/Entity Type: Weapon/Weapon System/Air Defense Missile Launcher Symbol Set: 15 Value: 111101 Icon Type: Main		N/A

TABLE E-X. Land equipment icons - Continued.

DESCRIPTION	ICON	REMARKS
Air Defense Missile Launcher – Light, TLAR Type: Entity Subtype Entity/Entity Type: Weapon/Weapon System/ Air Defense Missile Launcher Symbol Set: 15 Value: 111102 Icon Type: Full Octagon		N/A
Air Defense Missile Launcher – Light, TELAR Type: Entity Subtype Entity/Entity Type: Weapon/Weapon System/ Air Defense Missile Launcher Symbol Set: 15 Value: 111103 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: 15 Value: 111104 Icon Type: Main		N/A
Air Defense Missile Launcher – Medium, Tlar Type: Entity Subtype Entity/Entity Type: Weapon/Weapon System/ Air Defense Missile Launcher Symbol Set: 15 Value: 111105 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: 15 Value: 111106 Icon Type: Full Octagon		N/A

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TABLE E-X. Land equipment icons - Continued.

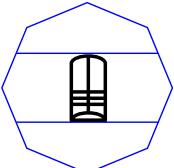
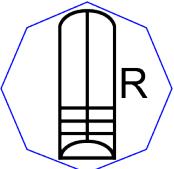
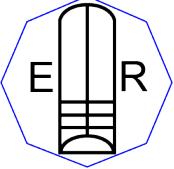
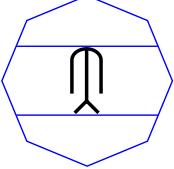
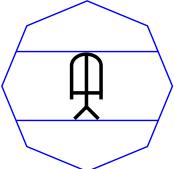
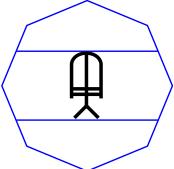
DESCRIPTION	ICON	REMARKS
Air Defense Missile Launcher – Heavy Type: Entity Subtype Entity/Entity Type: Weapon/Weapon System/ Air Defense Missile Launcher Symbol Set: 15 Value: 111107 Icon Type: Main		N/A
Air Defense Missile Launcher – Heavy, TLAR Type: Entity Subtype Entity/Entity Type: Weapon/Weapon System/ Air Defense Missile Launcher Symbol Set: 15 Value: 111108 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: 15 Value: 111109 Icon Type: Full Octagon		N/A
Antitank Missile Launcher Type: Entity Type Entity: Weapon/Weapon System Symbol Set: 15 Value: 111200 Icon Type: Main		N/A
Antitank Missile Launcher – Light Type: Entity Subtype Entity/Entity Type: Weapon/Weapon System/Antitank Missile Launcher Symbol Set: 15 Value: 111201 Icon Type: Main		N/A
Antitank Missile Launcher – Medium Type: Entity Subtype Entity/Entity Type: Weapon/Weapon System/ Antitank Missile Launcher Symbol Set: 15 Value: 111202 Icon Type: Main		N/A

TABLE E-X. Land equipment icons - Continued.

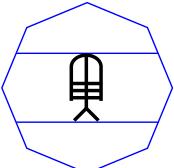
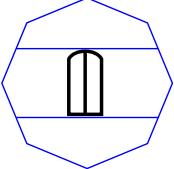
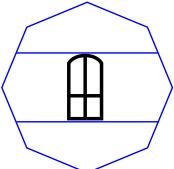
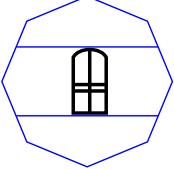
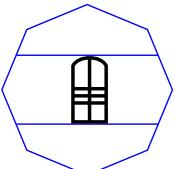
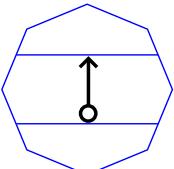
DESCRIPTION	ICON	REMARKS
Antitank Missile Launcher – Heavy Type: Entity Subtype Entity/Entity Type: Weapon/Weapon System/ Antitank Missile Launcher Symbol Set: 15 Value: 111203 Icon Type: Main		N/A
Surface-To-Surface Missile Launcher Type: Entity Type Entity/Entity Type: Weapon/Weapon System Symbol Set: 15 Value: 111300 Icon Type: Main		N/A
Surface-To-Surface Missile Launcher – Light Type: Entity Subtype Entity/Entity Type: Weapon/Weapon System/Surface-To-Surface Missile Launcher Symbol Set: 15 Value: 111301 Icon Type: Main		N/A
Surface-To-Surface Missile Launcher – Medium Type: Entity Subtype Entity/Entity Type: Weapon/Weapon System/ Surface-To-Surface Missile Launcher Symbol Set: 15 Value: 111302 Icon Type: Main		N/A
Surface-To-Surface Missile Launcher – Heavy Type: Entity Subtype Entity/Entity Type: Weapon/Weapon System/ Surface-To-Surface Missile Launcher Symbol Set: 15 Value: 111303 Icon Type: Main		N/A
Mortar Type: Entity Type Entity: Weapon/Weapon System Symbol Set: 15 Value: 111400 Icon Type: Main		N/A

TABLE E-X. Land equipment icons - Continued.

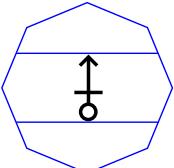
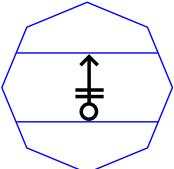
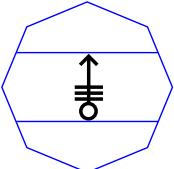
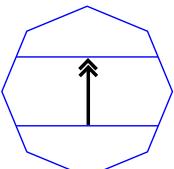
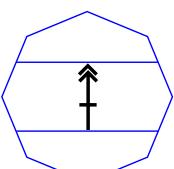
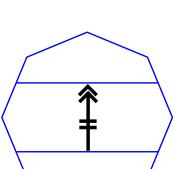
DESCRIPTION	ICON	REMARKS
Mortar – Light Type: Entity Subtype Entity/Entity Type: Weapon/Weapon System/Mortar Symbol Set: 15 Value: 111401 Icon Type: Main		N/A
Mortar – Medium Type: Entity Subtype Entity/Entity Type: Weapon/Weapon System/Mortar Symbol Set: 15 Value: 111402 Icon Type: Main		N/A
Mortar – Heavy Type: Entity Subtype Entity/Entity Type: Weapon/Weapon System/Mortar Symbol Set: 15 Value: 111403 Icon Type: Main		N/A
Single Rocket Launcher Type: Entity Type Entity: Weapon/Weapon System Symbol Set: 15 Value: 111500 Icon Type: Main		N/A
Single Rocket Launcher – Light Type: Entity Subtype Entity/Entity Type: Weapon/Weapon System/Single Rocket Launcher Symbol Set: 15 Value: 111501 Icon Type: Main		N/A
Single Rocket Launcher – Medium Type: Entity Subtype Entity/Entity Type: Weapon/Weapon System/Single Rocket Launcher Symbol Set: 15 Value: 111502 Icon Type: Main		N/A

TABLE E-X. Land equipment icons - Continued.

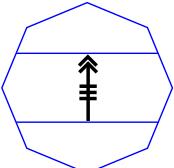
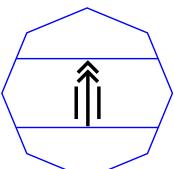
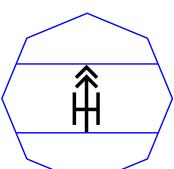
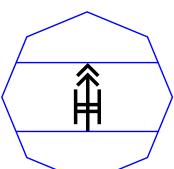
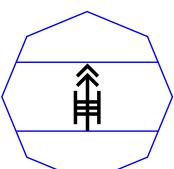
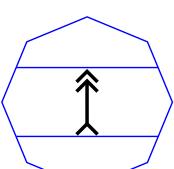
DESCRIPTION	ICON	REMARKS
Single Rocket Launcher – Heavy Type: Entity Subtype Entity/Entity Type: Weapon/Weapon System/Single Rocket Launcher Symbol Set: 15 Value: 111503 Icon Type: Main		N/A
Multiple Rocket Launcher Type: Entity Type Entity: Weapon/Weapon System Symbol Set: 15 Value: 111600 Icon Type: Main		N/A
Multiple Rocket Launcher – Light Type: Entity Subtype Entity/Entity Type: Weapon/Weapon System/Multiple Rocket Launcher Symbol Set: 15 Value: 111601 Icon Type: Main		N/A
Multiple Rocket Launcher – Medium Type: Entity Subtype Entity/Entity Type: Weapon/Weapon System/Multiple Rocket Launcher Symbol Set: 15 Value: 111602 Icon Type: Main		N/A
Multiple Rocket Launcher – Heavy Type: Entity Subtype Entity/Entity Type: Weapon/Weapon System/Multiple Rocket Launcher Symbol Set: 15 Value: 111603 Icon Type: Main		N/A
Antitank Rocket Launcher Type: Entity Type Entity: Weapon/Weapon System Symbol Set: 15 Value: 111700 Icon Type: Main		N/A

TABLE E-X. Land equipment icons - Continued.

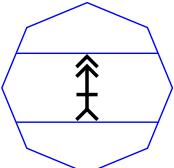
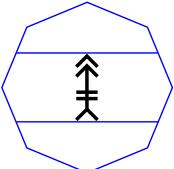
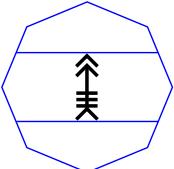
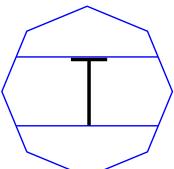
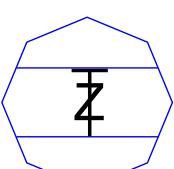
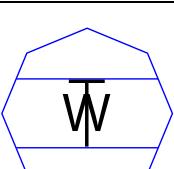
DESCRIPTION	ICON	REMARKS
Antitank Rocket Launcher – Light Type: Entity Subtype Entity/Entity Type: Weapon/Weapon System/Antitank Rocket Launcher Symbol Set: 15 Value: 111701 Icon Type: Main		N/A
Antitank Rocket Launcher – Medium Type: Entity Subtype Entity/Entity Type: Weapon/Weapon System/Antitank Rocket Launcher Symbol Set: 15 Value: 111702 Icon Type: Main		N/A
Antitank Rocket Launcher – Heavy Type: Entity Subtype Entity/Entity Type: Weapon/Weapon System/Antitank Rocket Launcher Symbol Set: 15 Value: 111703 Icon Type: Main		N/A
Nonlethal Weapon Type: Entity Type Entity: Weapon/Weapon System Symbol Set: 15 Value: 111800 Icon Type: Main		N/A
Taser Nonlethal Type: Entity Type Entity: Weapon/Weapon System Symbol Set: 15 Value: 111900 Icon Type: Main		N/A
Water Cannon Nonlethal Type: Entity Type Entity: Weapon/Weapon System Symbol Set: 15 Value: 112000 Icon Type: Main		N/A
Vehicle Type: Entity Symbol Set: 15 Value: 120000	N/A	Reserved for hierarchical purposes.

TABLE E-X. Land equipment icons - Continued.

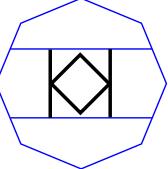
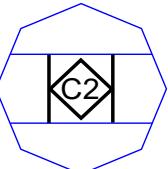
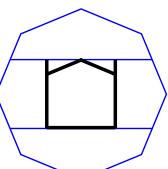
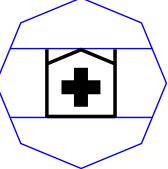
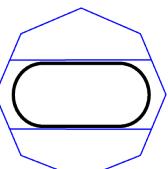
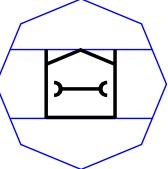
DESCRIPTION	ICON	REMARKS
Armored Type: Entity Type Entity: Vehicle Symbol Set: 15 Value: 120100	N/A	Reserved for hierarchical purposes.
Armored Fighting Vehicle Type: Entity Subtype Entity/Entity Type: Vehicle/Armored Symbol Set: 15 Value: 120101 Icon Type: Main		N/A
Armored Fighting Vehicle Command and Control Type: Entity Subtype Entity/Entity Type: Vehicle/Armored Symbol Set: 15 Value: 120102 Icon Type: Main		N/A
Armored Personnel Carrier Type: Entity Subtype Entity/Entity Type: Vehicle/Armored Symbol Set: 15 Value: 120103 Icon Type: Main		N/A
Armored Personnel Carrier Ambulance Type: Entity Subtype Entity/Entity Type: Vehicle/Armored Symbol Set: 15 Value: 120104 Icon Type: Main		N/A
Armored Protected Vehicle Type: Entity Subtype Entity/Entity Type: Vehicle/Armored Symbol Set: 15 Value: 120105 Icon Type: Main		N/A
Armored Personnel Carrier, Recovery Type: Entity Subtype Entity/Entity Type: Vehicle/Armored Symbol Set: 15 Value: 120108 Icon Type: Main		N/A

TABLE E-X. Land equipment icons - Continued.

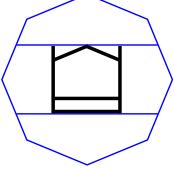
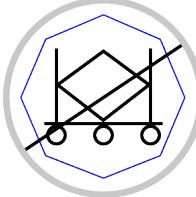
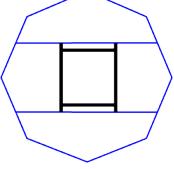
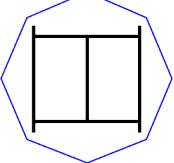
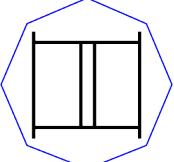
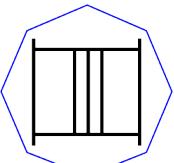
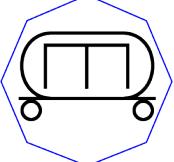
DESCRIPTION	ICON	REMARKS
Combat Service Support Vehicle Type: Entity Subtype Entity/Entity Type: Vehicle/Armored Symbol Set: 15 Value: 120109 Icon Type: Main		N/A
Light Armored Reconnaissance Type: Entity Subtype Entity/Entity Type: Vehicle/Armored Symbol Set: 15 Value: 120111 Icon Type: Full Frame		The gray circle is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
Tank Type: Entity Type Entity: Vehicle Symbol Set: 15 Value: 120200 Icon Type: Main		N/A
Tank – Light Type: Entity Subtype Entity/Entity Type: Vehicle/Tank Symbol Set: 15 Value: 120201 Icon Type: Full Octagon		N/A
Tank – Medium Type: Entity Subtype Entity/Entity Type: Vehicle/Tank Symbol Set: 15 Value: 120202 Icon Type: Full Octagon		N/A
Tank – Heavy Type: Entity Subtype Entity/Entity Type: Vehicle/Tank Symbol Set: 15 Value: 120203 Icon Type: Full Octagon		N/A
Engineer Vehicle and Equipment Type: Entity Symbol Set: 15 Value: 130000 Icon Type: Full Octagon		N/A

TABLE E-X. Land equipment icons - Continued.

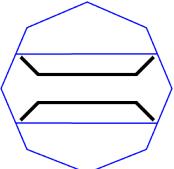
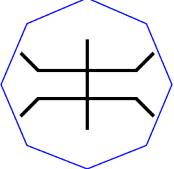
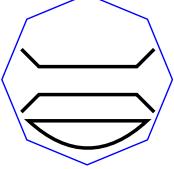
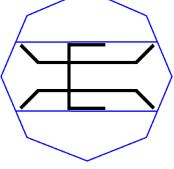
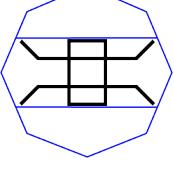
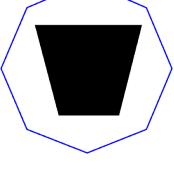
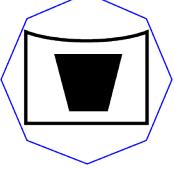
DESCRIPTION	ICON	REMARKS
Bridge Type: Entity Type Entity: Engineer Vehicle and Equipment Symbol Set: 15 Value: 130100 Icon Type: Main		N/A
Fixed Bridge Type: Entity Type Entity: Engineer Vehicle and Equipment Symbol Set: 15 Value: 130300 Icon Type: Full Octagon		N/A
Floating Bridge Type: Entity Type Entity: Engineer Vehicle and Equipment Symbol Set: 15 Value: 130400 Icon Type: Full Octagon		N/A
Folding Girder Bridge Type: Entity Type Entity: Engineer Vehicle and Equipment Symbol Set: 15 Value: 130500 Icon Type: Main		N/A
Hollow Deck Bridge Type: Entity Type Entity: Engineer Vehicle and Equipment Symbol Set: 15 Value: 130600 Icon Type: Main		N/A
Drill Type: Entity Type Entity: Engineer Vehicle and Equipment Symbol Set: 15 Value: 130700 Icon Type: Full Octagon		N/A
Drill Mounted on Utility Vehicle Type: Entity Subtype Entity/Entity Type: Engineer Vehicle and Equipment/Drill Symbol Set: 15 Value: 130701 Icon Type: Full Octagon		N/A

TABLE E-X. Land equipment icons - Continued.

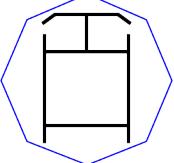
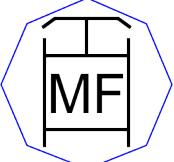
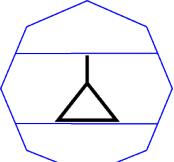
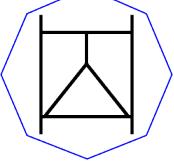
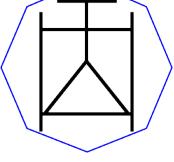
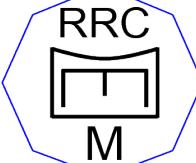
DESCRIPTION	ICON	REMARKS
Earthmover Type: Entity Type Entity: Engineer Vehicle and Equipment Symbol Set: 15 Value: 130800 Icon Type: Full Octagon		N/A
Multifunctional Earthmover/Digger Type: Entity Subtype Entity/Entity Type: Engineer Vehicle and Equipment/ Earthmover Symbol Set: 15 Value: 130801 Icon Type: Full Octagon		N/A
Mine Clearing Equipment Type: Entity Type Entity: Engineer Vehicle and Equipment Symbol Set: 15 Value: 130900 Icon Type: Full Octagon		N/A
Mine Clearing Equipment on Tank Chassis Type: Entity Subtype Entity/Entity Type: Engineer Vehicle and Equipment/ Mine Clearing Equipment Symbol Set: 15 Value: 130902 Icon Type: Full Octagon		N/A
Assault Breacher Vehicle (ABV) with Combat Dozer Blade Type: Entity Subtype Entity/Entity Type: Engineer Vehicle and Equipment/ Mine Clearing Equipment Symbol Set: 15 Value: 130903 Icon Type: Full Octagon		N/A
Medium Capability Equipment Type: Entity Subtype Entity/Entity Type: Engineer Vehicle and Equipment/ Mine Clearing Equipment Symbol Set: 15 Value: 130904 Icon Type: Full Octagon		N/A

TABLE E-X. Land equipment icons - Continued.

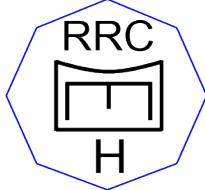
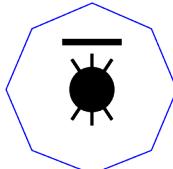
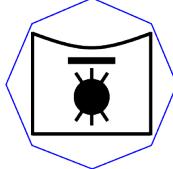
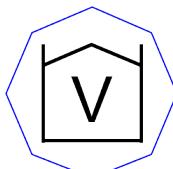
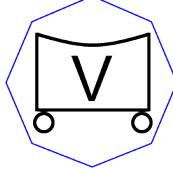
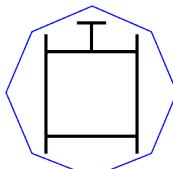
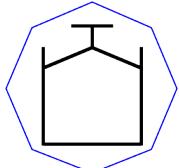
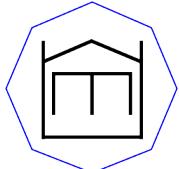
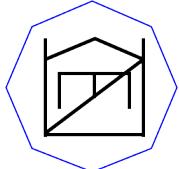
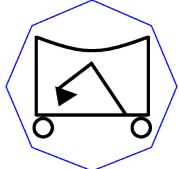
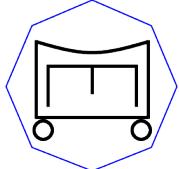
DESCRIPTION	ICON	REMARKS
Heavy Capability Equipment Type: Entity Subtype Entity/Entity Type: Engineer Vehicle and Equipment/ Mine Clearing Equipment Symbol Set: 15 Value: 130905 Icon Type: Full Octagon		N/A
Mine Laying Equipment Type: Entity Type Entity: Engineer Vehicle and Equipment Symbol Set: 15 Value: 131000 Icon Type: Full Octagon		N/A
Mine Laying Equipment on Utility Vehicle Type: Entity Subtype Entity/Entity Type: Engineer Vehicle and Equipment/ Mine Laying Equipment Symbol Set: 15 Value: 131001 Icon Type: Full Octagon		N/A
Armored Carrier with Volcano Type: Entity Subtype Entity/Entity Type: Engineer Vehicle and Equipment/ Mine Laying Equipment Symbol Set: 15 Value: 131002 Icon Type: Full Octagon		N/A
Truck Mounted with Volcano Type: Entity Subtype Entity/Entity Type: Engineer Vehicle and Equipment/ Mine Laying Equipment Symbol Set: 15 Value: 131003 Icon Type: Full Octagon		N/A
Dozer, Tank Chassis Type: Entity Type Entity/Entity Type: Engineer Vehicle and Equipment Symbol Set: 15 Value: 131100 Icon Type: Full Octagon		N/A

TABLE E-X. Land equipment icons - Continued.

DESCRIPTION	ICON	REMARKS
Dozer, Armored Type: Entity Subtype Entity/Entity Type: Engineer Vehicle and Equipment/Dozer Symbol Set: 15 Value: 131101 Icon Type: Full Octagon		N/A
Armored Assault Type: Entity Type Entity/Entity Type: Engineer Vehicle and Equipment Symbol Set: 15 Value: 131200 Icon Type: Full Octagon		N/A
Armored Engineer Recon Vehicle (AERV) Type: Entity Type Entity/Entity Type: Engineer Vehicle and Equipment Symbol Set: 15 Value: 131300 Icon Type: Full Octagon		N/A
Backhoe Type: Entity Type Entity/Entity Type: Engineer Vehicle and Equipment Symbol Set: 15 Value: 131400 Icon Type: Full Octagon		N/A
Construction Vehicle Type: Entity Type Entity/Entity Type: Engineer Vehicle and Equipment Symbol Set: 15 Value: 131500 Icon Type: Full Octagon		N/A
Ferry Transporter Type: Entity Type Entity/Entity Type: Engineer Vehicle and Equipment Symbol Set: 15 Value: 131600 Icon Type: Full Octagon		N/A

MIL-STD-2525E - APPENDIX E

TABLE E-X. Land equipment icons - Continued.

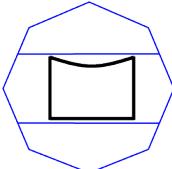
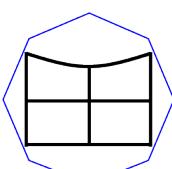
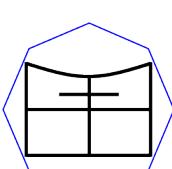
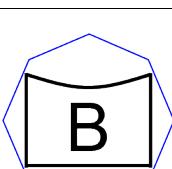
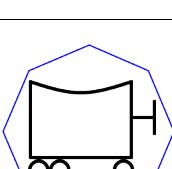
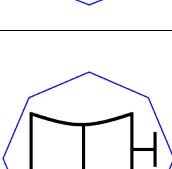
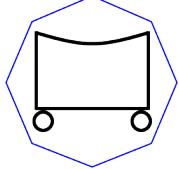
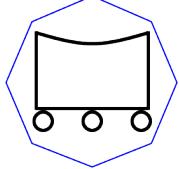
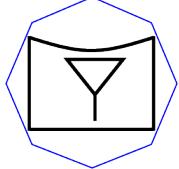
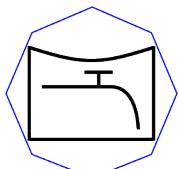
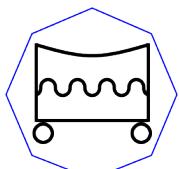
DESCRIPTION	ICON	REMARKS
Utility Vehicle Type: Entity Symbol Set: 15 Value: 140000	N/A	Reserved for hierarchical purposes.
Vehicle (Generic) Type: Entity Type Entity: Utility Vehicle Symbol Set: 15 Value: 140100 Icon Type: Main		N/A
Medical Type: Entity Type Entity: Utility Vehicle Symbol Set: 15 Value: 140200 Icon Type: Full Octagon		N/A
Mobile Emergency Physician Type: Entity Type Entity: Utility Vehicle Symbol Set: 15 Value: 140400 Icon Type: Full Octagon		N/A
Bus Type: Entity Type Entity: Utility Vehicle Symbol Set: 15 Value: 140500 Icon Type: Full Octagon		N/A
Semi-Trailer and Truck Type: Entity Type Entity: Utility Vehicle Symbol Set: 15 Value: 140600 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: 15 Value: 140601 Icon Type: Full Octagon		N/A

TABLE E-X. Land equipment icons - Continued.

DESCRIPTION	ICON	REMARKS
Semi-Trailer and Truck - Medium Type: Entity Subtype Entity/Entity Type: Utility Vehicle/Semi-Trailer and Truck Symbol Set: 15 Value: 140602 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: 15 Value: 140603 Icon Type: Full Octagon		N/A
Limited Cross-Country Truck Type: Entity Type Entity: Utility Vehicle Symbol Set: 15 Value: 140700 Icon Type: Full Octagon		N/A
Cross-Country Truck Type: Entity Type Entity: Utility Vehicle Symbol Set: 15 Value: 140800 Icon Type: Full Octagon		N/A
Petroleum, Oil and Lubricant Type: Entity Type Entity: Utility Vehicle Symbol Set: 15 Value: 140900 Icon Type: Full Octagon		N/A
Water Type: Entity Type Entity: Utility Vehicle Symbol Set: 15 Value: 141000 Icon Type: Full Octagon		N/A
Amphibious Utility Wheeled Vehicle Type: Entity Type Entity: Utility Vehicle Symbol Set: 15 Value: 141100 Icon Type: Full Octagon		N/A

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TABLE E-X. Land equipment icons - Continued.

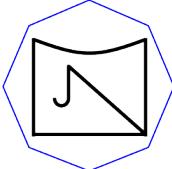
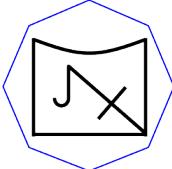
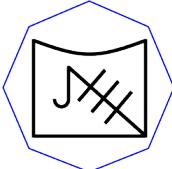
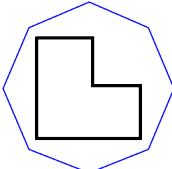
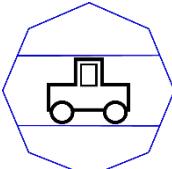
DESCRIPTION	ICON	REMARKS
Tow Truck Type: Entity Type Entity: Utility Vehicle Symbol Set: 15 Value: 141200 Icon Type: Full Octagon		N/A
Tow Truck, Light Type: Entity Subtype Entity/ Entity Type: Utility Vehicle/Tow Truck Symbol Set: 15 Value: 141201 Icon Type: Full Octagon		N/A
Tow Truck, Heavy Type: Entity Subtype Entity/ Entity Type: Utility Vehicle/Tow Truck Symbol Set: 15 Value: 141202 Icon Type: Full Octagon		N/A
Train Type: Entity Symbol Set: 15 Value: 150000	N/A	Reserved for hierarchical purposes.
Locomotive Type: Entity Type Entity: Train Symbol Set: 15 Value: 150100 Icon Type: Full Octagon		N/A
Civilian Vehicle Type: Entity Symbol Set: 15 Value: 160000	N/A	Reserved for hierarchical purposes.
Automobile Type: Entity Type Entity: Civilian Vehicle Symbol Set: 15 Value: 160100 Icon Type: Main		N/A

TABLE E-X. Land equipment icons - Continued.

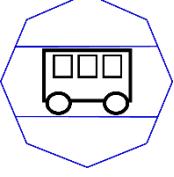
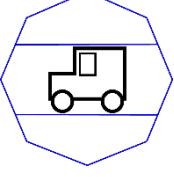
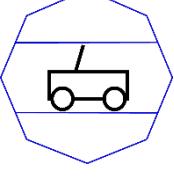
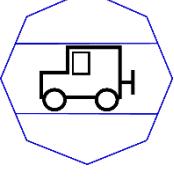
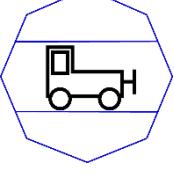
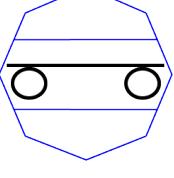
DESCRIPTION	ICON	REMARKS
Open-Bed Truck Type: Entity Type Entity: Civilian Vehicle Symbol Set: 15 Value: 160200 Icon Type: Main		N/A
Multiple Passenger Vehicle Type: Entity Type Entity: Civilian Vehicle Symbol Set: 15 Value: 160300 Icon Type: Main		N/A
Utility Vehicle Type: Entity Type Entity: Civilian Vehicle Symbol Set: 15 Value: 160400 Icon Type: Main		N/A
Jeep Type Vehicle Type: Entity Type Entity: Civilian Vehicle Symbol Set: 15 Value: 160500 Icon Type: Main		N/A
Tractor Trailer Truck with Box Type: Entity Type Entity: Civilian Vehicle Symbol Set: 15 Value: 160600 Icon Type: Main		N/A
Tractor Trailer Truck with Flatbed Trailer Type: Entity Type Entity: Civilian Vehicle Symbol Set: 15 Value: 160700 Icon Type: Main		N/A
Known Insurgent Vehicle Type: Entity Type Entity: Civilian Vehicle Symbol Set: 15 Value: 160800 Icon Type: Main		N/A

TABLE E-X. Land equipment icons - Continued.

DESCRIPTION	ICON	REMARKS
Drug Vehicle Type: Entity Type Entity: Civilian Vehicle Symbol Set: 15 Value: 160900 Icon Type: Main		N/A
Law Enforcement Type: Entity Symbol Set: 15 Value: 170000 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: 15 Value: 170100 Icon Type: Main		N/A
Border Patrol Type: Entity Type Entity: Law Enforcement Symbol Set: 15 Value: 170200 Icon Type: Full Octagon		N/A
Customs Service Type: Entity Type Entity: Law Enforcement Symbol Set: 15 Value: 170300 Icon Type: Full Octagon		N/A
Drug Enforcement Administration (DEA) Type: Entity Type Entity: Law Enforcement Symbol Set: 15 Value: 170400 Icon Type: Main		N/A
Department of Justice (DOJ) Type: Entity Type Entity/Entity Type: Law Enforcement Symbol Set: 15 Value: 170500 Icon Type: Full Octagon		N/A

TABLE E-X. Land equipment icons - Continued.

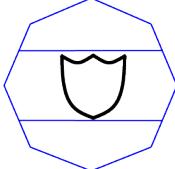
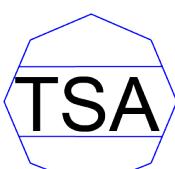
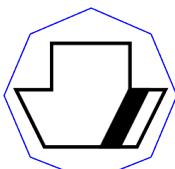
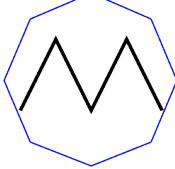
DESCRIPTION	ICON	REMARKS
Federal Bureau of Investigation (FBI) Type: Entity Type Entity/Entity Type: Law Enforcement Symbol Set: 15 Value: 170600 Icon Type: Main		N/A
Police Type: Entity Type Entity/Entity Type: Law Enforcement Symbol Set: 15 Value: 170700 Icon Type: Main		N/A
United States Secret Service (USSS) Type: Entity Type Entity/Entity Type: Law Enforcement Symbol Set: 15 Value: 170800 Icon Type: Main		N/A
Transportation Security Administration (TSA) Type: Entity Type Entity/Entity Type: Law Enforcement Symbol Set: 15 Value: 170900 Icon Type: Main		N/A
US Coast Guard Type: Entity Type Entity/Entity Type: Law Enforcement Symbol Set: 15 Value: 171000 Icon Type: Full Octagon		N/A
US Marshals Service Type: Entity Type Entity/Entity Type: Law Enforcement Symbol Set: 15 Value: 171100 Icon Type: Full Octagon		N/A
Pack Animals Type: Entity Symbol Set: 15 Value: 180000 Icon Type: Full Octagon		N/A

TABLE E-X. Land equipment icons - Continued.

DESCRIPTION	ICON	REMARKS
Missile Support Type: Entity Symbol Set: 15 Value: 190000 Icon Type: Full Octagon		N/A
Transloader Type: Entity Type Entity: Missile Support Symbol Set: 15 Value: 190100 Icon Type: Full Octagon		N/A
Transporter Type: Entity Type Entity: Missile Support Symbol Set: 15 Value: 190200 Icon Type: Full Octagon		N/A
Crane/Loading Device Type: Entity Type Entity: Missile Support Symbol Set: 15 Value: 190300 Icon Type: Full Octagon		N/A
Propellant Transporter Type: Entity Type Entity: Missile Support Symbol Set: 15 Value: 190400 Icon Type: Full Octagon		N/A
Warhead Transporter Type: Entity Type Entity: Missile Support Symbol Set: 15 Value: 190500 Icon Type: Full Octagon		N/A
Other Equipment Type: Entity Symbol Set: 15 Value: 200000	N/A	Reserved for hierarchical purposes.

TABLE E-X. Land equipment icons - Continued.

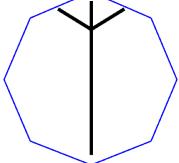
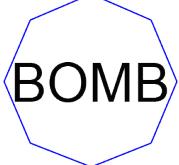
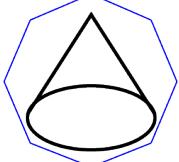
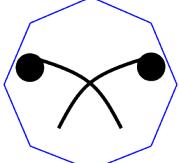
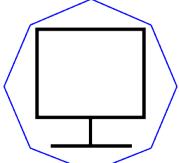
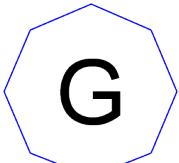
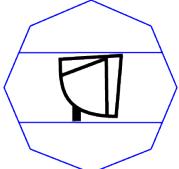
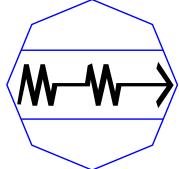
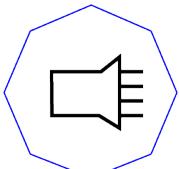
DESCRIPTION	ICON	REMARKS
Antennae Type: Entity Type Entity: Other Equipment Symbol Set: 15 Value: 200100 Icon Type: Full Octagon		N/A
Bomb Type: Entity Type Entity: Other Equipment Symbol Set: 15 Value: 200200 Icon Type: Full Octagon		N/A
Booby Trap Type: Entity Type Entity: Other Equipment Symbol Set: 15 Value: 200300 Icon Type: Full Octagon		N/A
CBRN Equipment Type: Entity Type Entity: Other Equipment Symbol Set: 15 Value: 200400 Icon Type: Full Octagon		N/A
Computer System Type: Entity Type Entity: Other Equipment Symbol Set: 15 Value: 200500 Icon Type: Full Octagon		N/A
Command Launch Equipment (CLE) Type: Entity Type Entity: Other Equipment Symbol Set: 15 Value: 200600 Icon Type: Main		N/A
Generator Set Type: Entity Type Entity: Other Equipment Symbol Set: 15 Value: 200700 Icon Type: Full Octagon		N/A

TABLE E-X. Land equipment icons - Continued.

DESCRIPTION	ICON	REMARKS
Ground-Based Midcourse Defense (GMD) Fire Control (GFC) Center Type: Entity Type Entity: Other Equipment Symbol Set: 15 Value: 200800 Icon Type: Main		N/A
In-Flight Interceptor Communications System (IFICS) Data Terminal (IDT) Type: Entity Type Entity: Other Equipment Symbol Set: 15 Value: 200900 Icon Type: Main		N/A
Directed Energy Type: Entity Type Entity: Other Equipment Symbol Set: 15 Value: 201000 Icon Type: Main Icon		N/A
Military Information Support Operations (MISO) Type: Entity Type Entity: Other Equipment Symbol Set: 15 Value: 201100 Icon Type: Full Octagon		N/A
Sustainment Shipments Type: Entity Type Entity: Other Equipment Symbol Set: 15 Value: 201200 Icon Type: Main		N/A
Tent Type: Entity Type Entity: Other Equipment Symbol Set: 15 Value: 201300 Icon Type: Full Octagon	N/A	Reserved for hierarchical purposes.

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TABLE E-X. Land equipment icons - Continued.

DESCRIPTION	ICON	REMARKS
Civilian Type: Entity Subtype Entity: Other Equipment/Tent Symbol Set: 15 Value: 201301 Icon Type: Main		N/A
Military Type: Entity Subtype Entity: Other Equipment/Tent Symbol Set: 15 Value: 201302 Icon Type: Main		N/A
Unit Deployment Shipments Type: Entity Type Entity: Other Equipment Symbol Set: 15 Value: 201400 Icon Type: Main		N/A
Emergency Medical Operation Type: Entity Type Entity: Other Equipment Symbol Set: 15 Value: 201500 Icon Type: Full Octagon		N/A
Land Mines Type: Entity Symbol Set: 15 Value: 210000	N/A	Reserved for hierarchical purposes.
Land Mine Type: Entity Type Entity: Land Mine Symbol Set: 15 Value: 210100 Icon Type: Full Octagon		N/A
Antipersonnel Land Mine (APL) Type: Entity Type Entity: Land Mine Symbol Set: 15 Value: 210200 Icon Type: Full Octagon		N/A

TABLE E-X. Land equipment icons - Continued.

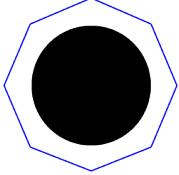
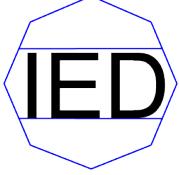
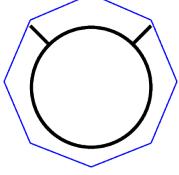
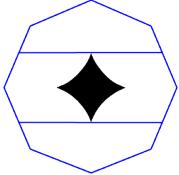
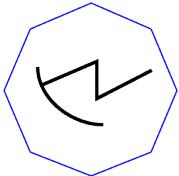
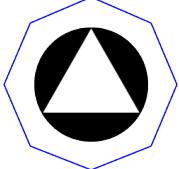
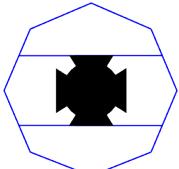
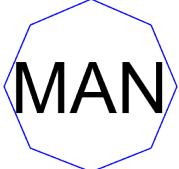
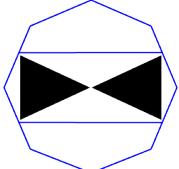
DESCRIPTION	ICON	REMARKS
Antitank Mine Type: Entity Type Entity: Land Mine Symbol Set: 15 Value: 210300 Icon Type: Full Octagon		N/A
Improvised Explosive Device (IED) Type: Entity Type Entity: Land Mine Symbol Set: 15 Value: 210400 Icon Type: Main		Used with hostile standard identity only
Less Than Lethal Type: Entity Type Entity: Land Mine Symbol Set: 15 Value: 210500 Icon Type: Full Octagon		N/A
Sensors Type: Entity Symbol Set: 15 Value: 220000	N/A	Reserved for hierarchical purposes.
Sensor Type: Entity Type Symbol Set: 15 Value: 220100 Icon Type: Main		N/A
Sensor Emplaced Type: Entity Type Entity: Sensor Symbol Set: 15 Value: 220200 Icon Type: Main+1		N/A
Radar Type: Entity Type Entity: Sensor Symbol Set: 15 Value: 220300 Icon Type: Full Octagon		N/A

TABLE E-X. Land equipment icons - Continued.

DESCRIPTION	ICON	REMARKS
Emergency Operation Type: Entity Symbol Set: 15 Value: 230000 Icon Type: Full Octagon		N/A
Fire Fighting/Fire Protection Type: Entity Type Entity/Entity Type: Emergency Operation Symbol Set: 15 Value: 230200 Icon Type: Main		N/A
Manual Track Type: Entity (Local) Symbol Set: 15 Value: 240000 Icon Type: Full Octagon		N/A
Rotary Wing Type: Entity Symbol Set: 15 Value: 250000 Icon Type: Main		N/A

E.8.3 Land equipment sector 1 modifiers. Land equipment sector 1 modifiers denote sensor type or capability category. [Table E-XI](#) lists land equipment sector 1 modifiers and illustrates their placement within the bounding octagon. Additional sector 1 modifiers, where required, are included in [table B-I](#) and are accessed using the modifier extension flag.

TABLE E-XI. Land equipment sector 1 modifiers.

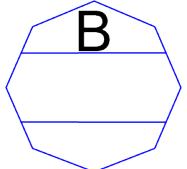
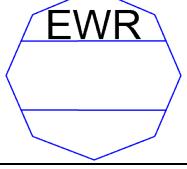
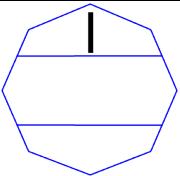
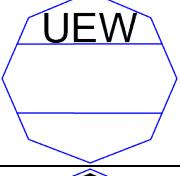
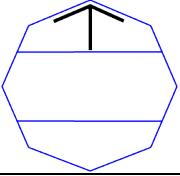
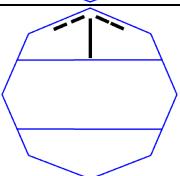
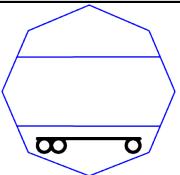
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Biological Symbol Set: 15 Value: 01	Sensor Type		N/A
Early Warning Radar Symbol Set: 15 Value: 03	Sensor Type		N/A

TABLE E-XI. Land equipment sector 1 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Intrusion Symbol Set: 15 Value: 04	Sensor Type		N/A
Upgraded Early Warning Radar Symbol Set: 15 Value: 07	Sensor Type		N/A
Multi-Purpose Blade Symbol Set: 15 Value: 12	Capability		N/A
Tank-Width Mine Plow Symbol Set: 15 Value: 13	Capability		N/A

E.8.4 Land equipment sector 2 modifiers. Land equipment_sector 2 modifiers denote capability category. [Table E-XII](#) lists the land equipment sector 2 modifiers and illustrates their placement within the bounding octagon. Additional sector 2 modifiers, where required, are included in [table B-II](#) and are accessed using the modifier extension flag.

TABLE E-XII. Land equipment sector 2 modifiers.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Tractor Trailer Symbol Set: 15 Value: 06	Capability		N/A

E.9 LAND INSTALLATION SYMBOLS

E.9.1 Land installation symbols. This section includes the lists of icons and modifiers for building land installation symbols. [Figure E-5](#) shows the placement of land installation symbol amplifiers around the friend symbol frame. [Table E-XIII](#) provides descriptions and formats of each amplifier.

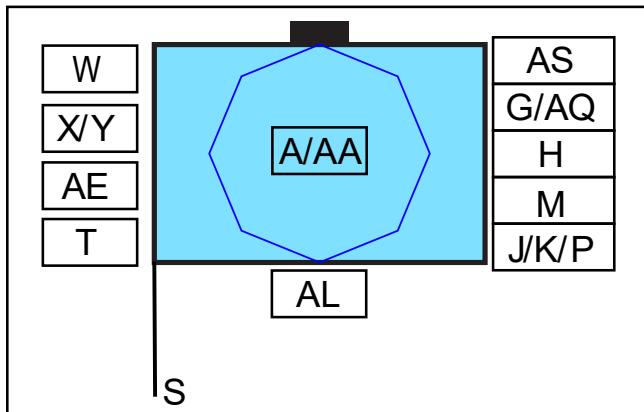


FIGURE E-5. Placement of land installation symbol amplifiers.

TABLE E-XIII. Descriptions and formats of land installation symbol amplifier.

FIELD	FIELD TITLE	DESCRIPTION	FORMAT
A	Symbol Icon	The innermost part of a symbol, comprised of an icon and optional modifiers, that represents a joint military object (see 5.3.4).	
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.	

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TABLE E-XIII. Descriptions and formats of land installation symbol amplifiers - Continued.

FIELD	FIELD TITLE	DESCRIPTION	FORMAT
J	Evaluation Rating	<p>A text amplifier for units, equipment and installations that consists of a single-letter reliability rating and a single digit credibility rating: (See ATP 2-33.4).</p> <p>Reliability Ratings:</p> <ul style="list-style-type: none"> A-completely reliable B-usually reliable C-fairly reliable D-not usually reliable E-unreliable F-reliability cannot be judged. <p>Credibility Ratings:</p> <ul style="list-style-type: none"> 1-confirmed by other sources 2-probably true 3-possibly true 4-doubtfully true 5-improbable 6-truth cannot be judged. 	
K	Combat Effectiveness	<p>A text amplifier for units and installations that indicates effectiveness.</p> <p>The entries are:</p> <ul style="list-style-type: none"> fully operational (FO) substantially operational (SO) marginally operational (MO) not operational (NO) unknown (UNK) 	
M	Higher Formation	<p>A text amplifier for units that indicates number or title of higher echelon command (Corps is designated by Roman numerals).</p>	
P	IFF/SIF	<p>A text amplifier displaying one or more IFF/SIF Identification modes and codes.</p> <p>Display priority: Mode 5, Mode S, Mode 2, Mode 3.</p>	Mode 2 Prefix: 2:##### Example: 2:1234
S	Headquarters Staff Indicator	<p>A graphic amplifier for units, installations and stability operations that identifies them as a headquarters (see figure 14).</p>	
T	Unique Designation (Track Number)	<p>A text amplifier for units, equipment and installations that uniquely identifies a particular symbol or track number.</p>	Prefix = TN:##### Example: TN:13579

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TABLE E-XIII. Descriptions and formats of land installation symbol amplifiers - Continued.

FIELD	FIELD TITLE	DESCRIPTION	FORMAT
W	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 (see 5.3.7.8).	
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 5.3.7.6 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 decimal minutes (or in MGRS, GARS, or other applicable display formats).	3317.0921N 04412.6332E 38SMB2649083145
AE	Equipment Teardown Time	Equipment teardown time in minutes.	
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
AQ	Guarded Unit	During ballistic missile defense, some tracks are designated as guarded by a particular unit.	
AS	Country	A three-letter code that indicates the country of origin of the organization (<u>US</u> systems shall use GENC).	

E.9.2 Land installation icons. [Table E-XIV](#) depicts land installation icons.

TABLE E-XIV. Land installation icons.

DESCRIPTION	ICON	REMARKS
Installation Type: Entity Symbol Set: 20 Value: 110000	N/A	Reserved for hierarchical purposes.
Aircraft Production/Assembly Type: Entity Type Entity: Installation Symbol Set: 20 Value: 110100 Icon Type: Main		N/A
Ammunition and Explosives Production Type: Entity Type Entity: Installation Symbol Set: 20 Value: 110200 Icon Type: Full Octagon		N/A
Ammunition Cache Type: Entity Type Entity: Installation Symbol Set: 20 Value: 110300 Icon Type: Full Frame		The gray 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: 20 Value: 110400 Icon Type: Full Octagon		N/A
Black List Location Type: Entity Type Entity: Installation Symbol Set: 20 Value: 110500 Icon Type: Main		N/A
Chemical, Biological, Radiological and Nuclear (CBRN) Type: Entity Type Entity: Installation Symbol Set: 20 Value: 110600 Icon Type: Main		N/A

TABLE E-XIV. Land installation icons - Continued.

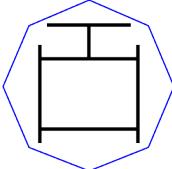
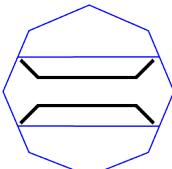
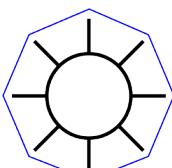
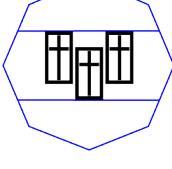
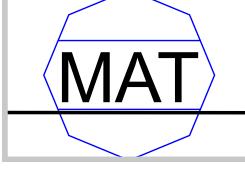
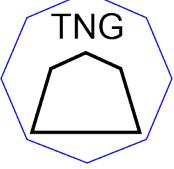
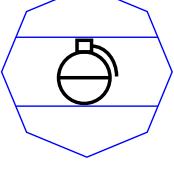
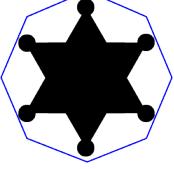
DESCRIPTION	ICON	REMARKS
Engineer Equipment Production Type: Entity Type Entity: Installation Symbol Set: 20 Value: 110700 Icon Type: Full Octagon		N/A
Bridge Type: Entity Type Entity: Installation/Engineer Equipment Production Symbol Set: 20 Value: 110701 Icon Type: Main		N/A
Equipment Manufacture Type: Entity Type Entity: Installation Symbol Set: 20 Value: 110800 Icon Type: Full Octagon		N/A
Government Leadership Type: Entity Type Entity: Installation Symbol Set: 20 Value: 110900 Icon Type: Main		N/A
Gray List Location Type: Entity Type Entity: Installation Symbol Set: 20 Value: 111000 Icon Type: Main		N/A
Mass Grave Site Type: Entity Type Entity: Installation Symbol Set: 20 Value: 111100 Icon Type: Main		N/A
Materiel Type: Entity Type Entity: Installation Symbol Set: 20 Value: 111200 Icon Type: Full Frame		The gray box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.

TABLE E-XIV. Land installation icons - Continued.

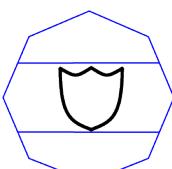
DESCRIPTION	ICON	REMARKS
Mine Type: Entity Type Entity: Installation Symbol Set: 20 Value: 111300 Icon Type: Main		N/A
Missile and Space System Production Type: Entity Type Entity: Installation Symbol Set: 20 Value: 111400 Icon Type: Full Octagon		N/A
Nuclear (Non CBRN Defense) Type: Entity Type Entity: Installation Symbol Set: 20 Value: 111500 Icon Type: Main		N/A
Printed Media Type: Entity Type Entity: Installation Symbol Set: 20 Value: 111600 Icon Type: Main		N/A
Safe House Type: Entity Type Entity: Installation Symbol Set: 20 Value: 111700 Icon Type: Main		N/A
White List Location Type: Entity Type Entity: Installation Symbol Set: 20 Value: 111800 Icon Type: Main		N/A
Tented Camp Type: Entity Type Entity: Installation Symbol Set: 20 Value: 111900 Icon Type: Full Octagon		N/A

TABLE E-XIV. Land installation icons - Continued.

DESCRIPTION	ICON	REMARKS
Displaced Persons/Refugee/Evacuees Camp Type: Entity Subtype Entity/Entity Type: Installation/Tented Camp Symbol Set: 20 Value: 111901 Icon Type: Full Octagon		N/A
Training Camp Type: Entity Subtype Entity/Entity Type: Installation/Tented Camp Symbol Set: 20 Value: 111902 Icon Type: Full Octagon		N/A
Warehouse/Storage Facility Type: Entity Type Entity: Installation Symbol Set: 20 Value: 112000 Icon Type: Full Octagon		N/A
Grenade Type: Entity Subtype Entity/Entity Type: Installation/Warehouse/Storage Facility Symbol Set: 20 Value: 112001 Icon Type: Main		N/A
Law Enforcement Type: Entity Type Entity: Installation Symbol Set: 20 Value: 112100 Icon Type: Full Octagon		N/A
Bureau of Alcohol, Tobacco, Firearms and Explosives (ATF) (Department of Justice) Type: Entity Subtype Entity/Entity Type: Installation/Law Enforcement Symbol Set: 20 Value: 112101 Icon Type: Main		N/A

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TABLE E-XIV. Land installation icons - Continued.

DESCRIPTION	ICON	REMARKS
Border Patrol Type: Entity Subtype Entity/Entity Type: Installation/Law Enforcement Symbol Set: 20 Value: 112102 Icon Type: Full Octagon		N/A
Customs Service Type: Entity Subtype Entity/Entity Type: Installation/Law Enforcement Symbol Set: 20 Value: 112103 Icon Type: Full Octagon		N/A
Drug Enforcement Agency (DEA) Type: Entity Subtype Entity/Entity Type: Installation/Law Enforcement Symbol Set: 20 Value: 112104 Icon Type: Main		N/A
Department of Justice (DOJ) Type: Entity Subtype Entity/Entity Type: Installation/Law Enforcement Symbol Set: 20 Value: 112105 Icon Type: Full Octagon		N/A
Federal Bureau of Investigation (FBI) Type: Entity Subtype Entity/Entity Type: Installation/Law Enforcement Symbol Set: 20 Value: 112106 Icon Type: Main		N/A
Police Type: Entity Subtype Entity/Entity Type: Installation/Law Enforcement Symbol Set: 20 Value: 112107 Icon Type: Main		N/A

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TABLE E-XIV. Land installation icons - Continued.

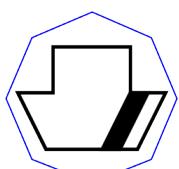
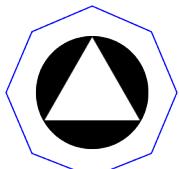
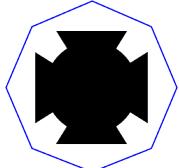
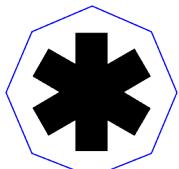
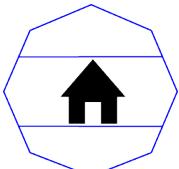
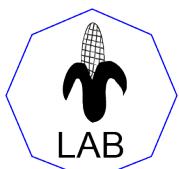
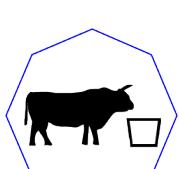
DESCRIPTION	ICON	REMARKS
Prison Type: Entity Subtype Entity/Entity Type: Installation/Law Enforcement Symbol Set: 20 Value: 112108 Icon Type: Full Octagon		N/A
United States Secret Service (USSS) Type: Entity Subtype Entity/Entity Type: Installation/Law Enforcement Symbol Set: 20 Value: 112109 Icon Type: Main		N/A
Transportation Security Administration (TSA) Type: Entity Subtype Entity/Entity Type: Installation/Law Enforcement Symbol Set: 20 Value: 112110 Icon Type: Main		N/A
US Coast Guard Type: Entity Subtype Entity/Entity Type: Installation/Law Enforcement Symbol Set: 20 Value: 112111 Icon Type: Full Octagon		N/A
US Marshals Service Type: Entity Subtype Entity/Entity Type: Installation/Law Enforcement Symbol Set: 20 Value: 112112 Icon Type: Full Octagon		N/A
Emergency Operation Type: Entity Type Entity: Installation Symbol Set: 20 Value: 112200 Icon Type: Full Octagon		N/A

TABLE E-XIV. Land installation icons - Continued.

DESCRIPTION	ICON	REMARKS
Fire Station Type: Entity Subtype Entity/Entity Type: Installation/Emergency Operation Symbol Set: 20 Value: 112201 Icon Type: Full Octagon		N/A
Emergency Medical Operation Type: Entity Type Entity: Installation/Emergency Operation Symbol Set: 20 Value: 112202 Icon Type: Full Octagon		N/A
Home/House Type: Entity Type Entity/Entity Type: Installation Symbol Set: 20 Value: 112300 Icon Type: Main		N/A
Infrastructure Type: Entity Symbol Set: 20 Value: 120000	N/A	Reserved for hierarchical purposes.
Agriculture and Food Type: Entity Type Entity: Infrastructure Symbol Set: 20 Value: 120100 Icon Type: Full Octagon		N/A
Agricultural Laboratory Type: Entity Subtype Entity/Entity Type: Infrastructure/Agricultural and Food Symbol Set: 20 Value: 120101 Icon Type: Full Octagon		N/A
Animal Feedlot Type: Entity Subtype Entity/Entity Type: Infrastructure/Agricultural and Food Symbol Set: 20 Value: 120102 Icon Type: Full Octagon		N/A

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TABLE E-XIV. Land installation icons - Continued.

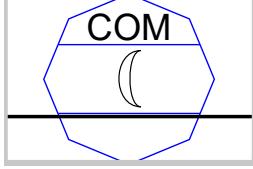
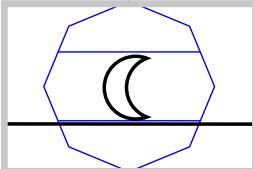
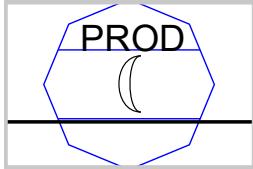
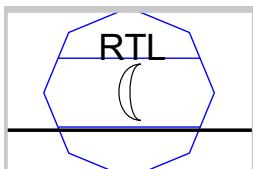
DESCRIPTION	ICON	REMARKS
Commercial Food Distribution Center Type: Entity Subtype Entity/Entity Type: Infrastructure/Agricultural and Food Symbol Set: 20 Value: 120103 Icon Type: Full Frame		The gray box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
Farm/Ranch Type: Entity Subtype Entity/Entity Type: Infrastructure/Agricultural and Food Symbol Set: 20 Value: 120104 Icon Type: Full Octagon		N/A
Food Distribution Type: Entity Subtype Entity/Entity Type: Infrastructure/Agricultural and Food Symbol Set: 20 Value: 120105 Icon Type: Full Frame		The gray 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 and Food Symbol Set: 20 Value: 120106 Icon Type: Full Frame		The gray 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 and Food Symbol Set: 20 Value: 120107 Icon Type: Full Frame		The gray 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 and Food Symbol Set: 20 Value: 120108 Icon Type: Full Octagon		N/A

TABLE E-XIV. Land installation icons - Continued.

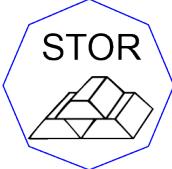
DESCRIPTION	ICON	REMARKS
Banking Finance and Insurance Type: Entity Type Entity: Infrastructure Symbol Set: 20 Value: 120200 Icon Type: Full Octagon		N/A
Atm Type: Entity Subtype Entity/Entity Type: Infrastructure/Banking Finance and Insurance Symbol Set: 20 Value: 120201 Icon Type: Full Octagon		N/A
Bank Type: Entity Subtype Entity/Entity Type: Infrastructure/Banking Finance and Insurance Symbol Set: 20 Value: 120202 Icon Type: Full Octagon		N/A
Bullion Storage Type: Entity Subtype Entity/Entity Type: Infrastructure/ Banking Finance and Insurance Symbol Set: 20 Value: 120203 Icon Type: Full Octagon		N/A
Economic Infrastructure Asset Type: Entity Subtype Entity/Entity Type: Infrastructure/Banking Finance and Insurance Symbol Set: 20 Value: 120204 Icon Type: Main		N/A
Federal Reserve Bank Type: Entity Subtype Entity/Entity Type: Infrastructure/Banking Finance and Insurance Symbol Set: 20 Value: 120205 Icon Type: Full Octagon		N/A

TABLE E-XIV. Land installation icons - Continued.

DESCRIPTION	ICON	REMARKS
Financial Exchange Type: Entity Subtype Entity/Entity Type: Infrastructure/Banking Finance and Insurance Symbol Set: 20 Value: 120206 Icon Type: Full Octagon		N/A
Financial Services, Other Type: Entity Subtype Entity/Entity Type: Infrastructure/Banking Finance and Insurance Symbol Set: 20 Value: 120207 Icon Type: Full Octagon		N/A
Commercial Type: Entity Type Entity: Infrastructure Symbol Set: 20 Value: 120300 Icon Type: Full Octagon		N/A
Chemical Plant Type: Entity Subtype Entity/Entity Type: Infrastructure/Commercial Symbol Set: 20 Value: 120301 Icon Type: Full Octagon		N/A
Firearms Manufacturer Type: Entity Subtype Entity/Entity Type: Infrastructure/Commercial Symbol Set: 20 Value: 120302 Icon Type: Full Octagon		N/A
Firearms Retailer Type: Entity Subtype Entity/Entity Type: Infrastructure/Commercial Symbol Set: 20 Value: 120303 Icon Type: Full Octagon		N/A
Hazardous Material Production Type: Entity Subtype Entity/Entity Type: Infrastructure/Commercial Symbol Set: 20 Value: 120304 Icon Type: Full Octagon		N/A

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TABLE E-XIV. Land installation icons - Continued.

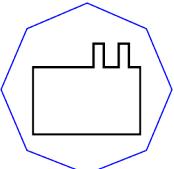
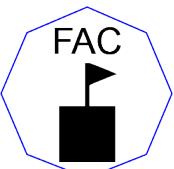
DESCRIPTION	ICON	REMARKS
Hazardous Material Storage Type: Entity Subtype Entity/Entity Type: Infrastructure/Commercial Symbol Set: 20 Value: 120305 Icon Type: Full Octagon		N/A
Industrial Site Type: Entity Subtype Entity/Entity Type: Infrastructure/Commercial Symbol Set: 20 Value: 120306 Icon Type: Full Octagon		N/A
Landfill Type: Entity Subtype Entity/Entity Type: Infrastructure/Commercial Symbol Set: 20 Value: 120307 Icon Type: Full Octagon		N/A
Pharmaceutical Manufacturer Type: Entity Subtype Entity/Entity Type: Infrastructure/Commercial Symbol Set: 20 Value: 120308 Icon Type: Full Octagon		N/A
Contaminated Hazardous Waste Site Type: Entity Subtype Entity/Entity Type: Infrastructure/Commercial Symbol Set: 20 Value: 120309 Icon Type: Full Octagon		N/A
Toxic Release Inventory Type: Entity Subtype Entity/Entity Type: Infrastructure/Commercial Symbol Set: 20 Value: 120310 Icon Type: Full Octagon		N/A
Educational Facilities Type: Entity Type Entity: Infrastructure Symbol Set: 20 Value: 120400 Icon Type: Full Octagon		N/A

TABLE E-XIV. Land installation icons - Continued.

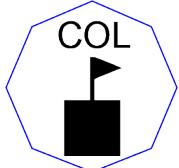
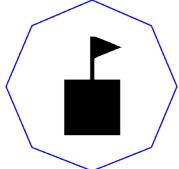
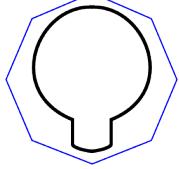
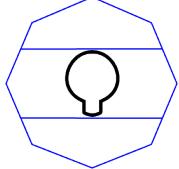
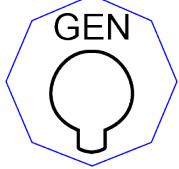
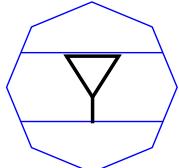
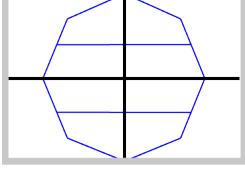
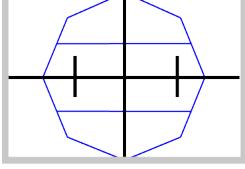
DESCRIPTION	ICON	REMARKS
College/University Type: Entity Subtype Entity/Entity Type: Infrastructure/Educational Facilities Symbol Set: 20 Value: 120401 Icon Type: Full Octagon		N/A
School Type: Entity Subtype Entity/Entity Type: Infrastructure/Educational Facilities Symbol Set: 20 Value: 120402 Icon Type: Full Octagon		N/A
Energy Facilities Type: Entity Type Entity: Infrastructure Symbol Set: 20 Value: 120500 Icon Type: Full Octagon		N/A
Electric Power Type: Entity Subtype Entity/Entity Type: Infrastructure/Energy Facilities Symbol Set: 20 Value: 120501 Icon Type: Main		N/A
Generation Station Type: Entity Subtype Entity/Entity Type: Infrastructure/Energy Facilities Symbol Set: 20 Value: 120502 Icon Type: Full Octagon		N/A
Natural Gas Facility Type: Entity Subtype Entity/Entity Type: Infrastructure/Energy Facilities Symbol Set: 20 Value: 120503 Icon Type: Full Octagon		N/A

TABLE E-XIV. Land installation icons - Continued.

DESCRIPTION	ICON	REMARKS
Petroleum Facility Type: Entity Subtype Entity/Entity Type: Infrastructure/Energy Facilities Symbol Set: 20 Value: 120505 Icon Type: Full Octagon		N/A
Propane Facility Type: Entity Subtype Entity/Entity Type: Infrastructure/Energy Facilities Symbol Set: 20 Value: 120506 Icon Type: Full Octagon		N/A
Government Site Type: Entity Type Entity: Infrastructure Symbol Set: 20 Value: 120600 Icon Type: Full Octagon		N/A
Medical Infrastructure Type: Entity Type Entity: Infrastructure Symbol Set: 20 Value: 120700	N/A	Reserved for hierarchical purposes.
Medical Type: Entity Subtype Entity/Entity Type: Infrastructure/Medical Infrastructure Symbol Set: 20 Value: 120701 Icon Type: Full Frame		The gray 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/Entity Type: Infrastructure/Medical Infrastructure Symbol Set: 20 Value: 120702 Icon Type: Full Frame		The gray 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 E-XIV. Land installation icons - Continued.

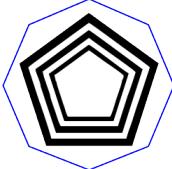
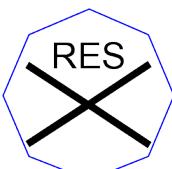
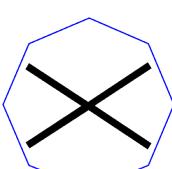
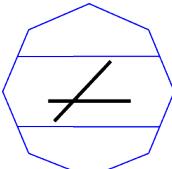
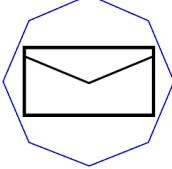
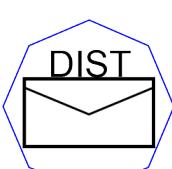
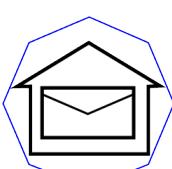
DESCRIPTION	ICON	REMARKS
Military Type: Entity Type Entity: Infrastructure Symbol Set: 20 Value: 120800 Icon Type: Full Octagon		N/A
Military Armory Type: Entity Subtype Entity/Entity Type: Infrastructure/Military Symbol Set: 20 Value: 120801 Icon Type: Full Octagon		N/A
Military Base Type: Entity Subtype Entity/Entity Type: Infrastructure/Military Symbol Set: 20 Value: 120802 Icon Type: Full Octagon		N/A
Airport/Air Base Type: Entity Subtype Entity/Entity Type: Infrastructure/Military Symbol Set: 20 Value: 120803 Icon Type: Main		N/A
Postal Service Type: Entity Type Entity: Infrastructure Symbol Set: 20 Value: 120900 Icon Type: Full Octagon		N/A
Postal Distribution Center Type: Entity Subtype Entity/Entity Type: Infrastructure/Postal Service Symbol Set: 20 Value: 120901 Icon Type: Full Octagon		N/A
Post Office Type: Entity Subtype Entity/Entity Type: Infrastructure/Postal Service Symbol Set: 20 Value: 120902 Icon Type: Full Octagon		N/A

TABLE E-XIV. Land installation icons - Continued.

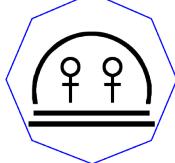
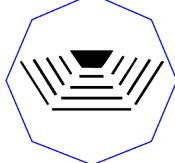
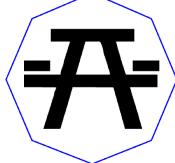
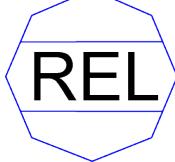
DESCRIPTION	ICON	REMARKS
Public Venues Type: Entity Type Entity: Infrastructure Symbol Set: 20 Value: 121000 Icon Type: Full Octagon		N/A
Enclosed Facility (Public Venue) Type: Entity Subtype Entity/Entity Type: Infrastructure/Public Venues Symbol Set: 20 Value: 121001 Icon Type: Full Octagon		N/A
Open Facility (Public Venue) Type: Entity Subtype Entity/Entity Type: Infrastructure/Public Venues Symbol Set: 20 Value: 121002 Icon Type: Full Octagon		N/A
Recreational Area Type: Entity Subtype Entity/Entity Type: Infrastructure/Public Venues Symbol Set: 20 Value: 121003 Icon Type: Full Octagon		N/A
Religious Type: Entity Subtype Entity/Entity Type: Infrastructure/Public Venues Symbol Set: 20 Value: 121004 Icon Type: Full Octagon		N/A
Special Needs Type: Entity Type Entity: Infrastructure Symbol Set: 20 Value: 121100 Icon Type: Full Octagon		N/A

TABLE E-XIV. Land installation icons - Continued.

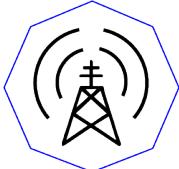
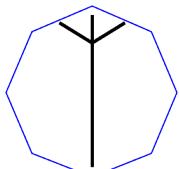
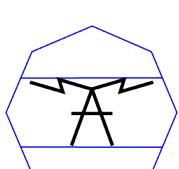
DESCRIPTION	ICON	REMARKS
Adult Day Care Type: Entity Subtype Entity/Entity Type: Infrastructure/Special Needs Symbol Set: 20 Value: 121101 Icon Type: Full Octagon		N/A
Child Day Care Type: Entity Subtype Entity/Entity Type: Infrastructure/Special Needs Symbol Set: 20 Value: 121102 Icon Type: Full Octagon		N/A
Elder Care Type: Entity Subtype Entity/Entity Type: Infrastructure/Special Needs Symbol Set: 20 Value: 121103 Icon Type: Full Octagon		N/A
Telecommunications Type: Entity Type Entity: Infrastructure Symbol Set: 20 Value: 121200 Icon Type: Full Octagon		N/A
Broadcast Transmitter Antennae Type: Entity Subtype Entity/Entity Type: Infrastructure/Telecommunications Symbol Set: 20 Value: 121201 Icon Type: Full Octagon		N/A
Telecommunications (Civilian) Type: Entity Subtype Entity/Entity Type: Infrastructure/Telecommunications Symbol Set: 20 Value: 121202 Icon Type: Main		N/A

TABLE E-XIV. Land installation icons - Continued.

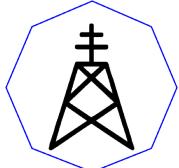
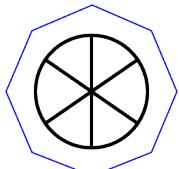
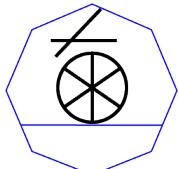
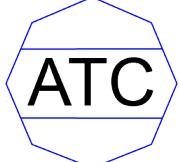
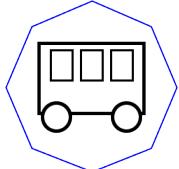
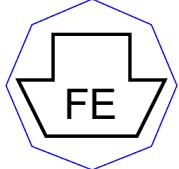
DESCRIPTION	ICON	REMARKS
Telecommunications Tower Type: Entity Subtype Entity/Entity Type: Infrastructure/Telecommunications Symbol Set: 20 Value: 121203 Icon Type: Full Octagon		N/A
Transportation Type: Entity Type Entity: Infrastructure Symbol Set: 20 Value: 121300 Icon Type: Full Octagon		N/A
Aerial Port of Debarkation/Aerial Port of Embarkation Type: Entity Subtype Entity/Entity Type: Infrastructure/Transportation Symbol Set: 20 Value: 121301 Icon Type: Main+1		N/A
Air Traffic Control Facility Type: Entity Subtype Entity/Entity Type: Infrastructure/Transportation Symbol Set: 20 Value: 121302 Icon Type: Main		N/A
Bus Station Type: Entity Subtype Entity/Entity Type: Infrastructure/Transportation Symbol Set: 20 Value: 121303 Icon Type: Full Octagon		N/A
Ferry Terminal Type: Entity Subtype Entity/Entity Type: Infrastructure/Transportation Symbol Set: 20 Value: 121304 Icon Type: Full Octagon		N/A

TABLE E-XIV. Land installation icons - Continued.

DESCRIPTION	ICON	REMARKS
Helicopter Landing Site Type: Entity Subtype Entity/Entity Type: Infrastructure/Transportation Symbol Set: 20 Value: 121305 Icon Type: Full Octagon		N/A
Maintenance Facility Type: Entity Subtype Entity/Entity Type: Infrastructure/Transportation Symbol Set: 20 Value: 121306 Icon Type: Full Octagon		N/A
Railhead/Railroad Station Type: Entity Subtype Entity/Entity Type: Infrastructure/Transportation Symbol Set: 20 Value: 121307 Icon Type: Main+1		N/A
Rest Stop Type: Entity Subtype Entity/Entity Type: Infrastructure/Transportation Symbol Set: 20 Value: 121308 Icon Type: Full Octagon		N/A
Sea Port/Naval Base Type: Entity Subtype Entity/Entity Type: Infrastructure/Transportation Symbol Set: 20 Value: 121309 Icon Type: Main+1		N/A
Ship Yard Type: Entity Subtype Entity/Entity Type: Infrastructure/Transportation Symbol Set: 20 Value: 121310 Icon Type: Main+1		N/A

TABLE E-XIV. Land installation icons - Continued.

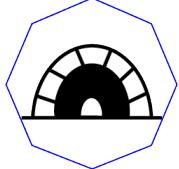
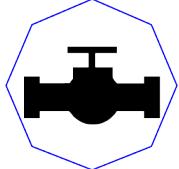
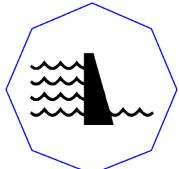
DESCRIPTION	ICON	REMARKS
Toll Facility Type: Entity Subtype Entity/Entity Type: Infrastructure/Transportation Symbol Set: 20 Value: 121311 Icon Type: Full Octagon		N/A
Traffic Inspection Facility Type: Entity Subtype Entity/Entity Type: Infrastructure/Transportation Symbol Set: 20 Value: 121312 Icon Type: Full Octagon		N/A
Tunnel Type: Entity Subtype Entity/Entity Type: Infrastructure/Transportation Symbol Set: 20 Value: 121313 Icon Type: Full Octagon		N/A
Water Supply Type: Entity Type Entity: Infrastructure Symbol Set: 20 Value: 121400 Icon Type: Full Octagon	N/A	Reserved for hierarchical purposes.
Control Valve Type: Entity Subtype Entity/Entity Type: Infrastructure/Water Supply Symbol Set: 20 Value: 121401 Icon Type: Full Octagon		N/A
Dam Type: Entity Subtype Entity/Entity Type: Infrastructure/Water Supply Symbol Set: 20 Value: 121402 Icon Type: Full Octagon		N/A

TABLE E-XIV. Land installation icons - Continued.

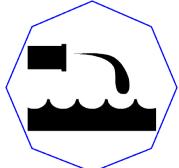
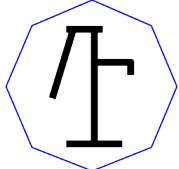
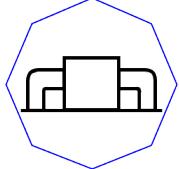
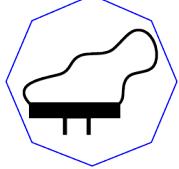
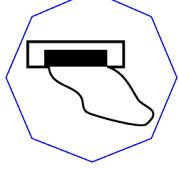
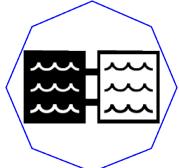
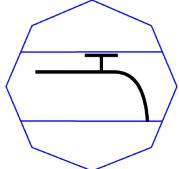
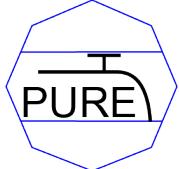
DESCRIPTION	ICON	REMARKS
Discharge Outfall Type: Entity Subtype Entity/Entity Type: Infrastructure/Water Supply Symbol Set: 20 Value: 121403 Icon Type: Full Octagon		N/A
Ground Water Well Type: Entity Subtype Entity/Entity Type: Infrastructure/Water Supply Symbol Set: 20 Value: 121404 Icon Type: Full Octagon		N/A
Pumping Station Type: Entity Subtype Entity/Entity Type: Infrastructure/Water Supply Symbol Set: 20 Value: 121405 Icon Type: Full Octagon		N/A
Reservoir Type: Entity Subtype Entity/Entity Type: Infrastructure/Water Supply Symbol Set: 20 Value: 121406 Icon Type: Full Octagon		N/A
Storage Tower Type: Entity Subtype Entity/Entity Type: Infrastructure/Water Supply Symbol Set: 20 Value: 121407 Icon Type: Full Octagon		N/A
Surface Water Intake Type: Entity Subtype Entity/Entity Type: Infrastructure/Water Supply Symbol Set: 20 Value: 121408 Icon Type: Full Octagon		N/A

TABLE E-XIV. Land installation icons - Continued.

DESCRIPTION	ICON	REMARKS
Wastewater Treatment Facility Type: Entity Subtype Entity/Entity Type: Infrastructure/Water Supply Symbol Set: 20 Value: 121409 Icon Type: Full Octagon		N/A
Water Type: Entity Subtype Entity/Entity Type: Infrastructure/Water Supply Symbol Set: 20 Value: 121410 Icon Type: Main		N/A
Water Treatment Type: Entity Subtype Entity/Entity Type: Infrastructure/Water Supply Symbol Set: 20 Value: 121411 Icon Type: Main		N/A

E.9.3 Land installation sector 1 modifiers. Land installation sector 1 modifiers denote CBRN type, electric power type and civilian telecommunications type categories. [Table E-XV](#) lists land installation sector 1 modifiers and illustrates their placement within the bounding octagon. Additional sector 1 modifiers, where required, are included in [table B-I](#) and are accessed using the modifier extension flag.

TABLE E-XV. Land installation sector 1 modifiers.

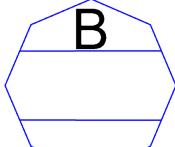
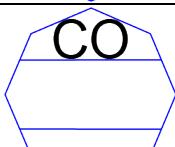
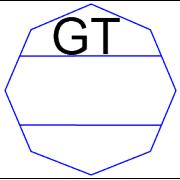
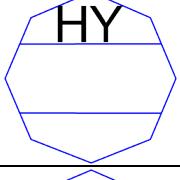
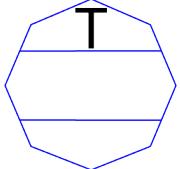
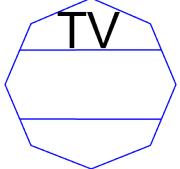
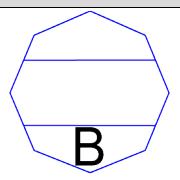
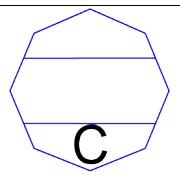
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Biological Symbol Set: 20 Value: 01	CBRN		N/A
Coal Symbol Set: 20 Value: 06	Electric Power Type		Used with Electric Power only

TABLE E-XV. Land installation sector 1 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Geothermal Symbol Set: 20 Value: 07	Electric Power Type		Used with Electric Power only
Hydroelectric Symbol Set: 20 Value: 08	Electric Power Type		Used with Electric Power only
Natural Gas Symbol Set: 20 Value: 09	Electric Power Type		Used with Electric Power only
Civilian Telephone Symbol Set: 20 Value: 12	Civilian Telecommunications Type		N/A
Civilian Television Symbol Set: 20 Value: 13	Civilian Telecommunications Type		N/A

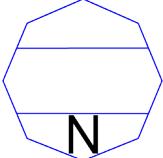
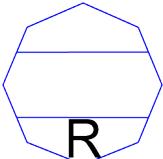
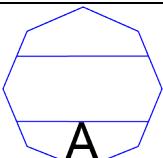
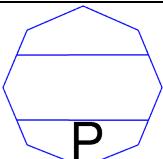
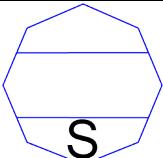
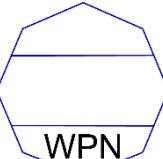
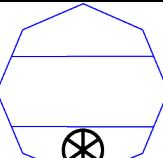
E.9.4 Land installation sector 2 modifiers. Land installation_sector 2 modifiers denote capability category. [Table E-XVI](#) lists the land installation_sector 2 modifiers and illustrates their placement within the bounding octagon. Additional sector 2 modifiers, where required, are included in [table B-II](#) and are accessed using the modifier extension flag.

TABLE E-XVI. Land installation sector 2 modifiers.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Biological Warfare Production Symbol Set: 20 Value: 01	Capability		N/A
Chemical Warfare Production Symbol Set: 20 Value: 02	Capability		N/A

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TABLE E-XVI. Land installation sector 2 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Nuclear Warfare Production Symbol Set: 20 Value: 03	Capability		N/A
Radiological Warfare Production Symbol Set: 20 Value: 04	Capability		N/A
Atomic Energy Reactor Symbol Set: 20 Value: 05	Capability		N/A
Nuclear Material Production Symbol Set: 20 Value: 06	Capability		N/A
Nuclear Material Storage Symbol Set: 20 Value: 07	Capability		N/A
Weapons Grade Production Symbol Set: 20 Value: 08	Capability		N/A
Transportation Symbol Set: 20 Value: 10	Capability		N/A

DISMOUNTED INDIVIDUAL SYMBOLS

F.1 SCOPE

F.1.1 Scope. This appendix addresses symbols that support land symbols representing individuals in the C2 domain. The tables in this appendix present the icons and modifiers for dismounted soldiers and other individuals. The information contained herein is intended for compliance.

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

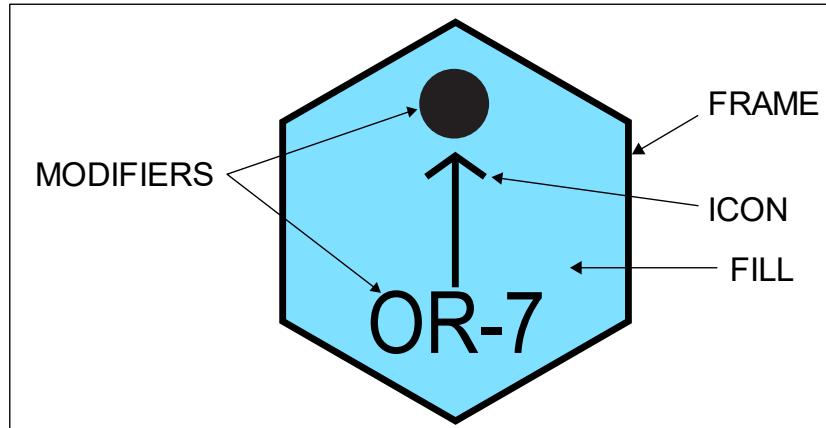
F.4.1 Organization. This appendix contains technical specifications, a symbol coding scheme, a symbology hierarchy and land symbology.

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 land symbols. A standard method for constructing symbols is presented. Refer to [5.3.10](#) for an explanation of symbol composition. [Figure F-1](#) shows an example of a dismounted individual symbol.

FIGURE F-1. Dismounted individual symbol components.

F.5.3.1 Symbol building process. [Table F-I](#) depicts the symbol building process for dismounted individual symbols. The process is identical for icons and modifiers requiring the horizontal bounding octagon.

TABLE F-I. Dismounted individual symbol building process.

STEP	DESCRIPTION	EXAMPLE
1.	Choose the frame that matches the dimension of the object from the appropriate column in tables I , II , or III and standard identity (table A-II). In this example, the dimension is dismounted individual and the standard identity is friend The example depicts a “friendly individual.”	
2.	Choose an icon for the symbol. In this example, the icon is “rifle”. The example depicts a “friendly individual with rifle.”	
3.	If required, choose a modifier to depict an additional characteristic of the icon. In this example, the modifier is “squad,” a sector 1 modifier. The example depicts a “friendly individual with rifle from a squad.”	
4.	If required, choose another modifier to depict an additional characteristic of the icon. In this example, the modifier is “rank code OR-7,” a sector 2 modifier. The example depicts a “friendly individual, rank OR-7, with rifle from a squad.”	

TABLE F-I. Dismounted individual symbol building process - Continued.

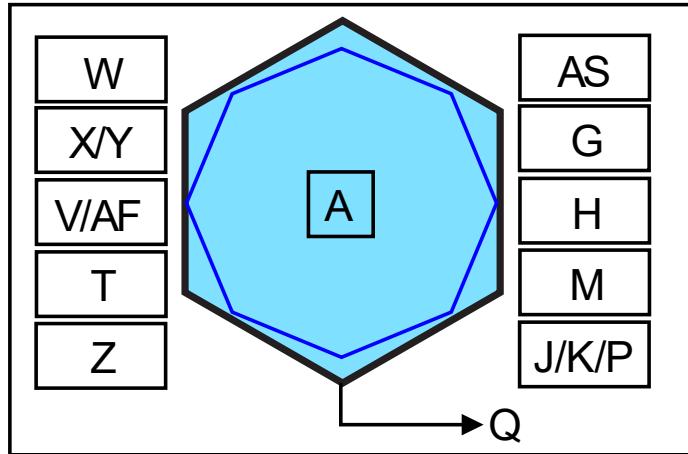
STEP	DESCRIPTION	EXAMPLE
5.	If required, choose a leadership indicator amplifier. In this example, the leadership indicator amplifier is “Leader”. The example depicts a “friendly individual, rank OR-7, squad leader with rifle.”	
6.	The finished symbol will appear as shown in the example.	

F.5.3.2 Icons and modifiers. All icons shall be placed within the main sector of the bounding octagon (see [Table F-I](#)). 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 [5.3.7](#) 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.

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 [5.3.7](#) for more information on amplifiers, including examples of dynamic amplifiers.

FIGURE F-2. Placement of dismounted individual symbol amplifiers.TABLE F-II. Descriptions and formats of dismounted individual symbol amplifiers.

FIELD	FIELD TITLE	DESCRIPTION	FORMAT
A	Symbol Icon	The innermost part of a symbol, comprised of an icon and optional modifiers, that represents a joint military object (see 5.3.4).	
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	Evaluation Rating	<p>A text amplifier for units, equipment, installations, and dismounted individuals that consists of a single-letter reliability rating and a single digit credibility rating: (See ATP 2-33.4).</p> <p>Reliability Ratings: A-completely reliable B-usually reliable C-fairly reliable D-not usually reliable E-unreliable F-reliability cannot be judged.</p> <p>Credibility Ratings: 1-confirmed by other sources 2-probably true 3-possibly true 4-doubtfully true 5-improbable 6-truth cannot be judged.</p>	

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TABLE F-II. Descriptions and formats of dismounted individual symbol amplifiers - Continued.

FIELD	FIELD TITLE	DESCRIPTION	FORMAT
K	Combat Effectiveness	A text amplifier for units, installations, and dismounted individuals that indicates effectiveness. The entries are: fully operational (FO) substantially operational (SO) marginally operational (MO) not operational (NO) unknown (UNK)	
M	Higher Formation	A text amplifier for units that indicates number or title of higher echelon command (Corps is designated by Roman numerals).	
P	IFF/SIF	A text amplifier displaying one or more IFF/SIF Identification modes and codes. Display priority: Mode 5, Mode S, Mode 2, Mode 3.	Mode 2 Prefix: 2:#### Example: 2:1234
Q	Direction of Movement Indicator	A graphic amplifier that identifies the direction of movement or intended movement of an object (see 5.3.7.9 and figure 14 in the base document).	
S2	Offset Location Indicator	A graphic amplifier used to indicate the offset or precise location of a single point symbol (see 5.3.7.5 , 5.3.13 , and figure 14).	
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.	
W	Date-Time Group (DTG)	An alphanumeric designator for displaying a date-time group. 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 (see 5.3.7.8).	(DDHHMMSSZMONYYYY) or "O/O" for on order
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 5.3.7.6 for content.	Measurement units shall be displayed within the string. Examples: 1500MSL FL150

TABLE F-II. Descriptions and formats of dismounted individual 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 decimal minutes (or in MGRS, GARS, or other applicable display formats).	3317.0921N 04412.6332E 38SMB2649083145
Z	Speed	A text amplifier for units and equipment that displays velocity (see 5.3.7.7).	
AF	Common Identifier	Example: "Marine" for service affiliation.	
AS	Country	A three-letter code that indicates the country of origin of the organization (US systems shall use GENC).	

F.6 DISMOUNTED INDIVIDUAL SYMBOLS

F.6.1 Dismounted individual symbols. This section includes the lists of icons and modifiers for building dismounted individual symbols.

F.6.2 Dismounted individual icons. [Table F-III](#) depicts dismounted individual icons.

TABLE F-III. Dismounted individuals.

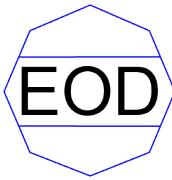
DESCRIPTION	ICON	REMARKS
Military Type: Entity Symbol Set: 27 Value: 110000	N/A	Reserved for hierarchical purposes.
Activity/Task Type: Entity Type Entity: Military Symbol Set: 27 Value: 110200	N/A	Reserved for hierarchical purposes.
Explosive Ordnance Disposal (EOD) Type: Entity Subtype Entity/Entity Type: Military/Activity/Task Symbol Set: 27 Value: 110201 Icon Type: Main		N/A

TABLE F-III. Dismounted individuals - Continued.

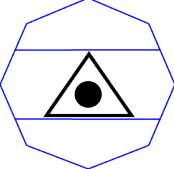
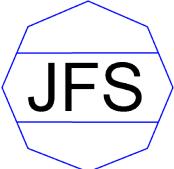
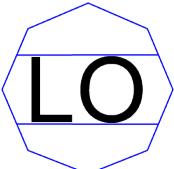
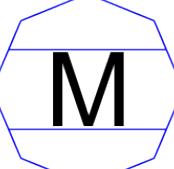
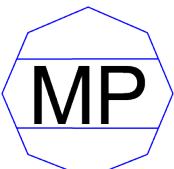
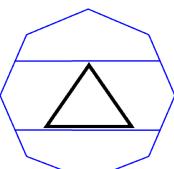
DESCRIPTION	ICON	REMARKS
Field Artillery Observer Type: Entity Subtype Entity/Entity Type: Military/Activity/Task Symbol Set: 27 Value: 110202 Icon Type: Main		N/A
Joint Fire Support Type: Entity Subtype Entity/Entity Type: Military/Activity/Task Symbol Set: 27 Value: 110203 Icon Type: Main		N/A
Liaison Type: Entity Subtype Entity/Entity Type: Military/Activity/Task Symbol Set: 27 Value: 110204 Icon Type: Main		N/A
Messenger Type: Entity Subtype Entity/Entity Type: Military/Activity/Task Symbol Set: 27 Value: 110205 Icon Type: Main		N/A
Military Police Type: Entity Subtype Entity/Entity Type: Military/Activity/Task Symbol Set: 27 Value: 110206 Icon Type: Main		N/A
Observer Type: Entity Subtype Entity/Entity Type: Military/Activity/Task Symbol Set: 27 Value: 110207 Icon Type: Main		N/A
Security Type: Entity Subtype Entity/Entity Type: Military/Activity/Task Symbol Set: 27 Value: 110208 Icon Type: Main		N/A

TABLE F-III. Dismounted individuals - Continued.

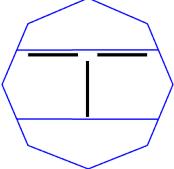
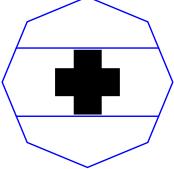
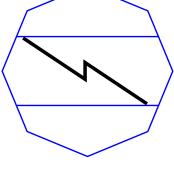
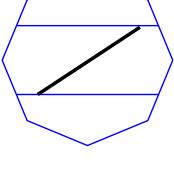
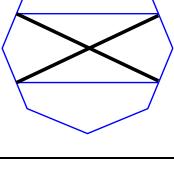
DESCRIPTION	ICON	REMARKS
Sniper Type: Entity Subtype Entity/Entity Type: Military/Activity/Task Symbol Set: 27 Value: 110209 Icon Type: Main		N/A
Special Operations Forces Type: Entity Subtype Entity/Entity Type: Military/Activity/Task Symbol Set: 27 Value: 110210 Icon Type: Main		N/A
Designated Marksman Type: Entity Subtype Entity/Entity Type: Military/Activity/Task Symbol Set: 27 Value: 110211 Icon Type: Main		N/A
Medic Type: Entity Subtype Entity/Entity Type: Military/Activity/Task Symbol Set: 27 Value: 110212 Icon Type: Main		N/A
Signaler Type: Entity Subtype Entity/Entity Type: Military/Activity/Task Symbol Set: 27 Value: 110213 Icon Type: Main		N/A
Reconnaissance Type: Entity Subtype Entity/Entity Type: Military/Activity/Task Symbol Set: 27 Value: 110214 Icon Type: Main		N/A
Infantry Type: Entity Subtype Entity/Entity Type: Military/Activity/Task Symbol Set: 27 Value: 110215 Icon Type: Main		N/A

TABLE F-III. Dismounted individuals - Continued.

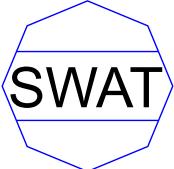
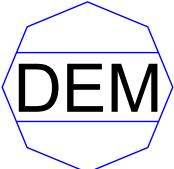
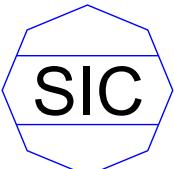
DESCRIPTION	ICON	REMARKS
Close Protection Type: Entity Subtype Entity/Entity Type: Military/Activity/Task Symbol Set: 27 Value: 110216 Icon Type: Main		N/A
Crowd and Riot Control Type: Entity Subtype Entity/Entity Type: Military/Activity/Task Symbol Set: 27 Value: 110217 Icon Type: Main		N/A
Special Weapons and Tactics (SWAT) Type: Entity Subtype Entity/Entity Type: Military/Activity/Task Symbol Set: 27 Value: 110218 Icon Type: Main		N/A
Demolition Type: Entity Subtype Entity/Entity Type: Military/Activity/Task Symbol Set: 27 Value: 110219 Icon Type: Main		N/A
Commander (CDR) Type: Entity Subtype Entity/Entity Type: Military/Activity/Task Symbol Set: 27 Value: 110220 Icon Type: Main		N/A
Second in Command (SIC) Type: Entity Subtype Entity/Entity Type: Military/Activity/Task Symbol Set: 27 Value: 110221 Icon Type: Main		N/A
Lethal Weapons Type: Entity Type Entity: Military Symbol Set: 27 Value: 110300	N/A	Reserved for hierarchical purposes.

TABLE F-III. Dismounted individuals - Continued.

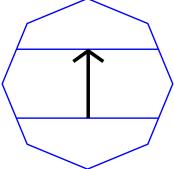
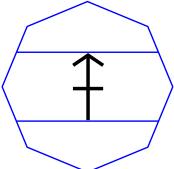
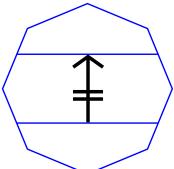
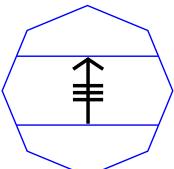
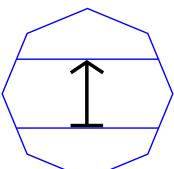
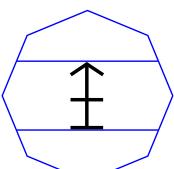
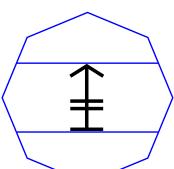
DESCRIPTION	ICON	REMARKS
Rifle Type: Entity Subtype Entity/Entity Type: Military/Lethal Weapons Symbol Set: 27 Value: 110301 Icon Type: Main		N/A
Single Shot Rifle Type: Entity Subtype Entity/Entity Type: Military/Lethal Weapons Symbol Set: 27 Value: 110302 Icon Type: Main		N/A
Semiautomatic Rifle Type: Entity Subtype Entity/Entity Type: Military/Lethal Weapons Symbol Set: 27 Value: 110303 Icon Type: Main		N/A
Automatic Rifle Type: Entity Subtype Entity/Entity Type: Military/Lethal Weapons Symbol Set: 27 Value: 110304 Icon Type: Main		N/A
Machine Gun Type: Entity Subtype Entity/Entity Type: Military/Lethal Weapons Symbol Set: 27 Value: 110305 Icon Type: Main		N/A
Machine Gun – Light Type: Entity Subtype Entity/Entity Type: Military/Lethal Weapons Symbol Set: 27 Value: 110306 Icon Type: Main		N/A
Machine Gun – Medium Type: Entity Subtype Entity/Entity Type: Military/Lethal Weapons Symbol Set: 27 Value: 110307 Icon Type: Main		N/A

TABLE F-III. Dismounted individuals - Continued.

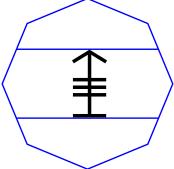
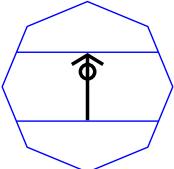
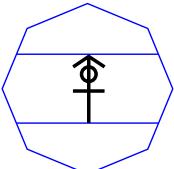
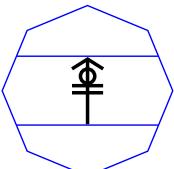
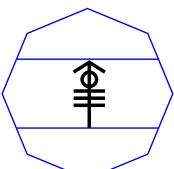
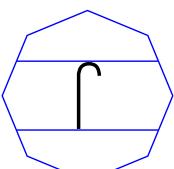
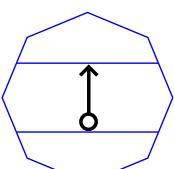
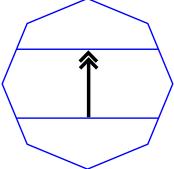
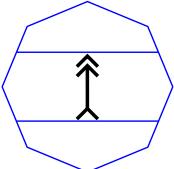
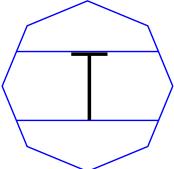
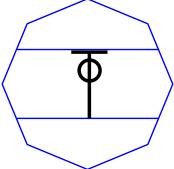
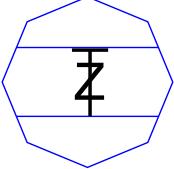
DESCRIPTION	ICON	REMARKS
Machine Gun – Heavy Type: Entity Subtype Entity/Entity Type: Military/Lethal Weapons Symbol Set: 27 Value: 110308 Icon Type: Main		N/A
Grenade Launcher Type: Entity Subtype Entity/Entity Type: Military/Lethal Weapons Symbol Set: 27 Value: 110309 Icon Type: Main		N/A
Grenade Launcher – Light Type: Entity Subtype Entity/Entity Type: Military/Lethal Weapons Symbol Set: 27 Value: 110310 Icon Type: Main		N/A
Grenade Launcher – Medium Type: Entity Subtype Entity/Entity Type: Military/Lethal Weapons Symbol Set: 27 Value: 110311 Icon Type: Main		N/A
Grenade Launcher – Heavy Type: Entity Subtype Entity/Entity Type: Military/Lethal Weapons Symbol Set: 27 Value: 110312 Icon Type: Main		N/A
Flame Thrower Type: Entity Subtype Entity/Entity Type: Military/Lethal Weapons Symbol Set: 27 Value: 110313 Icon Type: Main		N/A
Mortar Type: Entity Subtype Entity/Entity Type: Military/Lethal Weapons Symbol Set: 27 Value: 110314 Icon Type: Main		N/A

TABLE F-III. Dismounted individuals - Continued.

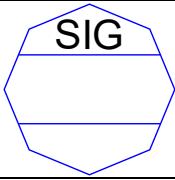
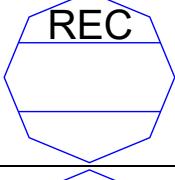
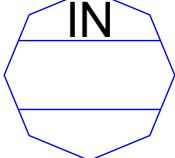
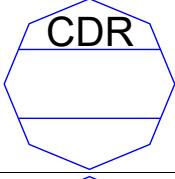
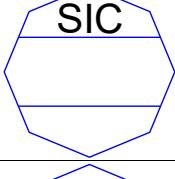
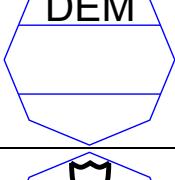
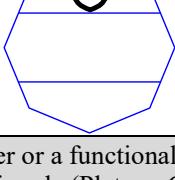
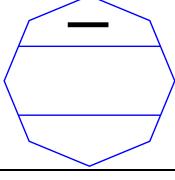
DESCRIPTION	ICON	REMARKS
Single Rocket Launcher Type: Entity Subtype Entity/Entity Type: Military/Lethal Weapons Symbol Set: 27 Value: 110315 Icon Type: Main		N/A
Antitank Rocket Launcher Type: Entity Subtype Entity/Entity Type: Military/Lethal Weapons Symbol Set: 27 Value: 110316 Icon Type: Main		N/A
Nonlethal Weapons Type: Entity Type Entity: Military Symbol Set: 27 Value: 110400	N/A	Reserved for hierarchical purposes.
Nonlethal Weapon Type: Entity Subtype Entity/Entity Type: Military/Nonlethal Weapons Symbol Set: 27 Value: 110401 Icon Type: Main		N/A
Nonlethal Grenade Launcher Type: Entity Subtype Entity/Entity Type: Military/Nonlethal Weapons Symbol Set: 27 Value: 110402 Icon Type: Main		N/A
Taser Type: Entity Subtype Entity/Entity Type: Military/Nonlethal Weapons Symbol Set: 27 Value: 110403 Icon Type: Main		N/A

F.6.3 Dismounted individual sector 1 modifiers. Dismounted individual sector 1 modifiers capability category. [Table F-IV](#) lists dismounted individual sector 1 modifiers and illustrates their placement within the bounding octagon. Additional sector 1 modifiers, where required, are included in [table B-I](#) and are accessed using the modifier extension flag.

TABLE F-IV. Dismounted individual sector 1 modifiers.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Non-Governmental Organization Member Symbol Set: 27 Value: 07	Capability	An octagonal outline with the letters "NGO" centered inside.	N/A
Field Artillery Observer Symbol Set: 27 Value: 11	Capability	An octagonal outline with a triangle containing a circle centered inside.	N/A
Joint Fire Support Symbol Set: 27 Value: 12	Capability	An octagonal outline with the letters "JFS" centered inside.	N/A
Liaison Symbol Set: 27 Value: 13	Capability	An octagonal outline with the letters "LO" centered inside.	N/A
Messenger Symbol Set: 27 Value: 14	Capability	An octagonal outline with the letters "MSG" centered inside.	N/A
Military Police Symbol Set: 27 Value: 15	Capability	An octagonal outline with the letters "MP" centered inside.	N/A
Observer Symbol Set: 27 Value: 16	Capability	An octagonal outline with a triangle centered inside.	N/A
Designated Marksman Symbol Set: 27 Value: 17	Capability	An octagonal outline with the letters "DM" centered inside.	N/A

TABLE F-IV. Dismounted individual sector 1 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Signaler Symbol Set: 27 Value: 20	Capability		N/A
Reconnaissance Symbol Set: 27 Value: 21	Capability		N/A
Infantry Symbol Set: 27 Value: 22			N/A
Commander (CDR) Symbol Set: 27 Value: 23			N/A
Second in Command (SIC) Symbol Set: 27 Value: 24			N/A
Demolition Symbol Set: 27 Value: 25	Capability		N/A
Police Symbol Set: 27 Value: 26	Capability		N/A
Below icons are usually accompanied by leadership amplifier or a functional staff area modifier in Sector 2. Indicates the echelon at which the individual fulfills a specific role (Platoon Commander, Battalion J3, etc.).			
INDIVIDUAL Symbol Set: 27 Value: 46			N/A

F.6.4 Dismounted individual sector 2 modifiers. Dismounted individual sector 2 modifiers capability category. [Table F-V](#) lists dismounted individual sector 2 modifiers and

illustrates their placement within the bounding octagon. Additional sector 2 modifiers, where required, are included in [table B-II](#) and are accessed using the modifier extension flag.

TABLE F-V. Dismounted individual sector 2 modifiers.

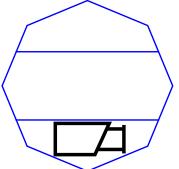
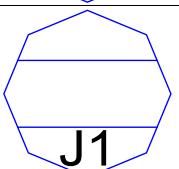
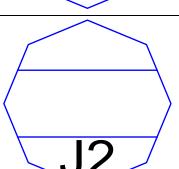
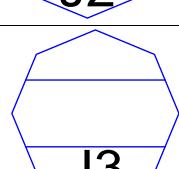
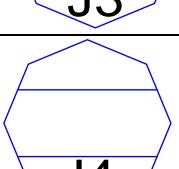
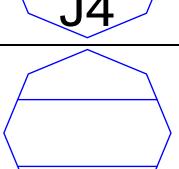
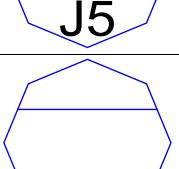
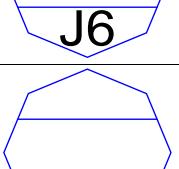
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Video Imagery (Combat Camera) Symbol Set: 27 Value: 03	Capability		N/A
Functional Staff Area J1 Symbol Set: 27 Value: 04	Command Level		N/A
Functional Staff Area J2 Symbol Set: 27 Value: 05	Command Level		N/A
Functional Staff Area J3 Symbol Set: 27 Value: 06	Command Level		N/A
Functional Staff Area J4 Symbol Set: 27 Value: 07	Command Level		N/A
Functional Staff Area J5 Symbol Set: 27 Value: 08	Command Level		N/A
Functional Staff Area J6 Symbol Set: 27 Value: 09	Command Level		N/A
Functional Staff Area J7 Symbol Set: 27 Value: 10	Command Level		N/A

TABLE F-V. Dismounted individual sector 2 modifiers- Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Functional Staff Area J8 Symbol Set: 27 Value: 11	Command Level		N/A
Functional Staff Area J9 Symbol Set: 27 Value: 12	Command Level		N/A
Officer Rank			
Rank O-1/O-2 Symbol Set Value: 27 Value: 14	Command Level		
			APP-06 Version
Rank O-3 Symbol Set Value: 27 Value: 15	Command Level		
			APP-06 Version
Rank O-4 Symbol Set Value: 27 Value: 16	Command Level		
			APP-06 Version
Rank O-5 Symbol Set Value: 27 Value: 17	Command Level		
			APP-06 Version
Rank O-6 Symbol Set Value: 27 Value: 18	Command Level		
			APP-06 Version

TABLE F-V. Dismounted individual sector 2 modifiers- Continued.

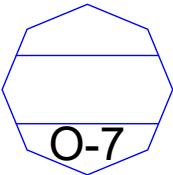
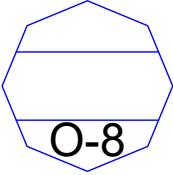
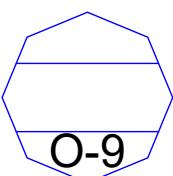
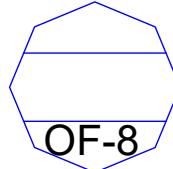
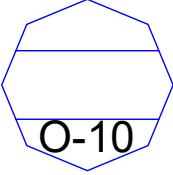
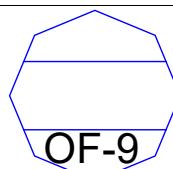
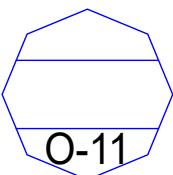
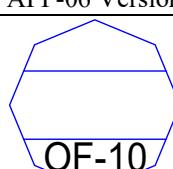
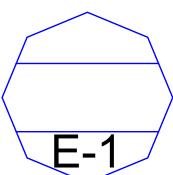
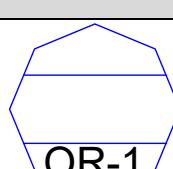
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Rank O-7 Symbol Set Value: 27 Value: 19	Command Level		 APP-06 Version
Rank O-8 Symbol Set Value: 27 Value: 20	Command Level		 APP-06 Version
Rank O-9 Symbol Set Value: 27 Value: 21	Command Level		 APP-06 Version
Rank O-10 Symbol Set Value: 27 Value: 22	Command Level		 APP-06 Version
Rank O-11 Symbol Set Value: 27 Value: 23	Command Level		 APP-06 Version
Enlisted Rank			
Rank E-1 Symbol Set Value: 27 Value: 25	Command Level		 APP-06 Version

TABLE F-V. Dismounted individual sector 2 modifiers- Continued.

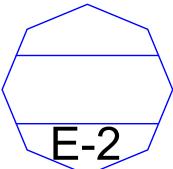
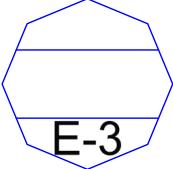
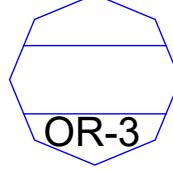
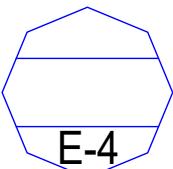
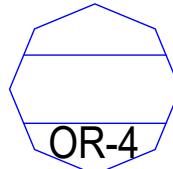
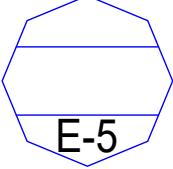
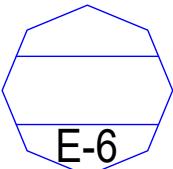
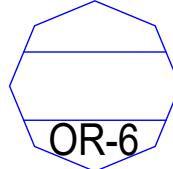
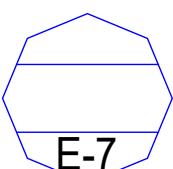
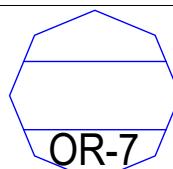
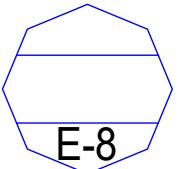
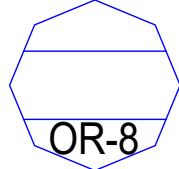
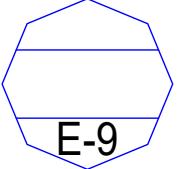
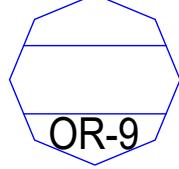
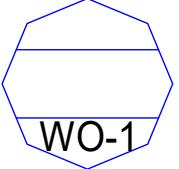
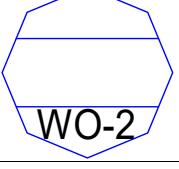
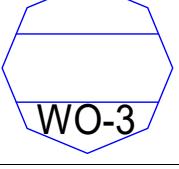
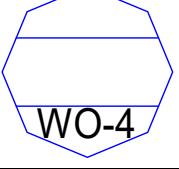
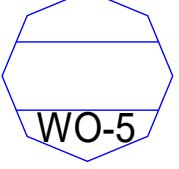
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Rank E-2 Symbol Set Value: 27 Value: 26	Command Level		 APP-06 Version
Rank E-3 Symbol Set Value: 27 Value: 27	Command Level		 APP-06 Version
Rank E-4 Symbol Set Value: 27 Value: 28	Command Level		 APP-06 Version
Rank E-5 Symbol Set Value: 27 Value: 29	Command Level		 APP-06 Version
Rank E-6 Symbol Set Value: 27 Value: 30	Command Level		 APP-06 Version
Rank E-7 Symbol Set Value: 27 Value: 31	Command Level		 APP-06 Version

TABLE F-V. Dismounted individual sector 2 modifiers- Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Rank E-8 Symbol Set Value: 27 Value: 32	Command Level		 APP-06 Version
Rank E-9 Symbol Set Value: 27 Value: 33	Command Level		 APP-06 Version
Warrant Officer Rank			
WO-1 Symbol Set Value: 27 Value: 34	Command Level		N/A
WO-2 Symbol Set Value: 27 Value: 35	Command Level		N/A
WO-3 Symbol Set Value: 27 Value: 36	Command Level		N/A
WO-4 Symbol Set Value: 27 Value: 37	Command Level		N/A
WO-5 Symbol Set Value: 27 Value: 38	Command Level		N/A

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SEA SURFACE SYMBOLS

G.1 SCOPE

G.1.1 Scope. This appendix addresses symbols that support sea surface units, equipment and installations in the C2 domain. The tables in this appendix present the icons and modifiers for the sea surface symbol set. 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 sea surface 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 sea surface symbols. A standard method for constructing symbols is presented. Refer to [5.3.10](#) for an explanation of symbol composition. [Figure G-1](#) shows an example of a sea surface equipment symbol.

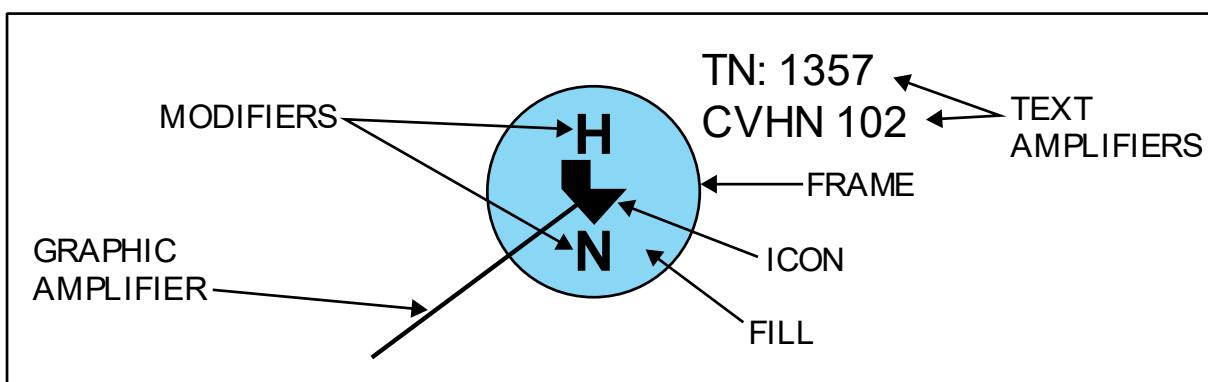
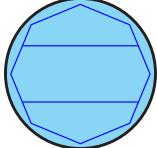
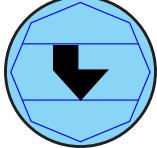
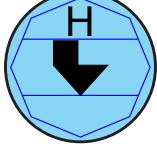
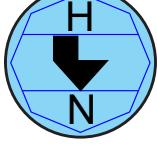
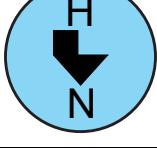


FIGURE G-1. Sea surface symbol components.

G.5.3.1 Symbol building process. [Table G-I](#) depicts the symbol building process for sea surface symbols. The process is identical for icons and modifiers requiring the vertical bounding octagon.

TABLE G-I. Sea surface symbol building process.

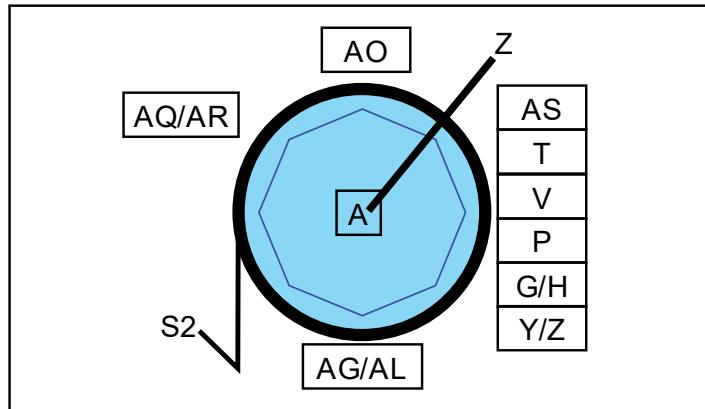
STEP	DESCRIPTION	EXAMPLE
1.	Choose the frame that matches the dimension of the object from the appropriate column in tables I , II , or III and standard identity (table A-II). In this example, the dimension is sea surface and the standard identity is friend. The example depicts a “friendly sea surface 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.	

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 [5.3.7](#) for more information on amplifiers.

[Figure G-2](#) shows the placement of sea surface symbol amplifiers around the friend symbol frame. [Table G-II](#) provides descriptions and formats of each amplifier.

FIGURE G-2. Placement of sea surface symbol amplifiers.TABLE G-II. Descriptions and formats of sea surface symbol amplifiers.

FIELD	FIELD TITLE	DESCRIPTION	FORMAT
A	Ship/Ship Type Icon	The innermost part of a symbol, comprised of an icon and optional modifiers, that represents a joint military object (see 5.3.4).	
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.	
Q	Direction of Movement Indicator	A graphic amplifier that identifies the direction of movement or intended movement of an object (see 5.3.7.9 and figure 14 in the base document).	
S2	Offset Location Indicator	A graphic amplifier used to indicate the offset or precise location of a single point symbol (see 5.3.7.5 , 5.3.13 , and figure 14).	
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.	
Y	Location	A text amplifier for units, equipment and installations that displays a symbol's location in degrees, minutes decimal minutes, (or in MGRS, GARS, or other applicable display formats).	3317.0921N 04412.6332E 38SMB2649083145
Z	Speed	A text amplifier for CBRN, units and equipment that displays velocity (see 5.3.7.7).	

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

FIELD	FIELD TITLE	DESCRIPTION	FORMAT
AG	Auxiliary Equipment Indicator	Towed sonar array indicator: A graphic amplifier for equipment that indicates the presence of a towed sonar array (see 5.3.7.10, figure 13 and table IX).	
AL	Operational Condition	A graphic amplifier for equipment or installations that indicates an 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 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
AS	Country	A three-letter code that indicates the country of origin of the organization (US systems shall use GENC).	

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 [5.3.7](#) for more information on amplifiers, including examples of dynamic amplifiers.

G.6 SEA SURFACE UNIT, EQUIPMENT AND INSTALLATION SYMBOLS

G.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.

G.6.2 Sea surface unit, equipment and installation icons. [Table G-III](#) depicts sea surface unit, equipment and installation icons.

In accordance with Standard Ship Designator System ([STANAG 1166/APP-20](#)), 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.

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

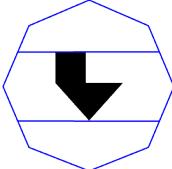
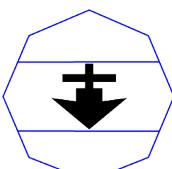
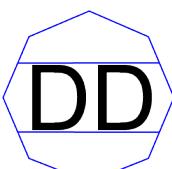
DESCRIPTION	ICON	REMARKS
Military Type: Entity Symbol Set: 30 Value: 110000 Icon Type: Main	N/A	Reserved for hierarchical purposes.
Military Combatant Type: Entity Symbol Set: 30 Value: 120000 Icon Type: Main	N/A	Reserved for hierarchical purposes.
Carrier Type: Entity Type Entity: Military Combatant Symbol Set: 30 Value: 120100 Icon Type: Main		N/A
Surface Combatant, Line Type: Entity Type Entity: Military Combatant Symbol Set: 30 Value: 120200 Icon Type: Main		N/A
Battleship Type: Entity Subtype Entity/Entity Type: Military Combatant/Surface Combatant, Line Symbol Set: 30 Value: 120201 Icon Type: Main		N/A
Cruiser Type: Entity Subtype Entity/Entity Type: Military Combatant/Surface Combatant, Line Symbol Set: 30 Value: 120202 Icon Type: Main		N/A
Destroyer Type: Entity Subtype Entity/Entity Type: Military Combatant/Surface Combatant, Line Symbol Set: 30 Value: 120203 Icon Type: Main		N/A

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

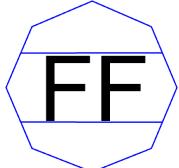
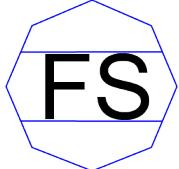
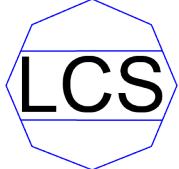
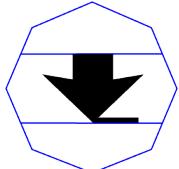
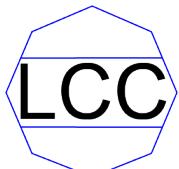
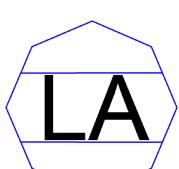
DESCRIPTION	ICON	REMARKS
Frigate Type: Entity Subtype Entity/Entity Type: Military Combatant/Surface Combatant, Line Symbol Set: 30 Value: 120204 Icon Type: Main		N/A
Corvette Type: Entity Subtype Entity/Entity Type: Military Combatant/Surface Combatant, Line Symbol Set: 30 Value: 120205 Icon Type: Main		N/A
Littoral Combatant Ship Type: Entity Subtype Entity/Entity Type: Military Combatant/Surface Combatant, Line Symbol Set: 30 Value: 120206 Icon Type: Main		N/A
Amphibious Warfare Ship Type: Entity Type Entity: Military Combatant Symbol Set: 30 Value: 120300 Icon Type: Main		N/A
Amphibious Command Ship Type: Entity Subtype Entity/Entity Type: Military Combatant/Amphibious Warfare Ship Symbol Set: 30 Value: 120301 Icon Type: Main		N/A
Amphibious Assault, Non-Specified Type: Entity Subtype Entity/Entity Type: Military Combatant/Amphibious Warfare Ship Symbol Set: 30 Value: 120302 Icon Type: Main		N/A

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

DESCRIPTION	ICON	REMARKS
Amphibious Assault Ship, General Type: Entity Subtype Entity/Entity Type: Military Combatant/Amphibious Warfare Ship Symbol Set: 30 Value: 120303 Icon Type: Main		N/A
Amphibious Assault Ship, Multipurpose Type: Entity Subtype Entity/Entity Type: Military Combatant/Amphibious Warfare Ship Symbol Set: 30 Value: 120304 Icon Type: Main		N/A
Amphibious Assault Ship, Helicopter Type: Entity Subtype Entity/Entity Type: Military Combatant/Amphibious Warfare Ship Symbol Set: 30 Value: 120305 Icon Type: Main		N/A
Amphibious Transport Dock Type: Entity Subtype Entity/Entity Type: Military Combatant/Amphibious Warfare Ship Symbol Set: 30 Value: 120306 Icon Type: Main		N/A
Landing Ship Type: Entity Subtype Entity/Entity Type: Military Combatant/Amphibious Warfare Ship Symbol Set: 30 Value: 120307 Icon Type: Main		N/A
Landing Craft Type: Entity Subtype Entity/Entity Type: Military Combatant/Amphibious Warfare Ship Symbol Set: 30 Value: 120308 Icon Type: Main		N/A

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

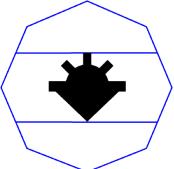
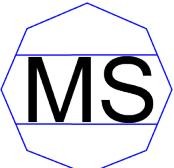
DESCRIPTION	ICON	REMARKS
Mine Warfare Ship Type: Entity Type Entity: Military Combatant Symbol Set: 30 Value: 120400 Icon Type: Main		N/A
Mine Layer Type: Entity Subtype Entity/Entity Type: Military Combatant/Mine Warfare Ship Symbol Set: 30 Value: 120401 Icon Type: Main		N/A
Mine Sweeper Type: Entity Subtype Entity/Entity Type: Military Combatant/Mine Warfare Ship Symbol Set: 30 Value: 120402 Icon Type: Main		N/A
Mine Sweeper, Drone Type: Entity Subtype Entity/Entity Type: Military Combatant/Mine Warfare Ship Symbol Set: 30 Value: 120403 Icon Type: Main		N/A
Mine Hunter Type: Entity Subtype Entity/Entity Type: Military Combatant/Mine Warfare Ship Symbol Set: 30 Value: 120404 Icon Type: Main		N/A
Mine Countermeasures Type: Entity Subtype Entity/Entity Type: Military Combatant/Mine Warfare Ship Symbol Set: 30 Value: 120405 Icon Type: Main		N/A

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

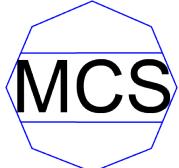
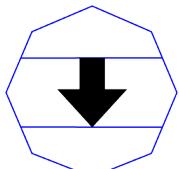
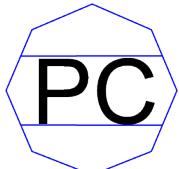
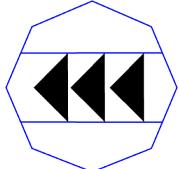
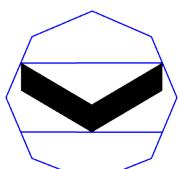
DESCRIPTION	ICON	REMARKS
Mine Countermeasures, Support Ship Type: Entity Subtype Entity/Entity Type: Military Combatant/Mine Warfare Ship Symbol Set: 30 Value: 120406 Icon Type: Main		N/A
Patrol Boat Type: Entity Type Entity: Military Combatant Symbol Set: 30 Value: 120500 Icon Type: Main		N/A
Patrol Craft, Submarine Chaser/Escort, General Type: Entity Subtype Entity/Entity Type: Military Combatant/Patrol Boat Symbol Set: 30 Value: 120501 Icon Type: Main		N/A
Patrol Ship, General Type: Entity Subtype Entity/Entity Type: Military Combatant/Patrol Boat Symbol Set: 30 Value: 120502 Icon Type: Main		N/A
Decoy Type: Entity Type Entity: Military Combatant Symbol Set: 30 Value: 120600 Icon Type: Main		N/A
Unmanned Surface Water Vehicle (USV) Type: Entity Type Entity: Military Combatant Symbol Set: 30 Value: 120700 Icon Type: Main		N/A

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

DESCRIPTION	ICON	REMARKS
Speedboat Type: Entity Type Entity: Military Combatant Symbol Set: 30 Value: 120800 Icon Type: Main		N/A
Rigid-Hull Inflatable Boat (RHIB) Type: Entity Subtype Entity/Entity Type: Military Combatant/Speedboat Symbol Set: 30 Value: 120801 Icon Type: Main		N/A
Jet Ski Type: Entity Type Entity: Military Combatant Symbol Set: 30 Value: 120900 Icon Type: Main		N/A
Navy Task Organization Type: Entity Type Entity: Military Combatant Symbol Set: 30 Value: 121000 Icon Type: Main		N/A
Navy Task Element Type: Entity Subtype Entity/Entity Type: Military Combatant/Navy Task Organization Symbol Set: 30 Value: 121001 Icon Type: Main		N/A
Navy Task Force Type: Entity Subtype Entity/Entity Type: Military Combatant/Navy Task Organization Symbol Set: 30 Value: 121002 Icon Type: Main		N/A

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

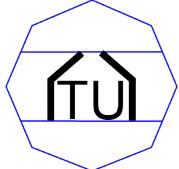
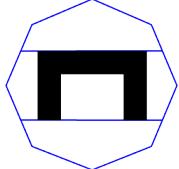
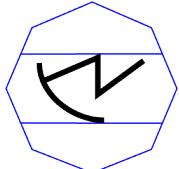
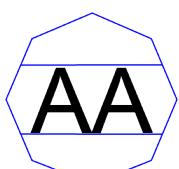
DESCRIPTION	ICON	REMARKS
Navy Task Group Type: Entity Subtype Entity/Entity Type: Military Combatant/Navy Task Organization Symbol Set: 30 Value: 121003 Icon Type: Main		N/A
Navy Task Unit Type: Entity Subtype Entity/Entity Type: Military Combatant/Navy Task Organization Symbol Set: 30 Value: 121004 Icon Type: Main		N/A
Convoy Type: Entity Subtype Entity/Entity Type: Military Combatant/Navy Task Organization Symbol Set: 30 Value: 121005 Icon Type: Main		N/A
Sea-Based X-Band (SBX) Radar Type: Entity Type Entity: Military Combatant Symbol Set: 30 Value: 121100 Icon Type: Main		N/A
Military Noncombatant Type: Entity Symbol Set: 30 Value: 130000 Icon Type: Main	N/A	Reserved for hierarchical purposes.
Auxiliary Ship Type: Entity Type Entity: Military Noncombatant Symbol Set: 30 Value: 130100 Icon Type: Main		N/A

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

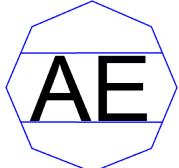
DESCRIPTION	ICON	REMARKS
Ammunition Ship Type: Entity Subtype Entity/Entity Type: Military Noncombatant/Auxiliary Ship Symbol Set: 30 Value: 130101 Icon Type: Main		N/A
Naval Stores Ship Type: Entity Subtype Entity/Entity Type: Military Noncombatant/Auxiliary Ship Symbol Set: 30 Value: 130102 Icon Type: Main		N/A
Auxiliary Flag Ship Type: Entity Subtype Entity/Entity Type: Military Noncombatant/Auxiliary Ship Symbol Set: 30 Value: 130103 Icon Type: Main		N/A
Intelligence Collector Type: Entity Subtype Entity/Entity Type: Military Noncombatant/Auxiliary Ship Symbol Set: 30 Value: 130104 Icon Type: Main		N/A
Oceanographic Research Ship Type: Entity Subtype Entity/Entity Type: Military Noncombatant/Auxiliary Ship Symbol Set: 30 Value: 130105 Icon Type: Main		N/A
Survey Ship Type: Entity Subtype Entity/Entity Type: Military Noncombatant/Auxiliary Ship Symbol Set: 30 Value: 130106 Icon Type: Main		N/A

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

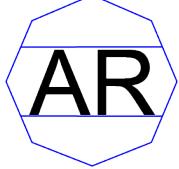
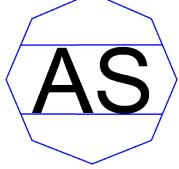
DESCRIPTION	ICON	REMARKS
Hospital Ship Type: Entity Subtype Entity/Entity Type: Military Noncombatant/Auxiliary Ship Symbol Set: 30 Value: 130107 Icon Type: Main		N/A
Naval Cargo Ship Type: Entity Subtype Entity/Entity Type: Military Noncombatant/Auxiliary Ship Symbol Set: 30 Value: 130108 Icon Type: Main		N/A
Combat Support Ship, Fast Type: Entity Subtype Entity/Entity Type: Military Noncombatant/Auxiliary Ship Symbol Set: 30 Value: 130109 Icon Type: Main		N/A
Oiler, Replenishment Type: Entity Subtype Entity/Entity Type: Military Noncombatant/Auxiliary Ship Symbol Set: 30 Value: 130110 Icon Type: Main		N/A
Repair Ship Type: Entity Subtype Entity/Entity Type: Military Noncombatant/Auxiliary Ship Symbol Set: 30 Value: 130111 Icon Type: Main		N/A
Submarine Tender Type: Entity Subtype Entity/Entity Type: Military Noncombatant/Auxiliary Ship Symbol Set: 30 Value: 130112 Icon Type: Main		N/A

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

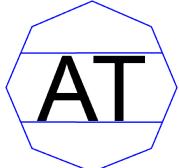
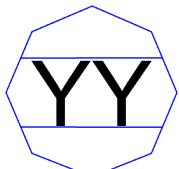
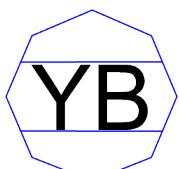
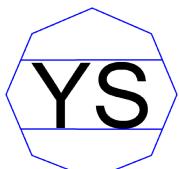
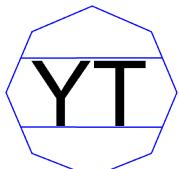
DESCRIPTION	ICON	REMARKS
Tug, Ocean Going Type: Entity Subtype Entity/Entity Type: Military Noncombatant/Auxiliary Ship Symbol Set: 30 Value: 130113 Icon Type: Main		N/A
Service Craft/Yard Type: Entity Type Entity: Military Noncombatant Symbol Set: 30 Value: 130200 Icon Type: Main		N/A
Barge, Not Self-Propelled Type: Entity Subtype Entity/Entity Type: Military Noncombatant/Service Craft/Yard Symbol Set: 30 Value: 130201 Icon Type: Main		N/A
Barge, Self-Propelled Type: Entity Subtype Entity/Entity Type: Military Noncombatant/Service Craft/Yard Symbol Set: 30 Value: 130202 Icon Type: Main		N/A
Tug, Harbor Type: Entity Subtype Entity/Entity Type: Military Noncombatant/Service Craft/Yard Symbol Set: 30 Value: 130203 Icon Type: Main		N/A
Launch Type: Entity Subtype Entity/Entity Type: Military Noncombatant/Service Craft/Yard Symbol Set: 30 Value: 130204 Icon Type: Main		N/A

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

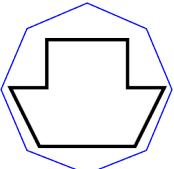
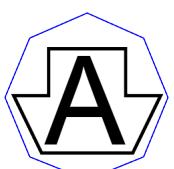
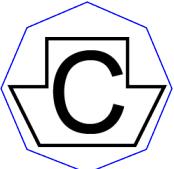
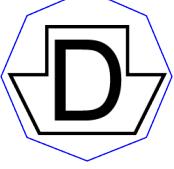
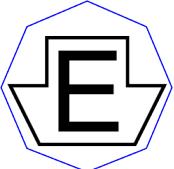
DESCRIPTION	ICON	REMARKS
Civilian Type: Entity Symbol Set: 30 Value: 140000 Icon Type: Main		N/A
Merchant Ship Type: Entity Type Entity: Civilian Symbol Set: 30 Value: 140100 Icon Type: Full Octagon		N/A
Cargo, General Type: Entity Subtype Entity/Entity Type: Civilian/Merchant Ship Symbol Set: 30 Value: 140101 Icon Type: Full Octagon		N/A
Container Ship Type: Entity Subtype Entity/Entity Type: Civilian/Merchant Ship Symbol Set: 30 Value: 140102 Icon Type: Full Octagon		N/A
Dredge Type: Entity Subtype Entity/Entity Type: Civilian/Merchant Ship Symbol Set: 30 Value: 140103 Icon Type: Full Octagon		N/A
Roll On/Roll Off Type: Entity Subtype Entity/Entity Type: Civilian/Merchant Ship Symbol Set: 30 Value: 140104 Icon Type: Full Octagon		N/A
Ferry Type: Entity Subtype Entity/Entity Type: Civilian/Merchant Ship Symbol Set: 30 Value: 140105 Icon Type: Full Octagon		N/A

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

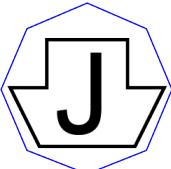
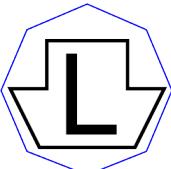
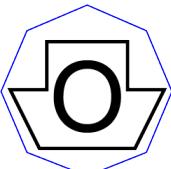
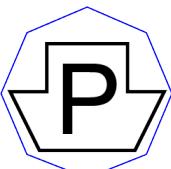
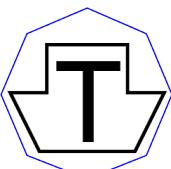
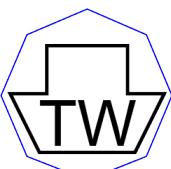
DESCRIPTION	ICON	REMARKS
Heavy Lift Type: Entity Subtype Entity/Entity Type: Civilian/Merchant Ship Symbol Set: 30 Value: 140106 Icon Type: Full Octagon		N/A
Hovercraft Type: Entity Subtype Entity/Entity Type: Civilian/Merchant Ship Symbol Set: 30 Value: 140107 Icon Type: Full Octagon		N/A
Lash Carrier (with Barges) Type: Entity Subtype Entity/Entity Type: Civilian/Merchant Ship Symbol Set: 30 Value: 140108 Icon Type: Full Octagon		N/A
Oiler/Tanker Type: Entity Subtype Entity/Entity Type: Civilian/Merchant Ship Symbol Set: 30 Value: 140109 Icon Type: Full Octagon		N/A
Passenger Type: Entity Subtype Entity/Entity Type: Civilian/Merchant Ship Symbol Set: 30 Value: 140110 Icon Type: Full Octagon		N/A
Tug, Ocean Going Type: Entity Subtype Entity/Entity Type: Civilian/Merchant Ship Symbol Set: 30 Value: 140111 Icon Type: Full Octagon		N/A
Tow Type: Entity Subtype Entity/Entity Type: Civilian/Merchant Ship Symbol Set: 30 Value: 140112 Icon Type: Full Octagon		N/A

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

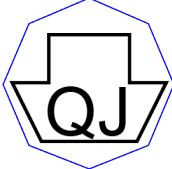
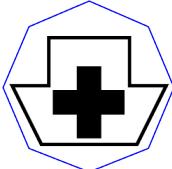
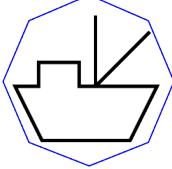
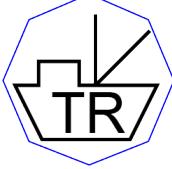
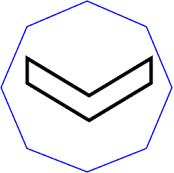
DESCRIPTION	ICON	REMARKS
Transport Ship, Hazardous Material Type: Entity Subtype Entity/Entity Type: Civilian/Merchant Ship Symbol Set: 30 Value: 140113 Icon Type: Full Octagon		N/A
Junk/Dhow Type: Entity Subtype Entity/Entity Type: Civilian/Merchant Ship Symbol Set: 30 Value: 140114 Icon Type: Full Octagon		N/A
Barge, Not Self-Propelled Type: Entity Subtype Entity/Entity Type: Civilian/Merchant Ship Symbol Set: 30 Value: 140115 Icon Type: Full Octagon		N/A
Hospital Ship Type: Entity Subtype Entity/Entity Type: Civilian/Merchant Ship Symbol Set: 30 Value: 140116 Icon Type: Full Octagon		N/A
Fishing Vessel Type: Entity Type Entity: Civilian Symbol Set: 30 Value: 140200 Icon Type: Full Octagon		N/A
Drifter Type: Entity Subtype Entity/Entity Type: Civilian/Fishing Vessel Symbol Set: 30 Value: 140201 Icon Type: Full Octagon		N/A
Trawler Type: Entity Subtype Entity/Entity Type: Civilian/Fishing Vessel Symbol Set: 30 Value: 140202 Icon Type: Full Octagon		N/A

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

DESCRIPTION	ICON	REMARKS
Dredger Type: Entity Subtype Entity/Entity Type: Civilian/Fishing Vessel Symbol Set: 30 Value: 140203 Icon Type: Full Octagon		N/A
Law Enforcement Vessel Type: Entity Type Entity: Civilian Symbol Set: 30 Value: 140300 Icon Type: Full Octagon		N/A
Leisure Craft, Sailing Type: Entity Type Entity: Civilian Symbol Set: 30 Value: 140400 Icon Type: Full Octagon		N/A
Leisure Craft, Motorized Type: Entity Type Entity: Civilian Symbol Set: 30 Value: 140500 Icon Type: Main		N/A
Rigid-Hull Inflatable Boat (RHIB) Type: Entity Subtype Entity/Entity Type: Civilian/Leisure Craft, Motorized Symbol Set: 30 Value: 140501 Icon Type: Main		N/A
Speedboat Type: Entity Subtype Entity/Entity Type: Civilian/Leisure Craft, Motorized Symbol Set: 30 Value: 140502 Icon Type: Main		N/A
Jet Ski Type: Entity Type Entity: Civilian Symbol Set: 30 Value: 140600 Icon Type: Main		N/A

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

DESCRIPTION	ICON	REMARKS
Unmanned Surface Water Vehicle (USV) Type: Entity Type Entity: Civilian Symbol Set: 30 Value: 140700 Icon Type: Full Octagon		N/A

G.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 G-IV](#) lists sea surface unit, equipment and installation sector 1 modifiers and illustrates their placement within the bounding octagon. Additional sector 1 modifiers, where required, are included in [table B-I](#) and are accessed using the modifier extension flag.

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

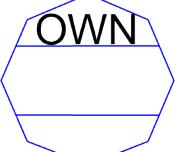
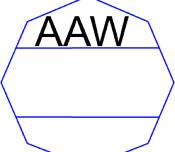
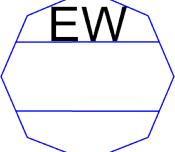
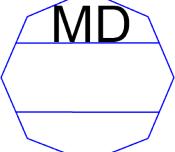
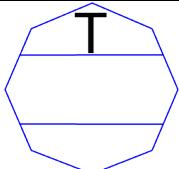
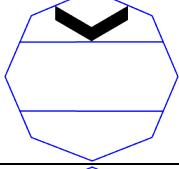
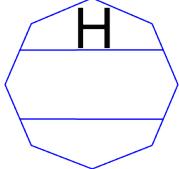
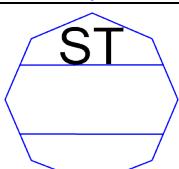
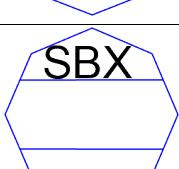
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Own Ship Symbol Set: 30 Value: 01	Mission Area		APP-06
Antiair Warfare Symbol Set: 30 Value: 02	Mission Area		N/A
Electromagnetic Warfare Symbol Set: 30 Value: 05	Mission Area		N/A
Missile Defense Symbol Set: 30 Value: 08	Mission Area		N/A
Remote Multi-Mission Vehicle (RMV) Symbol Set: 30 Value: 11	Mission Area		US only

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

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Torpedo Symbol Set: 30 Value: 17	Weapons Capability		N/A
Drone Equipped Symbol Set: 30 Value: 18	Asset Capability		N/A
Helicopter Equipped/VSTOL Symbol Set: 30 Value: 19	Asset Capability		N/A
Ballistic Missile Defense, Long-Range Surveillance and Track (LTS&T) Symbol Set: 30 Value: 21	Mission Area		N/A
Sea-Base X-Band Symbol Set: 30 Value: 22	Mission Area		Used with SBX Radar (Value: 121100) only

G.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 G-V](#) lists sea surface unit, equipment and installation sector 2 modifiers and illustrates their placement within the bounding octagon. Additional sector 2 modifiers, where required, are included in [table B-II](#) and are accessed using the modifier extension flag.

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

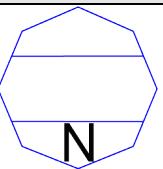
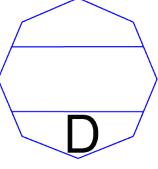
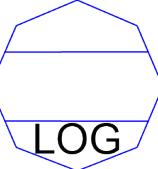
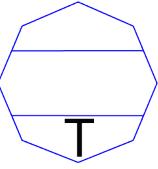
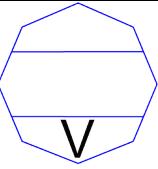
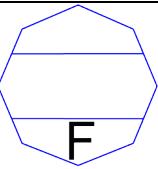
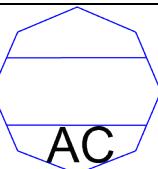
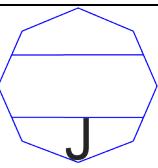
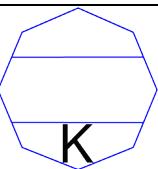
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Nuclear Powered Symbol Set: 30 Value: 01	Ship Propulsion		N/A

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

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Dock Symbol Set: 30 Value: 05	Cargo Capacity		N/A
Logistics Symbol Set: 30 Value: 06	Cargo Capacity		N/A
Tank Symbol Set: 30 Value: 07	Cargo Capacity		N/A
Vehicle Symbol Set: 30 Value: 08	Cargo Capacity		N/A
Fast Symbol Set: 30 Value: 09	Cargo Capacity		N/A
Air-Cushioned (US) Symbol Set: 30 Value: 10	Ship Mobility		N/A
Air-Cushioned (NATO) Symbol Set: 30 Value: 11	Ship Mobility		N/A
Hydrofoil Symbol Set: 30 Value: 12	Ship Mobility		N/A

G.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 G-VII depicts local tracks. Modifiers are not permitted with local track symbols.

G.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 G-VII](#)). All fused tracks have a pending standard identity frame.

TABLE G-VI. Own Ship.

DESCRIPTION	ICON	REMARKS
Own Ship Type: Entity (Local) Symbol Set: 30 Value: 150000 Icon Type: Full Octagon		The diameter of the icon shall be 1L. This icon shall be used with a friend standard identity only.

TABLE G-VII. Sea surface local tracks.

DESCRIPTION	ICON	REMARKS
Fused Track Type: Entity (Local) Symbol Set: 30 Value: 160000 Icon Type: Full Octagon		All fused tracks shall have a pending standard identity frame.
Manual Track Type: Entity (Local) Symbol Set: 30 Value: 170000 Icon Type: Full Octagon		N/A

SEA SUBSURFACE SYMBOLS

H.1 SCOPE

H.1.1 Scope. This appendix addresses symbols that support sea subsurface units, equipment and installations in the C2 domain. The tables in this appendix present the icons and modifiers for the sea subsurface symbol sets. This appendix is divided into two sections (see [figure H-1](#)): 1) unit, equipment and installation symbols, see [H.6](#), and 2) mine warfare symbols, see [H.7](#). The information contained herein is intended for compliance.

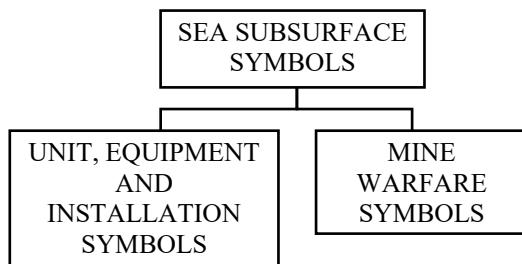


FIGURE H-1. Sea subsurface appendix sections.

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

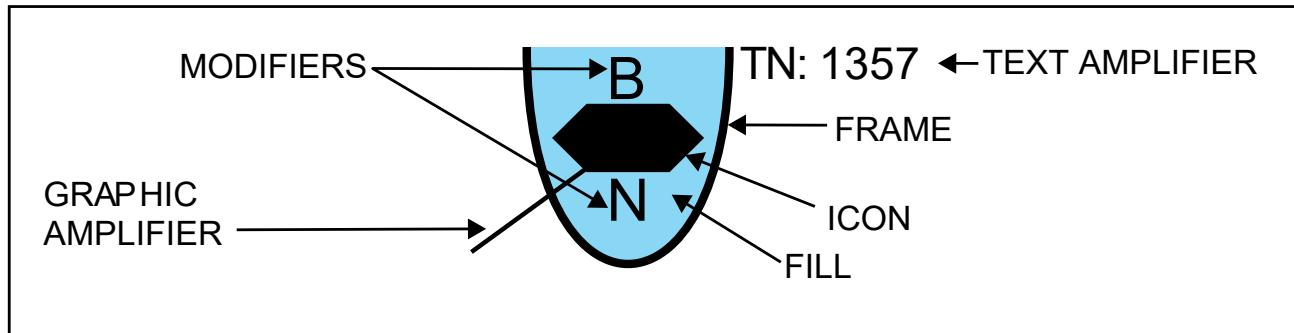
H.4.1 Organization. This appendix contains technical specifications, a symbol coding scheme, a symbology hierarchy and sea subsurface symbology.

H.5 DETAILED REQUIREMENTS

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

H.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.

H.5.3 Composition of sea subsurface symbols. A standard method for constructing symbols is presented. Refer to [5.3.10](#) for an explanation of symbol composition. [Figure H-2](#) shows an example of a sea subsurface equipment symbol.

FIGURE H-2. Sea subsurface symbol components.

H.5.3.1 Symbol building process. [Table H-I](#) depicts the symbol building process for sea subsurface symbols. The process is identical for icons and modifiers requiring the vertical bounding octagon.

TABLE H-I. Sea subsurface symbol building process.

STEP	DESCRIPTION	EXAMPLE
1.	Choose the frame that matches the dimension of the object from the appropriate column in tables I , II , or III and standard identity (table A-II). In this example, the dimension is sea subsurface and the standard identity is friend. The example depicts a “friendly sea subsurface track.”	
2.	Choose an icon for the main sector of the bounding octagon. In this example, the icon is “submarine,” a sea 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 guided missile weapons capability.”	
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 guided missile weapons capability.”	
5.	The finished symbol will appear as shown in the example.	

H.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 H-I](#). When depicted, modifiers shall be

placed in sectors 1 or 2 as appropriate (see [table H-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.

H.5.3.3 Amplifiers.

H.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 [5.3.7](#) for more information on amplifiers.

[Figure H-3](#) shows the placement of sea subsurface symbol amplifiers around the friend symbol frame. [Table H-II](#) provides descriptions and formats of each amplifier.

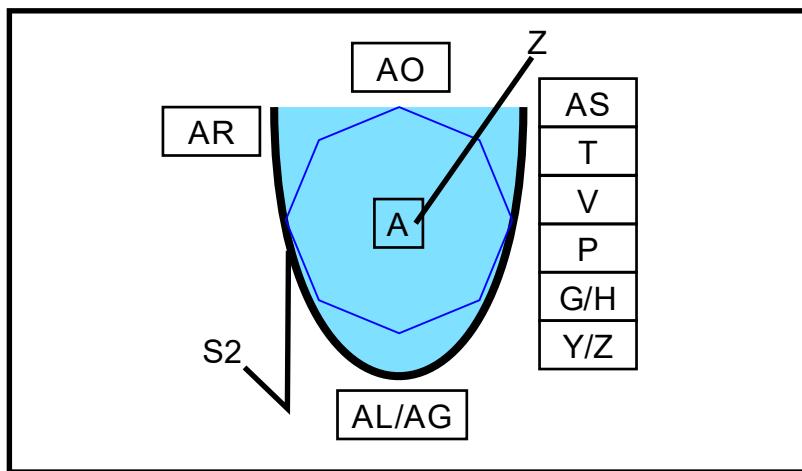


FIGURE H-3. Placement of sea subsurface symbol amplifiers.

TABLE H-II. Descriptions and formats of sea subsurface symbol amplifiers.

FIELD	FIELD TITLE	DESCRIPTION	FORMAT
A	Sea Subsurface/Sea Subsurface Type Icon	The innermost part of a symbol, comprised of an icon and optional modifiers, that represents a joint military object (see 5.3.4).	
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 one or more IFF/SIF Identification modes and codes. Display priority: Mode 5, Mode S, Mode 2, Mode 3.	Mode 2 Prefix: 2:#### Example: 2:1234
Q	Direction of Movement Indicator	A graphic amplifier that identifies the direction of movement or intended movement of an object (see 5.3.7.9 and figure 14 in the base document).	

TABLE H-II. Descriptions and formats of sea subsurface symbol amplifiers - Continued.

FIELD	FIELD TITLE	DESCRIPTION	FORMAT
S2	Offset Location Indicator	A graphic amplifier used to indicate the offset or precise location of a single point symbol (see 5.3.7.5 , 5.3.13 , and figure 14).	
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
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, GARS, or other applicable display formats).	3317.0921N 04412.6332E 38SMB2649083145
Z	Speed	A text amplifier for units and equipment that displays velocity (see 5.3.7.7).	
AG	Auxiliary Equipment Indicator	Towed sonar array indicator: A graphic amplifier for equipment that indicates the presence of a towed sonar array (see 5.3.7.10, figure 13 and table IX).	
AL	Operational Condition	A graphic amplifier for equipment or installations that indicates an 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, 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
AS	Country	A three-letter code that indicates the country of origin of the organization (<u>US systems shall use GENC</u>).	

H.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 [5.3.7](#) for more information on amplifiers, including examples of dynamic amplifiers.

H.6 SEA SUBSURFACE UNIT, EQUIPMENT AND INSTALLATION SYMBOLS

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

H.6.2 Sea subsurface unit, equipment and installation icons. [Table H-III](#) depicts sea 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 [H.7](#).

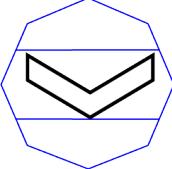
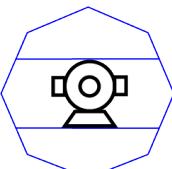
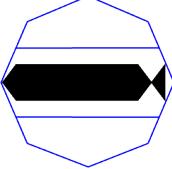
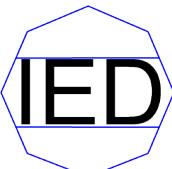
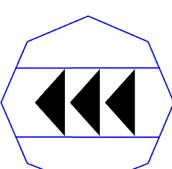
TABLE H-III. Sea subsurface unit, equipment and installation icons.

DESCRIPTION	ICON	REMARKS
Military		
Type: Entity Symbol Set: 35 Value: 110000 Icon Type: Main		N/A
Submarine		
Type: Entity Type Entity: Military Symbol Set: 35 Value: 110100 Icon Type: Main		N/A
Submarine, Surfaced		
Type: Entity Subtype Entity/Entity Type: Military/Submarine Symbol Set: 35 Value: 110101 Icon Type: Main		N/A
Submarine, Snorkeling		
Type: Entity Subtype Entity/Entity Type: Military/Submarine Symbol Set: 35 Value: 110102 Icon Type: Main		N/A
Submarine, Bottomed		
Type: Entity Subtype Entity/Entity Type: Military/Submarine Symbol Set: 35 Value: 110103 Icon Type: Main		N/A

TABLE H-III. Sea subsurface unit, equipment and installation icons - Continued.

DESCRIPTION	ICON	REMARKS
Other Submersible Type: Entity Type Entity: Military Symbol Set: 35 Value: 110200 Icon Type: Main		N/A
Nonsubmarine Type: Entity Type Entity: Military Symbol Set: 35 Value: 110300 Icon Type: Full Octagon		N/A
Autonomous Underwater Vehicle (AUV)/Unmanned Underwater Vehicle (UUV) Type: Entity Type Entity: Military Symbol Set: 35 Value: 110400 Icon Type: Main		N/A
Diver Type: Entity Type Entity: Military Symbol Set: 35 Value: 110500 Icon Type: Main		N/A
Civilian Type: Entity Symbol Set: 35 Value: 120000 Icon Type: Main		N/A
Submersible Type: Entity Type Entity: Civilian Symbol Set: 35 Value: 120100 Icon Type: Main		N/A

TABLE H-III. Sea 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: 35 Value: 120200 Icon Type: Main		N/A
Diver Type: Entity Type Entity: Civilian Symbol Set: 35 Value: 120300 Icon Type: Main		N/A
Weapon Type: Entity Symbol Set: 35 Value: 130000 Icon Type: Main		N/A
Torpedo Type: Entity Type Entity: Weapon Symbol Set: 35 Value: 130100 Icon Type: Main		N/A
Improvised Explosive Device (IED) Type: Entity Type Entity: Weapon Symbol Set: 35 Value: 130200 Icon Type: Main		Used with hostile standard identity only.
Decoy Type: Entity Type Entity: Weapon Symbol Set: 35 Value: 130300 Icon Type: Main		N/A

H.6.3 Sea subsurface unit, equipment and installation sector 1 modifiers. Sea subsurface unit, equipment and installation sector 1 modifiers denote mission area, weapons capability, asset capability and submarine confidence categories. [Table H-IV](#) lists sea subsurface unit, equipment and installation sector 1 modifiers and illustrates their placement within the bounding octagon. Additional sector 1 modifiers, where required, are included in [table B-I](#) and are accessed using the modifier extension flag.

TABLE H-IV. Sea subsurface unit, equipment and installation sector 1 modifiers.

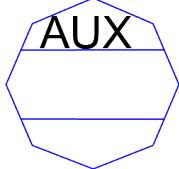
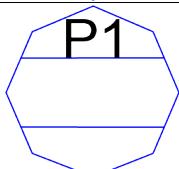
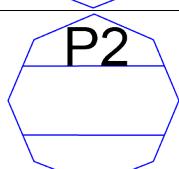
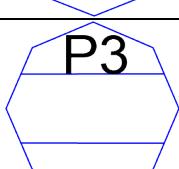
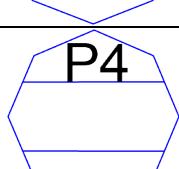
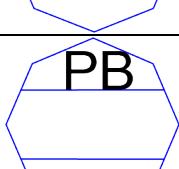
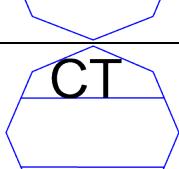
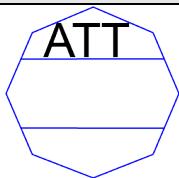
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Auxiliary Symbol Set: 35 Value: 02	Mission Area		Used with SUBMARINE entity type only.
Possible Submarine - Low 1 Symbol Set: 35 Value: 13	Submarine Confidence		Used with SUBMARINE entity type only.
Possible Submarine - Low 2 Symbol Set: 35 Value: 14	Submarine Confidence		Used with SUBMARINE entity type only.
Possible Submarine - High 3 Symbol Set: 35 Value: 15	Submarine Confidence		Used with SUBMARINE entity type only.
Possible Submarine - High 4 Symbol Set: 35 Value: 16	Submarine Confidence		Used with SUBMARINE entity type only.
Probable Submarine Symbol Set: 35 Value: 17	Submarine Confidence		Used with SUBMARINE entity type only.
Certain Submarine Symbol Set: 35 Value: 18	Submarine Confidence		Used with SUBMARINE entity type only.

TABLE H-IV. Sea subsurface unit, equipment and installation sector 1 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Anti-Torpedo Torpedo Symbol Set: 35 Value: 19	Weapons Capability	 ATT	Used with TORPEDO entity type only.

H.6.4 Sea subsurface unit, equipment, and installation sector 2 modifiers. Sea subsurface unit, equipment and installation sector 2 modifiers denote ship propulsion and UUV control categories. [Table H-V](#) lists sea subsurface unit, equipment and installation sector 2 modifiers and illustrates their placement within the bounding octagon. Additional sector 2 modifiers, where required, are included in [table B-II](#) and are accessed using the modifier extension flag.

TABLE H-V. Sea subsurface unit, equipment and installation sector 2 modifiers.

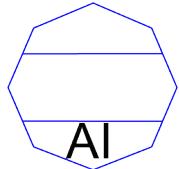
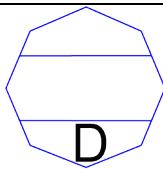
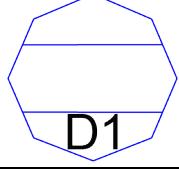
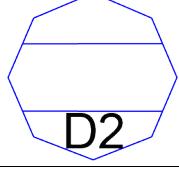
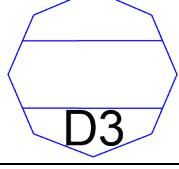
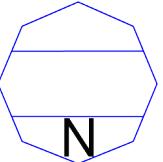
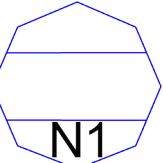
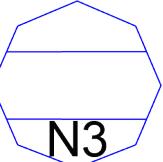
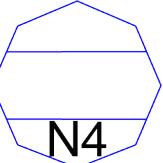
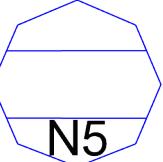
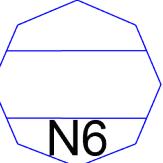
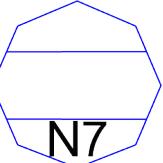
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Air Independent Propulsion Symbol Set: 35 Value: 01	Ship Propulsion	 AI	Used with Submarine entity type only.
Diesel Electric, General Symbol Set: 35 Value: 02	Ship Propulsion	 D	Used with Submarine entity type only.
Diesel - Type 1 Symbol Set: 35 Value: 03	Ship Propulsion	 D1	Used with Submarine entity type only.
Diesel - Type 2 Symbol Set: 35 Value: 04	Ship Propulsion	 D2	Used with Submarine entity type only.
Diesel - Type 3 Symbol Set: 35 Value: 05	Ship Propulsion	 D3	Used with Submarine entity type only.

TABLE H-V. Sea subsurface unit, equipment and installation sector 2 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Nuclear Powered, General Symbol Set: 35 Value: 06	Ship Propulsion		Used with Submarine entity type only.
Nuclear - Type 1 Symbol Set: 35 Value: 07	Ship Propulsion		Used with Submarine entity type only.
Nuclear - Type 2 Symbol Set: 35 Value: 08	Ship Propulsion		Used with Submarine entity type only.
Nuclear - Type 3 Symbol Set: 35 Value: 09	Ship Propulsion		Used with Submarine entity type only.
Nuclear - Type 4 Symbol Set: 35 Value: 10	Ship Propulsion		Used with Submarine entity type only.
Nuclear - Type 5 Symbol Set: 35 Value: 11	Ship Propulsion		Used with Submarine entity type only.
Nuclear - Type 6 Symbol Set: 35 Value: 12	Ship Propulsion		Used with Submarine entity type only.
Nuclear - Type 7 Symbol Set: 35 Value: 13	Ship Propulsion		Used with Submarine entity type only.

H.6.5 Sea 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 H-VI depicts local tracks. Modifiers are not permitted with local track symbols.

H.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 H-VI](#)). All fused tracks have a pending standard identity frame.

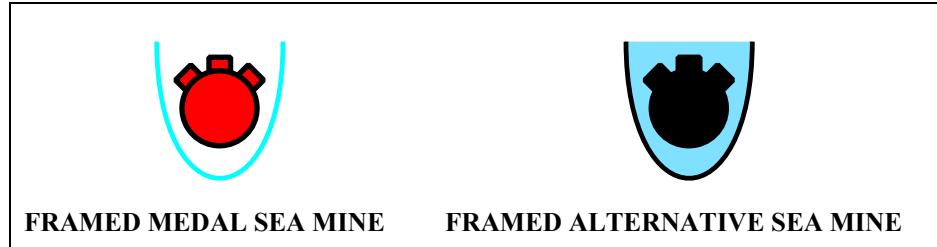
TABLE H-VI. Sea subsurface local tracks.

DESCRIPTION	ICON	REMARKS
Echo Tracker Classifier (ETC)/Possible Contact (POSCON) Type: Entity (Local) Symbol Set: 35 Value: 140000 Icon Type: Full Octagon		All ETC/POSCON tracks shall have a pending standard identity frame.
Fused Track Type: Entity (Local) Symbol Set: 35 Value: 150000 Icon Type: Full Octagon		All fused tracks shall have a pending standard identity frame.
Manual Track Type: Entity (Local) Symbol Set: 35 Value: 160000 Icon Type: Full Octagon		N/A

H.7 MINE WARFARE SYMBOLS

H.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.

H.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 sea subsurface frames. The alternative icons shall be used with the normal sea subsurface frames (see tables [H-I](#), [H-II](#) and [H-III](#)). [Figure H-4](#) shows examples of framed MEDAL and alternative icons. [Table H-VII](#) depicts mine warfare icons.

FIGURE H-4. Framing examples of MEDAL and alternative mine warfare iconTABLE H-VII. Mine warfare icons.

DESCRIPTION	MEDAL ICON	ALTERNATIVE ICON	REMARKS
Sea Mine, General Type: Entity Symbol Set: 36 Value: 110000 Icon Type: Full Octagon			N/A
Sea Mine, Bottom Type: Entity Type Entity: Sea Mine, General Symbol Set: 36 Value: 110100 Icon Type: Full Octagon			N/A
Sea Mine, Moored Type: Entity Type Entity: Sea Mine, General Symbol Set: 36 Value: 110200 Icon Type: Full Octagon			N/A
Sea Mine, Floating Type: Entity Type Entity: Sea Mine, General Symbol Set: 36 Value: 110300 Icon Type: Full Octagon			N/A
Sea Mine, Rising Type: Entity Type Entity: Sea Mine, General Symbol Set: 36 Value: 110400 Icon Type: Full Octagon			N/A

TABLE H-VII. Mine warfare icons - Continued.

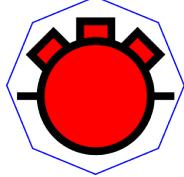
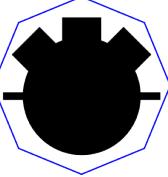
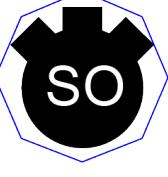
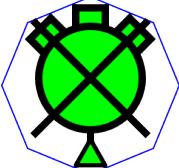
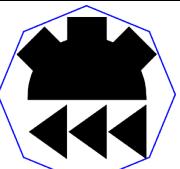
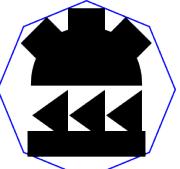
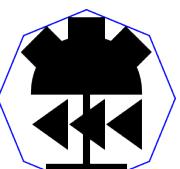
DESCRIPTION	MEDAL ICON	ALTERNATIVE ICON	REMARKS
Sea Mine, Other Position Type: Entity Type Entity: Sea Mine, General Symbol Set: 36 Value: 110500 Icon Type: Full Octagon			N/A
Kingfisher Type: Entity Type Entity: Sea Mine, General Symbol Set: 36 Value: 110600 Icon Type: Full Octagon	N/A		There is no MEDAL icon associated with this symbol.
Small Object, Mine-Like Type: Entity Type Entity: Sea Mine, General Symbol Set: 36 Value: 110700 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: 36 Value: 110800 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: 36 Value: 110801 Icon Type: Full Octagon			Used with exercise frame only.
Exercise Mine, Moored Type: Entity Subtype Entity/Entity Type: Sea Mine, General/Exercise Mine, General Symbol Set: 36 Value: 110802 Icon Type: Full Octagon			Used with exercise frame only.

TABLE H-VII. Mine warfare icons - Continued.

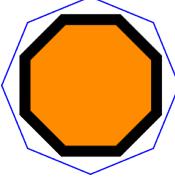
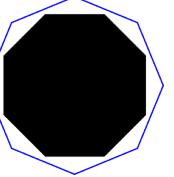
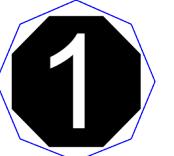
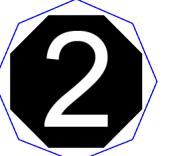
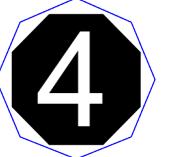
DESCRIPTION	MEDAL ICON	ALTERNATIVE ICON	REMARKS
Exercise Mine, Floating Type: Entity Subtype Entity/Entity Type: Sea Mine, General/Exercise Mine, General Symbol Set: 36 Value: 110803 Icon Type: Full Octagon			Used with exercise frame only.
Exercise Mine, Rising Type: Entity Subtype Entity/Entity Type: Sea Mine, General/Exercise Mine, General Symbol Set: 36 Value: 110804 Icon Type: Full Octagon			Used with exercise frame only.
Neutralized Mine, General Type: Entity Type Entity: Sea Mine, General Symbol Set: 36 Value: 110900 Icon Type: Full Octagon			N/A
Neutralized Mine, Bottom Type: Entity Subtype Entity/Entity Type: Sea Mine, General/Neutralized Mine, General Symbol Set: 36 Value: 110901 Icon Type: Full Octagon			N/A
Neutralized Mine, Moored Type: Entity Subtype Entity/Entity Type: Sea Mine, General/Neutralized Mine, General Symbol Set: 36 Value: 110902 Icon Type: Full Octagon			N/A
Neutralized Mine, Floating Type: Entity Subtype Entity/Entity Type: Sea Mine, General/Neutralized Mine, General Symbol Set: 36 Value: 110903 Icon Type: Full Octagon			N/A

TABLE H-VII. Mine warfare icons - Continued.

DESCRIPTION	MEDAL ICON	ALTERNATIVE ICON	REMARKS
Neutralized Mine, Rising Type: Entity Subtype Entity/Entity Type: Sea Mine, General/Neutralized Mine, General Symbol Set: 36 Value: 110904 Icon Type: Full Octagon			N/A
Neutralized Mine, Other Position Type: Entity Subtype Entity/Entity Type: Sea Mine, General/Neutralized Mine, General Symbol Set: 36 Value: 110905 Icon Type: Full Octagon			N/A
Unexploded Ordnance Type: Entity Symbol Set: 36 Value: 120000 Icon Type: Full Octagon			N/A
Sea Mine Decoy Type: Entity Symbol Set: 36 Value: 130000 Icon Type: Full Octagon			N/A
Sea Mine Decoy, Bottom Type: Entity Type Entity: Sea Mine Decoy Symbol Set: 36 Value: 130100 Icon Type: Full Octagon			N/A
Sea Mine Decoy, Moored Type: Entity Type Entity: Sea Mine Decoy Symbol Set: 36 Value: 130200 Icon Type: Full Octagon			N/A
Mine-Like Contact (MILCO) Type: Entity Symbol Set: 36 Value: 140000	N/A	N/A	Reserved for hierarchical purposes.

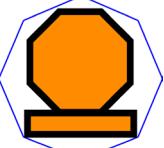
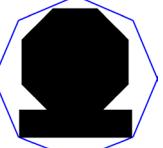
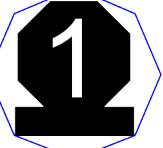
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TABLE H-VII. Mine warfare icons - Continued.

DESCRIPTION	MEDAL ICON	ALTERNATIVE ICON	REMARKS
Milco - General Type: Entity Type Entity: Milco Symbol Set: 36 Value: 140100 Icon Type: Full Octagon			N/A
Milco - General, Confidence Level 1 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO-General Symbol Set: 36 Value: 140101 Icon Type: Full Octagon			N/A
Milco - General, Confidence Level 2 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO-General Symbol Set: 36 Value: 140102 Icon Type: Full Octagon			N/A
Milco - General, Confidence Level 3 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO-General Symbol Set: 36 Value: 140103 Icon Type: Full Octagon			N/A
Milco - General, Confidence Level 4 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO-General Symbol Set: 36 Value: 140104 Icon Type: Full Octagon			N/A

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TABLE H-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: 36 Value: 140105 Icon Type: Full Octagon			N/A
Milco - Bottom Type: Entity Type Entity: Milco Symbol Set: 36 Value: 140200 Icon Type: Full Octagon			N/A
Milco - Bottom, Confidence Level 1 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO-Bottom Symbol Set: 36 Value: 140201 Icon Type: Full Octagon			N/A
Milco - Bottom, Confidence Level 2 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO-Bottom Symbol Set: 36 Value: 140202 Icon Type: Full Octagon			N/A
Milco - Bottom, Confidence Level 3 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO-Bottom Symbol Set: 36 Value: 140203 Icon Type: Full Octagon			N/A

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TABLE H-VII. Mine warfare icons - Continued.

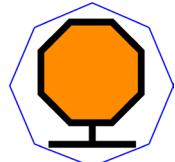
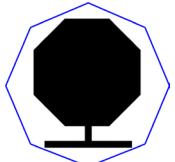
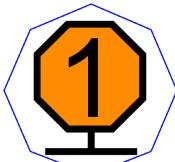
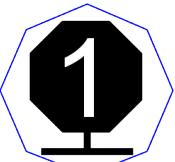
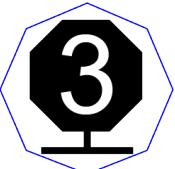
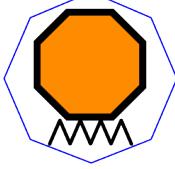
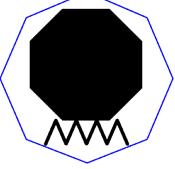
DESCRIPTION	MEDAL ICON	ALTERNATIVE ICON	REMARKS
Milco - Bottom, Confidence Level 4 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO-Bottom Symbol Set: 36 Value: 140204 Icon Type: Full Octagon			N/A
Milco - Bottom, Confidence Level 5 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO-Bottom Symbol Set: 36 Value: 140205 Icon Type: Full Octagon			N/A
Milco - Moored Type: Entity Type Entity: Milco Symbol Set: 36 Value: 140300 Icon Type: Full Octagon			N/A
Milco - Moored, Confidence Level 1 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO -Moored Symbol Set: 36 Value: 140301 Icon Type: Full Octagon			N/A
Milco - Moored, Confidence Level 2 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO -Moored Symbol Set: 36 Value: 140302 Icon Type: Full Octagon			N/A

TABLE H-VII. Mine warfare icons - Continued.

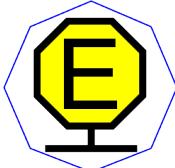
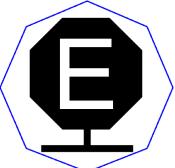
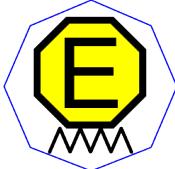
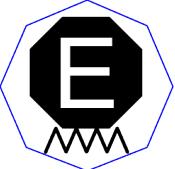
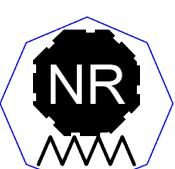
DESCRIPTION	MEDAL ICON	ALTERNATIVE ICON	REMARKS
Milco - Moored, Confidence Level 3 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO -Moored Symbol Set: 36 Value: 140303 Icon Type: Full Octagon			N/A
Milco - Moored, Confidence Level 4 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO -Moored Symbol Set: 36 Value: 140304 Icon Type: Full Octagon			N/A
Milco - Moored, Confidence Level 5 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO -Moored Symbol Set: 36 Value: 140305 Icon Type: Full Octagon			N/A
Milco - Floating Type: Entity Type Entity: Milco Symbol Set: 36 Value: 140400 Icon Type: Full Octagon			N/A
Milco - Floating, Confidence Level 1 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO-Floating Symbol Set: 36 Value: 140401 Icon Type: Full Octagon			N/A

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TABLE H-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: 36 Value: 140402 Icon Type: Full Octagon			N/A
Milco - Floating, Confidence Level 3 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO-Floating Symbol Set: 36 Value: 140403 Icon Type: Full Octagon			N/A
Milco - Floating, Confidence Level 4 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO-Floating Symbol Set: 36 Value: 140404 Icon Type: Full Octagon			N/A
Milco - Floating, Confidence Level 5 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO-Floating Symbol Set: 36 Value: 140405 Icon Type: Full Octagon			N/A
Mine-Like Echo (MILEC), General Type: Entity Symbol Set: 36 Value: 150000 Icon Type: Full Octagon			N/A
Mine-Like Echo, Bottom Type: Entity Type Entity: Mine-Like Echo (MILEC), General Symbol Set: 36 Value: 150100 Icon Type: Full Octagon			N/A

TABLE H-VII. Mine warfare icons - Continued.

DESCRIPTION	MEDAL ICON	ALTERNATIVE ICON	REMARKS
Mine-Like Echo, Moored Type: Entity Type Entity: Mine-Like Echo (MILEC), General Symbol Set: 36 Value: 150200 Icon Type: Full Octagon			N/A
Mine-Like Echo, Floating Type: Entity Type Entity: Mine-Like Echo (MILEC), General Symbol Set: 36 Value: 150300 Icon Type: Full Octagon			N/A
Negative Reacquisition, General Type: Entity Symbol Set: 36 Value: 160000 Icon Type: Full Octagon			N/A
Negative Reacquisition, Bottom Type: Entity Type Entity: Negative Reacquisition, General Symbol Set: 36 Value: 160100 Icon Type: Full Octagon			N/A
Negative Reacquisition, Moored Type: Entity Type Entity: Negative Reacquisition, General Symbol Set: 36 Value: 160200 Icon Type: Full Octagon			N/A
Negative Reacquisition, Floating Type: Entity Type Entity: Negative Reacquisition, General Symbol Set: 36 Value: 160300 Icon Type: Full Octagon			N/A

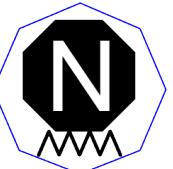
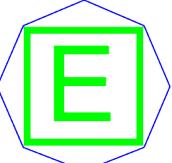
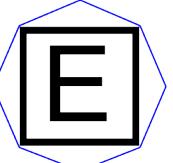
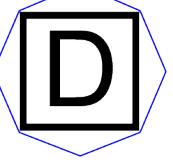
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TABLE H-VII. Mine warfare icons - Continued.

DESCRIPTION	MEDAL ICON	ALTERNATIVE ICON	REMARKS
Obstructor Type: Entity Symbol Set: 36 Value: 170000 Icon Type: Full Octagon			N/A
Neutralized Obstructor Type: Entity Type Entity: Obstructor Symbol Set: 36 Value: 170100 Icon Type: Full Octagon			N/A
General Mine Anchor Type: Entity Symbol Set: 36 Value: 180000 Icon Type: Full Octagon			N/A
Non-Mine Mine-Like Object (NMLO), General Type: Entity Symbol Set: 36 Value: 190000 Icon Type: Full Octagon			N/A
Non-Mine Mine-Like Object, Bottom Type: Entity Type Entity: Non-Mine Mine-Like Object (NMLO), General Symbol Set: 36 Value: 190100 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: 36 Value: 190200 Icon Type: Full Octagon			N/A

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TABLE H-VII. Mine warfare icons - Continued.

DESCRIPTION	MEDAL ICON	ALTERNATIVE ICON	REMARKS
Non-Mine Mine-Like Object, Floating Type: Entity Type Entity: Non-Mine Mine-Like Object (NMLO), General Symbol Set: 36 Value: 190300 Icon Type: Full Octagon			N/A
Environmental Report Location Type: Entity Symbol Set: 36 Value: 200000 Icon Type: Full Octagon			N/A
Dive Report Location Type: Entity Symbol Set: 36 Value: 210000 Icon Type: Full Octagon			N/A

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ACTIVITIES SYMBOLS

I.1 SCOPE

I.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 of 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 such operations and means of assistance. Many of these icons represent emergency first response events used in a civilian community. The information contained herein is intended for compliance.

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

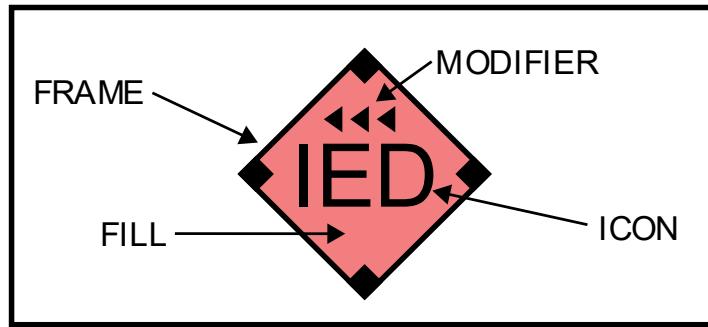
I.4.1 Organization. This appendix contains technical specifications, a symbol coding scheme, a symbology hierarchy and supports activities symbology.

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 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.

I.5.3 Composition of activities symbols. A standard method for constructing symbols is presented. Refer to [5.3.10](#) for an explanation of symbol composition. [Figure I-1](#) shows an example of an activities symbol.

FIGURE I-1. Activities components.

I.5.3.1 Symbol building process. Table I-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 I-I. Activities symbol building process.

STEP	DESCRIPTION	EXAMPLE
1.	Choose the frame that matches the dimension of the object from the appropriate column in tables I, II, or III and standard identity (table A-II). In this example, the dimension is activities, and the standard identity is friend. 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.	
4.	The finished symbol will appear as shown in the example.	

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

I.5.3.3 Amplifiers.

I.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 [5.3.7](#) for more information on amplifiers.

[Figure I-2](#) shows the placement of activities symbol amplifiers around the friend symbol frame. [Table I-II](#) provides descriptions and formats of each amplifier.

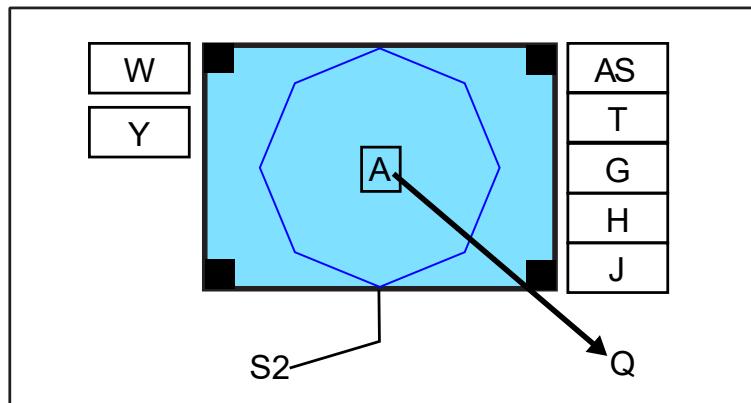


FIGURE I-2. Placement of activities symbol amplifiers.

TABLE I-II. Description and formats of activities symbol amplifiers.

Field	Field Title	Description	Text/Graphic
A	Symbol	The innermost part of a symbol, comprised of an icon and optional modifiers, that represents a joint military object (see 5.3.4).	Either
G	Staff Comments	Free text. Can be used by staff for information required by commander.	Text
H	Additional Information	Free text.	Text

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TABLE I-II. Description and formats of activities symbol amplifiers - Continued.

Field	Field Title	Description	Text/Graphic
J	Evaluation Rating	<p>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. (See ATP 2-33.4)</p> <p>Reliability of Source:</p> <ul style="list-style-type: none"> A. Completely reliable B. Usually reliable C. Fairly reliable D. Not usually reliable E. Unreliable F. Reliability cannot be judged. <p>Credibility of Information:</p> <ol style="list-style-type: none"> 1. Confirmed by other sources 2. Probably true 3. Possibly true 4. Doubtful 5. Improbable 6. Truth cannot be judged. 	Text
Q	Direction of Movement Indicator	A graphic amplifier that identifies the direction of movement or intended movement of an object (see 5.3.7.9 and figure 14 in the base document).	
S2	Offset Location Indicator	A graphic amplifier used to indicate the offset or precise location of a single point symbol (see 5.3.7.5 , 5.3.13 , and figure 14).	Graphic
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
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 (see 5.3.7.8).	Text Example: 3317.0921N 04412.6332E 38SMB2649083145
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, GARS, or other applicable display formats).	Text
AS	Country Indicator	A three-letter code that indicates the country of origin of the organization (US systems shall use GENC).	Text

I.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 [5.3.7](#) for more information on amplifiers, including examples of dynamic amplifiers.

I.6 ACTIVITIES SYMBOLS

I.6.1 Activities symbols. This section includes the lists of icons and modifiers for building activities symbols.

I.6.2 Activities icons. [Table I-III](#) depicts activities icons.

TABLE I-III. Activities icons.

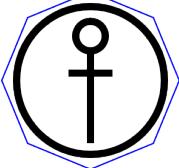
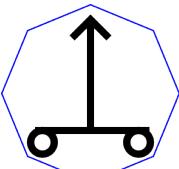
DESCRIPTION	ICON	REMARKS
Incident Type: Entity Symbol Set: 40 Value: 110000	N/A	Reserved for hierarchical purposes.
Criminal Activity Incident Type: Entity Type Entity: Incident Symbol Set: 40 Value: 110100 Icon Type: Full Octagon		N/A
Arrest/Apprehend/Detain Type: Entity Subtype Entity: Incident/Criminal Activity Incident Symbol Set: 40 Value: 110101 Icon Type: Full Octagon		N/A
Arson Type: Entity Subtype Entity/Entity Type: Incident/Criminal Activity Incident Symbol Set: 40 Value: 110102 Icon Type: Full Octagon		N/A
Drive-By Shooting Type: Entity Subtype Entity/Entity Type: Incident/Criminal Activity Incident Symbol Set: 40 Value: 110104 Icon Type: Full Octagon		N/A

TABLE I-III. Activities icons - Continued.

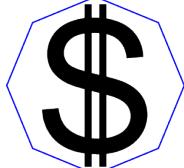
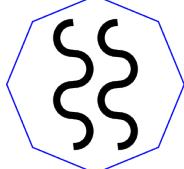
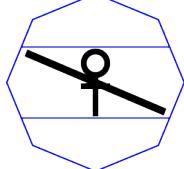
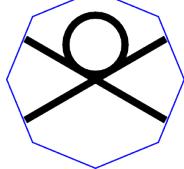
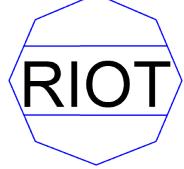
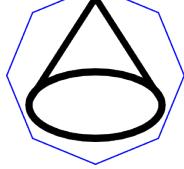
DESCRIPTION	ICON	REMARKS
Extortion Type: Entity Subtype Entity/Entity Type: Incident/Criminal Activity Incident Symbol Set: 40 Value: 110106 Icon Type: Full Octagon		N/A
Graffiti Type: Entity Subtype Entity/Entity Type: Incident/Criminal Activity Incident Symbol Set: 40 Value: 110107 Icon Type: Full Octagon		N/A
Killing Type: Entity Subtype Entity/Entity Type: Incident/Criminal Activity Incident Symbol Set: 40 Value: 110108 Icon Type: Main		N/A
Poisoning Type: Entity Subtype Entity/Entity Type: Incident/Criminal Activity Incident Symbol Set: 40 Value: 110109 Icon Type: Full Octagon		N/A
Civil Rioting Type: Entity Subtype Entity/Entity Type: Incident/Criminal Activity Incident Symbol Set: 40 Value: 110110 Icon Type: Main		N/A
Booby Trap Type: Entity Subtype Entity/Entity Type: Incident/Criminal Activity Incident Symbol Set: 40 Value: 110111 Icon Type: Full Octagon		N/A

TABLE I-III. Activities icons - Continued.

DESCRIPTION	ICON	REMARKS
Black Marketing Type: Entity Subtype Entity/Entity Type: Incident/Criminal Activity Incident Symbol Set: 40 Value: 110113 Icon Type: Full Octagon		N/A
Vandalism/Loot/Ransack/Plunder Type: Entity Subtype Entity/Entity Type: Incident/Criminal Activity Incident Symbol Set: 40 Value: 110114 Icon Type: Full Octagon		N/A
Jail Break Type: Entity Subtype Entity/Entity Type: Incident/Criminal Activity Incident Symbol Set: 40 Value: 110115 Icon Type: Full Octagon		N/A
Robbery Type: Entity Subtype Entity/Entity Type: Incident/Criminal Activity Incident Symbol Set: 40 Value: 110116 Icon Type: Main		N/A
Theft Type: Entity Subtype Entity/Entity Type: Incident/Criminal Activity Incident Symbol Set: 40 Value: 110117 Icon Type: Main		N/A
Burglary Type: Entity Subtype Entity/Entity Type: Incident/Criminal Activity Incident Symbol Set: 40 Value: 110118 Icon Type: Main		N/A

TABLE I-III. Activities icons - Continued.

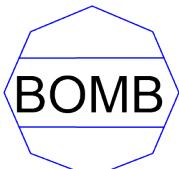
DESCRIPTION	ICON	REMARKS
Smuggling Type: Entity Subtype Entity/Entity Type: Incident/Criminal Activity Incident Symbol Set: 40 Value: 110119 Icon Type: Main		N/A
Rock Throwing Type: Entity Subtype Entity/Entity Type: Incident/Criminal Activity Incident Symbol Set: 40 Value: 110120 Icon Type: Full Octagon		N/A
Dead Body Type: Entity Subtype Entity/Entity Type: Incident/Criminal Activity Incident Symbol Set: 40 Value: 110121 Icon Type: Full Octagon		N/A
Sabotage Type: Entity Subtype Entity/Entity Type: Incident/Criminal Activity Incident Symbol Set: 40 Value: 110122 Icon Type: Main		N/A
Suspicious Activity Type: Entity Subtype Entity/Entity Type: Incident/Criminal Activity Incident Symbol Set: 40 Value: 110123 Icon Type: Full Octagon		N/A
Bomb/Bombing Type: Entity Type Entity: Incident Symbol Set: 40 Value: 110200 Icon Type: Main		N/A

TABLE I-III. Activities icons - Continued.

DESCRIPTION	ICON	REMARKS
Bomb Threat Type: Entity Subtype Entity/Entity Type: Incident/Bomb/Bombing Symbol Set: 40 Value: 110201 Icon Type: Full Octagon		N/A
IED Event Type: Entity Type Entity: Incident Symbol Set: 40 Value: 110300 Icon Type: Main		N/A
IED Explosion Type: Entity Subtype Entity/Entity Type: Incident/IED Event Symbol Set: 40 Value: 110301 Icon Type: Full Octagon		N/A
Premature IED Explosion Type: Entity Subtype Entity/Entity Type: Incident/IED Event Symbol Set: 40 Value: 110302 Icon Type: Full Octagon		N/A
IED Cache Type: Entity Subtype Entity/Entity Type: Incident/IED Event Symbol Set: 40 Value: 110303 Icon Type: Full Frame		The gray 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: 40 Value: 110304 Icon Type: Full Octagon		N/A
Shooting Type: Entity Type Entity: Incident Symbol Set: 40 Value: 110400 Icon Type: Full Octagon		N/A

TABLE I-III. Activities icons - Continued.

DESCRIPTION	ICON	REMARKS
Sniping Type: Entity Subtype Entity/Entity Type: Incident/Shooting Symbol Set: 40 Value: 110401 Icon Type: Full Octagon		N/A
Illegal Drug Operation Type: Entity Type Entity: Incident Symbol Set: 40 Value: 110500 Icon Type: Main		N/A
Trafficking Type: Entity Subtype Entity/Entity Type: Incident/Illegal Drug Operation Symbol Set: 40 Value: 110501 Icon Type: Full Octagon		N/A
Illegal Drug Lab Type: Entity Subtype Entity/Entity Type: Incident/Illegal Drug Operation Symbol Set: 40 Value: 110502 Icon Type: Full Octagon		N/A
Explosion Type: Entity Type Entity: Incident Symbol Set: 40 Value: 110600 Icon Type: Full Octagon		N/A
Grenade Explosion Type: Entity Subtype Entity: Incident/Explosion Symbol Set: 40 Value: 110601 Icon Type: Full Octagon		N/A
Incendiary Explosion Type: Entity Subtype Entity: Incident/Explosion Symbol Set: 40 Value: 110602 Icon Type: Full Octagon		N/A

TABLE I-III. Activities icons - Continued.

DESCRIPTION	ICON	REMARKS
Mine Explosion Type: Entity Subtype Entity: Incident/Explosion Symbol Set: 40 Value: 110603 Icon Type: Full Octagon		N/A
Mortar Fire Explosion Type: Entity Subtype Entity: Incident/Explosion Symbol Set: 40 Value: 110604 Icon Type: Full Octagon		N/A
Rocket Explosion Type: Entity Subtype Entity: Incident/Explosion Symbol Set: 40 Value: 110605 Icon Type: Full Octagon		N/A
Bomb Explosion Type: Entity Subtype Entity: Incident/Explosion Symbol Set: 40 Value: 110606 Icon Type: Full Octagon		N/A
Home/House Type: Entity Type Entity/Entity Type: Incident Symbol Set: 40 Value: 110700 Icon Type: Main		N/A
Civil Disturbance Type: Entity Symbol Set: 40 Value: 120000 Icon Type: Full Octagon		
Demonstration Type: Entity Type Entity/Entity Type: Civil Disturbance Symbol Set: 40 Value: 120100 Icon Type: Main		N/A

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TABLE I-III. Activities icons - Continued.

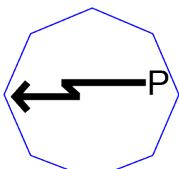
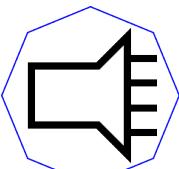
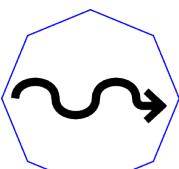
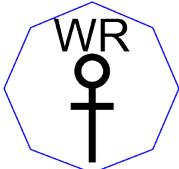
DESCRIPTION	ICON	REMARKS
Operation Type: Entity Symbol Set: 40 Value: 130000	N/A	Reserved for hierarchical purposes.
Patrolling Type: Entity Type Entity: Operation Symbol Set: 40 Value: 130100 Icon Type: Full Octagon		N/A
Military Information Support Operation (MISO) Type: Entity Type Entity: Operation Symbol Set: 40 Value: 130200 Icon Type: Full Octagon		N/A
TV and Radio Propaganda Type: Entity Subtype Entity/Entity Type: Operation/MISO Operation Symbol Set: 40 Value: 130201 Icon Type: Full Frame		The gray 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/Search Type: Entity Type Entity: Operation Symbol Set: 40 Value: 130300 Icon Type: Full Octagon		N/A
Recruitment Type: Entity Type Entity: Operation Symbol Set: 40 Value: 130400	N/A	Reserved for hierarchical purposes.
Willing Type: Entity Subtype Entity/Entity Type: Operation/Recruitment Symbol Set: 40 Value: 130401 Icon Type: Full Octagon		N/A

TABLE I-III. Activities icons - Continued.

DESCRIPTION	ICON	REMARKS
Unwilling/Coerced Type: Entity Subtype Entity/Entity Type: Operation/Recruitment Symbol Set: 40 Value: 130402 Icon Type: Full Octagon		N/A
Mine Laying Type: Entity Type Entity: Operation Symbol Set: 40 Value: 130500 Icon Type: Main		N/A
Spy Type: Entity Type Entity: Operation Symbol Set: 40 Value: 130600 Icon Type: Main		N/A
Warrant Served Type: Entity Type Entity: Operation Symbol Set: 40 Value: 130700 Icon Type: Main		N/A
Exfiltration Type: Entity Type Entity: Operation Symbol Set: 40 Value: 130800 Icon Type: Full Octagon		N/A
Infiltration Type: Entity Type Entity: Operation Symbol Set: 40 Value: 130900 Icon Type: Full Octagon		N/A
Meeting Type: Entity Type Entity: Operation Symbol Set: 40 Value: 131000 Icon Type: Full Octagon		N/A

TABLE I-III. Activities icons - Continued.

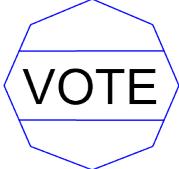
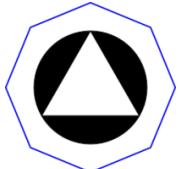
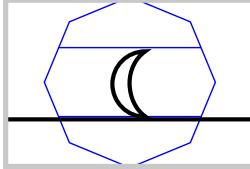
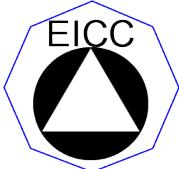
DESCRIPTION	ICON	REMARKS
Polling Place/Election Type: Entity Type Entity: Operation/Meeting Symbol Set: 40 Value: 131001 Icon Type: Main		N/A
Emergency Operation Type: Entity Type Entity: Operation Symbol Set: 40 Value: 131200 Icon Type: Full Octagon		N/A
Emergency Collection Evacuation Point Type: Entity Subtype Entity/Entity Type: Operation/Emergency Operation Symbol Set: 40 Value: 131201 Icon Type: Full Octagon		N/A
Emergency Food Distribution Type: Entity Type Entity: Operation Symbol Set: 40 Value: 131202 Icon Type: Full Frame		The gray 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: 40 Value: 131203 Icon Type: Full Octagon		N/A
Emergency Operations Center Type: Entity Subtype Entity/Entity Type: Operation/Emergency Operation Symbol Set: 40 Value: 131204 Icon Type: Full Octagon		N/A

TABLE I-III. Activities icons - Continued.

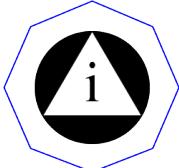
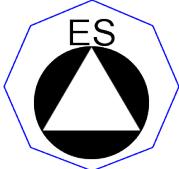
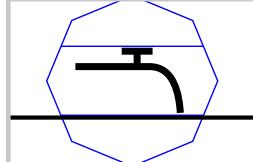
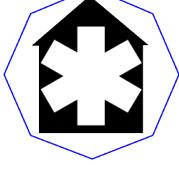
DESCRIPTION	ICON	REMARKS
Emergency Public Information Center Type: Entity Subtype Entity/Entity Type: Operation/Emergency Operation Symbol Set: 40 Value: 131205 Icon Type: Full Octagon		N/A
Emergency Shelter Type: Entity Subtype Entity/Entity Type: Operation/Emergency Operation Symbol Set: 40 Value: 131206 Icon Type: Full Octagon		N/A
Emergency Staging Area Type: Entity Subtype Entity/Entity Type: Operation/Emergency Operation Symbol Set: 40 Value: 131207 Icon Type: Full Octagon		N/A
Emergency Water Distribution Center Type: Entity Subtype Entity/Entity Type: Operation/Emergency Operation Symbol Set: 40 Value: 131208 Icon Type: Full Frame		The gray 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 Medical Operations Type: Entity Type Entity: Operation Symbol Set: 40 Value: 131300 Icon Type: Full Octagon		N/A
EMT Station Location Type: Entity Subtype Entity/Entity Type: Operation/Emergency Medical Operation Symbol Set: 40 Value: 131301 Icon Type: Full Octagon		N/A

TABLE I-III. Activities icons - Continued.

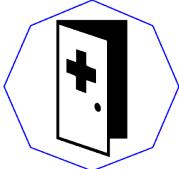
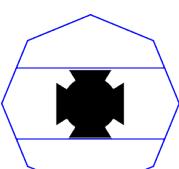
DESCRIPTION	ICON	REMARKS
Health Department Facility Type: Entity Subtype Entity/Entity Type: Operation/Emergency Medical Operation Symbol Set: 40 Value: 131302 Icon Type: Full Octagon		N/A
Medical Facilities Outpatient Type: Entity Subtype Entity/Entity Type: Operation/Emergency Medical Operation Symbol Set: 40 Value: 131303 Icon Type: Full Octagon		N/A
Morgue Type: Entity Subtype Entity/Entity Type: Operation/Emergency Medical Operation Symbol Set: 40 Value: 131304 Icon Type: Full Octagon		N/A
Pharmacy Type: Entity Subtype Entity/Entity Type: Operation/Emergency Medical Operation Symbol Set: 40 Value: 131305 Icon Type: Full Octagon		N/A
Triage Type: Entity Subtype Entity/Entity Type: Operation/Emergency Medical Operation Symbol Set: 40 Value: 131306 Icon Type: Full Octagon		N/A
Fire Fighting Operation Type: Entity Type Entity: Operation Symbol Set: 40 Value: 131400 Icon Type: Main		N/A

TABLE I-III. Activities icons - Continued.

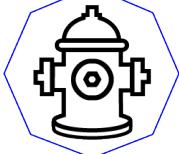
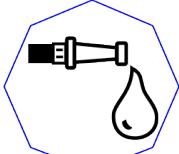
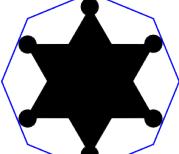
DESCRIPTION	ICON	REMARKS
Fire Hydrant Type: Entity Subtype Entity/Entity Type: Operation/Fire Fighting Operation Symbol Set: 40 Value: 131401 Icon Type: Full Octagon		N/A
Other Water Supply Location Type: Entity Type Entity/Entity Type: Operation/Fire Fighting Operation Symbol Set: 40 Value: 131403 Icon Type: Full Octagon		N/A
Law Enforcement Operation Type: Entity Type Entity: Operation Symbol Set: 40 Value: 131500 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: 40 Value: 131501 Icon Type: Main		N/A
Border Patrol Type: Entity Subtype Entity/Entity Type: Operation/Law Enforcement Operation Symbol Set: 40 Value: 131502 Icon Type: Full Octagon		N/A
Customs Service Type: Entity Subtype Entity/Entity Type: Operation/Law Enforcement Operation Symbol Set: 40 Value: 131503 Icon Type: Full Octagon		N/A

TABLE I-III. Activities icons - Continued.

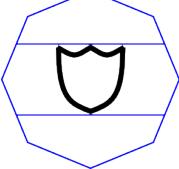
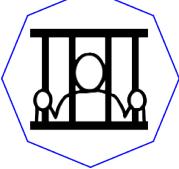
DESCRIPTION	ICON	REMARKS
Drug Enforcement Administration (DEA) Type: Entity Subtype Entity/Entity Type: Operation/Law Enforcement Operation Symbol Set: 40 Value: 131504 Icon Type: Main		N/A
Department of Justice (DOJ) Type: Entity Subtype Entity/Entity Type: Operation/Law Enforcement Operation Symbol Set: 40 Value: 131505 Icon Type: Full Octagon		N/A
Federal Bureau of Investigations (FBI) Type: Entity Subtype Entity/Entity Type: Operation/Law Enforcement Operation Symbol Set: 40 Value: 131506 Icon Type: Main		N/A
Police Type: Entity Subtype Entity/Entity Type: Operation/Law Enforcement Operation Symbol Set: 40 Value: 131507 Icon Type: Main		N/A
Prison Type: Entity Subtype Entity/Entity Type: Operation/Law Enforcement Operation Symbol Set: 40 Value: 131508 Icon Type: Full Octagon		N/A
United States Secret Service (USSS) Type: Entity Subtype Entity/Entity Type: Operation/Law Enforcement Operation Symbol Set: 40 Value: 131509 Icon Type: Main		N/A

TABLE I-III. Activities icons - Continued.

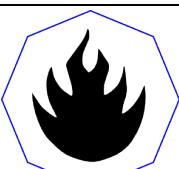
DESCRIPTION	ICON	REMARKS
Transportation Security Administration (TSA) Type: Entity Subtype Entity/Entity Type: Operation/Law Enforcement Operation Symbol Set: 40 Value: 131510 Icon Type: Main		N/A
US Coast Guard Type: Entity Subtype Entity/Entity Type: Operation/Law Enforcement Operation Symbol Set: 40 Value: 131511 Icon Type: Full Octagon		N/A
US Marshals Service Type: Entity Subtype Entity/Entity Type: Operation/Law Enforcement Operation Symbol Set: 40 Value: 131512 Icon Type: Full Octagon		N/A
Internal Security Force Type: Entity Subtype Entity/Entity Type: Operation/Law Enforcement Operation Symbol Set: 40 Value: 131513 Icon Type: Main		N/A
Fire Event Type: Entity Symbol Set: 40 Value: 140000 Icon Type: Full Octagon		N/A
Fire Origin Type: Entity Type Entity/Entity Type: Fire Event Symbol Set: 40 Value: 140100 Icon Type: Full Octagon		N/A

TABLE I-III. Activities icons - Continued.

DESCRIPTION	ICON	REMARKS
Smoke Type: Entity Type Entity/Entity Type: Fire Event Symbol Set: 40 Value: 140200 Icon Type: Full Octagon		N/A
Hot Spot Type: Entity Type Entity/Entity Type: Fire Event Symbol Set: 40 Value: 140300 Icon Type: Full Octagon		N/A
Non-Residential Fire Type: Entity Type Entity/Entity Type: Fire Event Symbol Set: 40 Value: 140400 Icon Type: Full Octagon		N/A
Residential Fire Type: Entity Type Entity/Entity Type: Fire Event Symbol Set: 40 Value: 140500 Icon Type: Full Octagon		N/A
School Fire Type: Entity Type Entity/Entity Type: Fire Event Symbol Set: 40 Value: 140600 Icon Type: Full Octagon		N/A
Special Needs Fire Type: Entity Type Entity/Entity Type: Fire Event Symbol Set: 40 Value: 140700 Icon Type: Full Octagon		N/A
Wildfire Type: Entity Subtype Entity/Entity Type: Incident/Fire Event Symbol Set: 40 Value: 140800 Icon Type: Full Octagon		N/A

TABLE I-III. Activities icons - Continued.

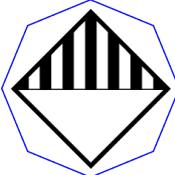
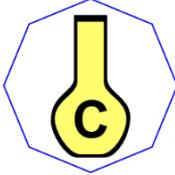
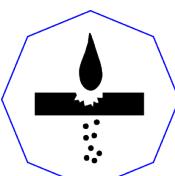
DESCRIPTION	ICON	REMARKS
Hazardous Materials Type: Entity Symbol Set: 40 Value: 150000	N/A	Reserved for hierarchical purposes.
Hazardous Materials Incident Type: Entity Type Entity: Incident Symbol Set: 40 Value: 150100 Icon Type: Full Octagon		N/A
Chemical Agent Type: Entity Subtype Entity/Entity Type: Hazardous Materials /Hazardous Materials Incident Symbol Set: 40 Value: 150101 Icon Type: Full Octagon		N/A
Corrosive Material Type: Entity Subtype Entity/Entity Type: Hazardous Materials /Hazardous Materials Incident Symbol Set: 40 Value: 150102 Icon Type: Full Octagon		N/A
Hazardous When Wet Type: Entity Subtype Entity/Entity Type: Hazardous Materials /Hazardous Materials Incident Symbol Set: 40 Value: 150103 Icon Type: Full Octagon		N/A
Explosive Material Type: Entity Subtype Entity/Entity Type: Hazardous Materials /Hazardous Materials Incident Symbol Set: 40 Value: 150104 Icon Type: Full Octagon		N/A

TABLE I-III. Activities icons - Continued.

DESCRIPTION	ICON	REMARKS
Flammable Gas Type: Entity Subtype Entity/Entity Type: Hazardous Materials /Hazardous Materials Incident Symbol Set: 40 Value: 150105 Icon Type: Full Octagon		N/A
Flammable Liquid Type: Entity Subtype Entity/Entity Type: Hazardous Materials /Hazardous Materials Incident Symbol Set: 40 Value: 150106 Icon Type: Full Octagon		N/A
Flammable Solid Type: Entity Subtype Entity/Entity Type: Hazardous Materials /Hazardous Materials Incident Symbol Set: 40 Value: 150107 Icon Type: Full Octagon		N/A
Non-Flammable Gas Type: Entity Subtype Entity/Entity Type: Hazardous Materials /Hazardous Materials Incident Symbol Set: 40 Value: 150108 Icon Type: Full Octagon		N/A
Organic Peroxide Type: Entity Subtype Entity/Entity Type: Hazardous Materials /Hazardous Materials Incident Symbol Set: 40 Value: 150109 Icon Type: Full Octagon		N/A
Oxidizer Type: Entity Subtype Entity/Entity Type: Hazardous Materials /Hazardous Materials Incident Symbol Set: 40 Value: 150110 Icon Type: Full Octagon		N/A

TABLE I-III. Activities icons - Continued.

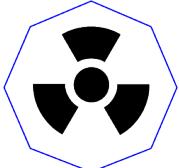
DESCRIPTION	ICON	REMARKS
Radioactive Material Type: Entity Subtype Entity/Entity Type: Hazardous Materials /Hazardous Materials Incident Symbol Set: 40 Value: 150111 Icon Type: Full Octagon		N/A
Spontaneously Combustible Material Type: Entity Subtype Entity/Entity Type: Hazardous Materials /Hazardous Materials Incident Symbol Set: 40 Value: 150112 Icon Type: Full Octagon		N/A
Toxic Gas Type: Entity Subtype Entity/Entity Type: Hazardous Materials /Hazardous Materials Incident Symbol Set: 40 Value: 150113 Icon Type: Full Octagon		N/A
Toxic Infectious Material Type: Entity Subtype Entity/Entity Type: Incident/Hazardous Materials Incident Symbol Set: 40 Value: 150114 Icon Type: Full Octagon		N/A
Unexploded Ordnance Type: Entity Subtype Entity/Entity Type: Incident/Hazardous Materials Incident Symbol Set: 40 Value: 150115 Icon Type: Full Octagon		N/A
Transportation Incident Type: Entity Symbol Set: 40 Value: 160000 Icon Type: Full Octagon	N/A	Reserved for hierarchical purposes.

TABLE I-III. Activities icons - Continued.

DESCRIPTION	ICON	REMARKS
Air Type: Entity Type Entity: Transportation Incident Symbol Set: 40 Value: 160100 Icon Type: Main		N/A
Marine Type: Entity Type Entity: Transportation Incident Symbol Set: 40 Value: 160200 Icon Type: Main		N/A
Rail Type: Entity Type Entity: Transportation Incident Symbol Set: 40 Value: 160300 Icon Type: Main		N/A
Vehicle Type: Entity Type Entity: Transportation Incident Symbol Set: 40 Value: 160400 Icon Type: Main		N/A
Wheeled Vehicle Explosion Type: Entity Type Entity: Transportation Incident Symbol Set: 40 Value: 160500 Icon Type: Full Octagon		N/A
Natural Event Type: Entity Symbol Set: 40 Value: 170000 Icon Type: Main	N/A	Reserved for hierarchical purposes.
Geologic Type: Entity Type Entity: Natural Event Symbol Set: 40 Value: 170100 Icon Type: Main	N/A	Reserved for hierarchical purposes.

TABLE I-III. Activities icons - Continued.

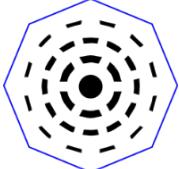
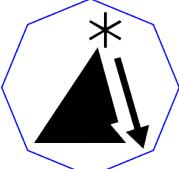
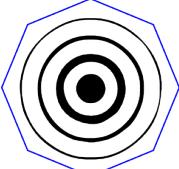
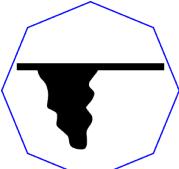
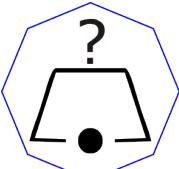
DESCRIPTION	ICON	REMARKS
Aftershock Type: Entity Subtype Entity/Entity Type: Natural Event/Geologic Symbol Set: 40 Value: 170101 Icon Type: Full Octagon		N/A
Avalanche Type: Entity Subtype Entity/Entity Type: Natural Event/Geologic Symbol Set: 40 Value: 170102 Icon Type: Full Octagon		N/A
Earthquake Epicenter Type: Entity Subtype Entity/Entity Type: Natural Event/Geologic Symbol Set: 40 Value: 170103 Icon Type: Full Octagon		N/A
Landslide Type: Entity Subtype Entity/Entity Type: Natural Event/Geologic Symbol Set: 40 Value: 170104 Icon Type: Full Octagon		N/A
Subsidence Type: Entity Subtype Entity/Entity Type: Natural Event/Geologic Symbol Set: 40 Value: 170105 Icon Type: Full Octagon		N/A
Volcanic Eruption Type: Entity Subtype Entity/Entity Type: Natural Event/Geologic Symbol Set: 40 Value: 170106 Icon Type: Full Octagon		N/A
Volcanic Threat Type: Entity Subtype Entity/Entity Type: Natural Event/Geologic Symbol Set: 40 Value: 170107 Icon Type: Full Octagon		N/A

TABLE I-III. Activities icons - Continued.

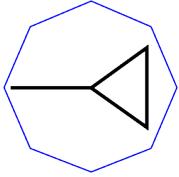
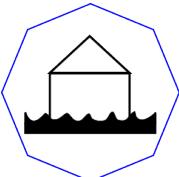
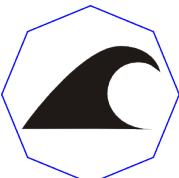
DESCRIPTION	ICON	REMARKS
Cave Entrance Type: Entity Subtype Entity/Entity Type: Natural Event/Geologic Symbol Set: 40 Value: 170108 Icon Type: Full Octagon		N/A
Hydro-Meteorological Type: Entity Type Entity: Natural Event Symbol Set: 40 Value: 170200 Icon Type: Main	N/A	Reserved for hierarchical purposes.
Drought Type: Entity Subtype Entity/Entity Type: Natural Event/Hydro-Meteorological Symbol Set: 40 Value: 170201 Icon Type: Full Octagon		N/A
Flood Type: Entity Subtype Entity/Entity Type: Natural Event/Hydro-Meteorological Symbol Set: 40 Value: 170202 Icon Type: Full Octagon		N/A
Tsunami Type: Entity Subtype Entity/Entity Type: Natural Event/Hydro-Meteorological Symbol Set: 40 Value: 170203 Icon Type: Full Octagon		N/A
Infestation Type: Entity Type Entity: Natural Event Symbol Set: 40 Value: 170300 Icon Type: Main	N/A	Reserved for hierarchical purposes.

TABLE I-III. Activities icons - Continued.

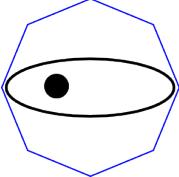
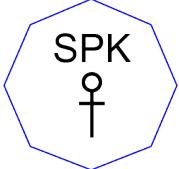
DESCRIPTION	ICON	REMARKS
Bird Type: Entity Subtype Entity/Entity Type: Natural Event/Infestation Symbol Set: 40 Value: 170301 Icon Type: Full Octagon		N/A
Insect Type: Entity Subtype Entity/Entity Type: Natural Event/Infestation Symbol Set: 40 Value: 170302 Icon Type: Full Octagon		N/A
Microbial Type: Entity Subtype Entity/Entity Type: Natural Event/Infestation Symbol Set: 40 Value: 170303 Icon Type: Full Octagon		N/A
Reptile Type: Entity Subtype Entity/Entity Type: Natural Event/Infestation Symbol Set: 40 Value: 170304 Icon Type: Full Octagon		N/A
Rodent Type: Entity Subtype Entity/Entity Type: Natural Event/Infestation Symbol Set: 40 Value: 170305 Icon Type: Full Octagon		N/A
Individual Type: Entity Symbol Set: 40 Value: 180000	N/A	Reserved for hierarchical purposes.
Religious Leader Type: Entity Type Entity: Individual Symbol Set: 40 Value: 180100 Icon Type: Full Octagon		N/A

TABLE I-III. Activities icons - Continued.

DESCRIPTION	ICON	REMARKS
Speaker Type: Entity Type Entity: Individual Symbol Set: 40 Value: 180200 Icon Type: Full Octagon		N/A

1.6.3 Activities sector 1 modifiers. Activities sector 1 modifiers denote crime, military information support operations, IED and incident qualifier categories. [Table I-IV](#) lists activities sector 1 modifiers and illustrates their placement within the bounding octagon. Additional sector 1 modifiers, where required, are included in [table B-I](#) and are accessed using the modifier extension flag.

TABLE I-IV. Activities sector 1 modifiers.

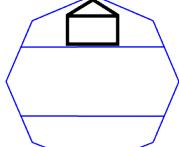
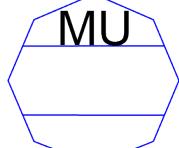
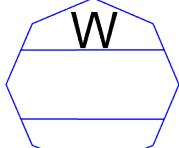
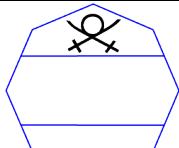
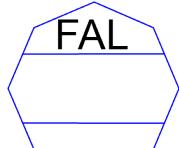
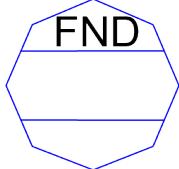
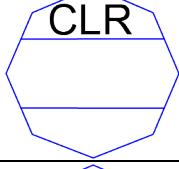
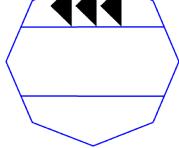
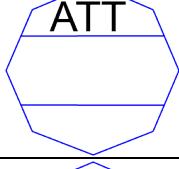
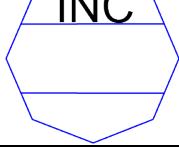
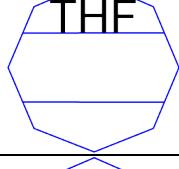
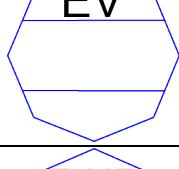
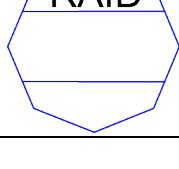
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
House-To-House Symbol Set: 40 Value: 04	Military Information Support Operations		N/A
Murder Symbol Set: 40 Value: 06	Crime		N/A
Written Military Information Support Operations Symbol Set: 40 Value: 09	Military Information Support Operations		N/A
Pirate Symbol Set: 40 Value: 10	Crime		N/A
False Symbol Set: 40 Value: 11	IED Category		N/A

TABLE I-IV. Activities sector 1 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Find Symbol Set: 40 Value: 12	IED Category		N/A
Found and Cleared Symbol Set: 40 Value: 13	IED Category		N/A
Hoax (Decoy) Symbol Set: 40 Value: 14	IED Category		N/A
Attempted Symbol Set: 40 Value: 15	Incident Qualifier		N/A
Incident Symbol Set: 40 Value: 17	Incident Qualifier		N/A
Theft Symbol Set: 40 Value: 18	Crime		N/A
Eviction Symbol Set: 40 Value: 21	Incident Qualifier		N/A
Raid Symbol Set: 40 Value: 22	Incident Qualifier		N/A

I.6.4 Activities sector 2 modifiers. Activities_sector 2 modifiers denote capability category. Additional sector 2 modifiers, where required, are included in [table B-II](#) and are accessed using the modifier extension flag. There are currently no activities sector 2 modifiers.

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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 symbol sets. 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 [5.3.10](#) for an explanation of symbol composition. [Figure J-1](#) shows an example of a SIGINT symbol.

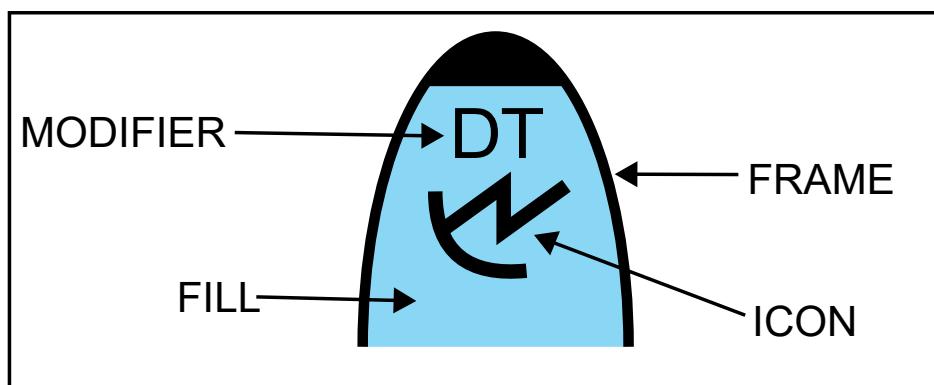
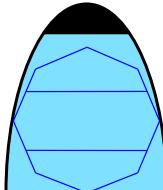
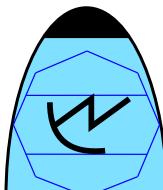
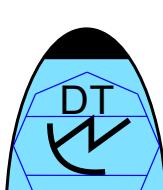
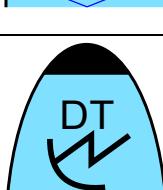


FIGURE J-1. Signals intelligence symbol components.

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 dimension of the object from the appropriate column in tables I , II , or III and standard identity (table A-II). In this example, the dimension is space, and 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 “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.5.4 Icons and modifiers. All icons shall be placed within the main sector of the bounding octagon (see [table J-1](#)). When depicted, modifiers shall be placed in sector 1 as appropriate (see [table J-1](#)). 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.

J.5.5 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 equipment](#), [sea surface](#), or [sea 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 [5.3.7](#) 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: 50 Value: 110000	N/A	Reserved for hierarchical purposes.
Communications Type: Entity Type Entity: Signal Intercept Symbol Set: 50 Value: 110100 Icon Type: Main		N/A
Jammer Type: Entity Type Entity: Signal Intercept Symbol Set: 50 Value: 110200 Icon Type: Main		N/A
Radar Type: Entity Type Entity: Signal Intercept Symbol Set: 50 Value: 110300 Icon Type: Main		N/A

J.6.3 SIGINT sector 1 modifiers. The SIGINT sector 1 modifiers denote communications and radar categories. [Table J-III](#) lists SIGINT sector 1 modifiers and illustrates their placement within the bounding octagon. Additional sector 1 modifiers, where required, are included in [table B-I](#) and are accessed using the modifier extension flag.

TABLE J-III. Signals intelligence sector 1 modifiers.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Anti-Aircraft Fire Control Symbol Set: 50 Value: 01	Land/Sea Surface Radar		N/A

TABLE J-III. Signals intelligence sector 1 modifiers - Continued.

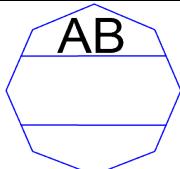
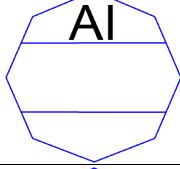
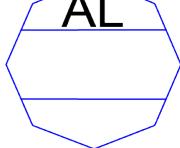
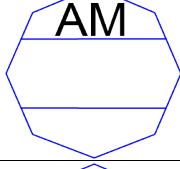
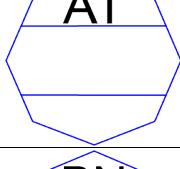
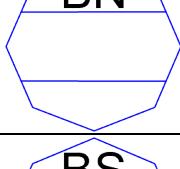
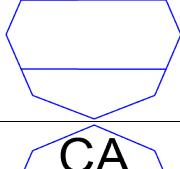
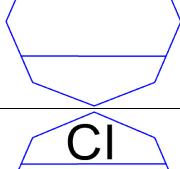
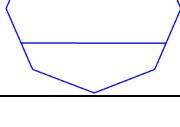
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Airborne Search and Bombing Symbol Set: 50 Value: 02	Air Radar		N/A
Airborne Intercept Symbol Set: 50 Value: 03	Air Radar		N/A
Altimeter Symbol Set: 50 Value: 04	Air Radar		N/A
Airborne Reconnaissance and Mapping Symbol Set: 50 Value: 05	Air Radar		N/A
Air Traffic Control Symbol Set: 50 Value: 06	Air/Land/Sea Surface Radar		N/A
Beacon Transponder (Not IFF) Symbol Set: 50 Value: 07	Air/Land/Sea Surface/Sea Subsurface Radar		N/A
Battlefield Surveillance Symbol Set: 50 Value: 08	Air/Land Radar		N/A
Controlled Approach Symbol Set: 50 Value: 09	Land/Sea Surface Radar		N/A
Controlled Intercept Symbol Set: 50 Value: 10	Air/Land/Sea Surface Radar		N/A

TABLE J-III. Signals intelligence sector 1 modifiers - Continued.

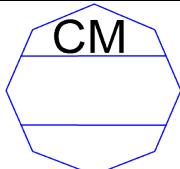
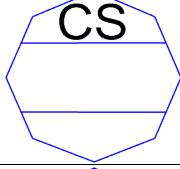
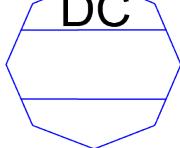
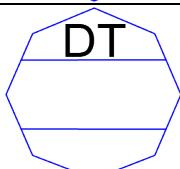
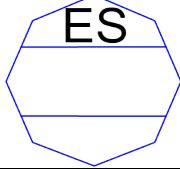
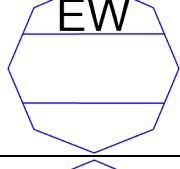
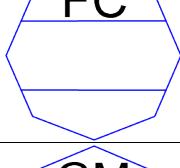
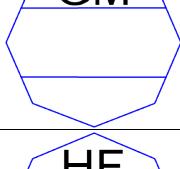
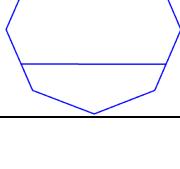
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Cellular/Mobile Symbol Set: 50 Value: 11	Air/Land/Sea Surface/Sea Subsurface Communications		N/A
Coastal Surveillance Symbol Set: 50 Value: 12	Land Radar		N/A
Decoy/Mimic Symbol Set: 50 Value: 13	Air/Land/Sea Surface/Sea Subsurface Radar		N/A
Data Transmission Symbol Set: 50 Value: 14	Space/Air/Land/Sea Surface/Sea Subsurface Radar		N/A
Earth Surveillance Symbol Set: 50 Value: 15	Space Radar		N/A
Early Warning Symbol Set: 50 Value: 16	Air/Land/Sea Surface/Sea Subsurface Radar		N/A
Fire Control Symbol Set: 50 Value: 17	Air/Land/Sea Surface Radar		N/A
Ground Mapping Symbol Set: 50 Value: 18	Air Radar		N/A
Height Finding Symbol Set: 50 Value: 19	Land/Sea Surface Radar		N/A

TABLE J-III. Signals intelligence sector 1 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Harbor Surveillance Symbol Set: 50 Value: 20	Land Radar		N/A
Identification, Friend or Foe (Interrogator) Symbol Set: 50 Value: 21	Space/Air/Land/Sea Surface/Sea Subsurface Radar		N/A
Instrument Landing System Symbol Set: 50 Value: 22	Land/Sea Surface Radar		N/A
Ionospheric Sounding Symbol Set: 50 Value: 23	Air/Land Radar		N/A
Identification, Friend or Foe (Transponder) Symbol Set: 50 Value: 24	Space/Air/Land/Sea Surface/Sea Subsurface Radar		N/A
Barrage Jammer Symbol Set: 50 Value: 25	Space/Air/Land/Sea Surface/Sea Subsurface Jammer		N/A
Click Jammer Symbol Set: 50 Value: 26	Space/Air/Land/Sea Surface/Sea Subsurface Jammer		N/A
Deceptive Jammer Symbol Set: 50 Value: 27	Space/Air/Land/Sea Surface/Sea Subsurface Jammer		N/A
Frequency Swept Jammer Symbol Set: 50 Value: 28	Space/Air/Land/Sea Surface/Sea Subsurface Jammer		N/A

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TABLE J-III. Signals intelligence sector 1 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Jammer (General) Symbol Set: 50 Value: 29	Space/Air/Land/Sea Surface/Sea Subsurface Jammer	The symbol is an octagon with the letters "JG" in the center.	N/A
Noise Jammer Symbol Set: 50 Value: 30	Space/Air/Land/Sea Surface/Sea Subsurface Jammer	The symbol is an octagon with the letters "JN" in the center.	N/A
Pulsed Jammer Symbol Set: 50 Value: 31	Space/Air/Land/Sea Surface/Sea Subsurface Jammer	The symbol is an octagon with the letters "JP" in the center.	N/A
Repeater Jammer Symbol Set: 50 Value: 32	Space/Air/Land/Sea Surface/Sea Subsurface Jammer	The symbol is an octagon with the letters "JR" in the center.	N/A
Spot Noise Jammer Symbol Set: 50 Value: 33	Space/Air/Land/Sea Surface/Sea Subsurface Jammer	The symbol is an octagon with the letters "JS" in the center.	N/A
Transponder Jammer Symbol Set: 50 Value: 34	Space/Air/Land/Sea Surface/Sea Subsurface Jammer	The symbol is an octagon with the letters "JT" in the center.	N/A
Missile Acquisition Symbol Set: 50 Value: 35	Air/Land/Sea Surface Radar	The symbol is an octagon with the letters "MA" in the center.	N/A
Missile Control Symbol Set: 50 Value: 36	Space/Air/Land/Sea Surface/Sea Subsurface Jammer	The symbol is an octagon with the letters "MC" in the center.	N/A

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TABLE J-III. Signals intelligence sector 1 modifiers - Continued.

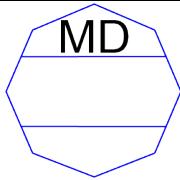
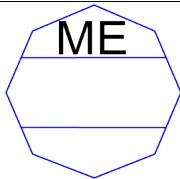
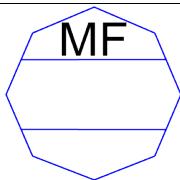
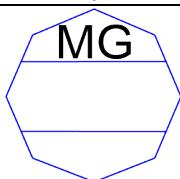
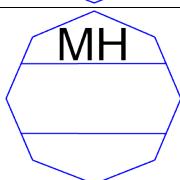
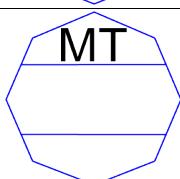
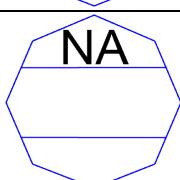
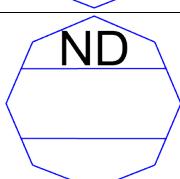
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Missile Downlink Symbol Set: 50 Value: 37	Air Radar		N/A
Meteorological Symbol Set: 50 Value: 38	Air/Land/Sea Surface Radar		N/A
Multi-Function Symbol Set: 50 Value: 39	Space/Air/Land/Sea Surface/Sea Subsurface Jammer		Two or more of EW, TA, TT, MG, TI
Missile Guidance Symbol Set: 50 Value: 40	Air/Land/Sea Surface Radar		N/A
Missile Homing Symbol Set: 50 Value: 41	Air Radar		N/A
Missile Tracking Symbol Set: 50 Value: 42	Space/Air/Land/Sea Surface/Sea Subsurface Jammer		N/A
Navigational/General Symbol Set: 50 Value: 43	Space/Air/Land/Sea Surface/Sea Subsurface Jammer		N/A
Navigational/Distance Measuring Equipment Symbol Set: 50 Value: 44	Space/Air/Land/Sea Surface/Sea Subsurface Jammer		N/A

TABLE J-III. Signals intelligence sector 1 modifiers - Continued.

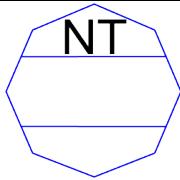
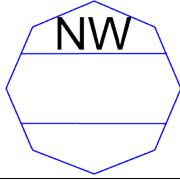
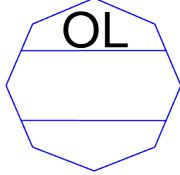
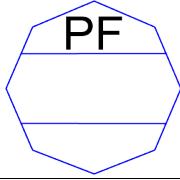
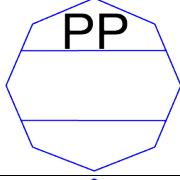
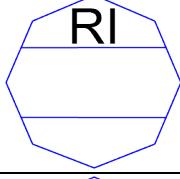
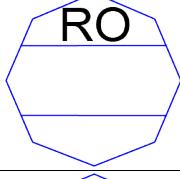
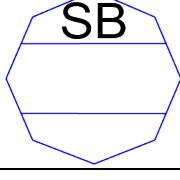
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Navigational/Terrain Following Symbol Set: 50 Value: 45	Space/Air/Land/Sea Surface/Sea Subsurface Jammer		N/A
Navigational/Weather Avoidance Symbol Set: 50 Value: 46	Air/Land/Sea Surface/Sea Subsurface Jammer		N/A
Omni-Line of Sight (LOS) Symbol Set: 50 Value: 47	Air/Land/Sea Surface/Sea Subsurface Communications		N/A
Proximity Fuse Symbol Set: 50 Value: 48	Air Radar		N/A
Point-To-Point Line of Sight (LOS) Symbol Set: 50 Value: 49	Space/Air/Land/Sea Surface/Sea Subsurface Communications		N/A
Instrumentation Symbol Set: 50 Value: 50	Space/Air/Land/Sea Surface/Sea Subsurface Radar		N/A
Range Only Symbol Set: 50 Value: 51	Space/Air/Land/Sea Surface/Sea Subsurface Radar		N/A
Sonobuoy Symbol Set: 50 Value: 52	Sea Surface/Sea Subsurface Radar		N/A

TABLE J-III. Signals intelligence sector 1 modifiers - Continued.

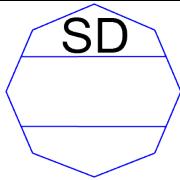
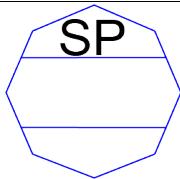
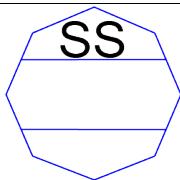
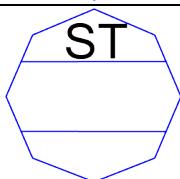
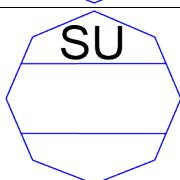
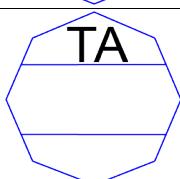
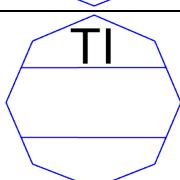
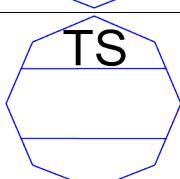
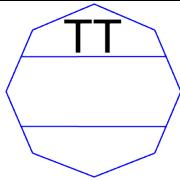
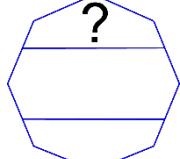
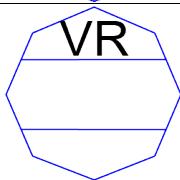
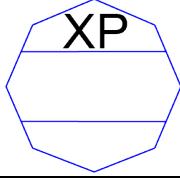
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Satellite Downlink Symbol Set: 50 Value: 53	Space Communications		N/A
Space Symbol Set: 50 Value: 54	Space/Air/Land/Sea Surface/Sea Subsurface Radar		N/A
Surface Search Symbol Set: 50 Value: 55	Space/Air/Land/Sea Surface/Sea Subsurface Radar		N/A
Shell Tracking Symbol Set: 50 Value: 56	Land Radar		N/A
Satellite Uplink Symbol Set: 50 Value: 57	Air/Land/Sea Surface/Sea Subsurface Communications		N/A
Target Acquisition Symbol Set: 50 Value: 58	Space/Air/Land/Sea Surface/Sea Subsurface Radar		N/A
Target Illumination Symbol Set: 50 Value: 59	Air/Land/Sea Surface Radar		N/A
Tropospheric Scatter Symbol Set: 50 Value: 60	Land Communications		N/A

TABLE J-III. Signals intelligence sector 1 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Target Tracking Symbol Set: 50 Value: 61	Space/Air/Land/Sea Surface/Sea Subsurface Radar		N/A
Unknown Symbol Set: 50 Value: 62	Space/Air/Land/Sea Surface/Sea Subsurface Radar		N/A
Video Remoting Symbol Set: 50 Value: 63	Space/Air/Land/Sea Surface/Sea Subsurface Radar		N/A
Experimental Symbol Set: 50 Value: 64	Space/Air/Land/Sea Surface/Sea Subsurface Radar		N/A

J.6.4 SIGINT sector 2 modifiers. The SIGINT sector 2 modifiers denote communications and radar categories. Additional sector 2 modifiers, where required, are included in [table B-II](#) and are accessed using the modifier extension flag. There are currently no sector 2 signal intelligence modifiers.

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CYBERSPACE SYMBOLS

K.1 SCOPE

K.1.1 Scope. This appendix addresses symbols that support cyberspace operations within the cyberspace symbol set. The tables in this appendix present the icons for organizations conducting operations within the virtual and physical cyberspace domain. The information contained herein is intended for compliance.

K.2 APPLICABLE DOCUMENTS

Specific documents in [2.2](#) of this standard apply to this appendix.

K.3 DEFINITIONS

The definitions in [section 3](#) of this standard apply to this appendix.

K.4 GENERAL REQUIREMENTS

K.4.1 Organization. This appendix contains technical specifications, a symbol coding scheme, a symbology hierarchy and cyberspace symbology.

K.5 DETAILED REQUIREMENTS

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

K.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.

K.5.3 Composition of cyberspace symbols. A standard method for constructing symbols is presented. Refer to [5.3.10](#) for an explanation of symbol composition. [Figure K-1](#) shows an example of a cyberspace symbol.

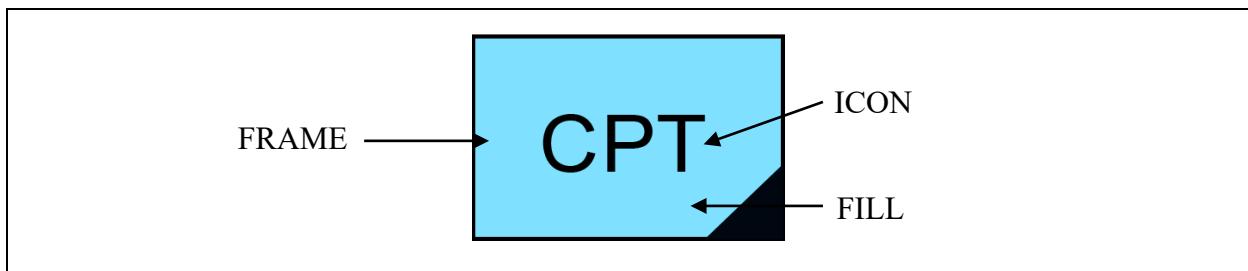
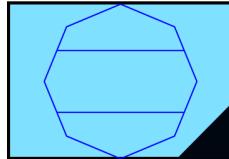
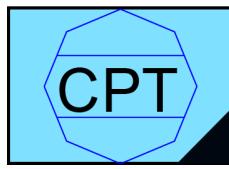


FIGURE K-1. Cyberspace symbol components.

K.5.3.1 Symbol building process. [Table K-I](#) depicts the symbol building process for cyberspace symbols. The process is identical for icons and modifiers requiring the vertical bounding octagon.

TABLE K-I. Cyberspace symbol building process.

STEP	DESCRIPTION	EXAMPLE
1.	Choose the frame that matches the dimension of the object from the appropriate column in tables I , II , or III and standard identity (table A-II). In this example, the dimension is cyberspace, and the standard identity is friend. The example depicts a “friendly virtual cyberspace.”	
2.	Choose an icon for the main sector of the bounding octagon. In this example, the icon is “cyber protection team,” a cyberspace entity type. The example depicts a “friendly cyber protection team.” Note: There are no modifiers in cyberspace symbols.	
3.	The finished symbol will appear as shown in the example.	

K.5.3.2 Icons and modifiers. All icons shall be placed within the main sector of the bounding octagon (see [table K-I](#)).

K.5.4 Amplifiers.

K.5.4.1 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 [5.3.7](#) for more information on amplifiers.

[Figure K-2](#) shows the placement of space symbol amplifiers around the friend symbol frame. [Table K-II](#) provides descriptions and formats of each amplifier.

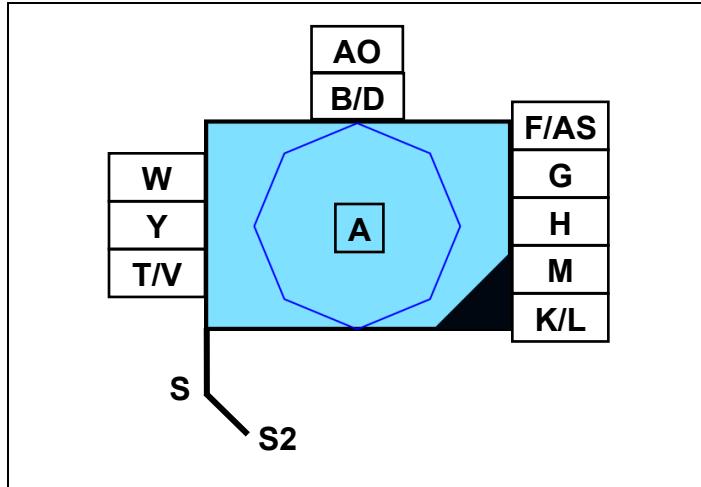


FIGURE K-2. Placement of cyberspace symbol amplifiers.

TABLE K-II. Descriptions and formats of cyberspace symbol amplifiers.

FIELD	FIELD TITLE	DESCRIPTION	FORMAT
A	Cyberspace Icon	The innermost part of a symbol, comprised of an icon and optional modifiers, that represents a joint military object (see 5.3.4).	
B	Echelon	A graphic amplifier in a unit symbol that identifies command level (see figure 14).	
D	Task Force Indicator	A graphic amplifier that identifies a unit or an activity symbol as a task force (see 5.3.7.4 and figure 14 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.	
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 is designated by Roman numerals).	
S	Headquarters Staff Indicator	A graphic amplifier for units, installations and activities that identifies them as a headquarters (see figure 4 and figure 14).	

TABLE K-II. Descriptions and formats of cyberspace symbol amplifiers - Continued.

FIELD	FIELD TITLE	DESCRIPTION	FORMAT
S2	Offset Location Indicator	A graphic amplifier used to indicate the offset or precise location of a single point symbol (see 5.3.7.5 , 5.3.13 , and figure 14).	
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.	
W	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 (see 5.3.7.8).	
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, GARS, or other applicable display formats).	3317.0921N 04412.6332E 38SMB2649083145
AO	Engagement Bar	A graphic amplifier placed immediately atop the symbol. May denote: 1) local/remote status 2) engagement status 3) weapon type.	A:BBB:CC, where A = remote/local BBB = engagement status CC = weapon asset
AS	Country	A three-letter code that indicates the country of origin of the organization (US systems shall use GENC).	

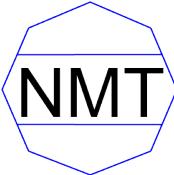
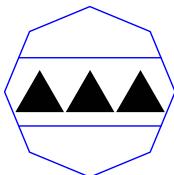
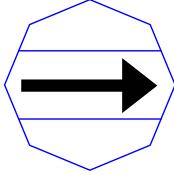
K.5.4.2 Graphic amplifiers. Graphic amplifiers can be static, located in a fixed position in relation to a track’s symbol, or dynamic and move about the symbol based on the track’s characteristics. See [5.3.7](#) for more information on amplifiers, including examples of dynamic amplifiers.

K.6 CYBERSPACE SYMBOLS

K.6.1 Cyberspace symbols. This section includes the lists of icons and modifiers for building cyberspace symbols.

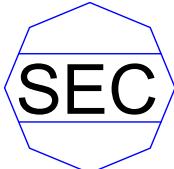
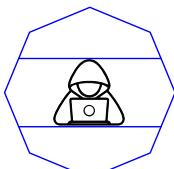
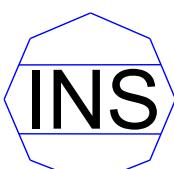
K.6.2 Cyberspace icons. [Table K-III](#) depicts cyberspace icons.

TABLE K-III. Cyberspace icons.

DESCRIPTION	ICON	REMARKS
Cyberspace Unit Type: Entity Symbol Set: 60 Value: 110000	N/A	Reserved for hierarchical purposes.
Combat Mission Team Type: Entity Type Entity: Cyberspace Unit Symbol Set: 60 Value: 110100 Icon Type: Main		N/A
National Mission Team Type: Entity Type Entity: Cyberspace Unit Symbol Set: 60 Value: 110200 Icon Type: Main		N/A
Cyber Protection Team Type: Entity Type Entity: Cyberspace Unit Symbol Set: 60 Value: 110300 Icon Type: Main		N/A
Defensive Cyberspace Operation Type: Entity Type Entity: Cyberspace Unit Symbol Set Value: 60 Value: 110600 Icon Type: Main		N/A
Offensive Cyberspace Operation Type: Entity Type Entity: Cyberspace Unit Symbol Set Value: 60 Value: 110700 Icon Type: Main		N/A

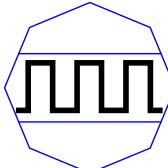
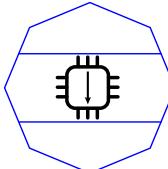
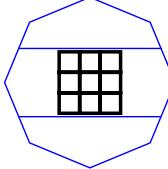
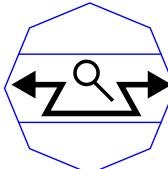
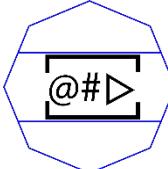
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TABLE K-III. Cyberspace icons - Continued.

DESCRIPTION	ICON	REMARKS
Internet Service Provider Type: Entity Type Entity: Cyberspace Unit Symbol Set Value: 60 Value: 110800 Icon Type: Main		N/A
Security Type: Entity Type Entity: Cyberspace Unit Symbol Set Value: 60 Value: 110900 Icon Type: Main		N/A
Operations Type: Entity Type Entity: Cyberspace Unit Symbol Set Value: 60 Value: 111000 Icon Type: Main		N/A
Threat Actor Type: Entity Symbol Set Value: 60 Value: 120000 Icon Type: Main		N/A
Insider Type: Entity Type Entity: Cyberspace Threat Actor Symbol Set Value: 60 Value: 120200 Icon Type: Main		N/A
Agent Type: Entity Symbol Set Value: 60 Value: 130000 Icon Type: Main	N/A	Reserved for hierarchical purposes.

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TABLE K-III. Cyberspace icons - Continued.

DESCRIPTION	ICON	REMARKS
Firewall Type: Entity Type Entity: Agent Symbol Set Value: 60 Value: 130100 Icon Type: Main		N/A
Firmware Type: Entity Type Entity: Agent Symbol Set Value: 60 Value: 130200 Icon Type: Main		N/A
Application Type: Entity Symbol Set Value: 60 Value: 140000 Icon Type: Main		White filled for visibility
Search Engine Type: Entity Type Entity: Application Symbol Set Value: 60 Value: 140300 Icon Type: Main		N/A
Social Media Type: Entity Type Entity: Application Symbol Set Value: 60 Value: 140400 Icon Type: Main		N/A
Threat Type: Entity Symbol Set Value: 60 Value: 150000 Icon Type: Main	N/A	Reserved for hierarchical purposes.

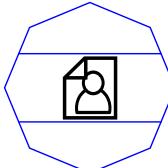
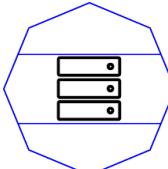
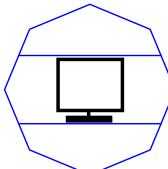
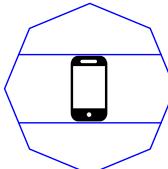
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TABLE K-III. Cyberspace icons - Continued.

DESCRIPTION	ICON	REMARKS
Malware Type: Entity Type Entity: Threat Symbol Set Value: 60 Value: 150100 Icon Type: Main		N/A
Phishing Type: Entity Type Entity: Threat Symbol Set Value: 60 Value: 150200 Icon Type: Main		N/A
Spear Phishing Type: Entity Type Entity: Threat Symbol Set Value: 60 Value: 150300 Icon Type: Main		N/A
Whale Phishing Type: Entity Type Entity: Threat Symbol Set Value: 60 Value: 150400 Icon Type: Main		N/A
Data Type: Entity Symbol Set Value: 60 Value: 160000 Icon Type: Main		N/A
Digital Currency Type: Entity Type Entity: Data Symbol Set Value: 60 Value: 160100 Icon Type: Main		N/A

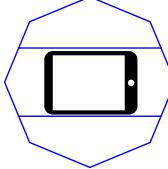
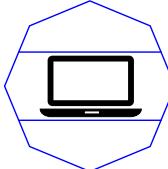
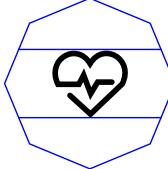
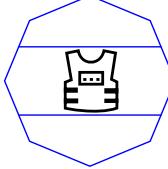
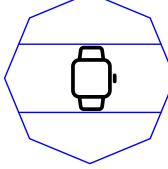
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TABLE K-III. Cyberspace icons - Continued.

DESCRIPTION	ICON	REMARKS
Persona Type: Entity Type Entity: Data Symbol Set Value: 60 Value: 160200 Icon Type: Main		N/A
End Point Type: Entity Value: 170000 Icon Type: Main	N/A	Reserved for hierarchical purposes.
Server Type: Entity Type Entity: Endpoint Symbol Set Value: 60 Value: 170100 Icon Type: Main		N/A
Workstation Type: Entity Type Entity: End Point Symbol Set Value: 60 Value: 170200 Icon Type: Main		N/A
Portable Electronic Device (PED) Type: Entity Type Entity: End Point Value: 170300 Icon Type: Main	N/A	Reserved for hierarchical purposes.
Smartphone Type: Entity Subtype Entity/Entity Subtype: End Point/Portable Electronic Device (PED) Symbol Set Value: 60 Value: 170301 Icon Type: Main		N/A

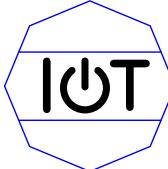
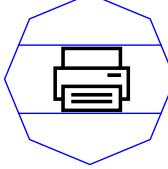
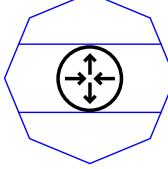
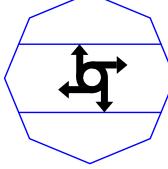
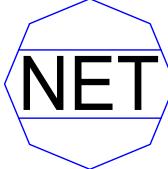
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TABLE K-III. Cyberspace icons - Continued.

DESCRIPTION	ICON	REMARKS
Tablet Type: Entity Subtype Entity: End Point/Portable Electronic Device (PED) Symbol Set Value: 60 Value: 1703 02 Icon Type: Main		N/A
Laptop Type: Entity Subtype Entity/Entity Subtype: End Point/Portable Electronic Device (PED) Symbol Set Value: 60 Value: 1703 03 Icon Type: Main		N/A
Health Monitor Type: Entity Subtype Entity/Entity Subtype: End Point/Portable Electronic Device (PED) Symbol Set Value: 60 Value: 1703 04 Icon Type: Main		N/A
Smartvest Type: Entity Subtype Entity/Entity Subtype: End Point/Portable Electronic Device (PED) Symbol Set Value: 60 Value: 1703 05 Icon Type: Main		N/A
Smartwatch Type: Entity Subtype Entity/Entity Subtype: End Point/Portable Electronic Device (PED) Symbol Set Value: 60 Value: 1703 06 Icon Type: Main		N/A

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TABLE K-III. Cyberspace icons - Continued.

DESCRIPTION	ICON	REMARKS
Wearable Type: Entity Subtype Entity/Entity Subtype: End Point/Portable Electronic Device (PED) Symbol Set Value: 60 Value: 170307 Icon Type: Main		N/A
Internet of Things Device Type: Entity Type Entity: End Point Symbol Set Value: 60 Value: 170400 Icon Type: Main		N/A
Printer Type: Entity Type Entity: End Point Symbol Set Value: 60 Value: 170500 Icon Type: Main		N/A
Router Type: Entity Type Entity: End Point Symbol Set Value: 60 Value: 170600 Icon Type: Main		N/A
Switch Type: Entity Type Entity: End Point Symbol Set Value: 60 Value: 170700 Icon Type: Main		N/A
Network Type: Entity Symbol Set Value: 60 Value: 180000 Icon Type: Main		N/A

K.6.3 Cyberspace sector 1 modifiers. The cyberspace sector 1 modifiers denote capability and service categories. [Table K-IV](#) lists Cyberspace sector 1 modifiers and illustrates their placement within the bounding octagon. Additional sector 1 modifiers, where required, are included in [table B-1](#) and are accessed using the modifier extension flag.

TABLE K-IV. Cyberspace sector 1 modifiers.

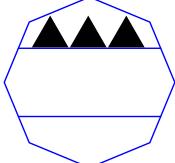
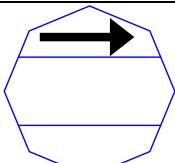
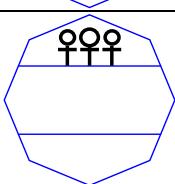
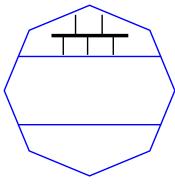
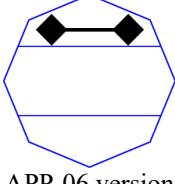
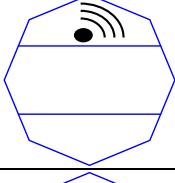
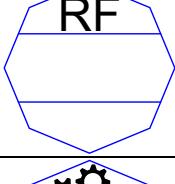
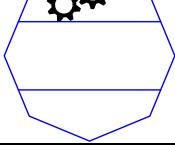
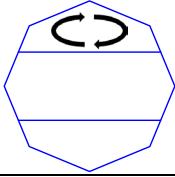
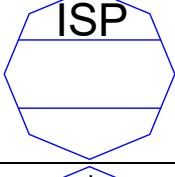
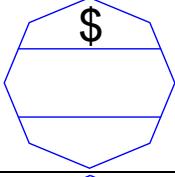
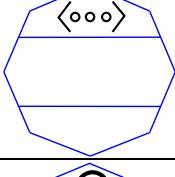
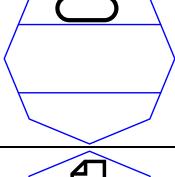
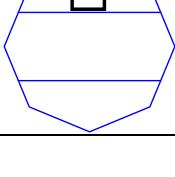
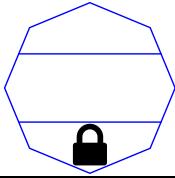
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Defensive Cyberspace Symbol Set Value: 60 Value: 01	Capability		N/A
Offensive Cyberspace Symbol Set Value: 60 Value: 02	Capability		N/A
Social Symbol Set Value: 60 Value: 03	Capability		N/A
Wired Symbol Set Value: 60 Value: 04	Capability		 APP-06 version
Wireless Symbol Set Value: 60 Value: 05	Capability		N/A
Radio Frequency Symbol Set Value: 60 Value: 06	Capability		N/A
Operation System Symbol Set Value: 60 Value: 07	Capability		N/A

TABLE K-IV. Cyberspace sector 1 modifiers.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Continuity of Operations Symbol Set Value: 60 Value: 08	Capability		N/A
Internet Service Provider (ISP) Symbol Set Value: 60 Value: 09	Capability		N/A
Finance Symbol Set Value: 60 Value: 10	Capability		N/A
Out of Band Symbol Set Value: 60 Value: 11	Capability		N/A
Cloud Symbol Set Value: 60 Value: 12	Service		N/A
Data Symbol Set Value: 60 Value: 13			N/A

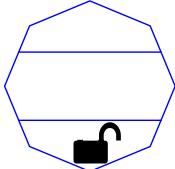
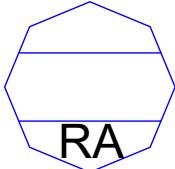
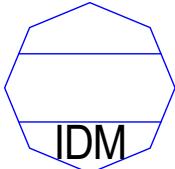
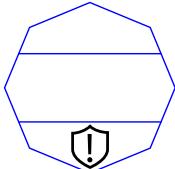
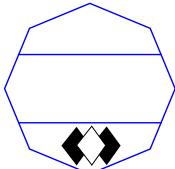
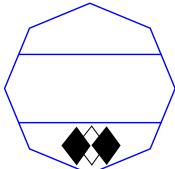
K.6.4 Cyberspace sector 2 modifiers. The cyberspace sector 1 modifiers denote capability categories. [Table K-V](#) lists Cyberspace sector 1 modifiers and illustrates their placement within the bounding octagon. Additional sector 2 modifiers, where required, are included in [table B-II](#) and are accessed using the modifier extension flag.

TABLE K-V. Cyberspace sector 2 modifiers.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Secured Symbol Set Value: 60 Value: 01	Capability		N/A

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TABLE K-V. Cyberspace sector 2 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Unsecured Symbol Set Value: 60 Value: 02	Capability		N/A
Response Actions Symbol Set Value: 60 Value: 03	Capability		N/A
Internal Defense Measures Symbol Set Value: 60 Value: 05	Capability		N/A
Advanced Persistent Threat Symbol Set Value: 60 Value: 06	Capability		N/A
Nation State Symbol Set Value: 60 Value: 07			N/A
Nation State Sponsored Symbol Set Value: 60 Value: 08			N/A

CONTROL MEASURE SYMBOLS

L.1 SCOPE

L.1.1 Scope. This appendix contains symbols that represent control measures and 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. The information contained herein is intended for compliance. Ultimately, the joint force commander and their 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 measure symbols. Within this standard system there are a 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.

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 control measures symbology.

L.5 DETAILED REQUIREMENTS

L.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.

L.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 L-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.

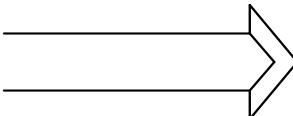
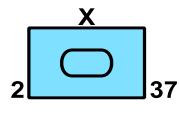
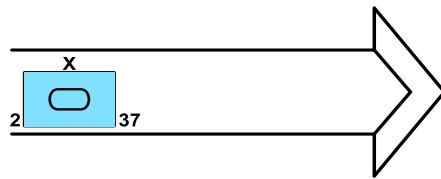
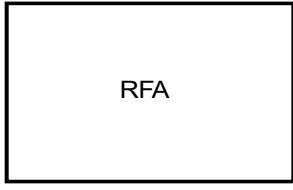
CONTROL MEASURE COMPONENTS		COMPLETED CONTROL MEASURE SYMBOL
		
CONTROL MEASURE COMPONENTS		COMPLETED CONTROL MEASURE SYMBOL
	X CORPS 051030ZAPR08 – 051600ZAPR08 AMPLIFIER	

FIGURE L-1. [Composition of control measure symbols.](#)

L.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 hatched contaminated area fill). If red is not available for hostile standard identity, the symbol 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.)

L.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](#)).

L.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”, or “suspected”). 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 L-1](#). 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.

TABLE L-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)			

L.5.1.1.4 Amplifiers. An amplifier provides optional additional information about a control measure symbol. The field ID, field title, description and maximum allowable display lengths of control measure symbol amplifiers are presented in [table L-II](#). An example of each amplifier (both text and graphic indicators) is included in [figure L-2](#). The default placement of amplifiers in fields for boundary lines, points, and areas are shown in figures [L-9](#), [L-13](#), [L-14](#) and [L-15](#), respectively. An example of chemical, biological, radiological and nuclear (CBRN) events can be seen in [table L-XX](#). As indicated in figures [L-9](#), [L-12](#), [L-14](#) and [L-15](#), certain fields can be displayed more than once within a control measure symbol. In some cases, a control measure 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 shall be filled before the numbered fields (i.e., fields W, H and T shall be used before fields W1, H1 and T1). As indicated in [table L-II](#), not all amplifiers are applicable to all control measure 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 [L-2](#), [L-9](#), [L-13](#), [L-14](#) and [L-15](#).

TABLE L-II. Amplifier descriptions and maximum lengths for control measure symbols.

FIELD	FIELD TITLE	DESCRIPTION	FORMAT
B	Echelon	An amplifier in a unit symbol that identifies command level (see 5.3.7.1 and table VII).	Graphic
C	Quantity	An amplifier in an equipment symbol that identifies the number of items present. <u>Examples include:</u> 350 Beds 50 Gallons	Alphanumeric - {1,19} [#####] [XXXXXXX]

TABLE L-II. Amplifier descriptions and maximum lengths for control measure symbols - Continued.

FIELD	FIELD TITLE	DESCRIPTION	FORMAT
H	Additional Information	A text amplifier for units, equipment, and installations; content is implementation specific.	
N	Hostile (Enemy)	An amplifier for equipment; letters "ENY" denote hostile symbols.	Graphic
Q	Direction of Movement Indicator	A graphic amplifier that identifies the direction of movement or intended movement of an object (see 5.3.7.9 and figure 14).	
S2	Offset Location Indicator	An amplifier used to indicate the offset or precise location of a single point symbol (see 5.3.7.5 , 5.3.12 , and figure 14).	Graphic
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.	
W	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 (see 5.3.7.8).	
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 5.3.7.6 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 decimal minutes (or in MGRS, GARS, or other applicable display formats).	3317.0921N 04412.6332E 38SMB2649083145
AM	Distance	An amplifier that displays a minimum, maximum, or a specific distance (range, radius, width, length, etc.), in meters.	Alphanumeric - {3,9} [#] [X]

TABLE L-II. Amplifier descriptions and maximum lengths for control measure symbols - Continued.

FIELD	FIELD TITLE	DESCRIPTION	FORMAT
AN	Azimuth	An amplifier that displays an angle measured from true north to any other line in degrees.	Alphanumeric - {7,8} [#####] [XXX]
AP	Target Number	An amplifier used in Fire Support operations to uniquely designate targets in accordance with STANAG 2934.	Alphanumeric - {6,6} [XX][####]
AP1	Target Number Extension	An amplifier used to identify a target number extension which is a sequentially assigned number identifying the individual elements in a target (MIL-STD-6017),	Numeric – {2,3} [-#]
AS	Country	A three-letter code that indicates the country of origin of the organization (US systems shall use GENC).	

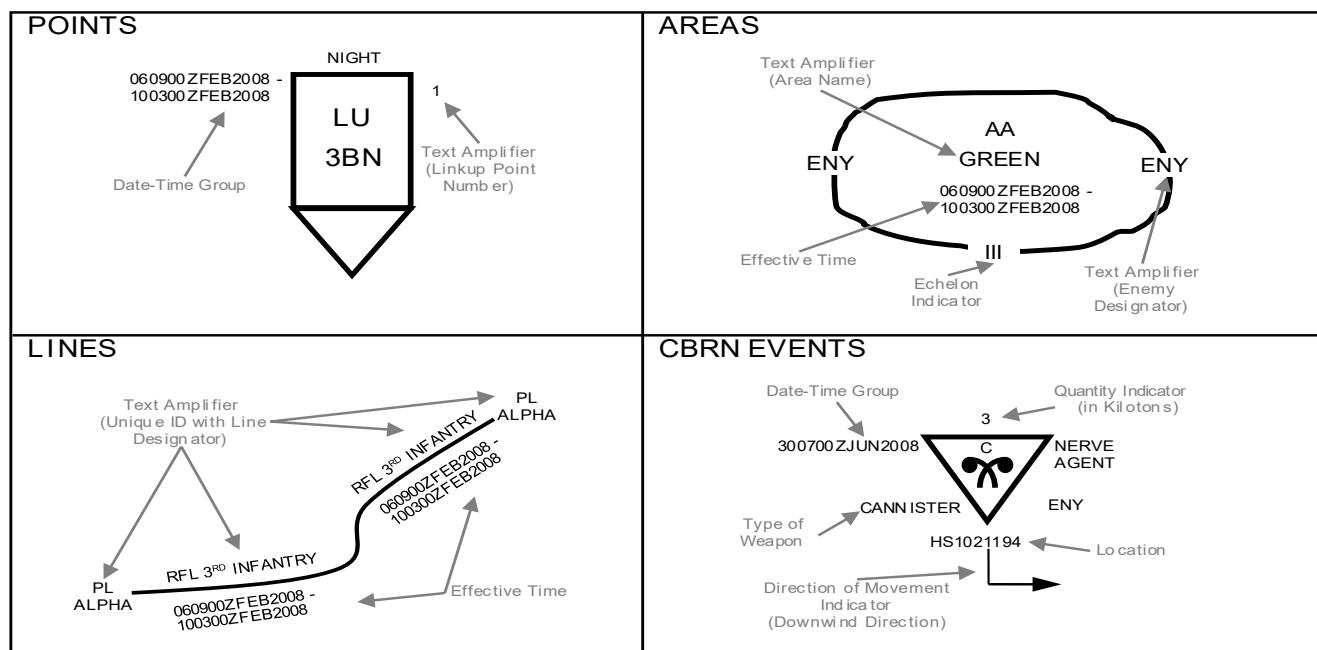


FIGURE L-2. Graphic amplifiers for control measure symbols.

L.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 L-II](#) and positioned as shown in [figure 14](#).

L.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 VIII](#) of the base document. The indicator is

represented in field B as defined in [table L-II](#) and positioned as shown in [figure L-2](#) and [figure L-15](#).

L.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 S2 in [table L-II](#) and positioned as shown in figures [L-2](#), [L-9](#), [L-13](#), [L-14](#), [L-15](#) and [table L-XX](#).

L.5.1.1.8 Text amplifier. [Table L-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.

L.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.

L.5.1.1.10 Altitude base reference point. Legal values are “GL” ground level and “MSL” mean sea level.

L.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.

L.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.

L.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

FL 250 – FL 290

MSL – 35760 FT BMSL

L.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 (see example below).

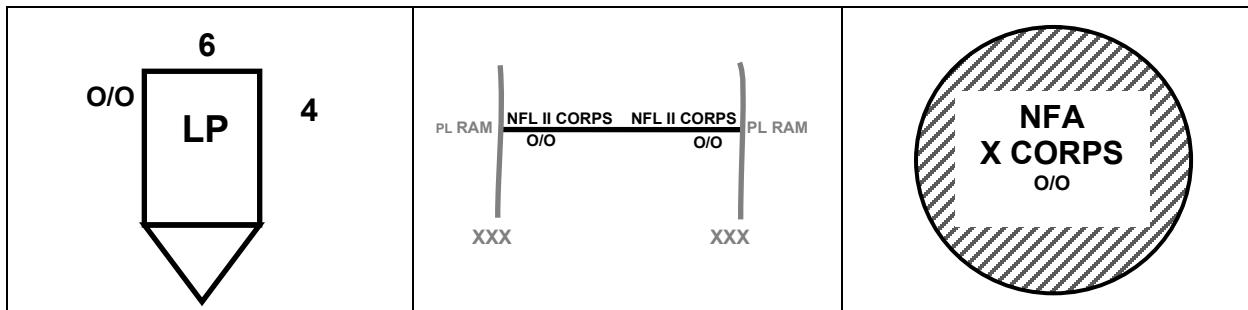


FIGURE L-3. On Order

L.5.1.1.12 Location of control measure symbols sector 1 and 2 modifiers. The location of sector 1 and sector 2 modifiers in control measure symbols is different from other symbols within this standard as control measure symbols do not use a bounding octagon. The physical location is defined in the applicable control measure symbol template within this appendix.

L.5.1.1.12.1 Control measure sector 1 modifier. The control measure sector 1 modifiers in table L-XXV under category identified as mine type provides a graphic representation of the type(s) of mines used in a minefield or mined area. The mine types within the control measure symbols sector 1 modifier shall only be used with minefields and mined area control measure symbols. A minefield or mined area can contain a single mine type or multiple mine types, with a maximum of three (3) mine types in a single minefield or mined area.

L.5.1.1.12.2 Mine types. The seven mine types are Unspecified Mine, Antipersonnel Mine, Antipersonnel Mine with Directional Effects, Antitank Mine, Antitank Mine with Anti-handling Device, Wide Area Antitank Mine, and Mine Cluster.

L.5.1.1.12.3 Default mine type. All minefields and mined areas shall contain a minimum of one Mine Type. The default mine type is the Unspecified Mine, sector 1 modifier code “13”.

When the type of mines in a minefield or mined area are known, then the actual mine types shall be used, not the default Unspecified Mine.

L.5.1.1.12.4 Mine type(s) as a fill pattern. For the Minefield, Dynamic Depiction, Mined Area, and Mined Area, Fenced control measure symbols, the specified mine types will be used to create a fill pattern.

L.5.1.1.13 Feint/decoy/dummy indicator. Refer to [5.3.7.4](#) in base document for general guidance for this indicator. Additional guidance specific to control measure symbols is below.

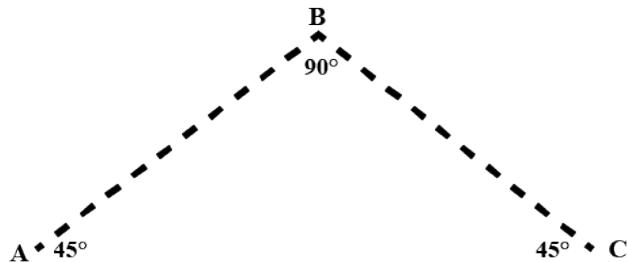


FIGURE L-4. Feint, decoy, or dummy indicator construction.

L.5.1.1.13.1 Feint, decoy, or dummy indicator line style. The line style of the feint, decoy, or dummy indicator when used with control measure symbols shall always be rendered in accordance with [5.3.7.4.4](#) - as dashed lines, even when the status of the control measure symbols is present and the control measure symbol line style is solid.

L.5.1.1.13.2 Position of the feint, decoy, or dummy indicator for single point control measure symbols. The feint, decoy, or dummy indicator can be used with some sustainment, CBRN decontamination and/or special C2 point symbols. For these instances, the feint, decoy, or dummy indicator shall be positioned in relation to the frame as shown in [Figure L-5](#). Point "A" shall be rendered 0.4L above the top of the top edge and 0.25L to the left of the left edge of the frame. Point "C" shall be rendered 0.4L above the top of the frame and 0.25L to the right of the right edge of the frame. This spacing will support any authorized amplifier(s) to be applied to the symbol without overlapping the indicator. The location of point "B" shall be calculated per the information and illustrations in this section.

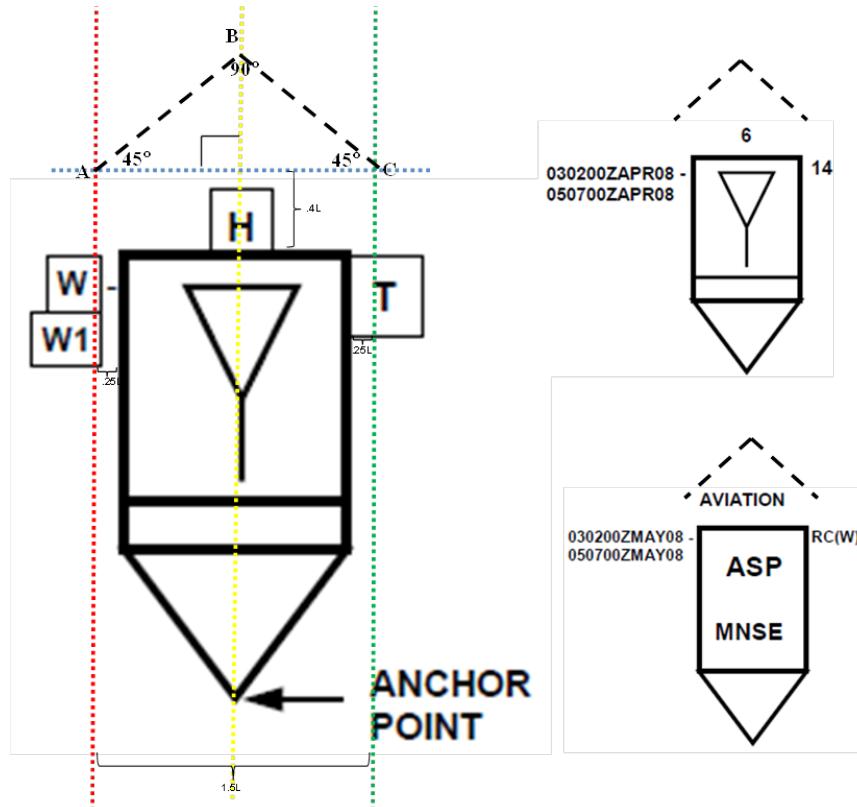


FIGURE L-5. Feint, decoy, or dummy indicator positioning for single point control measure symbols.

L.5.1.13.3 Feint, decoy, or dummy indicator rendering for most linear and area (polygon) control measure symbols. The rendering of the feint, decoy, or dummy indicator for most linear control measures and most area (polygon) control measures that do not contain a large directional arrow is described in [figure L-6](#). This does not apply to any Axis of Advance and/or Direction of Attack control measure symbols (they have large arrows); see [L.5.1.14.4](#) for rendering guidance for Axis of Advance and Direction of Attack control measure symbols.

L.5.1.13.3.1 The feint, decoy, or dummy indicators point “A” x/y coordinate is calculated using the left most edge of the symbol area as the “x” (see red dotted line) and the top most edge of the symbol area as the “y” (see blue dotted line).

L.5.1.13.3.2 The feint, decoy, or dummy indicator point “C” x/y coordinate is calculated using the right most edge of the symbol area as the “x” (see green dotted line) and the top most edge of the symbol portion as the “y” (see blue dotted line).

L.5.1.13.3.3 For the feint, decoy, or dummy indicator portion point “B”, x/y coordinate is calculated per [L.5.1.14.2](#).

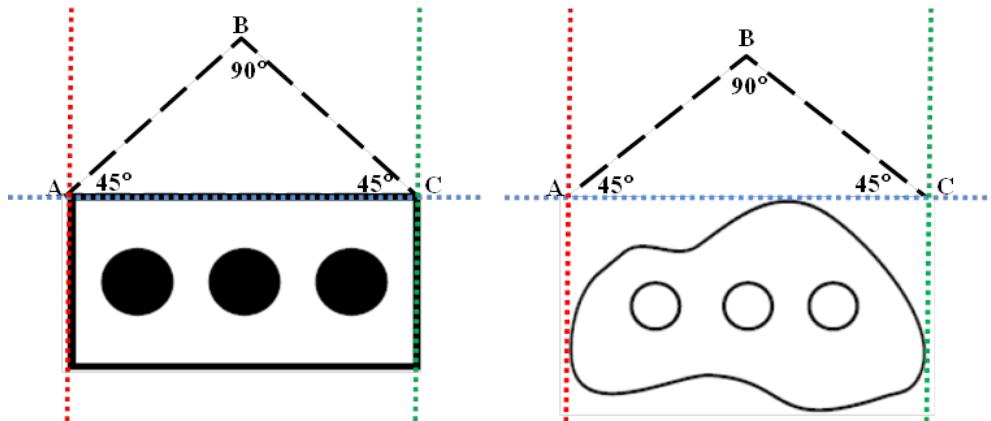


FIGURE L-6. Feint, decoy, or dummy indicator positioning for most linear and area (polygon) control measure symbols

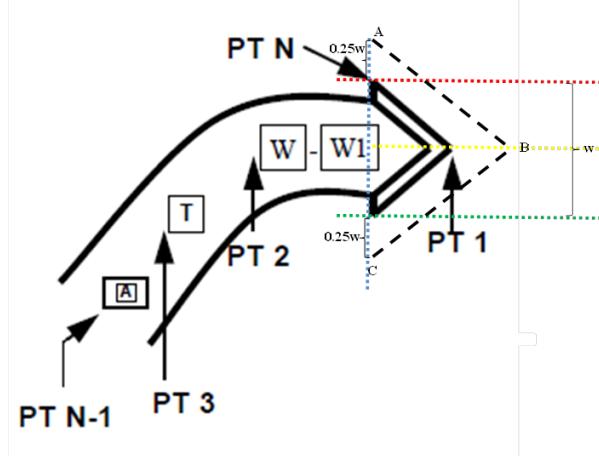
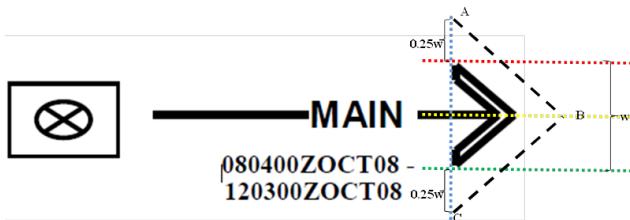
L.5.1.13.4 Feint, decoy, or dummy indicator rendering for Axis of Advance and Direction of Attack control measure symbols. The rendering of the feint, decoy, or dummy indicator for Axis of Advance and/or Direction of Attack control measure symbols is described in [figure L-7](#). This section is an exception to [L.5.1.14.3](#), rendering guidance for most linear and area polygon control measure symbols that do not contain a large directional arrow.

L.5.1.13.4.1 The feint, decoy, or dummy indicator point “A” x/y coordinate is calculated using the left most edge of the symbol’s arrow head as the “x” (see red dotted line) and the pointed end of the arrow head side line as the “y” (see blue dotted line).

L.5.1.13.4.2 The feint, decoy, or dummy indicator point “C” x/y coordinate is calculated using the right most edge of the symbol’s arrow head as the “x” (see green dotted line) and the pointed end of the arrow head side line as the “y” (see blue dotted line).

L.5.1.13.4.3 For the feint, decoy, or dummy indicator portion point “B”, x/y coordinate is calculated per [L.5.1.14.2](#).

L.5.1.13.4.4 The feint, decoy, or dummy indicator shall be positioned in relation to the orientation of the arrow head portion of the Axis of Advance and/or Direction of Attack control measure symbols as follows. Given the base of the arrow head is distance “w” (see blue dotted line, width) in figures [L-7](#) and [L-8](#) below, then the feint, decoy, or dummy indicator baseline “AC” (not rendered) shall be positioned 0.5w in front of the symbol arrow head and shall be rendered such that the yellow dotted line (not rendered) is centered in the middle of and perpendicular to the base of the arrow head (see blue dotted line, not rendered) and the yellow dotted line (not rendered) intersects feint, decoy, or dummy indicator point “B”.

FIGURE L-7. Feint, decoy, or dummy indicator positioning for axis' of advance.FIGURE L-8. Feint, decoy, or dummy indicator positioning for direction of attack.

L.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.

L.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.

L.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. Orientation is determined by the order in which the anchor points are entered.

L.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, or unknown, 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 hatching for CBRN contaminated areas. NOTE: The use of green and yellow for obstacles and CBRN is in contradiction to the standard identities.

L.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 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.

L.5.4.1 Fonts. Font sizes shall be scaled as appropriate in order for the information to be readable to the viewer.

L.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.

L.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 L-9](#) “Orientation of boundary lines” below provides the orientation of field labels for horizontal (east/west) and vertical (north/south orientation) boundary line segments. 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 [figure L-9](#)). 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 [L-XXVI](#) and [L-XXVII](#) 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 number 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.

L.5.5.2 Boundary line segment orientation determination. For the purpose of determining boundary line segment orientation, which is required to correctly position the field labels, the following additional guidance applies.

L.5.5.2.1 Horizontal (East/West) orientation boundary line segments are those line segments that are oriented between 46 and 135 degrees.

L.5.5.2.2 Vertical (North/South) orientation boundary line segments are those line segments that are oriented between 315 and 45 degrees.

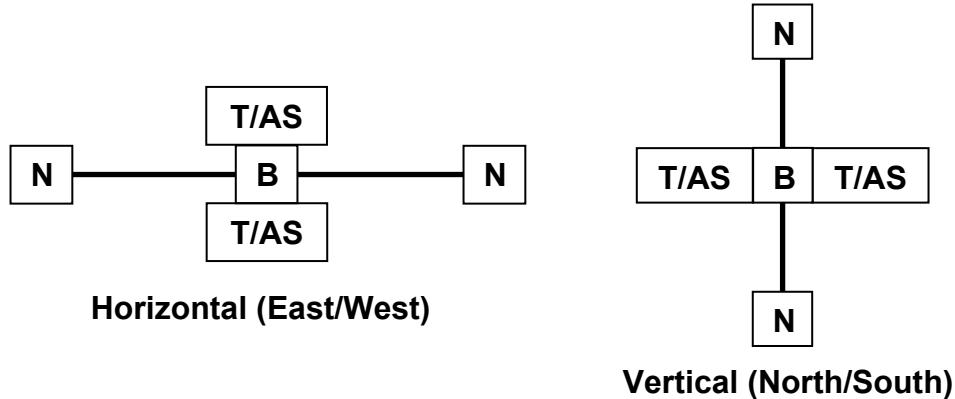


FIGURE L-9. Orientation of boundary lines.

L.5.5.2.3 Boundary line operational examples. The boundary line can be operationally used to depict a lateral boundary ([figure L-10](#)), a forward boundary ([figure L-11](#)), or a rear boundary ([figure L-12](#)). A lateral boundary is a 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. A forward boundary is the farthest limit, in the direction of the enemy, of an organization's responsibility. A rear boundary is the 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.

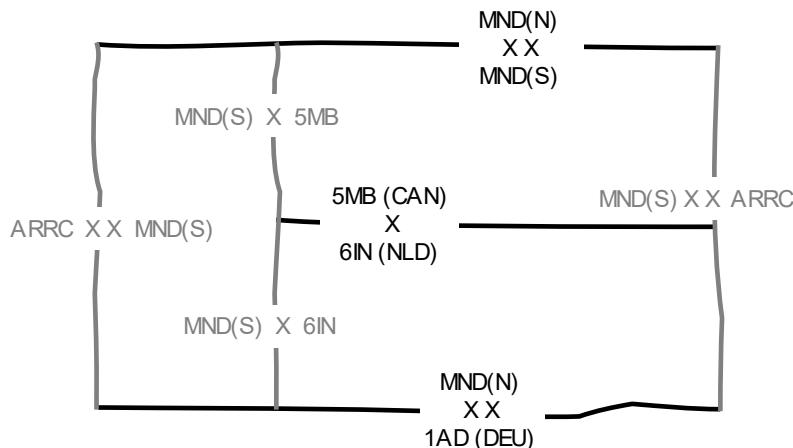


FIGURE L-10. Lateral boundary example.

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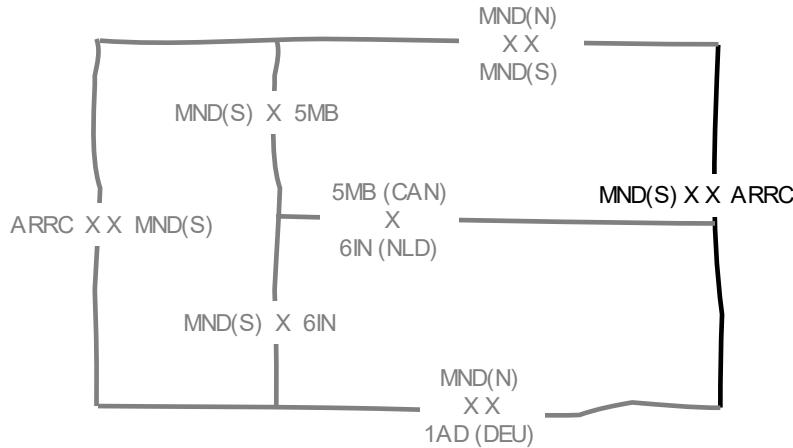


FIGURE L-11. Forward boundary example.

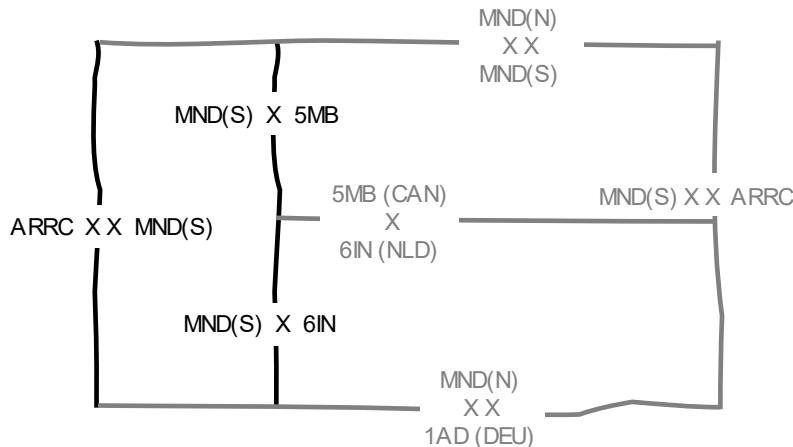


FIGURE L-12. Rear boundary example.

L.5.5.2.4 Control measure draw rules. Draw rules listed below are used to create both the control measures and mission tasks listed in the following tables within this appendix.

TABLE L-III. Control measure draw rules.

TYPE	DRAW RULE
Area1	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.
Area2	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.

TABLE L-III. Control measure draw rules - Continued.

TYPE	DRAW RULE
Area3	<p>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.</p> <p>Size/Shape: Determined by the anchor points.</p>
Area4	<p>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.</p> <p>Size/Shape: Determined by the anchor points. The information fields should be moveable and scalable as a block 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.</p>
Area5	<p>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.</p> <p>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.</p>
Area6	<p>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.</p> <p>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.</p>
Area7	<p>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.</p> <p>Size/Shape: Points 2 and 3 determine the length of the straight line on the back side of the symbol. The rear of the arrowhead line shall connect to the midpoint of the line between points 2 and 3. The arrowhead line shall be perpendicular to the line formed by points 2 and 3.</p>
Area8	<p>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.</p> <p>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.</p>
Area9	<p>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.</p> <p>Size/Shape: Determined by the anchor points.</p>
Area10	<p>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).</p> <p>Size/Shape: Determined by the anchor points. The information fields should be moveable and scalable within the area.</p>

TABLE L-III. Control measure draw rules - Continued.

TYPE	DRAW RULE
Area11	<p>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.</p> <p>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.</p>
Area12	<p>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.</p> <p>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.</p>
Area13	<p>Anchor Points: This symbol requires at least two anchor points. Points 1 and 2 define the corners of the symbol.</p> <p>Size/Shape: Points 1 and 2 determine the length of the straight line. The radius of the semicircle is $\frac{1}{2}$ the length of the straight line.</p>
Area14	<p>Anchor Points: This symbol requires three anchor points. The center point defines the center of the symbol. Points 1 and 2 define the radii of circles 1 and 2.</p> <p>Size/Shape: As defined by the operator.</p>
Area15	<p>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.</p> <p>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.</p>
Area16	<p>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.</p> <p>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.</p>
Area17	<p>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.</p> <p>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.</p>
Area18	<p>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.</p> <p>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.</p>
Area19	<p>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.</p> <p>Size/Shape: Points 1 and 2 will determine a radius that is long enough for the symbol to encompass the feature(s) being secured. The opening will be a 30-degree arc of the circle.</p>
Area20	<p>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.</p> <p>Size/Shape: Determined by the anchor points.</p>
Area21	<p>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.</p> <p>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.</p>
Area22	<p>Anchor Points: This symbol requires one anchor point. The center point defines the center of the symbol.</p> <p>Size/Shape: Static.</p>

TABLE L-III. Control measure draw rules - Continued.

TYPE	DRAW RULE
Area23	Anchor Points: This symbol requires at least three anchor points to define the boundary of the area. Size/Shape: Determined by the anchor points
Area24	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. Points 2 and 3 determine the length of the horizontal line, which will project perpendicularly from the midpoint of the vertical line.
Area25	{Disused}
Area26	Anchor Points: This symbol requires a minimum of 6 anchor points. Add as many pairs of points as needed to accurately define the areas. The number of points shall always be an even number, with an equal number of points for both polygons. Points 1 through N/2 define the inner safe zone (zone 1). Points N/2 +1 though point N defines the outer zone (zone 2). Size/Shape: Determined by the anchor points.
Point1	Anchor Points: This symbol requires one anchor point. The anchor point defines/is the tip of the inverted cone. Size/Shape: Static.
Point2	Anchor Points: This symbol requires one anchor point. The center point defines/is the center of the symbol. Size/Shape: Static.
Point3	Anchor Points: This symbol requires one anchor point. The center point defines the center of the symbol. Size/Shape: Static. Maneuver area symbol shall be drawn with a black border. Maneuver areas may be either unfilled or filled with performance-contoured color options.
Point4	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.
Point5	Anchor Points: This symbol requires one anchor point. The point defines the point where all the lines meet. Size/Shape: Static.
Point6	Anchor Points: This symbol requires one anchor point. The anchor point defines/is the center of the bottom of the control measure symbol as shown in the template and example. Size/Shape: Static.
Point7	Anchor Points: This symbol requires one anchor point. The anchor point defines the midpoint of the symbol's base. Size/Shape: Static.
Point8	Anchor Points: This symbol requires one anchor point. The center point defines the center of the symbol. Size/Shape: Static. The symbol's corners form a 70- degree angle.
Point9	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.
Point10	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.
Point11	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.

TABLE L-III. Control measure draw rules - Continued.

TYPE	DRAW RULE
Point12	<p>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.</p> <p>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 shall be the same length as the opening and shall be perpendicular to the parallel lines formed with the rear of symbol vertical line and the lines ending with points 1 and 2.</p>
Point13	<p>Anchor Points: This symbol requires one anchor point. The center point defines the center of the circle.</p> <p>Size/Shape: Static.</p>
Point14	<p>Anchor Points: This symbol requires one anchor point. The center point defines the center of the symbol.</p> <p>Size/Shape: There should be 45 degrees of angular separation between the two arrows.</p>
Point15	<p>Anchor Points: This symbol requires one anchor point. The anchor point defines "nose" of the symbol.</p> <p>Size/Shape: Static.</p>
Point16	<p>Anchor Points: This symbol requires one anchor point; the point defines the circle at the base of the tower.</p> <p>Size/Shape: The symbol is a high-angle cone.</p>
Point17	<p>Anchor Points: This symbol requires one anchor point. This anchor point represents the center of the rectangle and, therefore, the geographic location of that rectangle.</p> <p>Size/Shape: The size and shape of this symbol is determined by three additional numeric values; a length (AM1), a width (AM2), and a rotation angle. The length and width should be expressed in the appropriate map distance units. The length is aligned with the axis of rotation. The width is aligned perpendicular to the axis of rotation.</p>
Point18	<p>Anchor Points: This symbol requires one anchor point that defines the axis of angular rotation.</p> <p>Size/Shape: The size and shape of this symbol is determined by additional numeric values; a search axis azimuth, a start range, a stop range and a stop relative bearing. The stop relative bearing is an equal angle either side of the search axis. The start and stop range should be expressed in the appropriate map distance units. Field T should be positioned in the center of the search area aligned with the search axis.</p>
Line1	<p>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.</p> <p>Size/Shape: The first and last anchor points determine the length of the line. Any end-of-line information will typically be posted at the ends of the line as it is displayed on the screen.</p>
Line2	{Disused}
Line3	<p>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.</p> <p>Size/Shape: The length and orientation of the arrows can vary independently.</p>
Line4	<p>Anchor Points: This symbol requires two anchor points. Points 1 and 2 define the corner points of the symbol.</p> <p>Size/Shape: The symbol varies only in length.</p>
Line5	<p>Anchor Points: This symbol requires two anchor points. Points 1 and 2 define the endpoints of the symbol.</p> <p>Size/Shape: The symbol varies only in length.</p> <p>Orientation: One point defines the origin from which the bearing is being taken and the other point defines the location or direction from which a contact is made.</p>
Line6	{Disused}

TABLE L-III. Control measure draw rules - Continued.

TYPE	DRAW RULE
Line7	<p>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.</p> <p>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.</p>
Line8	<p>Anchor Points: This symbol 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. The points are numbered sequentially beginning with point one (1), in increments of one.</p> <p>Size/Shape: The anchor points define the size and shape.</p>
Line9	<p>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.</p> <p>Size/Shape: Points 1 and 2 determine the length of the symbol, which varies only in length.</p>
Line10	<p>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. Point 3 defines the 90 degree arc.</p> <p>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.</p>
Line11	<p>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.</p> <p>Size/Shape: Determined by the anchor points.</p>
Line12	<p>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.</p> <p>Size/Shape: Points 1 and 2 determine the centerline of the symbol and point 3 determines its width.</p>
Line13	<p>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.</p> <p>Size/Shape: The first and last anchor points determine the length of the line. The size of the tooth does not change.</p>
Line14	<p>Anchor Points: This symbol requires two anchor points. Points 1 and 2 define the tips of the arrowheads.</p> <p>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.</p>
Line15	<p>Anchor Points: This symbol requires two anchor points. Points 1 and 2 define the length and orientation of the straight line (trip wire) portion of the symbol.</p> <p>Size/Shape: Points 1 and 2 determine the length and orientation of the line drawn from the physical mine to the end of the trip wire. The distance between the line connecting points 1 and 2 is the length of the trip wire connected to the mine.</p>
Line16	<p>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.</p> <p>Size/Shape: Determined by the anchor points.</p>
Line17	<p>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.</p> <p>Size/Shape: Points 1 and 2 determine the length of the symbol. Point 3 determines its width.</p>
Line18	<p>Anchor Points: This symbol requires two anchor points. Points 1 and 2 define the tips of the arrowheads.</p> <p>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.</p>
Line19	<p>Anchor Points: This symbol requires two anchor points. Points 1 and 2 define the corners on the front of the symbol.</p> <p>Size/Shape: Points 1 and 2 determine the length of the symbol, which varies only in length.</p>

TABLE L-III. Control measure draw rules - Continued.

TYPE	DRAW RULE
Line20	<p>Anchor Points: This graphic requires two anchor points. Point 1 defines the tip of the arrowhead, and point 2 defines the rear of the graphic.</p> <p>Size/Shape: Points 1 and 2 determine the length of the graphic, which varies only in length.</p>
Line21	<p>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.</p> <p>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.</p> <p>Orientation: Orientation is determined by the anchor points.</p>
Line22	{Disused}
Line23	<p>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.</p> <p>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.</p>
Line24	<p>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.</p> <p>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.</p>
Line25	<p>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.</p> <p>Size/Shape: Points 1 and 2 determine the length of the symbol, which varies only in length.</p>
Line26	<p>Anchor Points: This symbol requires four points. 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 their respective arrowheads.</p> <p>Size/Shape: Points 1 and 2 and Points 3 and 4 determine the length of the arrows. The length and orientation of the arrows can vary independently.</p>
Line27	<p>Anchor Points: This symbol requires four points. 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.</p> <p>Size/Shape: 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.</p>
Line28	{Disused}
Line29	<p>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.</p> <p>Size/Shape: Points 2 and 3 determine the length of the curved line on the back side of the symbol. The rear of the arrowhead line shall connect to the midpoint of the line between points 2 and 3. The arrowhead line shall be perpendicular to the line formed by points 2 and 3.</p>

TABLE L-III. Control measure draw rules - Continued.

TYPE	DRAW RULE
Corridor1	<p>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.</p> <p>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.</p>
Axis1	<p>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).</p> <p>Size/Shape: Points 1 through N-1 and 2 determine the symbol's centerline and Point N determines the width. The crossover point on the symbol shall occur between Points 1 and 2.</p>
Axis2	<p>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).</p> <p>Size/Shape: Points 1 through N-1 and 2 determine the symbol's centerline and Point N determines the width.</p>
Polyline1	<p>Anchor Points: This symbol requires three anchor points. Points 1 and 2 define the endpoints of the infiltration lane and point 3 defines the width on one side of the lane.</p> <p>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.</p>
Ellipse1	<p>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.</p> <p>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.</p>
Rectangular1	<p>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.</p> <p>Size/Shape: Size is 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.</p>
Rectangular2	<p>Anchor Points: This symbol requires one (1) anchor point to define the center of the area.</p> <p>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 saleable within the area. Shape: Rectangle.</p>
Rectangular3	<p>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.</p> <p>Size/Shape: Is determined by the anchor points. The anchor points determine the area's length. Width, determined in meters, will define the width of the rectangle.</p>

TABLE L-III. Control measure draw rules - Continued.

TYPE	DRAW RULE
Circular1	<p>Anchor Points: This symbol requires one (1) anchor point and a radius. Point 1 defines the center point of the symbol.</p> <p>Size/Shape: Size: The radius defines the size. Shape: Circle. The information fields should be scalable within the circle.</p>
Circular2	<p>Anchor Points: This symbol requires one anchor point that defines an object at a dynamic grid location. This coordinate, which pinpoints the current physical location of a specific unit, weapon, or acquisition system, may change with the movement of the object. The symbol for that object is located at the anchor point.</p> <p>Size/Shape: The size is determined by the distance in meters from the object at the center of the range fan. The shapes are concentric circles. A minimum of one (1) and a maximum of three (3) concentric circles can be used.</p>
Arc1	<p>Anchor Points: This graphic requires one anchor point that defines an object at a dynamic grid location. This coordinate, which pinpoints the current physical location of a specific unit, weapon, or sensor system, may change with the movement of the object. The symbol for that object is located at the anchor point.</p> <p>Size/Shape: Determined by the anchor point, azimuths measured from true north, and the distance (range) in meters. The Left Sector Azimuth is the angle measured from true north to the left sector limit/edge of the Sector Range Fan. The Right Sector Azimuth is the angle measured from true north to the right sector limit/edge of the Sector Range Fan. Multiple distances (ranges) and/or left and right sector limits/edges of the sector, as well as altitude, may be added as required to define the sector. All azimuths are in degrees. All distances (ranges) are in meters. All altitudes are in feet.</p>

TABLE L-IV. Command and control lines.

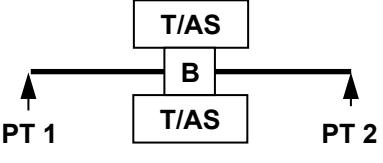
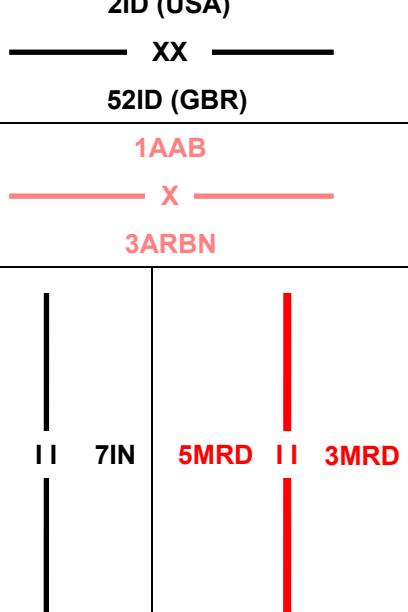
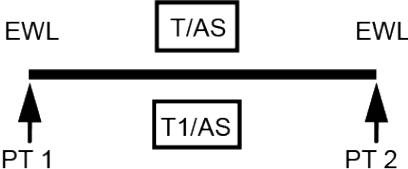
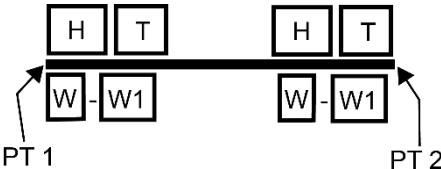
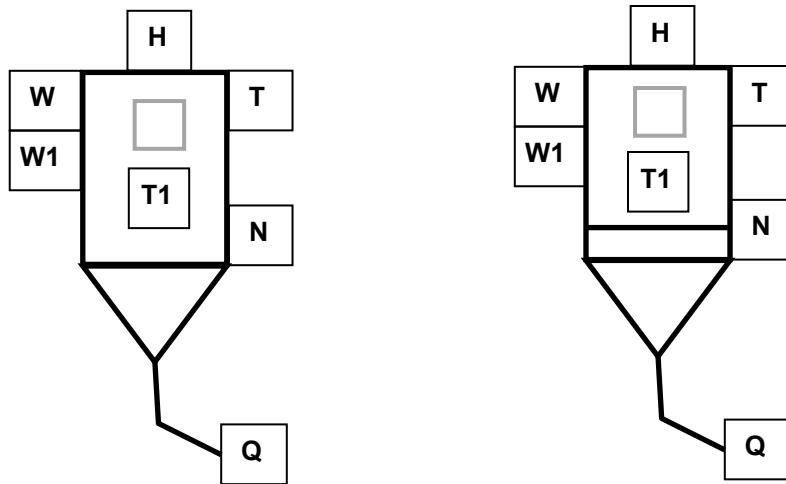
CONTROL MEASURE	TEMPLATE	EXAMPLE
Command and Control Lines Type: Entity Symbol Set: 25 Value: 110000	Reserved for hierarchical purposes.	Note: The symbols that have been colored gray are used to help explain how the control measure is used, but they are not a part of the control measure. N/A
Boundary Type: Entity Type Entity Type: Command and Control Lines Symbol Set: 25 Value: 110100 <u>Draw Rules:</u> Line1 – Dynamic		
Light Line Type: Entity Type Entity Type: Command and Control Lines Symbol Set: 25 Value: 110200 <u>Draw Rules:</u> Line1 - Dynamic	 Designated line forward of which vehicles are required to use black-out lights at night.	

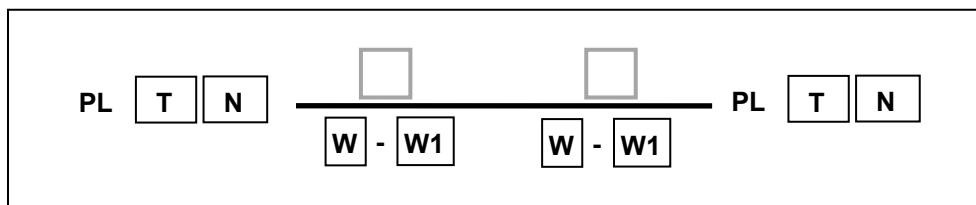
TABLE L-IV. Command and control lines - Continued.

CONTROL MEASURE	TEMPLATE	EXAMPLE <small>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.</small>
Engineer Work Line Type: Entity Type Entity Type: Command and Control Lines Symbol Set: 25 Value: 110300 <u>Draw Rules:</u> <u>Line1</u> - Dynamic	 A coordinated boundary used to compartmentalize an area of operations to indicate where specific engineer units have primary responsibility (FM 3-34).	EWL <u>326EN BN (USA)</u> EWL <u>127EN BN (USA)</u>
Generic Type: Entity Type Entity Type: Command and Control Lines Symbol Set: 25 Value: 110400 <u>Draw Rules:</u> <u>Line1</u> - Dynamic		IDR METH IDR METH <u>221735ZAUG2018 – 312359ZDEC2099</u> <u>221735ZAUG2018 – 312359ZDEC2099</u>

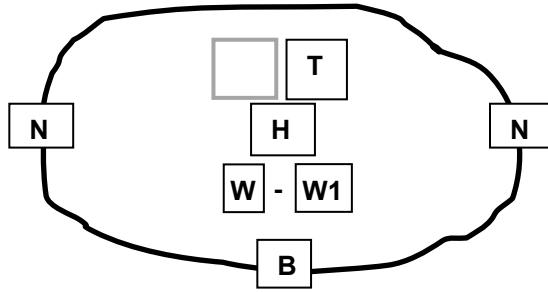
L.5.6 Points. In a number of tables (sustainment, CBRN decontamination and special C2) that follow there are single point control measure symbols that follow a specific format as shown in [figure L-13](#) below. Supply points follow this same format with a modification to the symbol. Supply points use the same icon used for supply units. The supply icon is placed toward the bottom of the box as shown in [figure L-13](#) below. This format is only for use 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, displayed as a grey box in [figure L-13](#) below. 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 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 to retain its an upright orientation for the user(s) of the display. For a single point symbol, unless otherwise stated in the symbol's template, the symbol's anchor shall be the center of the symbol.**

FIGURE L-13. Template for point (left) and supply point (right) control measure symbols.

L.5.7 Lines. In the tables that follow there are line control measure symbols that follow a specific format as shown in [figure L-14](#) 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 T 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. The gray box in [figure L-14](#) is a placeholder for a specific symbol which is determined based on what control measure is being displayed.

FIGURE L-14. Template for line control measure symbols.

L.5.8 Areas. In the tables that follow there are area control measure symbols that follow a specific format as shown in [figure L-15](#). 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 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. The gray box in [figure L-15](#) is a placeholder for a specific symbol which is determined based on what control measure is being displayed.

FIGURE L-15. Template for area control measure symbols.

L.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 L-V. Command and control areas.

DESCRIPTION	TEMPLATE	EXAMPLE
Command and Control Areas Type: Entity Symbol Set: 25 Value: 120000	Reserved for hierarchical purposes.	N/A
Area of Operations Type: Entity Type Entity: Command and Control Areas Symbol Set: 25 Value: 120100 Draw Rules: Area1 - Dynamic	AO T	AO BUFFALO

TABLE L-V. Command and control areas - Continued.

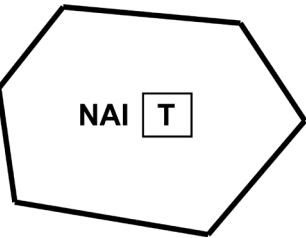
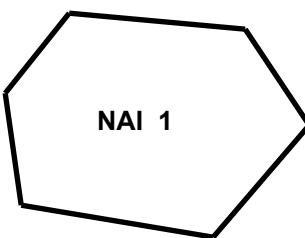
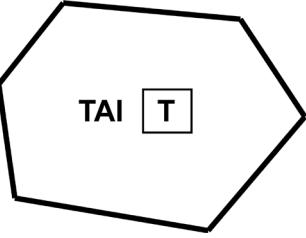
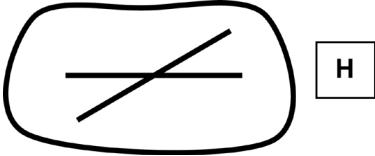
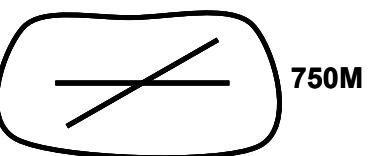
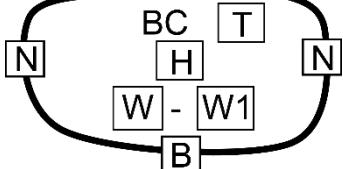
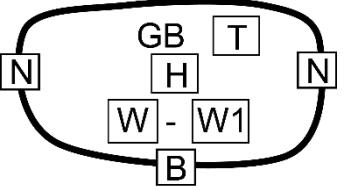
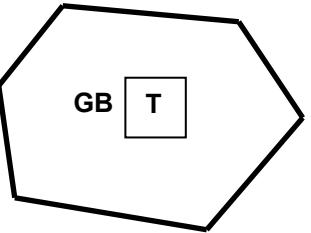
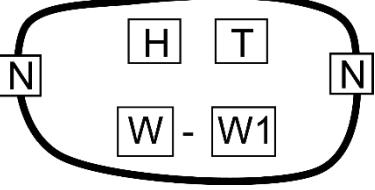
DESCRIPTION	TEMPLATE	EXAMPLE
Named Area of Interest Type: Entity Type Entity: Command and Control Areas Symbol Set: 25 Value: 120200 <u>Draw Rules:</u> Area1 - Dynamic		
Target Area of Interest Type: Entity Type Entity: Command and Control Areas Symbol Set: 25 Value: 120300 <u>Draw Rules:</u> Area1 - Dynamic		
Airfield Zone Type: Entity Type Entity: Command and Control Areas Symbol Set: 25 Value: 120400 <u>Draw Rules:</u> Area20 - Dynamic		
Base Camp Type: Entity Type Entity: Command and Control Areas Symbol Set: 25 Value: 120500 <u>Draw Rules:</u> Area1 - Dynamic		

TABLE L-V. Command and control areas - Continued.

DESCRIPTION	TEMPLATE	EXAMPLE
Guerrilla Base Type: Entity Type Entity: Command and Control Areas Symbol Set: 25 Value: 120600 <u>Draw Rules:</u> Area1 - Dynamic	 	<p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p> 
		A temporary site where guerrilla installations, headquarters, and units are located (ATP 3-05.1).
Generic Type: Entity Type Entity: Command and Control Areas Symbol Set: 25 Value: 120700 <u>Draw Rules:</u> Area1 - Dynamic		

L.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 L-VI. Command and control points.

DESCRIPTION	TEMPLATE	EXAMPLE
Command and Control Points Type: Entity Symbol Set: 25 Value: 130000	Reserved for hierarchical purposes.	N/A

TABLE L-VI. Command and control points - Continued.

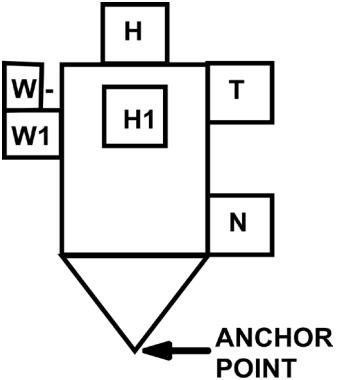
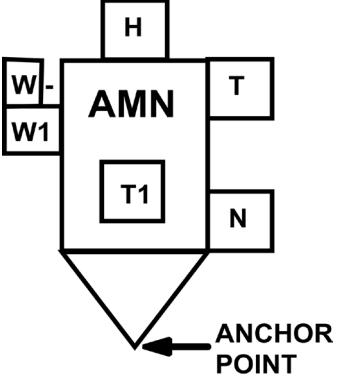
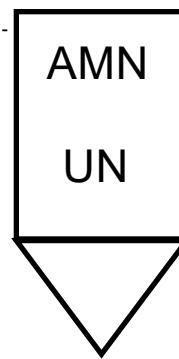
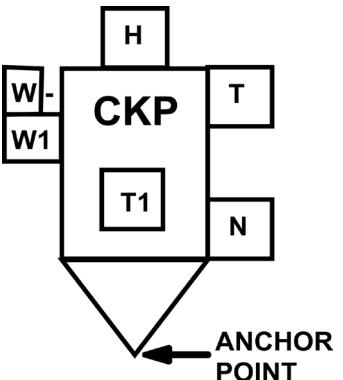
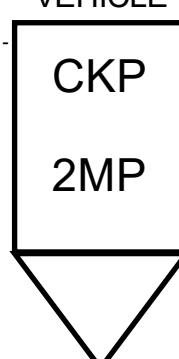
DESCRIPTION	TEMPLATE	EXAMPLE
Action Point (General) Type: Entity Type Entity: Command and Control Points Symbol Set: 25 Value: 130100 <u>Draw Rules:</u> Point1 – Static		<p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p> <p>Examples follow</p>
Amnesty Point Type: Entity Type Entity: Command and Control Points Symbol Set: 25 Value: 130200 <u>Draw Rules:</u> Point1 – Static		<p>WEAPONS 080700ZMAY2018 - 120700ZMAY2018 3</p> 
Checkpoint Type: Entity Type Entity: Command and Control Points Symbol Set: 25 Value: 130300 <u>Draw Rules:</u> Point1 – Static		<p>VEHICLE 080700ZMAY2018 - 120700ZMAY2018 4</p>  <p>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.</p>

TABLE L-VI. Command and control points - Continued.

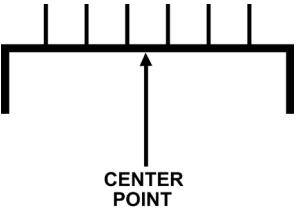
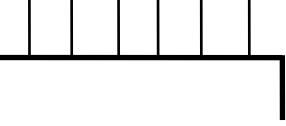
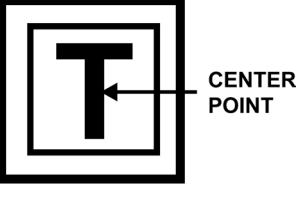
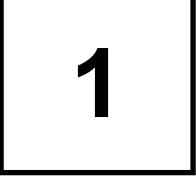
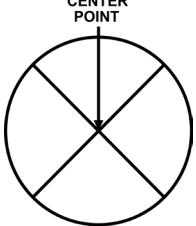
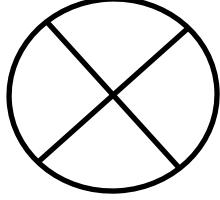
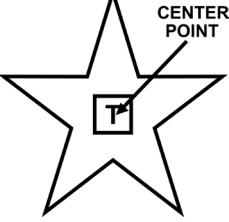
DESCRIPTION	TEMPLATE	EXAMPLE
Center of Main Effort Type: Entity Type Entity: Command and Control Points Symbol Set: 25 Value: 130400		Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure. 
<u>Draw Rules:</u> <u>Point1</u> – Static	Note: The symbol can be rotated so that the lines at the top of the symbol are oriented toward the point of main effort.	
Contact Point Type: Entity Type Entity: Command and Control Points Symbol Set: 25 Value: 130500		
<u>Draw Rules:</u> <u>Point2</u> – Static	In land warfare, a point on the terrain, easily identifiable, where two or more units are required to make contact.	
Coordinating Point Type: Entity Type Entity: Command and Control Points Symbol Set: 25 Value: 130600		
<u>Draw Rules:</u> <u>Point2</u> – Static	Designated point at which, in all types of combat, adjacent units/formations must make contact for purposes of control and coordination.	
Decision Point Type: Entity Type Entity: Command and Control Points Symbol Set: 25 Value: 130700		
<u>Draw Rules:</u> <u>Point2</u> – Static	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.	

TABLE L-VI. Command and control points - Continued.

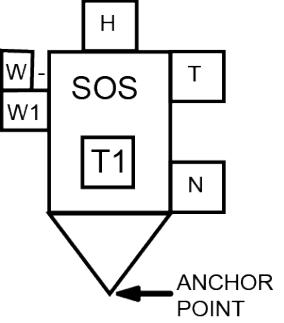
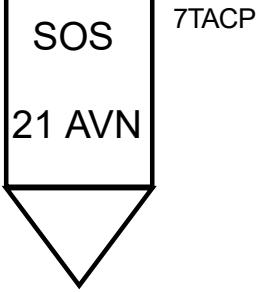
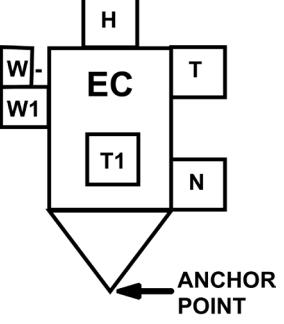
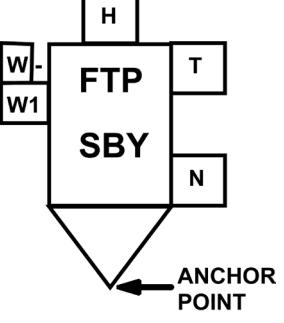
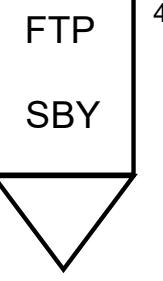
DESCRIPTION	TEMPLATE	EXAMPLE
Distress Call Type: Entity Type Entity: Command and Control Points Symbol Set: 25 Value: 130800 <u>Draw Rules:</u> <u>Point1</u> – Static		<p data-bbox="975 312 1139 397">Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p> <p data-bbox="992 428 1139 470">141413ZNOV2017 -</p> <p data-bbox="992 460 1139 481">152014ZNOV2017</p> 
Entry Control Point Type: Entity Type Entity: Command and Control Points Symbol Set: 25 Value: 130900 <u>Draw Rules:</u> <u>Point1</u> – Static		<p data-bbox="1155 770 1318 813">PERSONNEL</p> <p data-bbox="1024 819 1171 861">080700ZJUN2018 -</p> <p data-bbox="1024 851 1171 872">110600ZJUN2018</p> 
Fly-To-Point Type: Entity Type Entity: Command and Control Points Symbol Set: 25 Value: 131000	Reserved for hierarchical purposes.	N/A
Fly-To-Point (Sonobuoy) Type: Entity Subtype Entity/Entity Type: Command and Control Points and Fly-To-Point Symbol Set: 25 Value: 131001 <u>Draw Rules:</u> <u>Point1</u> – Static		<p data-bbox="1024 1446 1171 1488">060900ZFEB2018 -</p> <p data-bbox="1024 1478 1171 1499">100300ZFEB2018</p> 

TABLE L-VI. Command and control points - Continued.

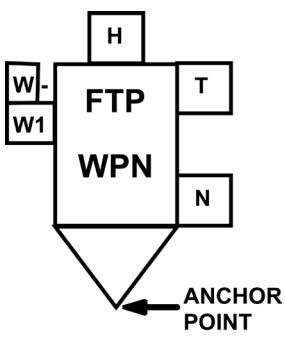
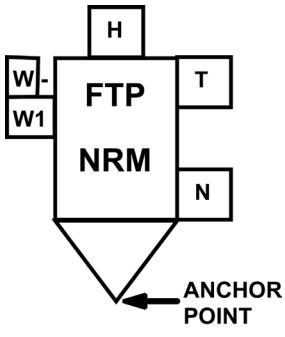
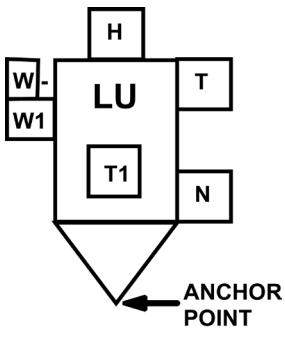
DESCRIPTION	TEMPLATE	EXAMPLE
Fly-To-Point (Weapon) Type: Entity Subtype Entity/Entity Type: Command and Control Points and Fly-To-Point Symbol Set: 25 Value: 131002 <u>Draw Rules:</u> <u>Point1</u> – Static		<p data-bbox="975 454 1150 496">Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p> <p data-bbox="1003 454 1150 496">060900ZFEB2018 - 100300ZFEB2018</p> <p data-bbox="1215 411 1346 749">3 FTP WPN 1</p>
Fly-To-Point (Normal) Type: Entity Subtype Entity/Entity Type: Command and Control Points and Fly-To-Point Symbol Set: 25 Value: 131003 <u>Draw Rules:</u> <u>Point1</u> – Static		<p data-bbox="1003 834 1150 876">060900ZFEB2018 - 100300ZFEB2018</p> <p data-bbox="1166 792 1346 1129">6 FTP NRM 1</p>
Linkup Point Type: Entity Type Entity: Command and Control Points Symbol Set: 25 Value: 131100 <u>Draw Rules:</u> <u>Point1</u> – Static		<p data-bbox="1003 1214 1150 1256">060900ZFEB2018 - 100300ZFEB2018</p> <p data-bbox="1166 1172 1346 1510">NIGHT LU 3BN 1</p>
		A point where two infiltrating elements in the same or different infiltration lanes are scheduled to meet to consolidate before proceeding with their missions.

TABLE L-VI. Command and control points - Continued.

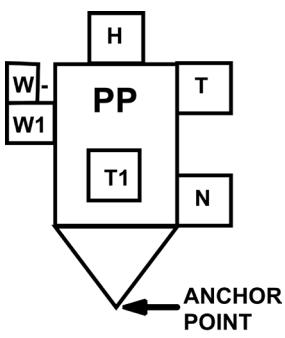
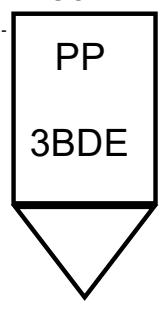
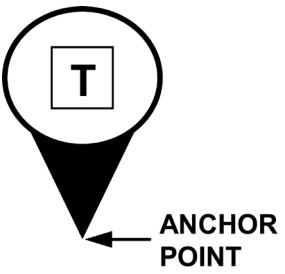
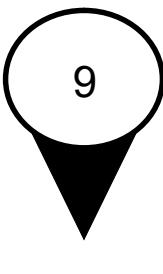
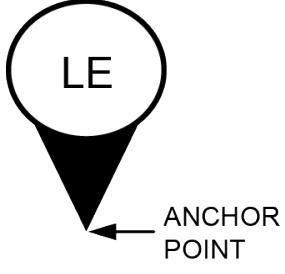
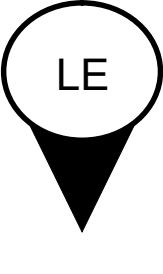
DESCRIPTION	TEMPLATE	EXAMPLE
Passage Point Type: Entity Type Entity: Command and Control Points Symbol Set: 25 Value: 131200 <u>Draw Rules:</u> Point1 – Static		<p data-bbox="987 411 1166 475">GOLD 120700ZMAY2018 - 120900ZMAY2018</p> 
A specifically designated place where the passing units will pass through the stationary unit.		
Point of Interest Type: Entity Type Entity: Command and Control Points Symbol Set: 25 Value: 131300 <u>Draw Rules:</u> Point1 – Static		
Point of Interest – Launch Event Type: Entity Subtype Entity/Entity Type: Command and Control Points and Point of Interest Symbol Set: 25 Value: 131301 <u>Draw Rules:</u> Point1 – Static		

TABLE L-VI. Command and control points - Continued.

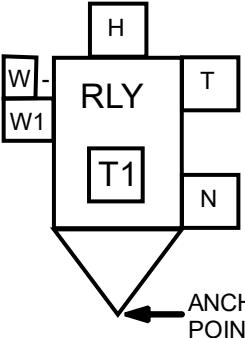
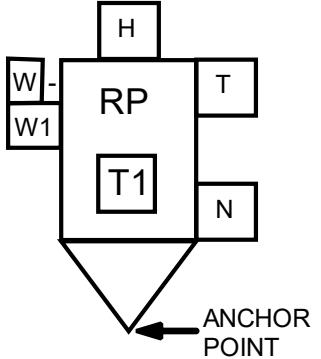
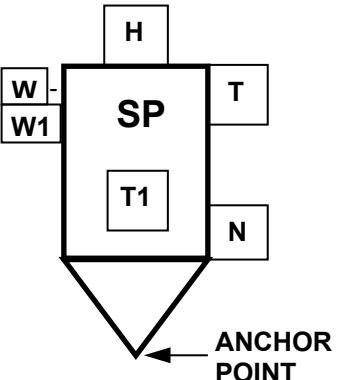
DESCRIPTION	TEMPLATE	EXAMPLE
Rally Point Type: Entity Type Entity: Command and Control Points Symbol Set: 25 Value: 131400 <u>Draw Rules:</u> Point1 – Static		<p data-bbox="1024 424 1160 466">060900ZFEB2018 - 100300ZFEB2018</p> <p data-bbox="1192 392 1351 709">1 RLY A 4</p>
An easily identifiable point on the ground at which units can reassemble and reorganize if they become dispersed.		<p data-bbox="1008 889 1144 931">060900ZFEB2018 - 100300ZFEB2018</p> <p data-bbox="1160 846 1351 1184">BDE RP 5</p>
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.		<p data-bbox="980 1389 1148 1431">080400ZOCT2018 - 120300ZOCT2018</p> <p data-bbox="1160 1347 1351 1706">3 SP 2BN 5</p>

TABLE L-VI. Command and control points - Continued.

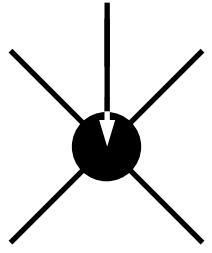
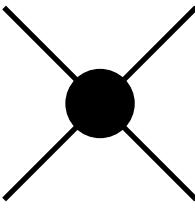
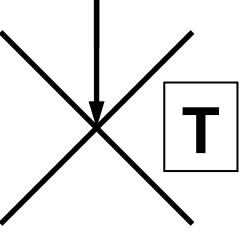
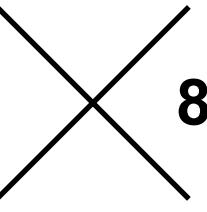
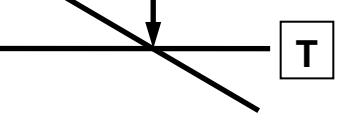
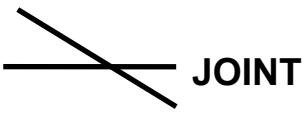
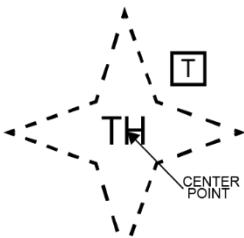
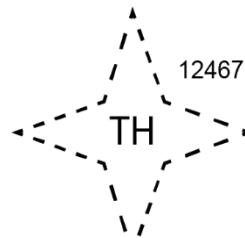
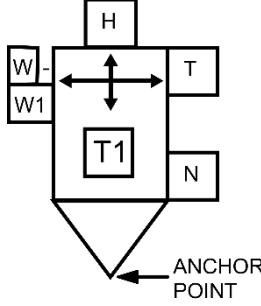
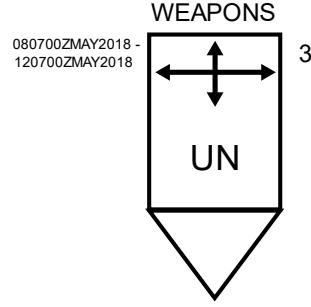
DESCRIPTION	TEMPLATE	EXAMPLE
Special Point Type: Entity Type Entity: Command and Control Points Symbol Set: 25 Value: 131700 <u>Draw Rules:</u> <u>Point2</u> – Static	CENTER POINT 	Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure. 
Waypoint Type: Entity Type Entity: Command and Control Points Symbol Set: 25 Value: 131800 <u>Draw Rules:</u> <u>Point2</u> – Static	CENTER POINT 	
		Designated point or series of points loaded and stored in a global positioning system or other electronic navigational aid system to facilitate movement.
Airfield (AEGIS Only) Type: Entity Type Entity: Command and Control Points Symbol Set: 25 Value: 131900 <u>Draw Rules:</u> <u>Point2</u> – Static	CENTER POINT 	
Target Handover Type: Entity Type Entity: Command and Control Points Symbol Set: 25 Value: 132000		

TABLE L-VI. Command and control points - Continued.

DESCRIPTION	TEMPLATE	EXAMPLE
<u>Draw Rules:</u> <u>Point2</u> – Static	Depicts a direct fire Target Handover mission is in progress, facilitates orientation of direct fires in order to maximize combat effectiveness and minimize fratricide	Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.
Key Terrain Type: Entity Type Entity: Command and Control Points Symbol Set: 25 Value: 132100 <u>Draw Rules:</u> <u>Point2</u> – Static		
	Key Terrain is any locality, or area, the seizure or retention of which affords a marked advantage to either combatant (JP 2-01.3). Note: The key terrain point uses medium purple with an RGB value of (128, 0, 128).	
Control Point Type: Entity Type Entity: Command and Control Points Symbol Set: 25 Value: 132200 <u>Draw Rules:</u> <u>Point1</u> – Static		 WEAPONS 080700ZMAY2018 - 120700ZMAY2018 3

L.5.11 Maneuver control measure symbols.

L.5.11.1 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 L-VII. Maneuver control measure symbols.

DESCRIPTION	TEMPLATE	EXAMPLE
Maneuver Lines Type: Entity Symbol Set: 25 Value: 140000	Reserved for hierarchical purposes.	N/A

TABLE L-VII. Maneuver control measure symbols - Continued.

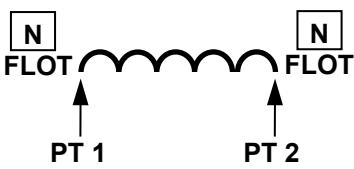
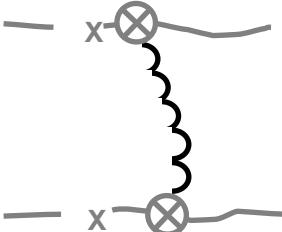
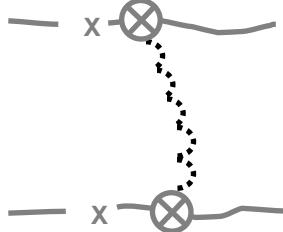
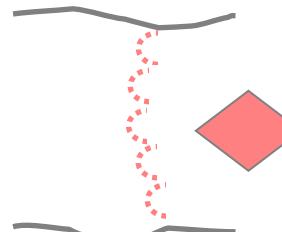
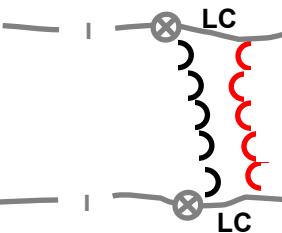
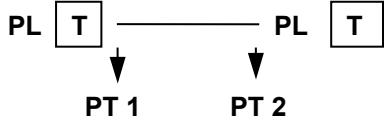
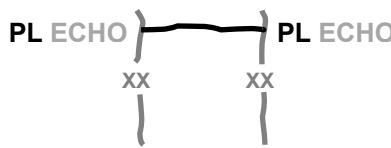
DESCRIPTION	TEMPLATE	EXAMPLE
Forward Line of Own Troops (FLOT) Type: Entity Type Entity: Maneuver Lines Symbol Set: 25 Value: 140100 <u>Draw Rules:</u> Line1 - Dynamic	 <p>A line which indicates the most forward positions of forces in any kind of military operation at a specific time.</p> <p>Note: The open side of the arc reflects the reported unit.</p>	<p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p>  <p>Friendly Present</p>  <p>Friendly Planned</p>  <p>Enemy Suspected or Tempted</p>
Line of Contact A general trace delineating the locations where two opposing forces are engaged.	The line of contact symbol is created when both the friendly and enemy forward line of troops symbols are displayed.	
Phase Line Type: Entity Type Entity: Maneuver Lines Symbol Set: 25 Value: 140300		

TABLE L-VII. Maneuver control measure symbols - Continued.

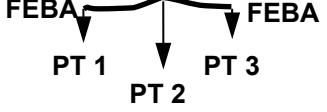
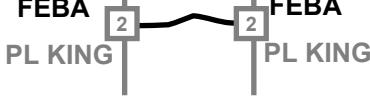
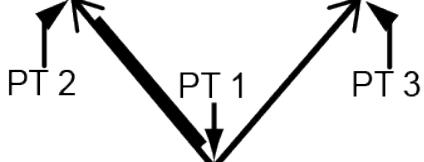
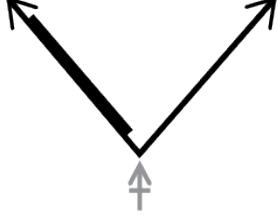
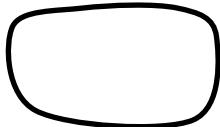
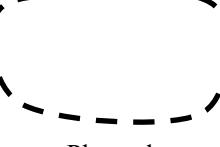
DESCRIPTION	TEMPLATE	EXAMPLE
<u>Draw Rules:</u> <u>Line1</u> - Dynamic	A line utilized for control and coordination of military operations, usually a terrain feature extending across the zone of action.	<p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p>
Forward Edge of the Battle Area Type: Entity Type Entity: Maneuver Lines Symbol Set: 25 Value: 140400		
<u>Draw Rules:</u> <u>Line1</u> - Dynamic		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.
Principal Direction of Fire Type: Entity Type Entity: Maneuver Lines Symbol Set: 25 Value: 140500		
<u>Draw Rules:</u> <u>Line3</u> - Dynamic		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 Type: Entity Symbol Set: 25 Value: 150000	Reserved for hierarchical purposes.	N/A
Area Type: Entity Type Entity: Maneuver Areas Symbol Set: 25 Value: 150100		
<u>Draw Rules:</u> <u>Area1</u> - Dynamic		

TABLE L-VII. Maneuver control measure symbols - Continued.

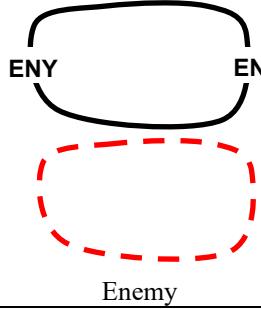
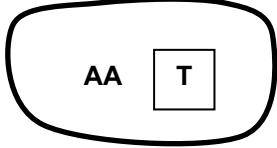
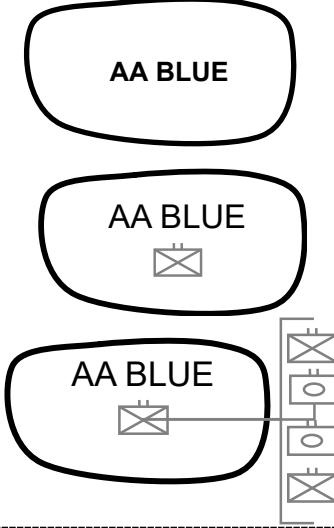
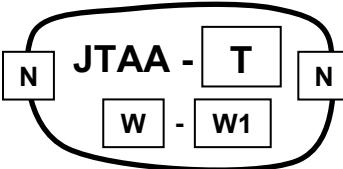
DESCRIPTION	TEMPLATE	EXAMPLE <small>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</small>
		
Assembly Area (AA) Type: Entity Type Entity: Maneuver Areas Symbol Set: 25 Value: 150200 <u>Draw Rules:</u> Area1 - Dynamic		 An area in which a command is assembled preparatory to further action.
Action Area Type: Entity Type Entity Type: Maneuver Lines Symbol Set: 25 Value: 150500	Reserved for hierarchical purposes.	N/A
Joint Tactical Action Area (JTAA) Type: Entity Subtype Entity/Entity Type: Maneuver Lines/Action Area Symbol Set: 25 Value: 150501 <u>Draw Rules:</u> Area1 - Dynamic		

TABLE L-VII. Maneuver control measure symbols - Continued.

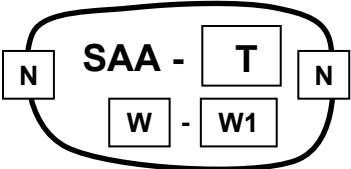
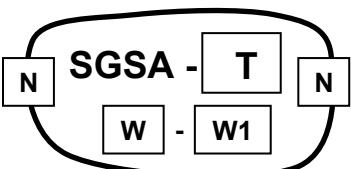
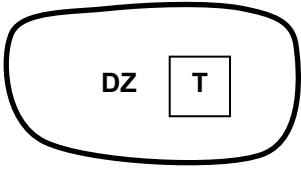
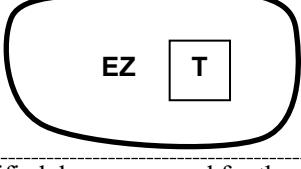
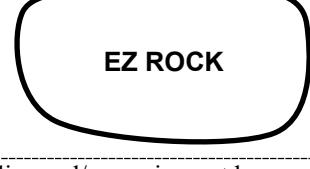
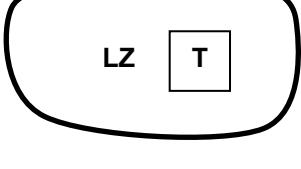
DESCRIPTION	TEMPLATE	EXAMPLE <small>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</small>
Submarine Action Area (SAA) Type: Entity Subtype Entity/Entity Type: Maneuver Lines/Action Area Symbol Set: 25 Value: 150502		
<u>Draw Rules:</u> <u>Areal</u> - Dynamic		
Submarine- Generated Action Area (SGAA) Type: Entity Subtype Entity/Entity Type: Maneuver Lines/Action Area Symbol Set: 25 Value: 150503		
<u>Draw Rules:</u> <u>Areal</u> - Dynamic		
Drop Zone (DZ) Type: Entity Type Entity: Maneuver Areas Symbol Set: 25 Value: 150600		
<u>Draw Rules:</u> <u>Areal</u> - Dynamic		A specified area upon which airborne troops, equipment, or supplies are airdropped.
Extraction Zone (EZ) Type: Entity Type Entity: Maneuver Areas Symbol Set: 25 Value: 150700		
<u>Draw Rules:</u> <u>Areal</u> - Dynamic		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.
Landing Zone (LZ) Type: Entity Type Entity: Maneuver Areas Symbol Set: 25		

TABLE L-VII. Maneuver control measure symbols - Continued.

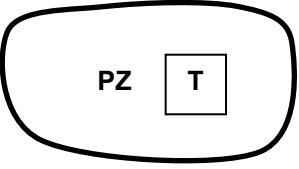
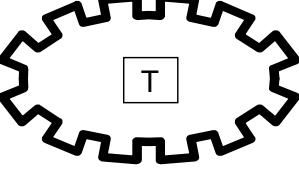
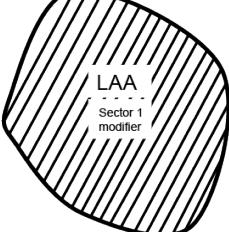
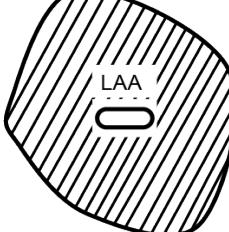
DESCRIPTION	TEMPLATE	EXAMPLE
Value: 150800 Draw Rules: <u>Area1</u> - Dynamic	A specified zone used for the landing of aircraft on land, water or deck.	Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.
Pickup Zone (PZ) Type: Entity Type Entity: Maneuver Areas Symbol Set: 25 Value: 150900		
Draw Rules: <u>Area1</u> - Dynamic		A geographic area used to pick up troops or equipment by helicopter.
Fortified Area Type: Entity Type Entity: Maneuver Areas Symbol Set: 25 Value: 151000		
Draw Rules: <u>Area1</u> - Dynamic		
Limited Access Area Type: Entity Type Entity: Maneuver Areas Symbol Set: 25 Value: 151100		
Draw Rules: <u>Area2</u> - Dynamic		

TABLE L-VIII. Maneuver control measure symbols - Continued.

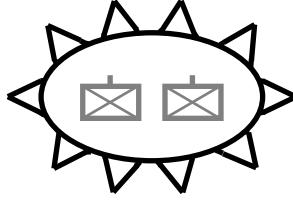
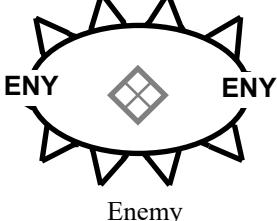
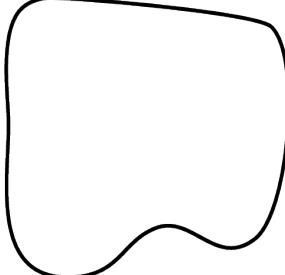
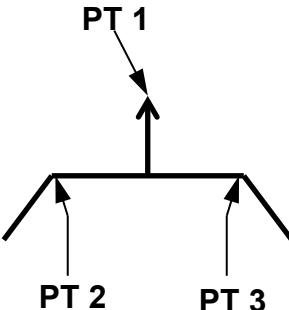
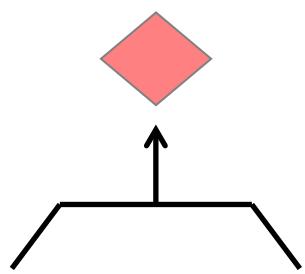
DESCRIPTION	TEMPLATE	EXAMPLE
Areas		
Encirclement The loss of freedom of maneuver resulting from enemy control of all ground routes of evacuation and reinforcement. Type: Entity Type Entity: Maneuver Areas Symbol Set: 25 Value: 151800 <u>Draw Rules:</u> <u>Area1</u> - Dynamic	N/A Note: Although unit symbols are not part of a control measure symbol area, numerous unit symbols can be included in the area for presentation.	 
Penetration Box Type: Entity Type Entity: Maneuver Areas Symbol Set: 25 Value: 151900 <u>Draw Rules:</u> <u>Area1</u> - Dynamic		
Attack By Fire Type: Entity Type Entity: Maneuver Areas Symbol Set: 25 Value: 152000 <u>Draw Rules:</u> <u>Area7</u> - Dynamic		
		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.

TABLE L-VIII. Maneuver control measure symbols - Continued.

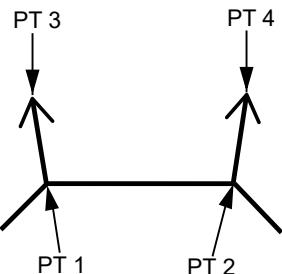
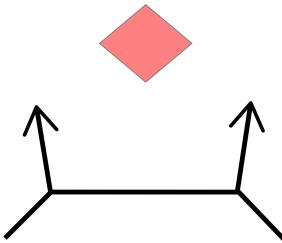
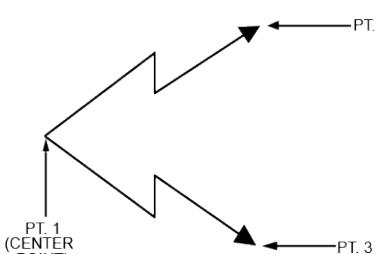
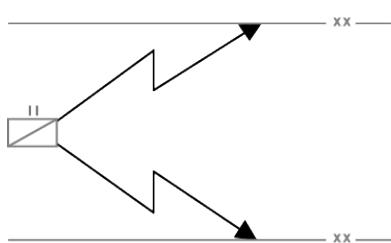
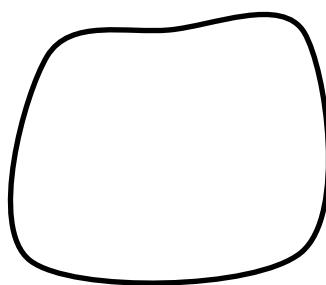
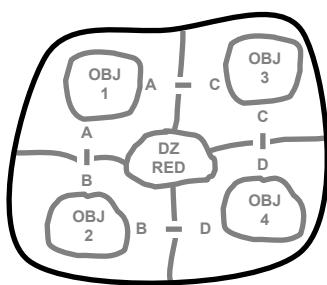
DESCRIPTION	TEMPLATE	EXAMPLE Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.
Support by Fire Type: Entity Type Entity: Maneuver Areas Symbol Set: 25 Value: 152100 <u>Draw Rules:</u> Area8 - Dynamic		
Search Area/Reconnaissance Area Type: Entity Type Entity: Maneuver Areas Symbol Set: 25 Value: 152200 <u>Draw Rules:</u> Area21 - Dynamic		
		Orientation: Orientation is determined by the anchor points. The arrowheads may touch other symbols that define the limits of the task. The tactical symbol indicator is centered over point 1.
Airhead Line Type: Entity Type Entity Type: Maneuver Lines Symbol Set: 25 Value: 141300 <u>Draw Rules:</u> Area1 - Dynamic	 <p style="text-align: center;">AIRHEAD LINE</p>	 <p style="text-align: center;">AIRHEAD LINE</p> <p>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.</p>

TABLE L-VIII. Maneuver control measure symbols - Continued.

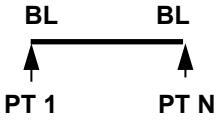
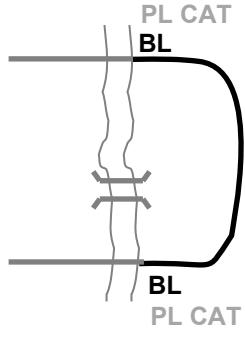
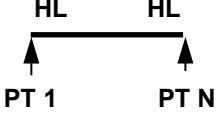
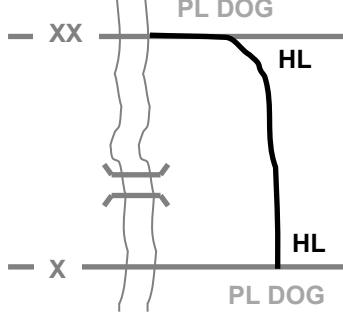
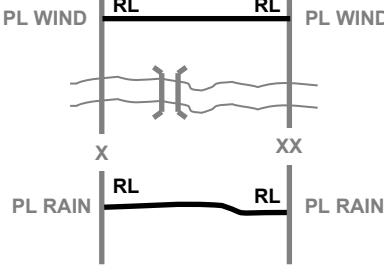
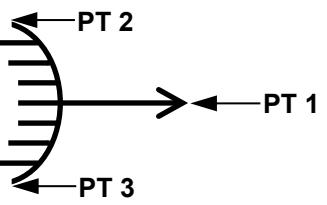
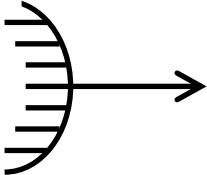
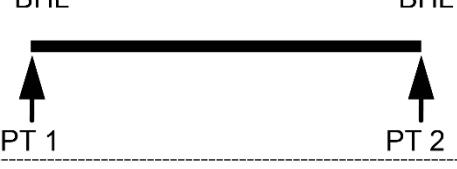
DESCRIPTION	TEMPLATE	EXAMPLE
Lines		
Bridgehead Line (BL) <p>The planned, temporary limit of the objective area in the development of the bridgehead.</p> <p>Type: Entity Type Entity Type: Maneuver Lines Symbol Set: 25 Value: 141400</p> <p><u>Draw Rules:</u> Line1- Dynamic</p>		
Holding Line (HL) <p>Type: Entity Type Entity Type: Maneuver Lines Symbol Set: 25 Value: 141500</p> <p><u>Draw Rules:</u> Line1- Dynamic</p>		
		<p>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.</p>
Release Line <p>Type: Entity Type Entity Type: Maneuver Lines Symbol Set: 25 Value: 141600</p> <p><u>Draw Rules:</u> Line1- Dynamic</p>		
		<p>Phase line used in river crossing operations that delineates a change in the headquarters controlling movement.</p>

TABLE L-VIII. Maneuver control measure symbols - Continued.

DESCRIPTION	TEMPLATE	EXAMPLE
Ambush Type: Entity Type Entity Type: Maneuver Lines Symbol Set: 25 Value: 141700		Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure. 
<u>Draw Rules:</u> Line29 - Dynamic		A surprise attack by fire from concealed positions on a moving or temporarily halted enemy. Orientation is determined by the anchor points. The back side of the symbol encompasses the ambush position, while the arrowhead typically points at the target.
Handover Line Type: Entity Type Entity Type: Maneuver Lines Symbol Set: 25 Value: 141800		
<u>Draw Rules:</u> Line1 - Dynamic		
Battle Handover Line Type: Entity Type Entity Type: Maneuver Lines Symbol Set: 25 Value: 141900		
<u>Draw Rules:</u> Line1 - Dynamic		

L.5.12 Defensive maneuver. Defensive operations defeat an enemy attack, buy time, economize forces, or develop conditions favorable for offensive operations.

L.5.12.1 Areas.

TABLE L-IX. Defensive control measure symbols.

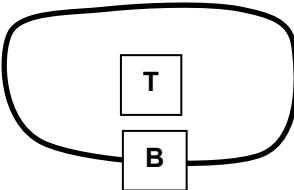
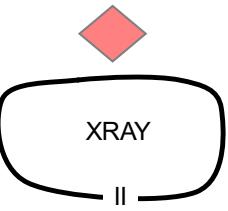
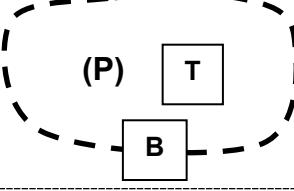
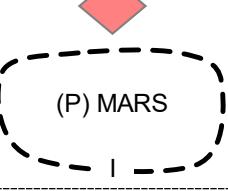
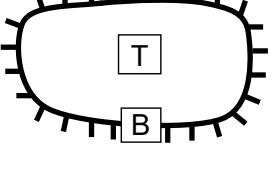
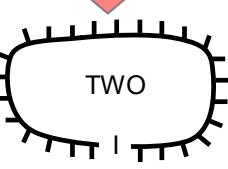
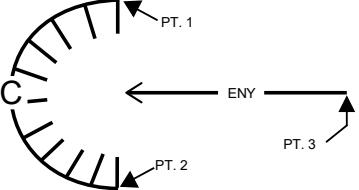
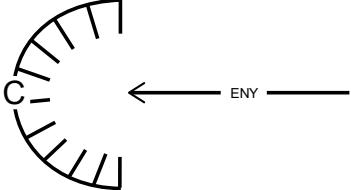
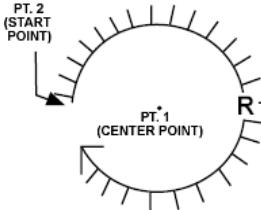
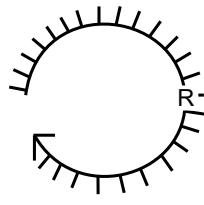
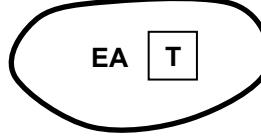
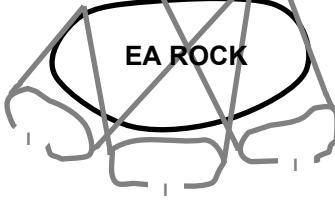
DESCRIPTION	TEMPLATE	EXAMPLE
Battle Position Type: Entity Type Entity: Maneuver Areas Symbol Set: 25 Value: 151200 <u>Draw Rules:</u> Area3 - Dynamic		
		Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.
Battle Position Prepared (P) but not Occupied Type: Entity Subtype Entity/Entity Type: Maneuver Areas/Battle Position Symbol Set: 25 Value: 151202 <u>Draw Rules:</u> Area3 - Dynamic		
		Orientation: The side opposite Field B (Echelon) faces toward the hostile force.
Strong Point Type: Entity Subtype Entity/Entity Type: Maneuver Areas/Battle Position Symbol Set: 25 Value: 151203 <u>Draw Rules:</u> Area4 - Dynamic		
		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. 'See ADP 3-90 for more information.'
Contain Type: Entity Subtype Entity/Entity Type: Maneuver Areas/Battle Position Symbol Set: 25		

TABLE L-IX. Defensive control measure symbols – Continued.

DESCRIPTION	TEMPLATE	EXAMPLE
<p>Value: 151204</p> <p>Draw Rules: Area5 - Dynamic</p>	<p>Orientation: The opening typically faces enemy forces.</p>	<p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p>
<p>Retain</p> <p>Type: Entity Subtype Entity/Entity Type: Maneuver Areas/Battle Position Symbol Set: 25 Value: 151205</p> <p>Draw Rules: Area6 - Dynamic</p>		
<p>Engagement Area (EA)</p> <p>Type: Entity Type Entity: Maneuver Areas Symbol Set: 25 Value: 151200</p> <p>Symbol Set: 25 Value: 151300</p> <p>Draw Rules: Area1 - Dynamic</p>		 <p>An area where the commander intends to contain and destroy an enemy force with the massed effects of all available weapons and supporting systems.</p>

L.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 L-X. Observation post.

DESCRIPTION	TEMPLATE	EXAMPLE
<p>Maneuver Points</p> <p>Type: Entity Symbol Set: 25 Value: 160000</p>	<p>Reserved for hierarchical purposes.</p>	<p>N/A</p>

TABLE L-X. Observation post - Continued.

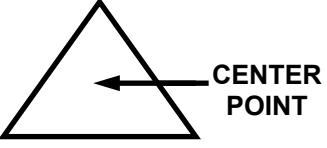
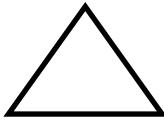
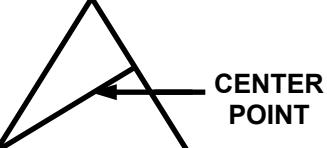
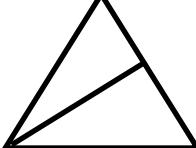
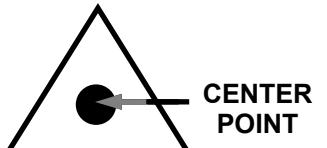
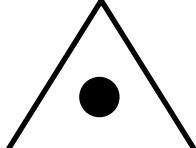
DESCRIPTION	TEMPLATE	EXAMPLE
Observation Post /Outpost (Unspecified) Type: Entity Type Entity: Maneuver Points Symbol Set: 25 Value: 160100 <u>Draw Rules:</u> <u>Point2</u> – Static		<p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p> 
Observation Post /Outpost (Specified) Type: Entity Type Entity: Maneuver Points Symbol Set: 25 Value: 160200	N/A Templates follow.	N/A Examples follow.
Reconnaissance Outpost Type: Entity Subtype Entity/Entity Type: Maneuver Points/Observation Post/Outpost (specified) Symbol Set: 25 Value: 160201 <u>Draw Rules:</u> <u>Point2</u> – Static		
Forward Observer Spotter Outpost/Position Type: Entity Subtype Entity/Entity Type: Maneuver Points/Observation Post/Outpost (specified) Symbol Set: 25 Value: 160202 <u>Draw Rules:</u> <u>Point2</u> – Static		

TABLE L-X. Observation post - Continued.

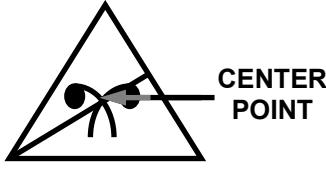
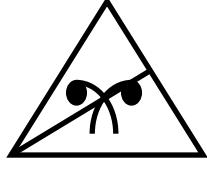
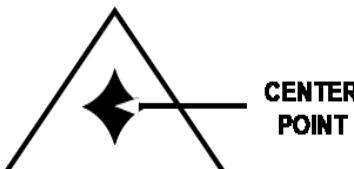
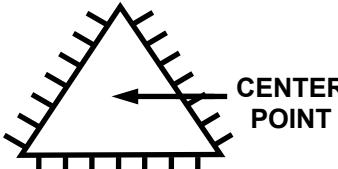
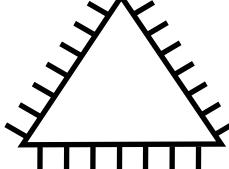
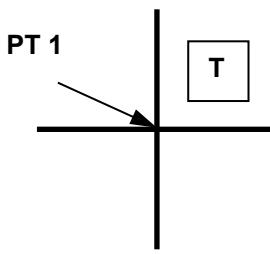
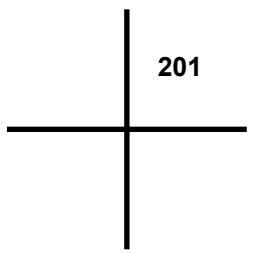
DESCRIPTION	TEMPLATE	EXAMPLE <small>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</small>
CBRN Observation Outpost Type: Entity Subtype Entity/Entity Type: Maneuver Points/Observation Post/Outpost (specified) Symbol Set: 25 Value: 160203 <u>Draw Rules:</u> <u>Point2</u> – Static	 <p style="text-align: center;">CENTER POINT</p>	
Sensor Outpost/Listening Post Type: Entity Subtype Entity/Entity Type: Maneuver Points/Observation Post/Outpost (specified) Symbol Set: 25 Value: 160204 <u>Draw Rules:</u> <u>Point2</u> – Static	 <p style="text-align: center;">CENTER POINT</p>	
Combat Outpost Type: Entity Subtype Entity/Entity Type: Maneuver Points/Observation Post/Outpost (specified) Symbol Set: 25 Value: 160205 <u>Draw Rules:</u> <u>Point2</u> – Static	 <p style="text-align: center;">CENTER POINT</p>	

TABLE L-X. Observation post - Continued.

DESCRIPTION	TEMPLATE	EXAMPLE
Target Reference Point Type: Entity Type Entity: Maneuver Points Symbol Set: 25 Value: 160300 <u>Draw Rules:</u> Point2 – Static		

L.5.13 Offensive maneuver. Offensive operations aim at destroying or defeating an enemy.

L.5.14 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 L-XI. Offensive Control Measure Symbols.

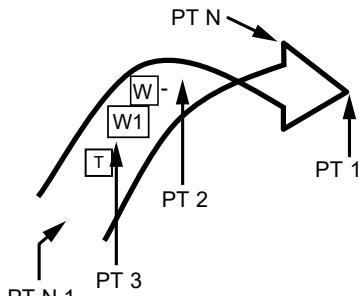
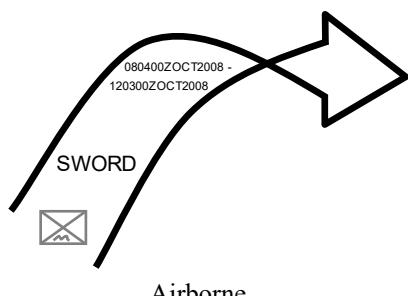
DESCRIPTION	TEMPLATE	EXAMPLE
Axis of Advance Type: Entity Type Entity: Maneuver Areas Symbol Set: 25 Value: 151400	Reserved for hierarchical purposes.	N/A
Friendly Airborne/ Aviation Type: Entity Subtype Entity/Entity Type: Maneuver Areas/Axis of Advance Symbol Set: 25 Value: 151401 <u>Draw Rules:</u>		

TABLE L-XI. Offensive Control Measure Symbols - Continued.

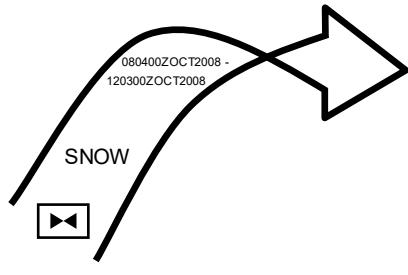
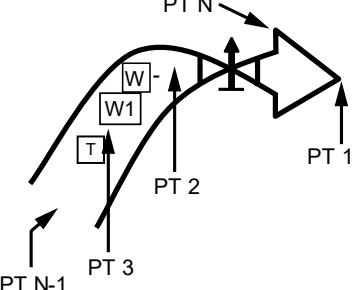
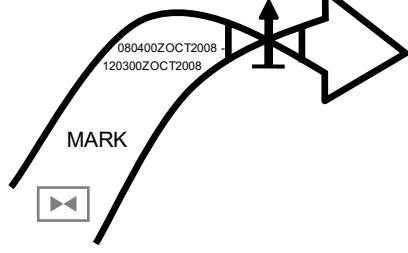
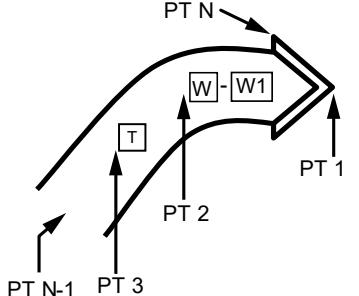
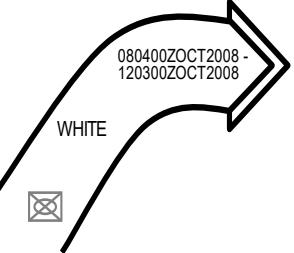
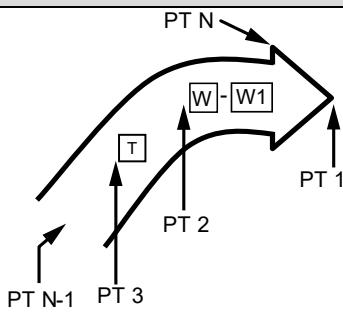
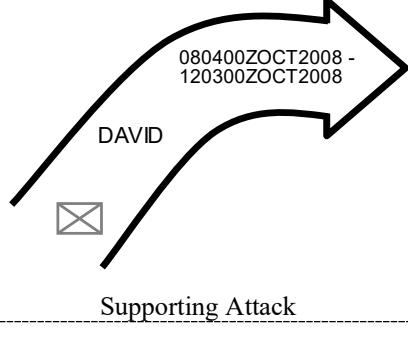
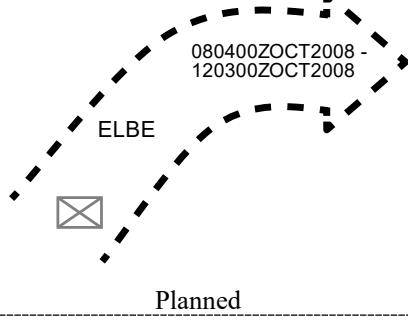
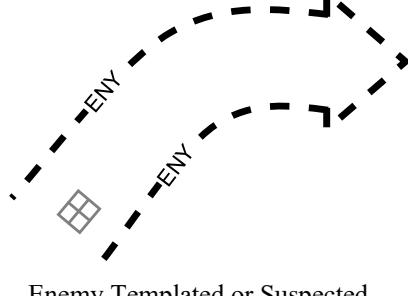
DESCRIPTION	TEMPLATE	EXAMPLE
<u>Axis1</u> - Dynamic Orientation: The arrowhead typically points toward enemy forces.		<p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p>  <p style="text-align: center;">Aviation</p>
Attack Helicopter Type: Entity Subtype Entity/Entity Type: Maneuver Areas/Axis of Advance Symbol Set: 25 Value: 151402 <u>Draw Rules:</u> <u>Axis1</u> - Dynamic Orientation: The arrowhead typically points toward enemy forces.		
Main Attack Type: Entity Subtype Entity/Entity Type: Maneuver Areas/Axis of Advance Symbol Set: 25 Value: 151403 <u>Draw Rules:</u> <u>Axis2</u> - Dynamic Orientation: The arrowhead typically points toward enemy forces.		 <p>The principal attack or effort into which the commander throws the full weight of the offensive power at his disposal.</p>

TABLE L-XI. Offensive Control Measure Symbols - Continued.

DESCRIPTION	TEMPLATE	EXAMPLE
Supporting Attack Type: Entity Subtype Entity/Entity Type: Maneuver Areas/Axis of Advance Symbol Set: 25 Value: 151404 <u>Draw Rules:</u> Axis2 - Dynamic		<p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p>  Supporting Attack
Orientation: The arrowhead typically points toward enemy forces.	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.	 Planned  Enemy Templated or Suspected

L.5.14.1 Direction of attack. A specific direction or route that the main attack or center of mass of the unit will follow.

TABLE L-XII. Offensive Control Measure Symbols.

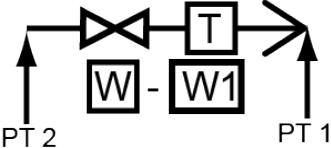
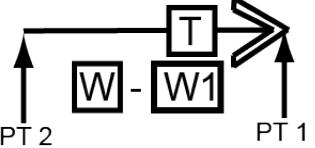
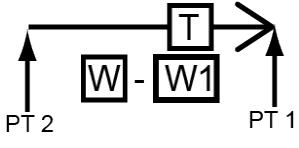
DESCRIPTION	TEMPLATE	EXAMPLE
Friendly Aviation Type: Entity Type Entity/Entity Subtype: Maneuver Lines/Direction of Attack Symbol Set: 25 Value: 140601 <u>Draw Rules:</u> <u>Line1</u> - Dynamic		Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.   AVON  080400Z OCT 2008 - 120300Z OCT 2008
Friendly Direction of Main Attack Type: Entity Type Entity/Entity Subtype: Maneuver Lines/Direction of Attack Symbol Set: 25 Value: 140602 <u>Draw Rules:</u> <u>Line1</u> - Dynamic		 MAIN  080400Z OCT 2008 - 120300Z OCT 2008
Friendly Direction of Supporting Attack Type: Entity Type Entity/Entity Subtype: Maneuver Lines/Direction of Attack Symbol Set: 25 Value: 140603 <u>Draw Rules:</u> <u>Line1</u> - Dynamic		 - - - ORNE - - -  080400Z OCT 2008 - 120300Z OCT 2008 Direction of Supporting Attack <hr/>  - - - YALU - - -  080400Z OCT 2008 - 120300Z OCT 2008 Planned <hr/>  - - - ENY - - -  Enemy Templated or Suspected

TABLE L-XII. Offensive Control Measure Symbols - Continued.

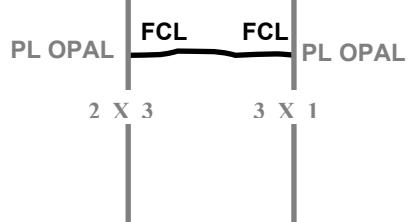
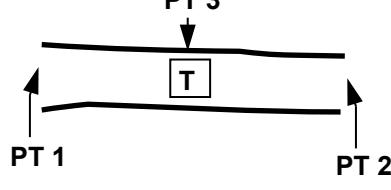
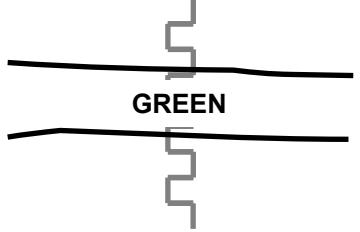
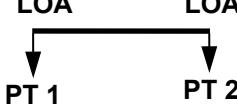
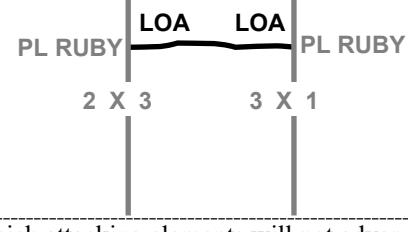
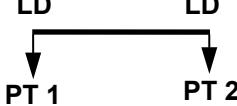
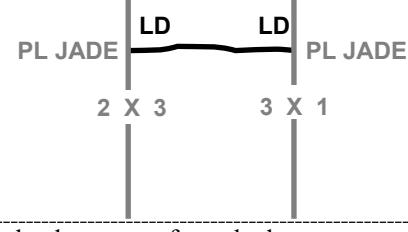
DESCRIPTION	TEMPLATE	EXAMPLE
Final Coordination Line Type: Entity Type Entity Type: Maneuver Lines Symbol Set: 25 Value: 140700		 Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.
<u>Draw Rules:</u> Line1 - Dynamic		A line close to the enemy position used to coordinate the lifting or shifting of supporting fires with the final deployment of maneuver elements.
Infiltration Lane Type: Entity Type Entity Type: Maneuver Lines Symbol Set: 25 Value: 140800		
<u>Draw Rules:</u> Polyline1 - Dynamic		A control measure that coordinates forward and lateral movement of infiltrating units and fixes fire planning responsibilities. Orientation is determined by points 1 and 2.
Limit of Advance		
Type: Entity Type Entity Type: Maneuver Lines Symbol Set: 25 Value: 140900		 <u>Draw Rules:</u> Line1 - Dynamic
<u>Line of Departure</u>		
Type: Entity Type Entity Type: Maneuver Lines Symbol Set: 25 Value: 141000		 <u>Draw Rules:</u> Line1 - Dynamic
		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.

TABLE L-XII. Offensive Control Measure Symbols - Continued.

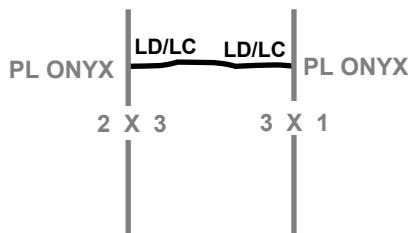
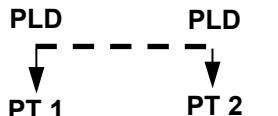
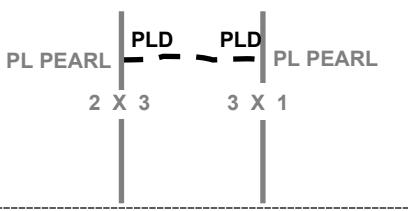
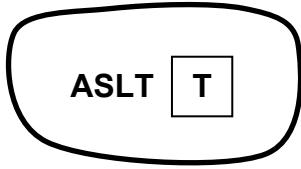
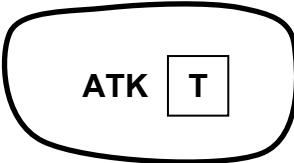
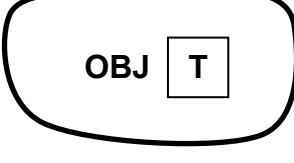
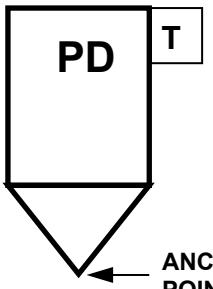
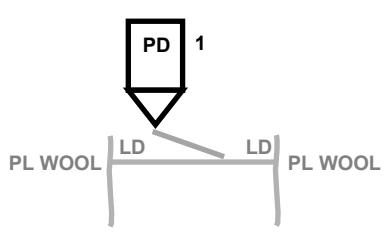
DESCRIPTION	TEMPLATE	EXAMPLE
Line of Departure / Line of Contact Type: Entity Type Entity Type: Maneuver Lines Symbol Set: 25 Value: 141100 <u>Draw Rules:</u> Line1 - Dynamic		 <p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p>
Probable Line of Deployment Type: Entity Type Entity Type: Maneuver Lines Symbol Set: 25 Value: 141200 <u>Draw Rules:</u> Line1 - Dynamic		
Areas		
Assault Position Type: Entity Type Entity: Maneuver Areas Symbol Set: 25 Value: 151500 <u>Draw Rules:</u> Areal - Dynamic		
		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.

TABLE L-XII. Offensive Control Measure Symbols - Continued.

DESCRIPTION	TEMPLATE	EXAMPLE
Attack Position <p>The last position occupied by the assault echelon before crossing the start line/line of departure.</p> <p>Type: Entity Type Entity: Maneuver Areas Symbol Set: 25 Value: 151600</p> <p><u>Draw Rules:</u> Areal - Dynamic</p>		 
Objective Area <p>Type: Entity Type Entity: Maneuver Areas Symbol Set: 25 Value: 151700</p> <p><u>Draw Rules:</u> Areal - Dynamic</p>		
Points		
Point of Departure <p>Type: Entity Type Entity: Maneuver Points Symbol Set: 25 Value: 160400</p> <p><u>Draw Rules:</u> Point1 – Static</p>		
<p>A specific place where a unit will cross the line of departure.</p> <p>Note: The offset indicator is used in the example to allow the viewer to better see the LD. It is not required.</p>		

L.5.15 Airspace coordinating measures.

L.5.15.1 Airspace coordinating measures. Measures employed to facilitate the efficient use of airspace to accomplish missions and simultaneously provide safeguards for friendly forces. Also called ACMs. (See [JP 3-52](#) for more reference)

TABLE L-XIII. Airspace coordinating measures.

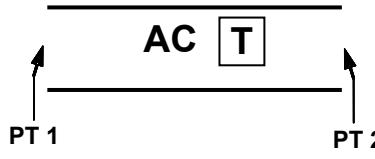
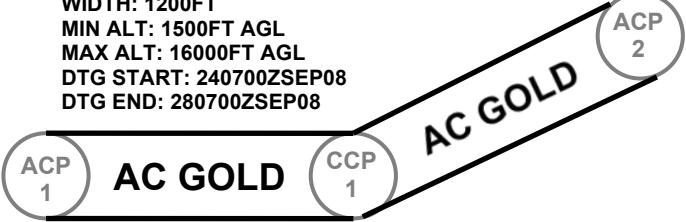
DESCRIPTION	TEMPLATE	EXAMPLE
Corridors (Areas)		
Airspace Control (Corridors) Areas Type: Entity Symbol Set: 25 Value: 170000	N/A	N/A
Air Corridor Type: Entity Entity Type: Airspace Control (Corridors) Areas Symbol Set: 25 Value: 170100 <u>Draw Rules:</u> Corridor1 - Dynamic	<p>NAME: <input type="text" value="T"/> WIDTH: <input type="text" value="AM"/> MIN ALT: <input type="text" value="X"/> MAX ALT: <input type="text" value="X1"/> DTG START: <input type="text" value="W"/> DTG END: <input type="text" value="W1"/></p> 	<p>Name: GOLD Width: 1200FT Min Alt: 1500FT AGL Max Alt: 20000FT AGL DTG Start: 270600ZMAY2008 DTG End: 271845ZMAY2008</p> 
Air Corridor with Multiple Segments	<p>NAME: GOLD WIDTH: 1200FT MIN ALT: 1500FT AGL MAX ALT: 16000FT AGL DTG START: 240700ZSEP08 DTG END: 280700ZSEP08</p> 	

TABLE L-XIII. Airspace coordinating measures - Continued.

DESCRIPTION	TEMPLATE	EXAMPLE
Low-Level Transit Route (LLTR) Type: Entity Entity Type: Airspace Control (Corridors) Areas Symbol Set: 25 Value: 170200 Draw Rules: Corridor1 - Dynamic	NAME: WIDTH: MIN ALT: MAX ALT: DTG START: DTG END: 	Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure. Name: COBRA Width: 300FT Min Alt: 150FT AGL Max Alt: 3000FT AGL DTG Start: 240500Z OCT 2008 DTG End: 241845Z OCT 2008
Minimum-Risk Route (MMR) Type: Entity Entity Type: Airspace Control (Corridors) Areas Symbol Set: 25 Value: 170300 Draw Rules: Corridor1 - Dynamic	NAME: WIDTH: MIN ALT: MAX ALT: DTG START: DTG END: 	Name: RED Width: 1500FT Min Alt: 3000FT AGL Max Alt: 21000FT AGL DTG Start: 110200Z SEP 2008 DTG End: 140300Z SEP 2008
Safe Lane (NATO) Type: Entity Entity Type: Airspace Control (Corridors) Areas Symbol Set: 25 Value: 170400 Draw Rules: Corridor1 - Dynamic	NAME: WIDTH: MIN ALT: MAX ALT: DTG START: DTG END: 	Name: LION Width: 600FT Min Alt: 600FT AGL Max Alt: 3000FT AGL DTG Start: 240730Z FEB 2008 DTG End: 280900Z FEB 2008
		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)

TABLE L-XIII. Airspace coordinating measures - Continued.

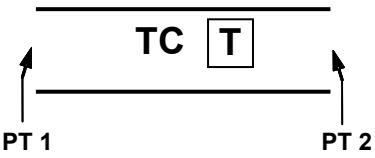
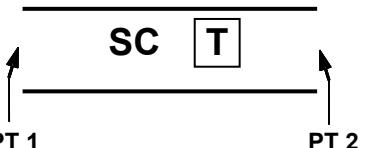
DESCRIPTION	TEMPLATE	EXAMPLE
Standard Use Army Aircraft Flight Route (SAAFR) Type: Entity Entity Type: Airspace Control (Corridors) Areas Symbol Set: 25 Value: 170500 <u>Draw Rules:</u> Corridor1 - Dynamic	NAME: T WIDTH: AM MIN ALT: X MAX ALT: X1 DTG START: W DTG END: W1 	Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure. Name: BLUE Width: 600FT Min Alt: 150FT AGL Max Alt: 3000FT AGL DTG Start: 260930ZMAY2008 DTG End: 280700ZMAY2008 
(US) Route established below the coordination level to facilitate the movement of Army aviation assets; it is normally located in the corps through brigade rear areas of operation and does not require approval by the airspace control authority. (JP 3-52)		
Transit Corridors Type: Entity Entity Type: Airspace Control (Corridors) Areas Symbol Set: 25 Value: 170600 <u>Draw Rules:</u> Corridor1 - Dynamic	NAME: T WIDTH: AM MIN ALT: X MAX ALT: X1 DTG START: W DTG END: W1 	Name: KING Width: 900FT Min Alt: 2100FT AGL Max Alt: 6000FT AGL DTG Start: 260700ZMAR2008 DTG End: 280700ZMAR2008 
		Transit Corridor (TC) Bi-directional corridor in the rear area. Air traffic services not normally provided. (AJP-3.3.5)
Special Corridor		
Type: Entity Entity Type: Airspace Control (Corridors) Areas Symbol Set: 25 Value: 170700 <u>Draw Rules:</u> Corridor1 - Dynamic	NAME: T WIDTH: AM MIN ALT: X MAX ALT: X1 DTG START: W DTG END: W1 	Name: DRAGON Width: 1200FT Min Alt: 1500FT AGL Max Alt: 12000FT AGL DTG Start: 200700ZMAY2008 DTG End: 210700ZMAY2008 
		In air operations, an air corridor established to accommodate the special routing requirements of specific missions. (AJP-3.3.5)

TABLE L-XIII. Airspace coordinating measures - Continued.

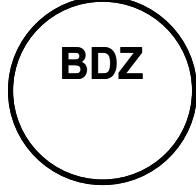
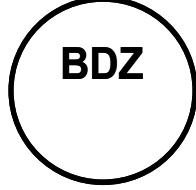
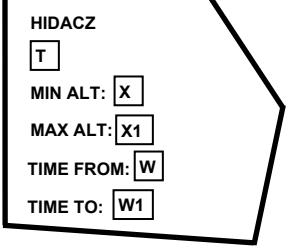
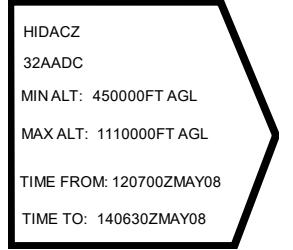
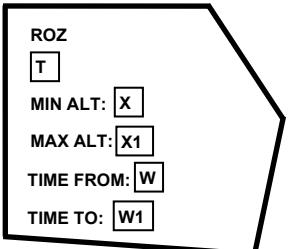
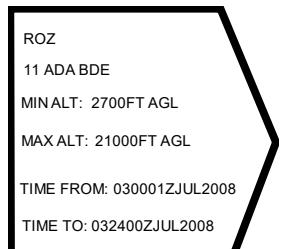
DESCRIPTION	TEMPLATE	EXAMPLE
Areas (Zones)		
Base Defense Zone (BDZ) Type: Entity Entity Type: Airspace Control (Corridors) Areas Symbol Set: 25 Value: 170800 <u>Draw Rules:</u> <u>Area22</u> - Static		Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.  <p>“An air defense zone established around an air base and limited to the engagement envelope of short-range air defense systems defending that base.” (JP 3-52) Orientation: The symbol is typically centered over the desired location.</p>
High-Density Airspace Control Zone (HIDACZ)		
Type: Entity Entity Type: Airspace Control (Corridors) Areas Symbol Set: 25 Value: 170900 <u>Draw Rules:</u> <u>Area1</u> - Dynamic		 <p>“Airspace designated in an airspace control plan or airspace control order in which there is a concentrated employment of numerous and varied weapons and airspace users. Also called HIDACZ.” (JP 3-52)</p>
Restricted Operations Zones		
Restricted Operations Zone (ROZ) Type: Entity Entity Type: Airspace Control (Corridors) Areas Symbol Set: 25 Value: 171000 <u>Draw Rules:</u> <u>Area1</u> - Dynamic		 <p>Airspace reserved for specific activities in which the operations of one or more airspace users is restricted. Also called ROZ. (See JP 3-52 for more information)</p>

TABLE L-XIII. Airspace coordinating measures - Continued.

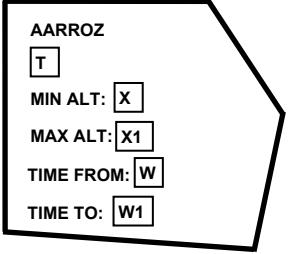
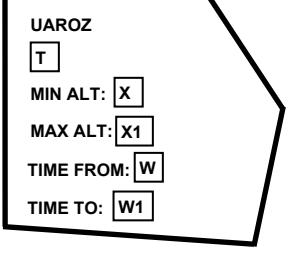
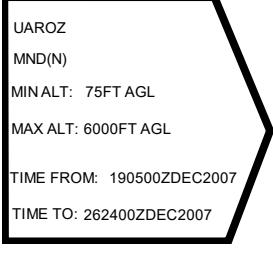
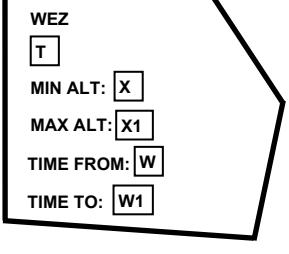
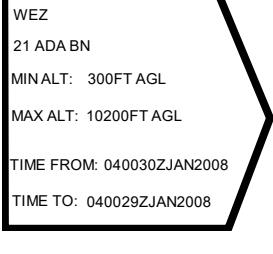
DESCRIPTION	TEMPLATE	EXAMPLE
Air-to-Air Restricted Operations Zone (AARROZ) Type: Entity Entity Type: Airspace Control (Corridors) Areas Symbol Set: 25 Value: 171100 <u>Draw Rules:</u> <u>Area1</u> - Dynamic		Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure. 
Unmanned Aircraft Restricted Operations Zone (UA-ROZ) Type: Entity Entity Type: Airspace Control (Corridors) Areas Symbol Set: 25 Value: 171200 <u>Draw Rules:</u> <u>Area1</u> - Dynamic		
Weapons Engagement Zones		
Weapon Engagement Zone Type: Entity Entity Type: Airspace Control (Corridors) Areas Symbol Set: 25 Value: 171300 <u>Draw Rules:</u> <u>Area1</u> - Dynamic		
In air defense, airspace of defined dimensions within which the responsibility for engagement normally rests with a particular weapon system.		

TABLE L-XIII. Airspace coordinating measures - Continued.

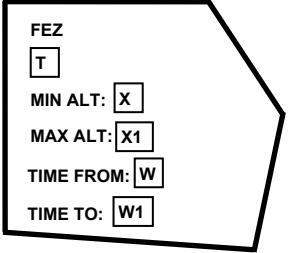
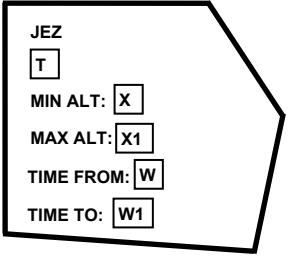
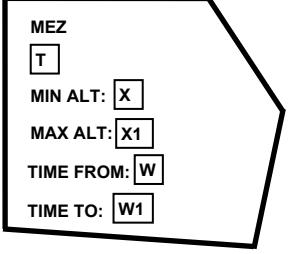
DESCRIPTION	TEMPLATE	EXAMPLE
Fighter Engagement Zone (FEZ) Type: Entity Entity Type: Airspace Control (Corridors) Areas Symbol Set: 25 Value: 171400		FEZ ATF MIN ALT: 750FT AGL MAX ALT: 15000FT AGL TIME FROM: 030100ZOCT2008 TIME TO: 210100ZDEC2008
<u>Draw Rules:</u> <u>Area1</u> - Dynamic Joint Engagement Zone (JEZ) Type: Entity Entity Type: Airspace Control (Corridors) Areas Symbol Set: 25 Value: 171500		JEZ ATF MIN ALT: 300FT AGL MAX ALT: 12000FT AGL TIME FROM: 310100ZOCT2008 TIME TO: 010100ZNOV2008
<u>Draw Rules:</u> <u>Area1</u> - Dynamic Missile Engagement Zone (MEZ) Type: Entity Entity Type: Airspace Control (Corridors) Areas Symbol Set: 25 Value: 171600		MEZ 2-4 ADA BN MIN ALT: 6000FT AGL MAX ALT: 45000FT AGL TIME FROM: 160100ZFEB2008 TIME TO: 150100ZMAR2008

TABLE L-XIII. Airspace coordinating measures - Continued.

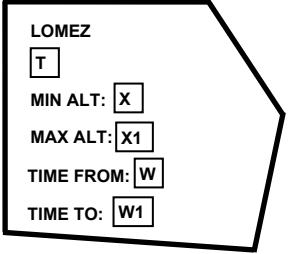
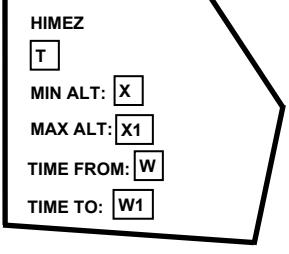
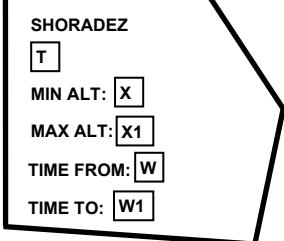
DESCRIPTION	TEMPLATE	EXAMPLE
<p>Low (Altitude) Missile Engagement Zone (LOMEZ)</p> <p>Type: Entity Entity Type: Airspace Control (Corridors) Areas Symbol Set: 25 Value: 171700</p> <p><u>Draw Rules:</u> Area1 - Dynamic</p>		<p>LOMEZ AACC MIN ALT: 300FT AGL MAX ALT: 600FT AGL TIME FROM: 070600ZAUG2008 TIME TO: 071600ZAUG2008</p>
<p>High (Altitude) Missile Engagement Zone (HIMEZ)</p> <p>Type: Entity Entity Type: Airspace Control (Corridors) Areas Symbol Set: 25 Value: 171800</p> <p><u>Draw Rules:</u> Area1 - Dynamic</p>		<p>HIMEZ AACC MIN ALT: 6000FT AGL MAX ALT: 15000FT AGL TIME FROM: 070600ZAUG2008 TIME TO: 071600ZAUG2008</p>
<p>Short Range Air Defense Engagement Zone (SHORADEZ)</p> <p>Type: Entity Entity Type: Airspace Control (Corridors) Areas Symbol Set: 25 Value: 171900</p> <p><u>Draw Rules:</u> Area1 - Dynamic</p>		<p>SHORADEZ ATF MIN ALT: 300FT AGL MAX ALT: 24000FT AGL TIME FROM: 240600ZAUG2008 TIME TO: 242300ZAUG2008</p> <p>In air defense, airspace of defined dimensions within which the responsibility for engagement normally rests with a particular weapon system.</p> <p>Note: Replaces Forward Area Air Defense Engagement Zone (FAADEZ)</p>

TABLE L-XIII. Airspace coordinating measures - Continued.

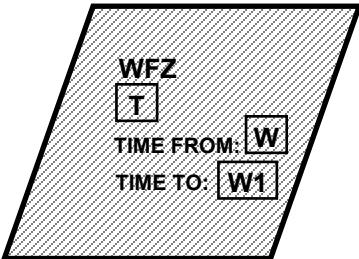
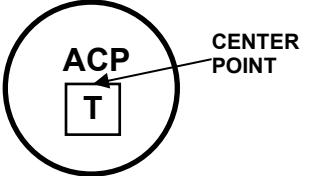
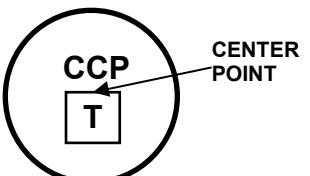
DESCRIPTION	TEMPLATE	EXAMPLE
Weapons Free Zone Type: Entity Entity Type: Airspace Control (Corridors) Areas Symbol Set: 25 Value: 172000		
<u>Draw Rules:</u> <u>Area1</u> - Dynamic		
An air defense zone established around key assets or facilities other than airbases which merit special protection by 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.		
Points		
Airspace Control Points Type: Airspace Control Points Symbol Set: 25 Value: 180000	Reserved for hierarchical purposes.	N/A
<u>Draw Rules:</u> <u>Point2</u> – Static		
Air Control Point Type: Entity Type Entity: Airspace Control Points Symbol Set: 25 Value: 180100		
<u>Draw Rules:</u> <u>Point2</u> – Static		
Communications Check Point Type: Entity Type Entity: Airspace Control Points Symbol Set: 25 Value: 180200		
<u>Draw Rules:</u> <u>Point2</u> – Static		

TABLE L-XIII. Airspace coordinating measures - Continued.

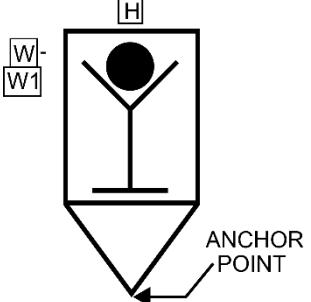
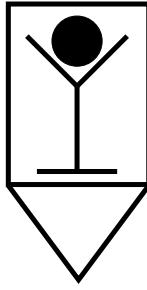
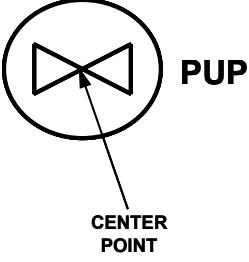
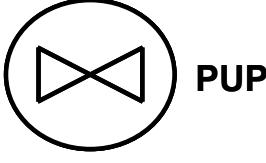
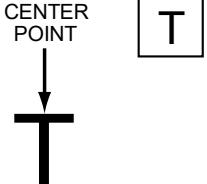
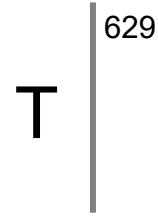
DESCRIPTION	TEMPLATE	EXAMPLE
Isolated Personnel Recovery Point Type: Entity Type Entity: Airspace Control Points Symbol Set: 25 Value: 180300 <u>Draw Rules:</u> <u>Point1</u> – Static		<p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p> <p>030200ZAPR2018-050700ZAPR2018</p> 
Pop-Up Point (PUP) Type: Entity Type Entity: Airspace Control Points Symbol Set: 25 Value: 180400 <u>Draw Rules:</u> <u>Point2</u> – Static		
Air Control Rendezvous Type: Entity Type Entity: Airspace Control Points Symbol Set: 25 Value: 180500 <u>Draw Rules:</u> <u>Point2</u> – Static		
Tactical Air Navigation (TACAN) Type: Entity Type Entity: Airspace Control Points Symbol Set: 25 Value: 180600 <u>Draw Rules:</u> <u>Point2</u> – Static		

TABLE L-XIII. Airspace coordinating measures - Continued.

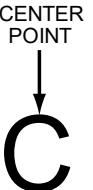
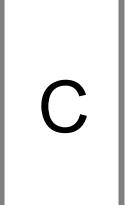
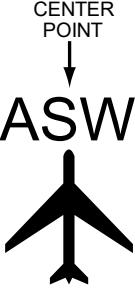
DESCRIPTION	TEMPLATE	EXAMPLE
Combat Air Patrol (CAP) Station Type: Entity Type Entity: Airspace Control Points Symbol Set: 25 Value: 180700 <u>Draw Rules:</u> <u>Point2</u> – Static		
Airborne Early Warning (AEW) Station Type: Entity Type Entity: Airspace Control Points Symbol Set: 25 Value: 180800 <u>Draw Rules:</u> <u>Point2</u> – Static		
ASW (Helo and F/W) Station Type: Entity Type Entity: Airspace Control Points Symbol Set: 25 Value: 180900 <u>Draw Rules:</u> <u>Point2</u> – Static		
Strike Initial Point Type: Entity Type Entity: Airspace Control Points Symbol Set: 25 Value: 181000 <u>Draw Rules:</u> <u>Point2</u> – Static		

TABLE L-XIII. Airspace coordinating measures - Continued.

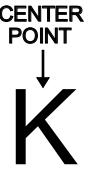
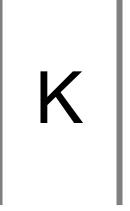
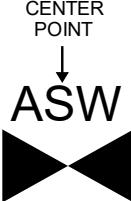
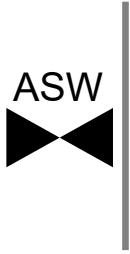
DESCRIPTION	TEMPLATE	EXAMPLE
Replenishment Station Type: Entity Type Entity: Airspace Control Points Symbol Set: 25 Value: 181100 <u>Draw Rules:</u> <u>Point2</u> – Static	CENTER POINT 	
Tanking Type: Entity Type Entity: Airspace Control Points Symbol Set: 25 Value: 181200 <u>Draw Rules:</u> <u>Point2</u> – Static	CENTER POINT 	
Antisubmarine Warfare, Rotary Wing Type: Entity Type Entity: Airspace Control Points Symbol Set: 25 Value: 181300 <u>Draw Rules:</u> <u>Point2</u> – Static	CENTER POINT 	
Surface Combat Air Patrol (SUCAP) – Fixed Wing Type: Entity Type Entity: Airspace Control Points Symbol Set: 25 Value: 181400 <u>Draw Rules:</u> <u>Point2</u> – Static	CENTER POINT 	

TABLE L-XIII. Airspace coordinating measures - Continued.

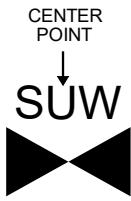
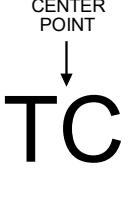
DESCRIPTION	TEMPLATE	EXAMPLE
SUCAP – Rotary Wing Type: Entity Type Entity: Airspace Control Points Symbol Set: 25 Value: 181500 Draw Rules: <u>Point2</u> – Static	<p style="text-align: center;">CENTER POINT </p>	
MIW – Fixed Wing Type: Entity Type Entity: Airspace Control Points Symbol Set: 25 Value: 181600 Draw Rules: <u>Point2</u> – Static	<p style="text-align: center;">CENTER POINT </p>	
MIW – Rotary Wing Type: Entity Type Entity: Airspace Control Points Symbol Set: 25 Value: 181700 Draw Rules: <u>Point2</u> – Static	<p style="text-align: center;">CENTER POINT </p>	
Tomcat Type: Entity Type Entity: Airspace Control Points Symbol Set: 25 Value: 181800 Draw Rules: <u>Point2</u> – Static	<p style="text-align: center;">CENTER POINT </p>	

TABLE L-XIII. Airspace coordinating measures - Continued.

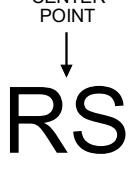
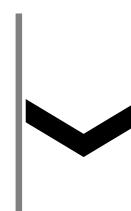
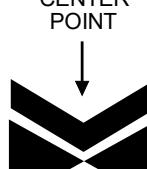
DESCRIPTION	TEMPLATE	EXAMPLE
Rescue Type: Entity Type Entity: Airspace Control Points Symbol Set: 25 Value: 181900 <u>Draw Rules:</u> Point2 – Static	<p style="text-align: center;">CENTER POINT ↓</p> 	
Unmanned Aerial System (UAS/UA) Type: Entity Type Entity: Airspace Control Points Symbol Set: 25 Value: 182000 <u>Draw Rules:</u> Point2 – Static	<p style="text-align: center;">CENTER POINT ↓</p> 	
Vertical Take-off and Landing (VTOL)Tactical Unmanned Aircraft (VTUA) Type: Entity Type Entity: Airspace Control Points Symbol Set: 25 Value: 182100 <u>Draw Rules:</u> Point2 – Static	<p style="text-align: center;">CENTER POINT ↓</p> 	
Orbit Type: Entity Type Entity: Airspace Control Points Symbol Set: 25 Value: 182200 <u>Draw Rules:</u> Point2 – Static	<p style="text-align: center;">CENTER POINT ↓</p> 	

TABLE L-XIII. Airspace coordinating measures - Continued.

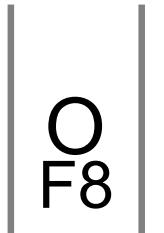
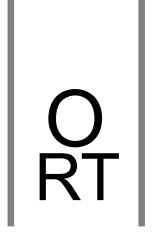
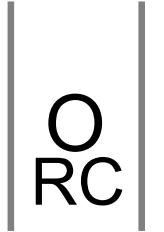
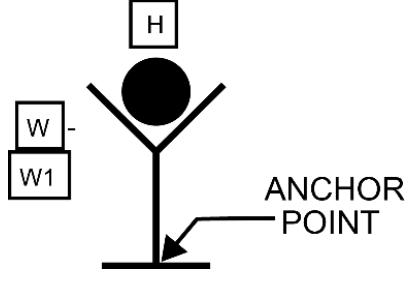
DESCRIPTION	TEMPLATE	EXAMPLE
Orbit – Figure Eight Type: Entity Type Entity: Airspace Control Points Symbol Set: 25 Value: 182300 Draw Rules: <u>Point2</u> – Static	CENTER POINT 	
Orbit – Race Track Type: Entity Type Entity: Airspace Control Points Symbol Set: 25 Value: 182400 Draw Rules: <u>Point2</u> – Static	CENTER POINT 	
Orbit – Random Closed Type: Entity Type Entity: Airspace Control Points Symbol Set: 25 Value: 182500 Draw Rules: <u>Point2</u> – Static	CENTER POINT 	
Isolated Personnel Location Type: Entity Type Entity: Airspace Control Points Symbol Set: 25 Value: 182600 Draw Rules: <u>Point2</u> – Static		030200ZAPR2018 - 050700ZAPR2018 
Lines		
Airspace Control Lines Type: Entity Symbol Set: 25 Value: 190000	N/A	N/A

TABLE L-XIII. Airspace coordinating measures - Continued.

DESCRIPTION	TEMPLATE	EXAMPLE
Identification, Friend-or-Foe (IFF) Off Line Type: Entity Type Entity: Airspace Control Lines Symbol Set: 25 Value: 190100 <u>Draw Rules:</u> <u>Line1</u> - Dynamic		IFF OFF IFF OFF 
 Line demarking where friendly aircraft en-route to targets stop emitting an IFF signal. (AJP-3.3.5)		
Identification, Friend-or-Foe (IFF) On Line Type: Entity Type Entity: Airspace Control Lines Symbol Set: 25 Value: 190200 <u>Draw Rules:</u> <u>Line1</u> - Dynamic		IFF ON IFF ON 
 Line demarking where friendly aircraft returning to friendly territory start emitting an IFF signal. (AJP-3.3.5)		

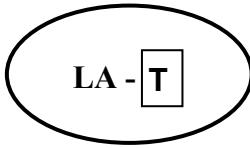
L.5.16 Maritime control measures.

L.5.16.1 Maritime control measures. Are used by NATO to help the maritime component commander and their 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 L-XIV. Maritime control measures.

DESCRIPTION	TEMPLATE	EXAMPLE
Maritime Control Area Type: Entity Symbol Set: 25 Value: 200000	N/A	N/A

TABLE L-XIV. Maritime control measures - Continued.

DESCRIPTION	TEMPLATE	EXAMPLE
Launch Area Type: Entity Type Entity: Maritime Control Areas Symbol Set: 25 Value: 200100	N/A	N/A
Launch Area, Ellipse/Circle (AEGIS only) Type: Entity Subtype Entity/Entity Type: Maritime Control Areas/Launch Area Symbol Set: 25 Value: 200101 <u>Draw Rules:</u> Ellipse1 - Dynamic		 
Defended Area Type: Entity Type Entity: Maritime Control Areas Symbol Set: 25 Value: 200200	N/A	N/A
Defended Area, Ellipse/Circle (AEGIS only) Type: Entity Subtype Entity/Entity Type: Maritime Control Areas/Defended Area Symbol Set: 25 Value: 200201 <u>Draw Rules:</u> Ellipse1 - Dynamic		 

Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.

TABLE L-XIV. Maritime control measures - Continued.

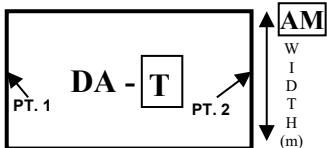
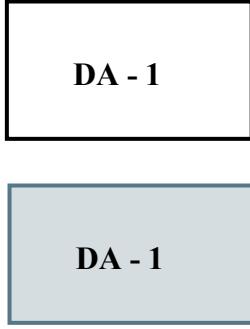
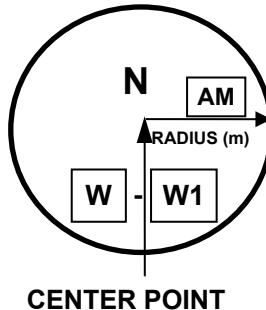
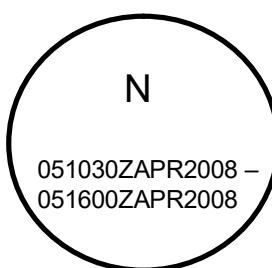
DESCRIPTION	TEMPLATE	EXAMPLE
Defended Area, Rectangle (AEGIS only)	Type: Entity Subtype Entity/Entity Type: Maritime Control Areas/Defended Area Symbol Set: 25 Value: 200202	<p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p>  
<u>Draw Rules:</u> Rectangular1 - Dynamic		<p>Note: Defended Area may be depicted as gray (RGB:85,119,136) where the gray area fill is 75% transparent.</p> <p>Orientation: As determined by the anchor points.</p>
No Attack (NOTACK) Zone (AEGIS only)	Type: Entity Type Entity: Maritime Control Areas Symbol Set: 25 Value: 200300	 
<u>Draw Rules:</u> Circular1 - Dynamic	Ship Area of Interest, Maneuver Areas (AEGIS only)	<p>Note: Maneuver areas can only occur within a Ship AOI graphic.</p> Type: Entity Type Entity: Maritime Control Areas Symbol Set: 25 Value: 200400
<u>Draw Rules:</u> Point3 - Dynamic		<p>Note: Gray background is used to show white border and is not part of the symbol</p>

TABLE L-XIV. Maritime control measures - Continued.

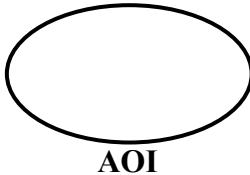
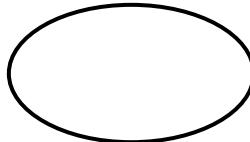
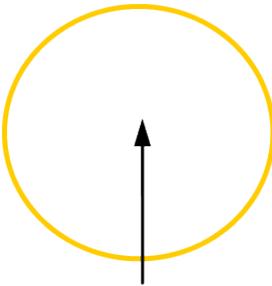
DESCRIPTION	TEMPLATE	EXAMPLE
Ship Area of Interest, Eclipse/Circle (AEGIS only)	 Type: Entity Subtype Entity/Entity Type: Maritime Control Areas/Ship Area of Interest Symbol Set: 25 Value: 200401	<p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p>   White-Colored Option
Ship Area of Interest, Rectangle (AEGIS only)	 Type: Entity Subtype Entity/Entity Type: Maritime Control Areas/Ship Area of Interest Symbol Set: 25 Value: 200402	  White-Colored Option
Active Maneuver Area (AEGIS only)	 Type: Entity Type Entity: Maritime Control Areas Symbol Set: 25 Value: 200500	

TABLE L-XIV. Maritime control measures - Continued.

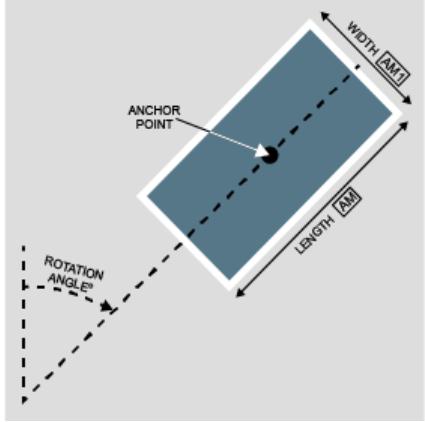
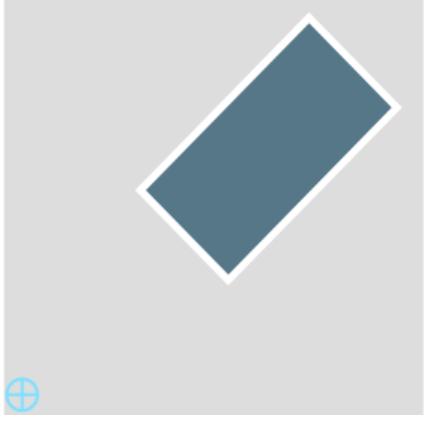
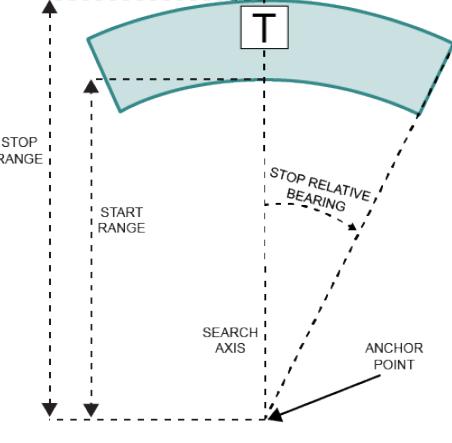
DESCRIPTION	TEMPLATE	EXAMPLE
<p>Cued Acquisition Doctrine (AEGIS only)</p> <p>Type: Entity Type Entity: Maritime Control Areas Symbol Set: 25 Value: 200600</p> <p><u>Draw Rules:</u> Point17 – Dynamic</p> <p>Orientation: The orientation of this symbol is determined by the rotation angle provided, where 0 degrees is North and a positive rotation angle rotates the rectangle in a clockwise direction.</p>		<p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p> 
<p>Radar Search Doctrine (AEGIS only)</p> <p>Type: Entity Type Entity: Maritime Control Areas Symbol Set: 25 Value: 200700</p> <p><u>Draw Rules:</u> Point18 – Dynamic</p> <p>Orientation: The orientation of this symbol is determined by the search axis azimuth provided.</p>		<p>Note1: Cued Acquisition Doctrine symbol has a white border (RGB: 255,255,255) with a 75% transparent gray fill (RGB: 85,119,136)</p> <p>Note2: Gray background is used to show white border and is not part of the symbol</p> 
<p>Maritime Control Points</p> <p>Type: Entity Symbol Set: 25 Value: 210000</p>	N/A	N/A

TABLE L-XIV. Maritime control measures - Continued.

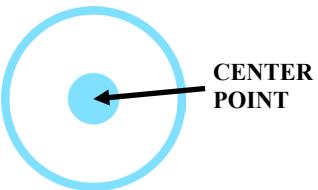
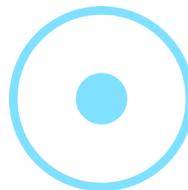
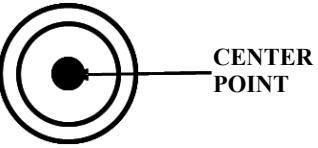
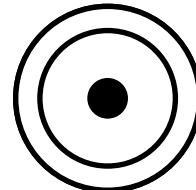
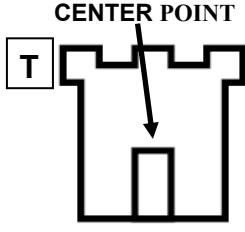
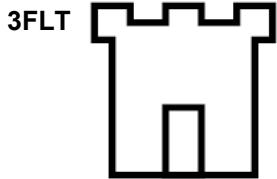
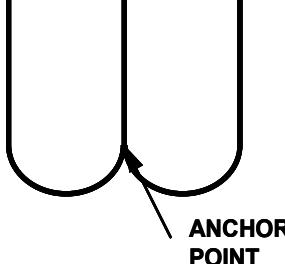
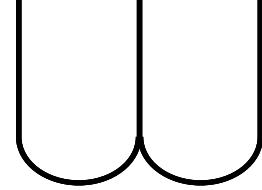
DESCRIPTION	TEMPLATE	EXAMPLE
Plan Ship Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 210100 <u>Draw Rules:</u> Point2 – Static		
Aim Point Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 210200 <u>Draw Rules:</u> Point2 – Static		
Defended Asset Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 210300 <u>Draw Rules:</u> Point2 – Static		
Drop Point Symbol Set: 25 Value: 210400 <u>Draw Rules:</u> Point4 - Static		

TABLE L-XIV. Maritime control measures - Continued.

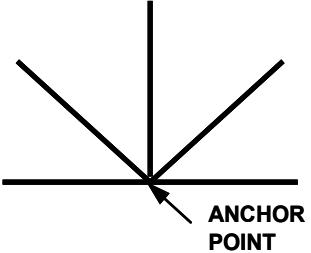
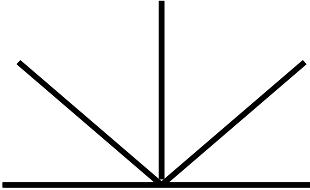
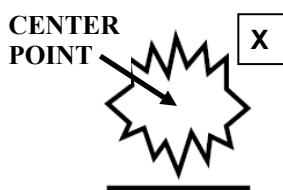
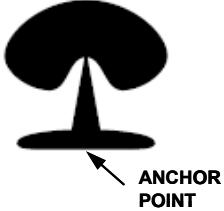
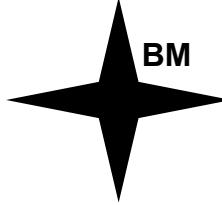
DESCRIPTION	TEMPLATE	EXAMPLE
Entry Point Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 210500 <u>Draw Rules:</u> <u>Point5</u> - Static		<p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p> 
Air Detonation Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 210600 <u>Draw Rules:</u> <u>Point2</u> – Static		
Ground Zero Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 210700 <u>Draw Rules:</u> <u>Point6</u> - Static		
Impact Point Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 210800 <u>Draw Rules:</u> <u>Point2</u> – Static		

TABLE L-XIV. Maritime control measures - Continued.

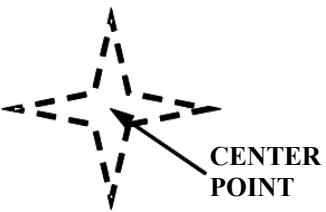
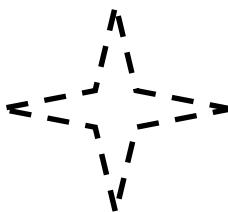
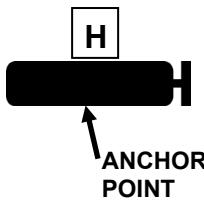
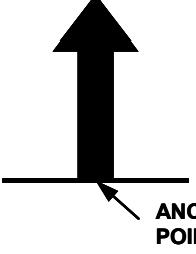
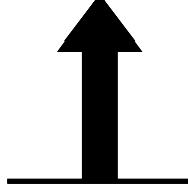
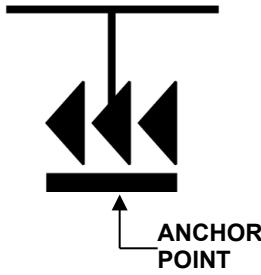
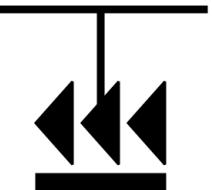
DESCRIPTION	TEMPLATE	EXAMPLE
Predicted Impact Point Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 210900 <u>Draw Rules:</u> Point2 – Static	 CENTER POINT	
Launched Torpedo (AEGIS only) Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 211000 <u>Draw Rules:</u> Point7 - Static	 ANCHOR POINT	
Missile Detection Point Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 211100 <u>Draw Rules:</u> Point7 - Static	 ANCHOR POINT	
Sub-Surface Warfare		
Acoustic Countermeasure (Decoy) (AEGIS only) Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 211200 <u>Draw Rules:</u> Point7 - Static	 ANCHOR POINT	

TABLE L-XIV. Maritime control measures - Continued.

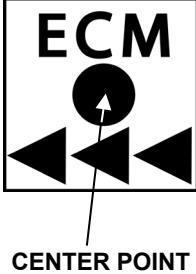
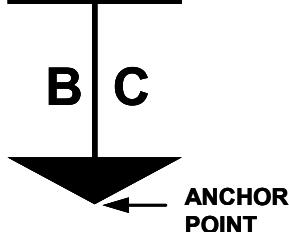
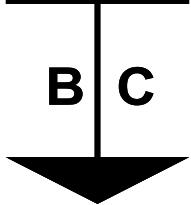
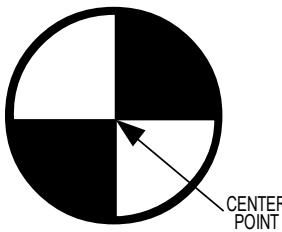
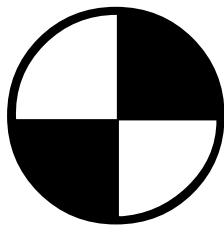
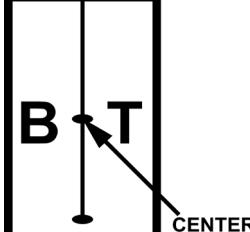
DESCRIPTION	TEMPLATE	EXAMPLE
Electronic Countermeasures (ECM) Decoy (AEGIS only) Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 211300 <u>Draw Rules:</u> <u>Point2</u> – Static	 <p style="text-align: center;">CENTER POINT</p>	
Brief Contact Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 211400 <u>Draw Rules:</u> <u>Point7</u> - Static	 <p style="text-align: center;">ANCHOR POINT</p>	
Datum Lost Contact Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 211500 <u>Draw Rules:</u> <u>Point2</u> – Static	 <p style="text-align: center;">CENTER POINT</p>	 <p>Note: The symbol will be oriented as shown above and will be centered over the datum.</p>
BT Buoy Drop Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 211600 <u>Draw Rules:</u> <u>Point9</u> - Static	 <p style="text-align: center;">CENTER POINT</p>	

TABLE L-XIV. Maritime control measures - Continued.

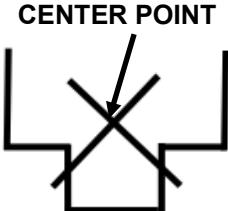
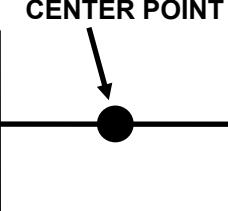
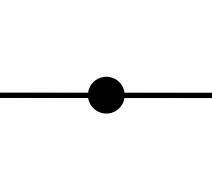
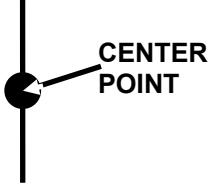
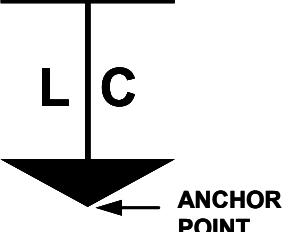
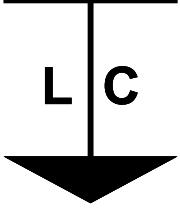
DESCRIPTION	TEMPLATE	EXAMPLE
Reported Bottomed Sub Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 211700		Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure. 
<u>Draw Rules:</u> Point2 – Static		
Moving Haven Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 211800		
<u>Draw Rules:</u> Point2 – Static		
Screen Center Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 211900		
<u>Draw Rules:</u> Point2 – Static		
Lost Contact Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 212000		
<u>Draw Rules:</u> Point7 - Static		

TABLE L-XIV. Maritime control measures - Continued.

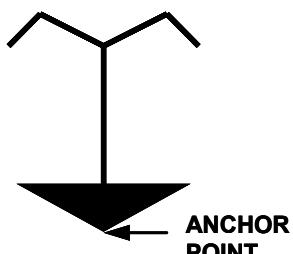
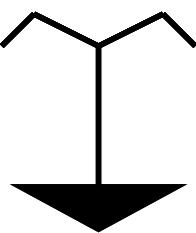
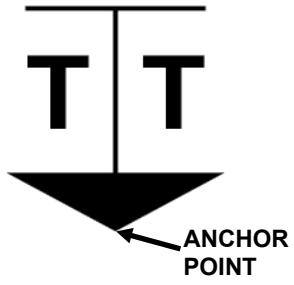
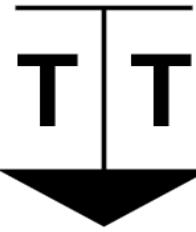
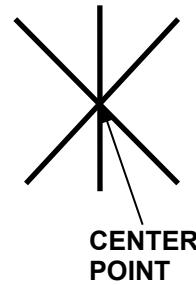
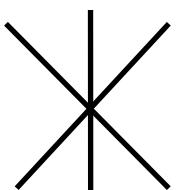
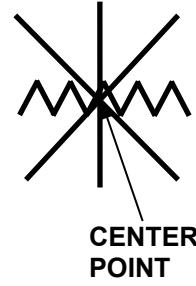
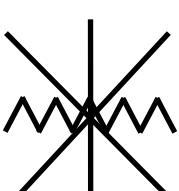
DESCRIPTION	TEMPLATE	EXAMPLE
Sinker Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 212100 <u>Draw Rules:</u> Point7 - Static		
Trial Track Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 212200 <u>Draw Rules:</u> Point7 - Static		
Fix		
Acoustic Fix Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 212300 <u>Draw Rules:</u> Point2 – Static		
Electromagnetic Fix Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 212400 <u>Draw Rules:</u> Point2 – Static		

TABLE L-XIV. Maritime control measures - Continued.

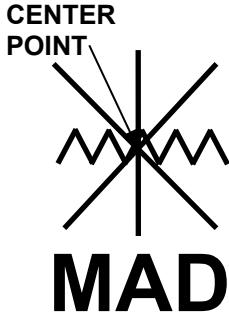
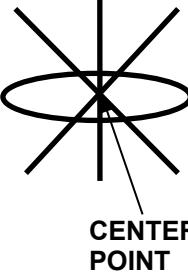
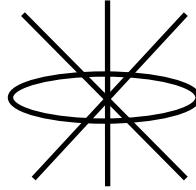
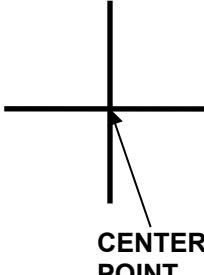
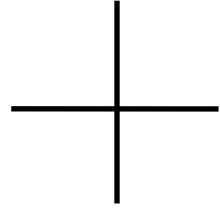
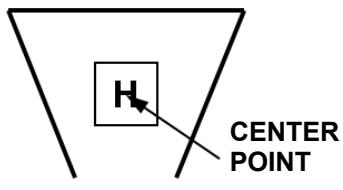
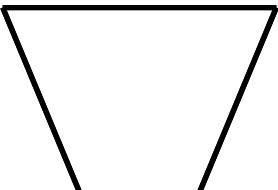
DESCRIPTION	TEMPLATE	EXAMPLE
Electromagnetic - Magnetic Anomaly Detection (MAD) Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 212500 <u>Draw Rules:</u> <u>Point2</u> – Static		
Optical Fix Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 212600 <u>Draw Rules:</u> <u>Point2</u> – Static		
Formation Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 212700 <u>Draw Rules:</u> <u>Point2</u> – Static		
Harbor Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 212800 <u>Draw Rules:</u> <u>Point8</u> - Static		
		<p>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 following selections or the selection that follows are not sufficient.</p>

TABLE L-XIV. Maritime control measures - Continued.

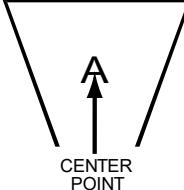
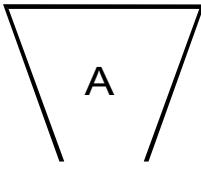
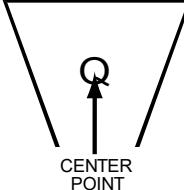
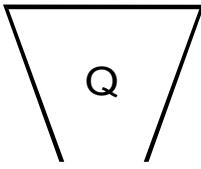
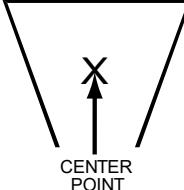
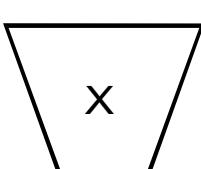
DESCRIPTION	TEMPLATE	EXAMPLE
Harbor Entrance Point Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 212900	Reserved for hierarchical purposes.	<small>Note:</small> Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure. N/A
<u>Draw Rules:</u> Point8 - Static		
Harbor Entrance Point Q Type: Entity Subtype Entity/Entity Type: Maritime Control Points/Harbor Entrance Point Symbol Set: 25 Value: 212901		
<u>Draw Rules:</u> Point8 - Static		

TABLE L-XIV. Maritime control measures - Continued.

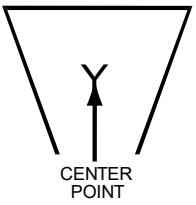
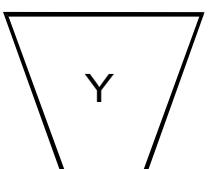
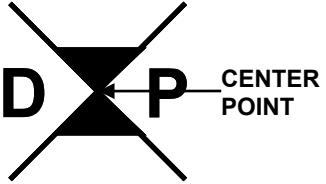
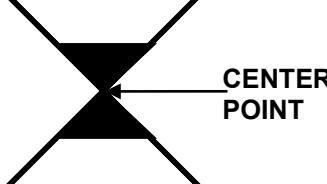
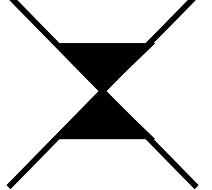
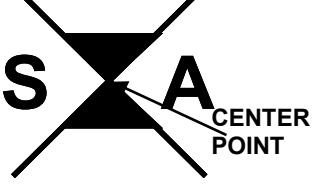
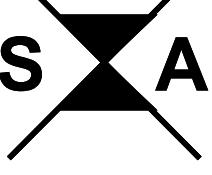
DESCRIPTION	TEMPLATE	EXAMPLE
Harbor Entrance Point Y Type: Entity Subtype Entity/Entity Type: Maritime Control Points/Harbor Entrance Point Symbol Set: 25 Value: 212904 <u>Draw Rules:</u> Point8 - Static		
Search		
Dip Position Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 213000 <u>Draw Rules:</u> Point2 – Static		
Search Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 213100 <u>Draw Rules:</u> Point2 – Static		
Search Area Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 213200 <u>Draw Rules:</u> Point2 – Static		

TABLE L-XIV. Maritime control measures - Continued.

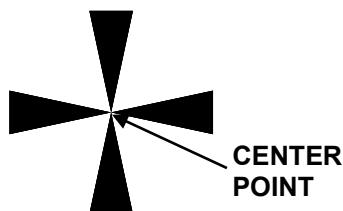
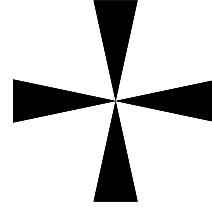
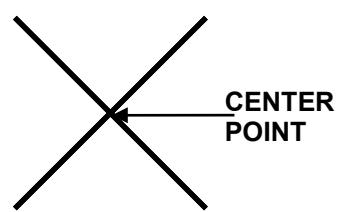
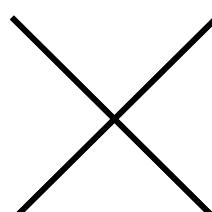
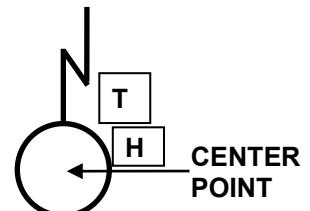
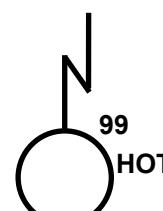
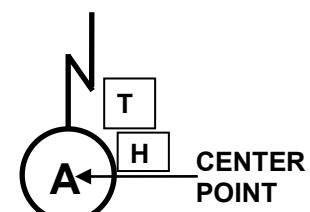
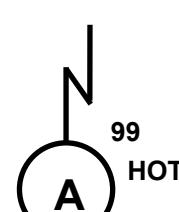
DESCRIPTION	TEMPLATE	EXAMPLE
Search Center Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 213300 <u>Draw Rules:</u> <u>Point2</u> – Static		
Navigational Reference Point Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 213400 <u>Draw Rules:</u> <u>Point2</u> – Static		
Sonobuoys		
Sonobuoy Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 213500 <u>Draw Rules:</u> <u>Point10</u> - Static		
Ambient Noise Type: Entity Subtype Entity/Entity Type: Maritime Control Points/Sonobuoy Symbol Set: 25 Value: 213501 <u>Draw Rules:</u> <u>Point10</u> - Static		

TABLE L-XIV. Maritime control measures - Continued.

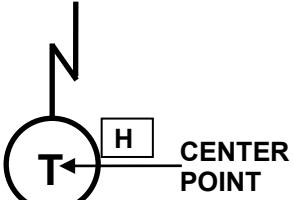
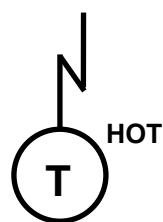
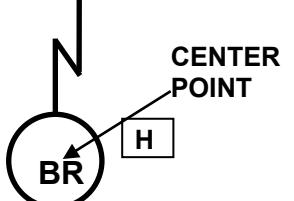
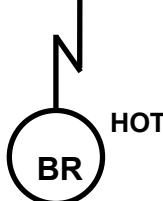
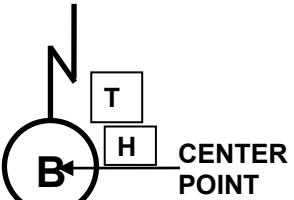
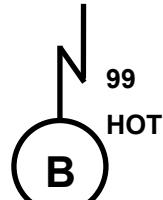
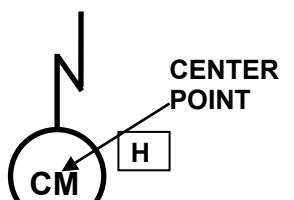
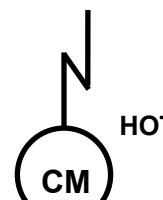
DESCRIPTION	TEMPLATE	EXAMPLE <small>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</small>
Air Transportable Communication (ATAC) Type: Entity Subtype Entity/Entity Type: Maritime Control Points/Sonobuoy Symbol Set: 25 Value: 213502 <u>Draw Rules:</u> Point10 - Static		
Barra Type: Entity Subtype Entity/Entity Type: Maritime Control Points/Sonobuoy Symbol Set: 25 Value: 213503 <u>Draw Rules:</u> Point10 - Static		
Bathythermograph Transmitting (BT) Type: Entity Subtype Entity/Entity Type: Maritime Control Points/Sonobuoy Symbol Set: 25 Value: 213504 <u>Draw Rules:</u> Point10 - Static		
Command Active Multi-Beam Sonobuoy (CAMBS) Type: Entity Subtype Entity/Entity Type: Maritime Control Points/Sonobuoy Symbol Set: 25 Value: 213505 <u>Draw Rules:</u> Point10 - Static		

TABLE L-XIV. Maritime control measures - Continued.

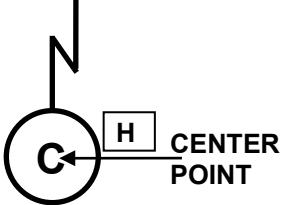
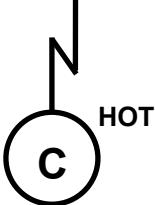
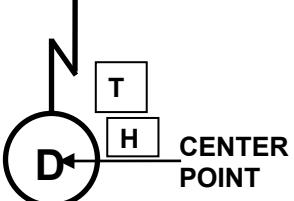
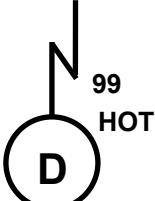
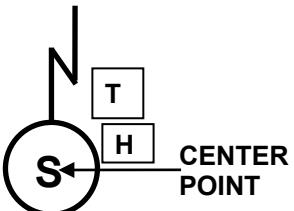
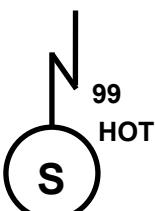
DESCRIPTION	TEMPLATE	EXAMPLE
Command Active Sonobuoy Directional Command Active Sonobuoy System (CASS) Type: Entity Subtype Entity/Entity Type: Maritime Control Points/Sonobuoy Symbol Set: 25 Value: 213506 <u>Draw Rules:</u> Point10 - Static		Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure. 
Directional Frequency Analyzing and Recording (DIFAR) Type: Entity Subtype Entity/Entity Type: Maritime Control Points/Sonobuoy Symbol Set: 25 Value: 213507 <u>Draw Rules:</u> Point10 - Static		
Directional Command Active Sonobuoy System (DICASS) Type: Entity Subtype Entity/Entity Type: Maritime Control Points/Sonobuoy Symbol Set: 25 Value: 213508 <u>Draw Rules:</u> Point10 - Static		

TABLE L-XIV. Maritime control measures - Continued.

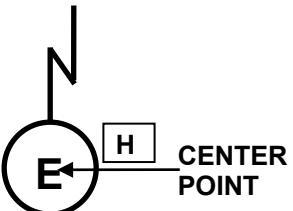
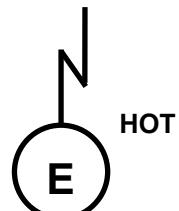
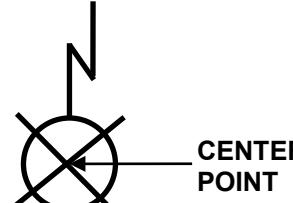
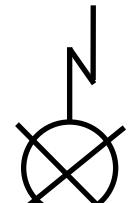
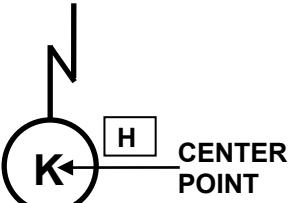
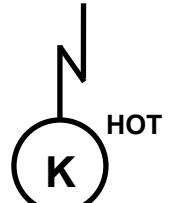
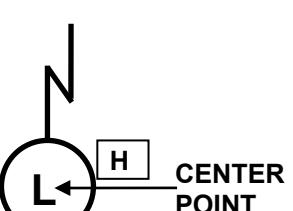
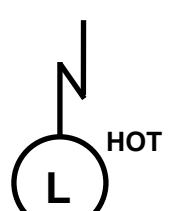
DESCRIPTION	TEMPLATE	EXAMPLE
Expendable Reliable Acoustic Path Sonobuoy (ERAPS) Type: Entity Subtype Entity/Entity Type: Maritime Control Points/Sonobuoy Symbol Set: 25 Value: 213509 <u>Draw Rules:</u> Point10 - Static		<p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p> 
Expired Type: Entity Subtype Entity/Entity Type: Maritime Control Points/Sonobuoy Symbol Set: 25 Value: 213510 <u>Draw Rules:</u> Point10 - Static		
Kingpin Type: Entity Subtype Entity/Entity Type: Maritime Control Points/Sonobuoy Symbol Set: 25 Value: 213511 <u>Draw Rules:</u> Point10 - Static		
Low Frequency Analysis and Recording (LOFAR) Type: Entity Subtype Entity/Entity Type: Maritime Control Points/Sonobuoy Symbol Set: 25 Value: 213512 <u>Draw Rules:</u> Point10 - Static		

TABLE L-XIV. Maritime control measures - Continued.

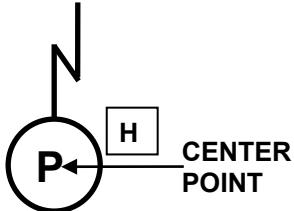
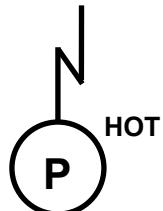
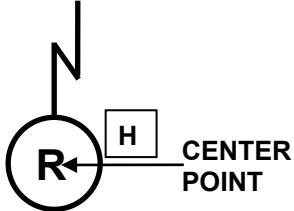
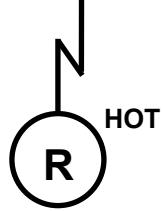
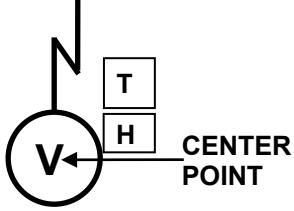
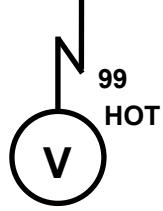
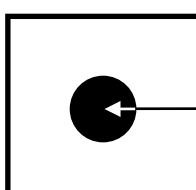
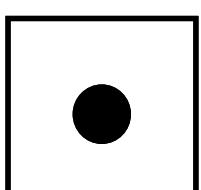
DESCRIPTION	TEMPLATE	EXAMPLE
Pattern Center Type: Entity Subtype Entity/Entity Type: Maritime Control Points/Sonobuoy Symbol Set: 25 Value: 213513 <u>Draw Rules:</u> Point10 - Static		
Range Only Type: Entity Subtype Entity/Entity Type: Maritime Control Points/Sonobuoy Symbol Set: 25 Value: 213514 <u>Draw Rules:</u> Point10 - Static		
Vertical Line Array Directional Frequency Analysis and Recording (DIFAR) Type: Entity Subtype Entity/Entity Type: Maritime Control Points/Sonobuoy Symbol Set: 25 Value: 213515 <u>Draw Rules:</u> Point10 - Static		
Reference Points		
Reference Point Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 213600 <u>Draw Rules:</u> Point2 - Static		

TABLE L-XIV. Maritime control measures - Continued.

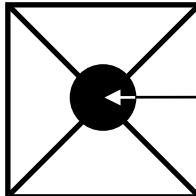
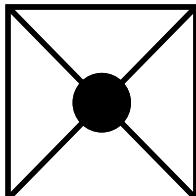
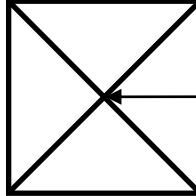
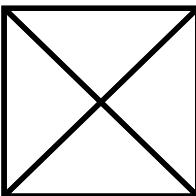
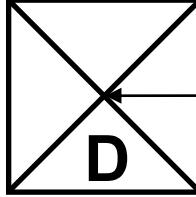
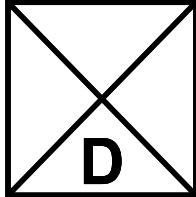
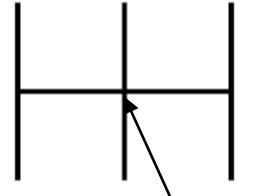
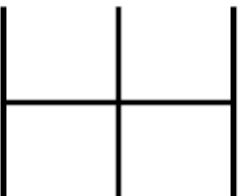
DESCRIPTION	TEMPLATE	EXAMPLE
Special Point Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 213700	 CENTER POINT	Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure. 
<u>Draw Rules:</u> Point2 – Static		
Navigational Reference Point Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 213800	 CENTER POINT	
<u>Draw Rules:</u> Point2 – Static		
Data Link Reference Point Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 213900	 CENTER POINT D	
<u>Draw Rules:</u> Point2 – Static		
Vital Area Center Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 214100	 CENTER POINT	
<u>Draw Rules:</u> Point2 – Static		

TABLE L-XIV. Maritime control measures - Continued.

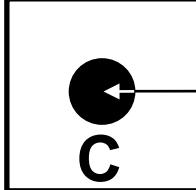
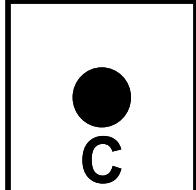
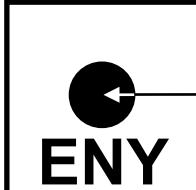
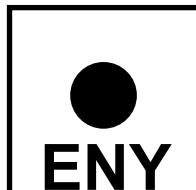
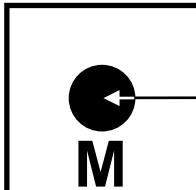
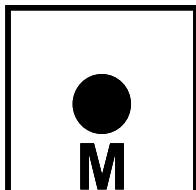
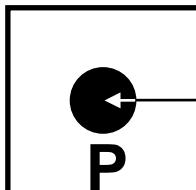
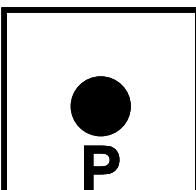
DESCRIPTION	TEMPLATE	EXAMPLE
Corridor Tab Point Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 214200 <u>Draw Rules:</u> <u>Point2</u> – Static		
Enemy Point Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 214300 <u>Draw Rules:</u> <u>Point2</u> – Static		
Marshall Point Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 214400 <u>Draw Rules:</u> <u>Point2</u> – Static		
Position and Intended Movement (PIM) Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 214500 <u>Draw Rules:</u> <u>Point2</u> – Static		

TABLE L-XIV. Maritime control measures - Continued.

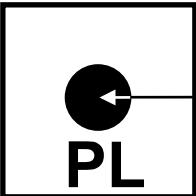
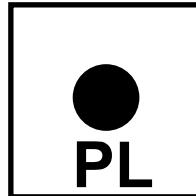
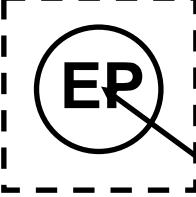
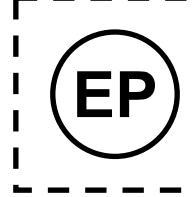
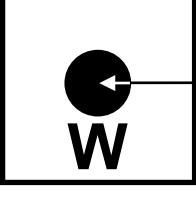
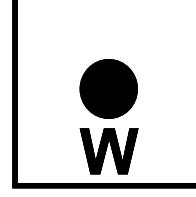
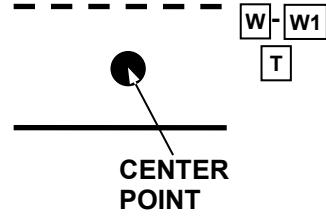
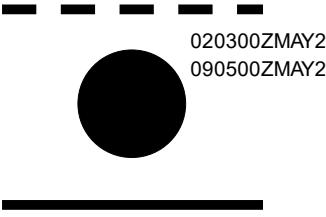
DESCRIPTION	TEMPLATE	EXAMPLE
Pre-Landfall Waypoint Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 214600 <u>Draw Rules:</u> Point2 – Static		
Estimated Position (EP) Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 214700 <u>Draw Rules:</u> Point2 – Static		
Waypoint Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 214800 <u>Draw Rules:</u> Point2 – Static		
Sea Subsurface Stations		
General Sea Subsurface Station Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 214900 <u>Draw Rules:</u> Point2 – Static		

TABLE L-XIV. Maritime control measures - Continued.

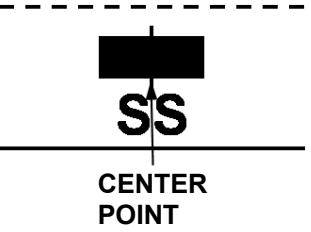
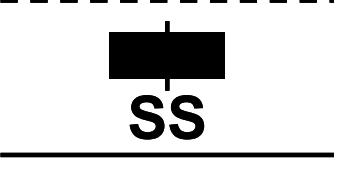
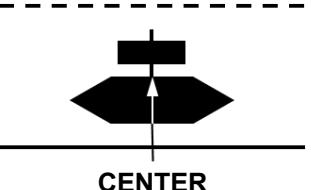
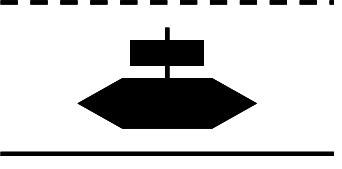
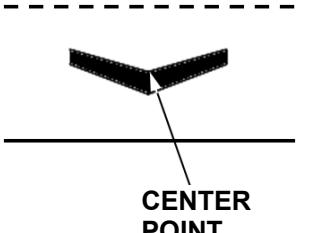
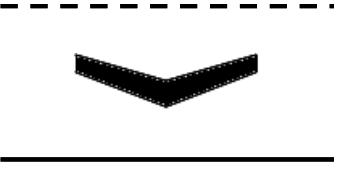
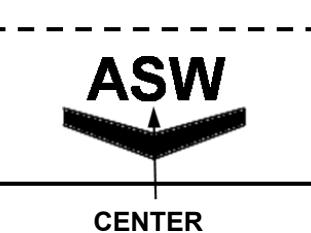
DESCRIPTION	TEMPLATE	EXAMPLE
Submarine Sea Subsurface Station Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 215000 <u>Draw Rules:</u> <u>Point2</u> – Static		
Submarine Antisubmarine Warfare Sea Subsurface Station Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 215100 <u>Draw Rules:</u> <u>Point2</u> – Static		
Unmanned Underwater Vehicle Sea Subsurface Station Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 215200 <u>Draw Rules:</u> <u>Point2</u> – Static		
Antisubmarine Warfare (ASW) Unmanned Underwater Vehicle Sea Subsurface Station Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 215300 <u>Draw Rules:</u> <u>Point2</u> – Static		

TABLE L-XIV. Maritime control measures - Continued.

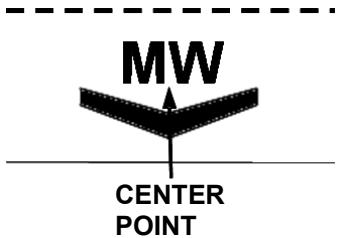
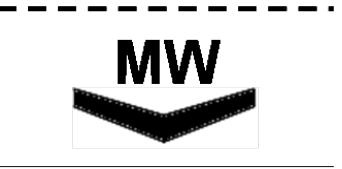
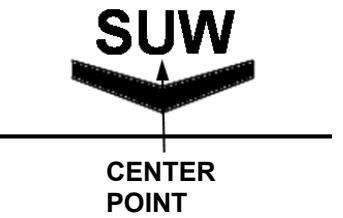
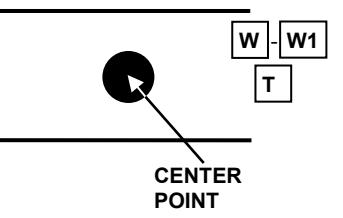
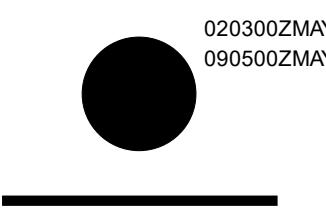
DESCRIPTION	TEMPLATE	EXAMPLE
Mine Warfare Unmanned Underwater Vehicle Sea Subsurface Station		<p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p> 
Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 215400		
<u>Draw Rules:</u>		
<u>Point2</u> – Static		
Sea Surface Warfare Unmanned Underwater Vehicle Sea Subsurface Station		
Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 215500		
<u>Draw Rules:</u>		
<u>Point2</u> – Static		
Sea Surface Stations		
General Sea Surface Station		 <p>020300ZMAY2008 - 090500ZMAY2008</p>
Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 215600		
<u>Draw Rules:</u>		
<u>Point2</u> – Static		

TABLE L-XIV. Maritime control measures - Continued.

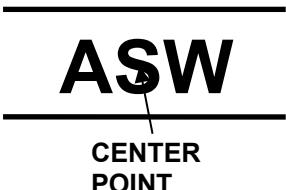
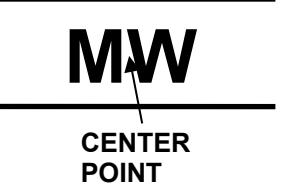
DESCRIPTION	TEMPLATE	EXAMPLE
Antisubmarine Warfare (ASW) Sea Surface Station Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 215700 <u>Draw Rules:</u> <u>Point2</u> – Static		
Mine Warfare Sea Surface Station Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 215800 <u>Draw Rules:</u> <u>Point2</u> – Static		
Non-Combatant Sea Surface Station Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 215900 <u>Draw Rules:</u> <u>Point2</u> – Static		
Picket Sea Surface Station Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 216000 <u>Draw Rules:</u> <u>Point2</u> – Static		

TABLE L-XIV. Maritime control measures - Continued.

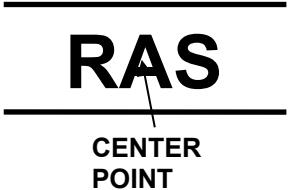
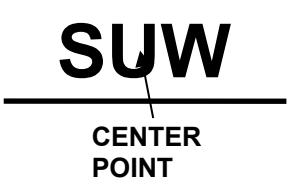
DESCRIPTION	TEMPLATE	EXAMPLE
Rendezvous Sea Surface Station Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 216100 <u>Draw Rules:</u> <u>Point2</u> – Static		<p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p> 
Replenishment at Sea Surface Station Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 216200 <u>Draw Rules:</u> <u>Point2</u> – Static		
Rescue Sea Surface Station Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 216300 <u>Draw Rules:</u> <u>Point2</u> – Static		
Surface Warfare Sea Surface Station Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 216400 <u>Draw Rules:</u> <u>Point2</u> – Static		

TABLE L-XIV. Maritime control measures - Continued.

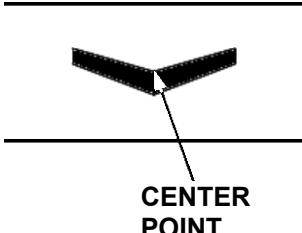
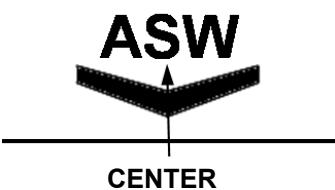
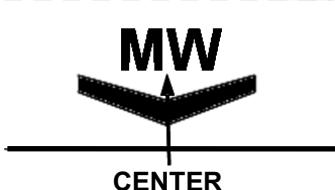
DESCRIPTION	TEMPLATE	EXAMPLE
Unmanned Underwater Vehicle Sea Surface Station Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 216500 <u>Draw Rules:</u> Point2 – Static		
Antisubmarine Warfare (ASW) Unmanned Underwater Vehicle Sea Surface Station Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 216600 <u>Draw Rules:</u> Point2 – Static		
Mine Warfare Unmanned Underwater Vehicle Sea Surface Station Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 216700 <u>Draw Rules:</u> Point2 – Static		

TABLE L-XIV. Maritime control measures - Continued.

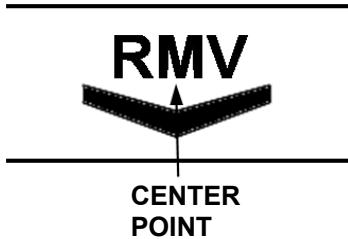
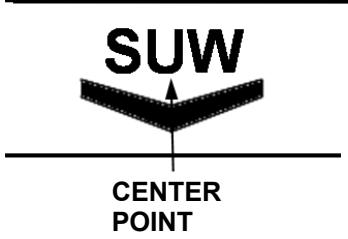
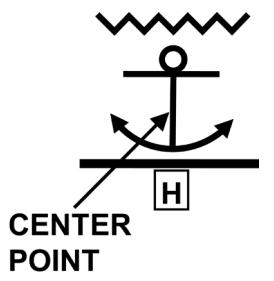
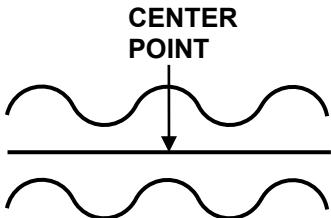
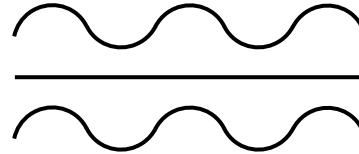
DESCRIPTION	TEMPLATE	EXAMPLE
Remote Multi-Mission Vehicle Unmanned Underwater Vehicle Sea Surface Station Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 216800 <u>Draw Rules:</u> Point2 – Static		
Surface Warfare Unmanned Underwater Vehicle Sea Surface Station Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 216900 <u>Draw Rules:</u> Point2 – Static		
Shore Control Station Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 217000 <u>Draw Rules:</u> Point2 – Static		
Routes		
General Route Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 217100 <u>Draw Rules:</u> Point2 – Static		

TABLE L-XIV. Maritime control measures - Continued.

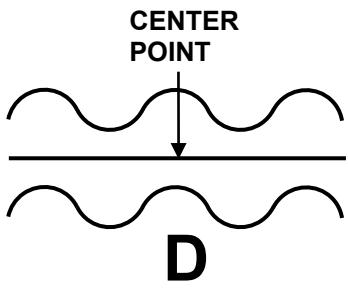
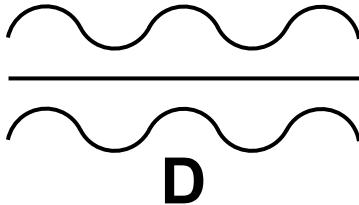
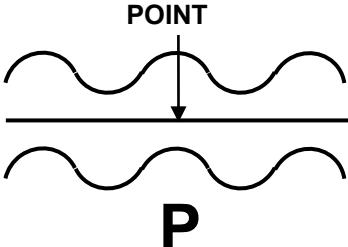
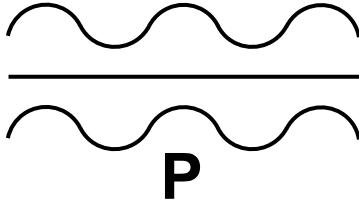
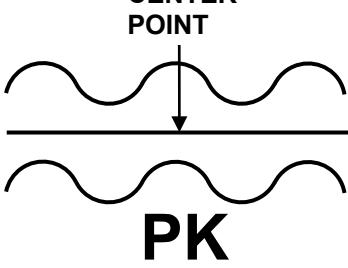
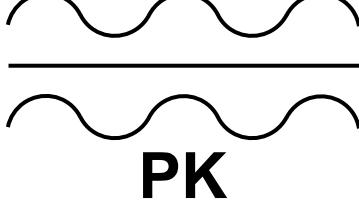
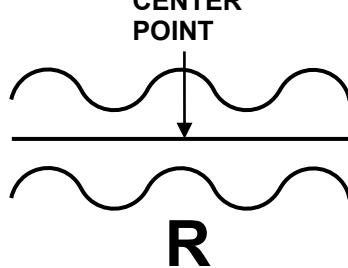
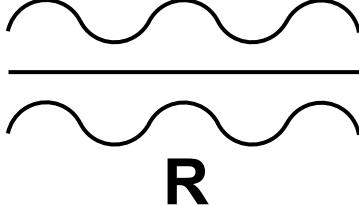
DESCRIPTION	TEMPLATE	EXAMPLE
Diversion Route Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 217200 <u>Draw Rules:</u> <u>Point2</u> – Static		<p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p> 
Position and Intended Movement (PIM) Route Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 217300 <u>Draw Rules:</u> <u>Point2</u> – Static		
Picket Route Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 217400 <u>Draw Rules:</u> <u>Point2</u> – Static		
Point R Route Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 217500 <u>Draw Rules:</u> <u>Point2</u> – Static		

TABLE L-XIV. Maritime control measures - Continued.

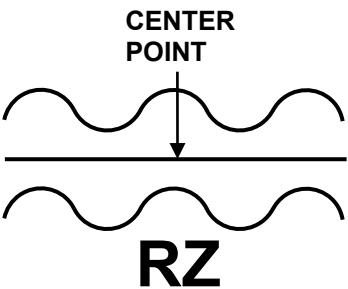
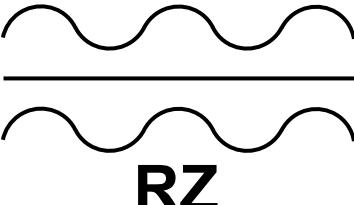
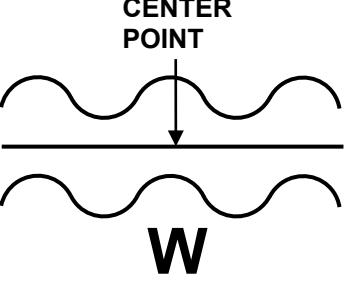
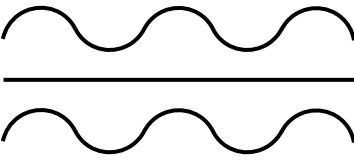
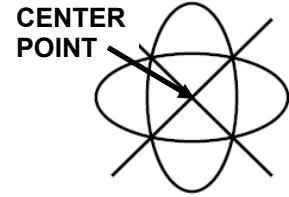
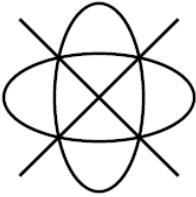
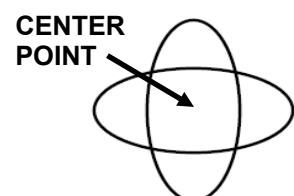
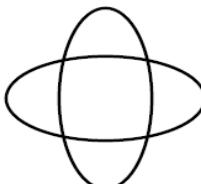
DESCRIPTION	TEMPLATE	EXAMPLE
Rendezvous Route Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 217600 <u>Draw Rules:</u> <u>Point2</u> – Static	 <p style="text-align: center;">CENTER POINT</p> <p style="text-align: center;">RZ</p>	<p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p>  <p style="text-align: center;">RZ</p>
Waypoint Route Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 217700 <u>Draw Rules:</u> <u>Point2</u> – Static	 <p style="text-align: center;">CENTER POINT</p> <p style="text-align: center;">W</p>	 <p style="text-align: center;">W</p>
Clutter, Stationary or Cease Reporting Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 217800 <u>Draw Rules:</u> <u>Point2</u> – Static	 <p style="text-align: center;">CENTER POINT</p>	
Tentative or Provisional Track Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 217900 <u>Draw Rules:</u> <u>Point2</u> – Static	 <p style="text-align: center;">CENTER POINT</p>	

TABLE L-XIV. Maritime control measures - Continued.

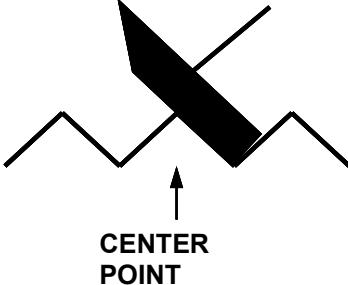
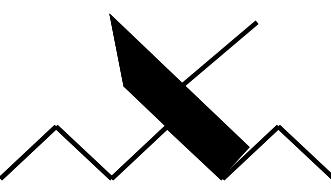
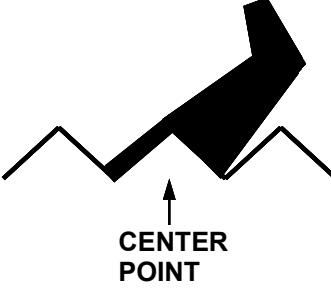
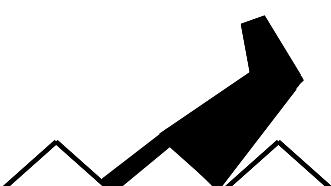
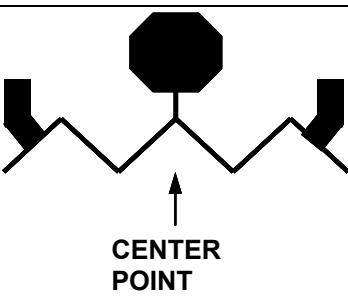
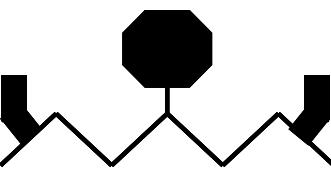
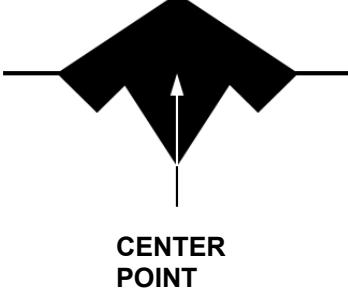
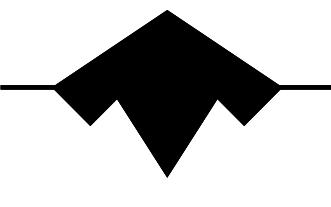
DESCRIPTION	TEMPLATE	EXAMPLE
Emergency		
Distressed Vessel Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 218000 <u>Draw Rules:</u> Point2 – Static		
Ditched Aircraft/Downed Aircraft Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 218100 <u>Draw Rules:</u> Point2 – Static		
Person In Water/Bailout Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 218200 <u>Draw Rules:</u> Point2 – Static		
Hazard		
Iceberg Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 218300 <u>Draw Rules:</u> Point2 – Static		

TABLE L-XIV. Maritime control measures - Continued.

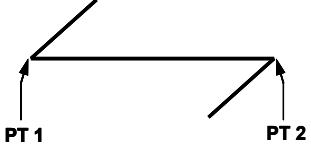
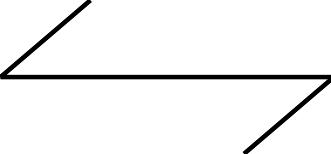
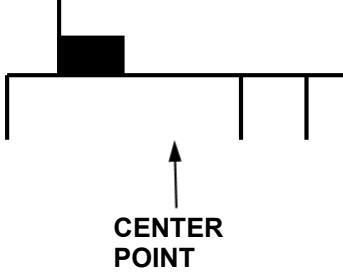
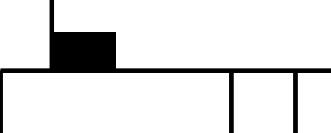
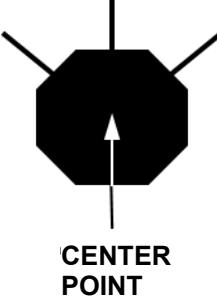
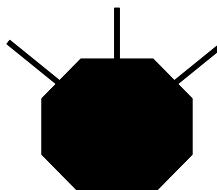
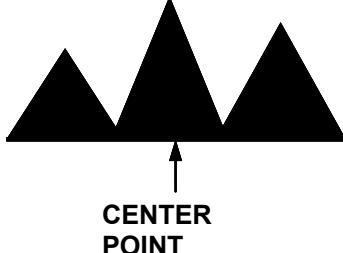
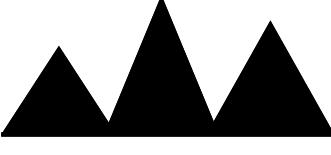
DESCRIPTION	TEMPLATE	EXAMPLE
Navigational Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 218400 <u>Draw Rules:</u> Line4 - Dynamic		 Orientation is determined by the anchor points.
Oil Rig Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 218500 <u>Draw Rules:</u> Point2 – Static		
Sea Mine-Like Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 218600 <u>Draw Rules:</u> Point2 – Static		 Note: The orientation of symbol can be rotated in 90 degree increments.
Sea Subsurface Returns		
Bottom Return/ Non-Mine, Mine-Like Bottom Object (NOMBO) Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 218700 <u>Draw Rules:</u> Point7 - Static		

TABLE L-XIV. Maritime control measures - Continued.

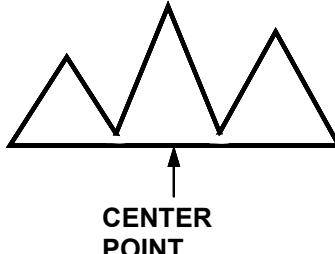
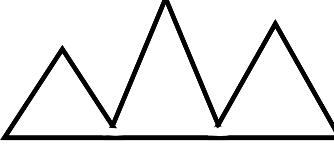
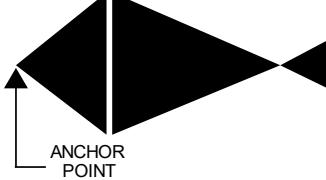
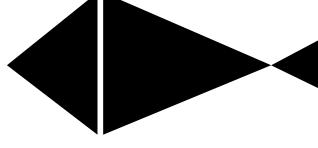
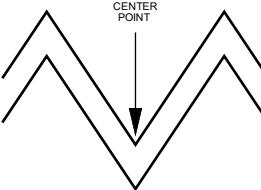
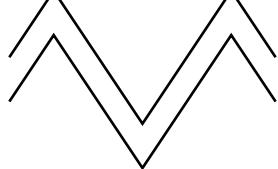
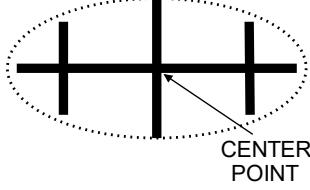
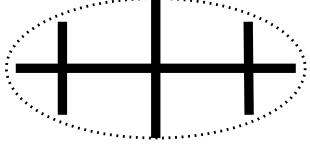
DESCRIPTION	TEMPLATE	EXAMPLE
Bottom Return/ Non-Mine, Mine-Like Bottom Object (NOMBO)/Installation/ Manmade Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 218800 <u>Draw Rules:</u> Point7 - Static		
Marine Life Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 218900 <u>Draw Rules:</u> Point15 - Static		
Sea Anomaly (Wake, Current, Knuckle) Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 219000 <u>Draw Rules:</u> Point2 – Static		
Bottom Return/Non-MILCO, Wreck, Dangerous Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 219100 <u>Draw Rules:</u> Point2 – Static		

TABLE L-XIV. Maritime control measures - Continued.

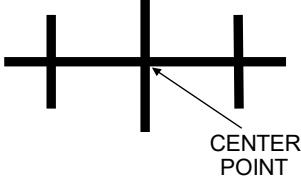
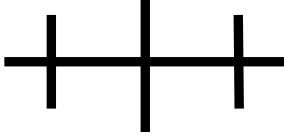
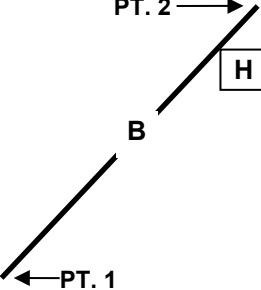
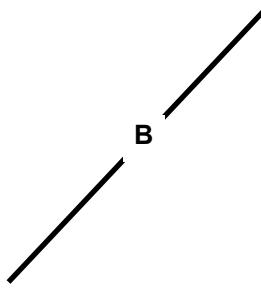
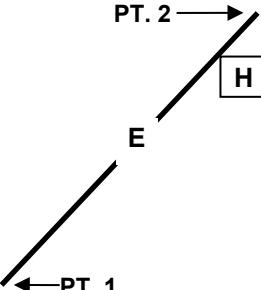
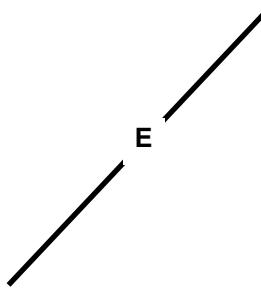
DESCRIPTION	TEMPLATE	EXAMPLE
Bottom Return/Non-MILCO, Wreck, Non Dangerous		<p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p> 
Type: Entity Type Entity: Maritime Control Points Symbol Set: 25 Value: 219200 <p><u>Draw Rules:</u> <u>Point2</u> – Static</p>		
Maritime Control Lines Type: Entity Symbol Set: 25 Value: 220000	N/A	N/A
Bearing lines orientation: One point defines the origin from which the bearing is being taken and the other point defines the location or direction from which a contact is made.		
Bearing Line Type: Entity Type Entity: Maritime Control Lines Symbol Set: 25 Value: 220100 <p><u>Draw Rules:</u> <u>Line5</u> - Dynamic</p>		
Bearing Line, Electronic Type: Entity Subtype Entity/Entity Type: Maritime Control Lines/Bearing Line Symbol Set: 25 Value: 220101 <p><u>Draw Rules:</u> <u>Line5</u> - Dynamic</p>		

TABLE L-XIV. Maritime control measures - Continued.

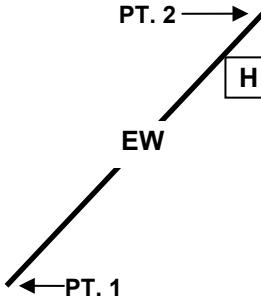
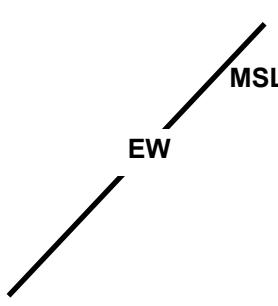
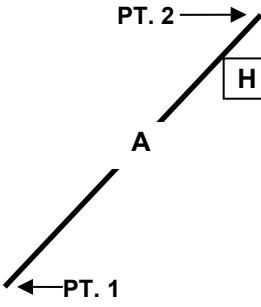
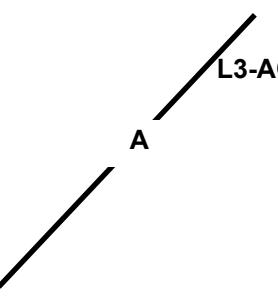
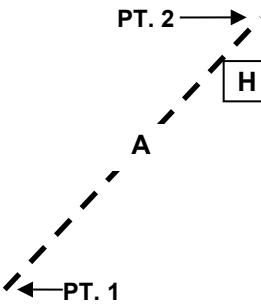
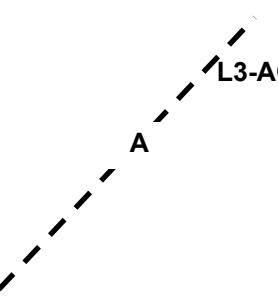
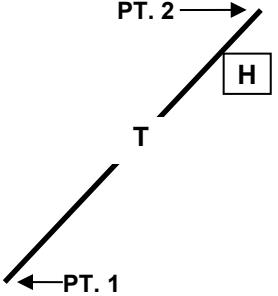
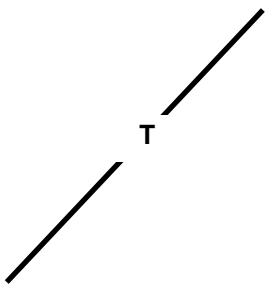
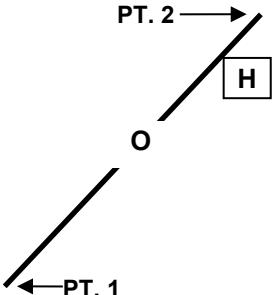
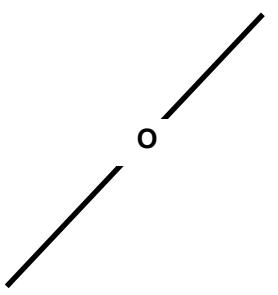
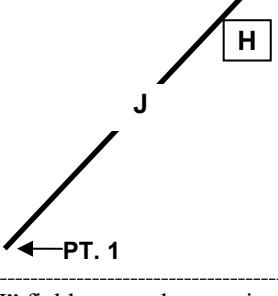
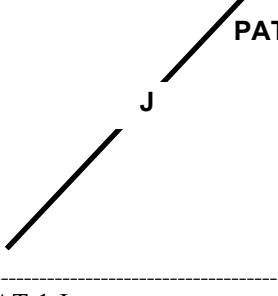
DESCRIPTION	TEMPLATE	EXAMPLE
Bearing Line, Electromagnetic Warfare (EW) Type: Entity Subtype Entity/Entity Type: Maritime Control Lines/Bearing Line Symbol Set: 25 Value: 220102 <u>Draw Rules:</u> Line5 - Dynamic		<p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p> 
Bearing Line, Acoustic Type: Entity Subtype Entity/Entity Type: Maritime Control Lines/Bearing Line Symbol Set: 25 Value: 220103 <u>Draw Rules:</u> Line5 - Dynamic		<p>Note: "H" field may contain the following identifiers:</p> <ul style="list-style-type: none"> • "MSL" – missile • "MCU" – missile control unit • "TENT" - tentative 
Bearing Line, Acoustic (Ambiguous) Type: Entity Subtype Entity/Entity Type: Maritime Control Lines/Bearing Line Symbol Set: 25 Value: 220104 <u>Draw Rules:</u> Line5 - Dynamic		<p>Note: "H" field may contain the following identifiers:</p> <ul style="list-style-type: none"> • "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 

TABLE L-XIV. Maritime control measures - Continued.

DESCRIPTION	TEMPLATE	EXAMPLE
Bearing Line, Torpedo Type: Entity Subtype Entity/Entity Type: Maritime Control Lines/Bearing Line Symbol Set: 25 Value: 220105 <u>Draw Rules:</u> Line5 - Dynamic		 <p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p>
Bearing Line, Electro-Optical Intercept Type: Entity Subtype Entity/Entity Type: Maritime Control Lines/Bearing Line Symbol Set: 25 Value: 220106 <u>Draw Rules:</u> Line5 - Dynamic		
Bearing Line, Jammer Type: Entity Subtype Entity/Entity Type: Maritime Control Lines/Bearing Line Symbol Set: 25 Value: 220107 <u>Draw Rules:</u> Line5 - Dynamic		

Note: "H" field may only contain the "PAT-1" – PAT-1 Jammer

TABLE L-XIV. Maritime control measures - Continued.

DESCRIPTION	TEMPLATE	EXAMPLE
<p>Bearing Line, Radio Direction Finder (RDF)</p> <p>Type: Entity Subtype Entity/Entity Type: Maritime Control Lines/Bearing Line Symbol Set: 25 Value: 220108</p> <p>Draw Rules: Line5 - Dynamic</p>		<p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p>

L.5.17 Fire support coordination measures.

L.5.17.1 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 L-XV. Fire support coordination measures.

DESCRIPTION	TEMPLATE	EXAMPLE
<p>Fire Areas</p> <p>Type: Entity Symbol Set: 25 Value: 240000</p>	Reserved for hierarchical purposes.	N/A
Airspace Coordination Area (ACA) “A three-dimensional block of airspace in a target area, established by the appropriate commander, in which friendly aircraft are reasonably safe from friendly surface fires. Also called ACA.” (JP 3-09.3)		
<p>Airspace Coordination Area (ACA)</p> <p>Type: Entity Type Entity: Fire Areas Symbol Set: 25 Value: 240100</p>	Reserved for hierarchical purposes.	N/A

TABLE L-XV. Fire support coordination measures - Continued.

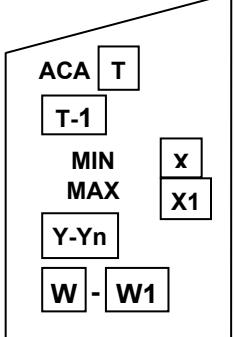
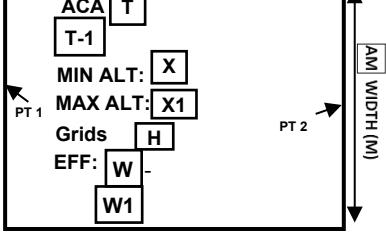
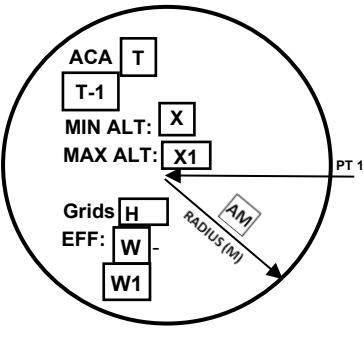
DESCRIPTION	TEMPLATE	EXAMPLE
Airspace Coordination Area (ACA) - Irregular Type: Entity Subtype Entity/Entity Type: Fire Areas/Airspace Coordination Area Symbol Set: 25 Value: 240101 <u>Draw Rules:</u> <u>Areal1</u> - Dynamic	 <p>Note: T-1 is a Unit</p>	<p>ACA ROVER 1 MND(N) MIN ALT 500 FT AGL MAX ALT 3000 FT AGL GRID NK2312 to NK3013 281400ZAPR2008 - 281530ZAPR2008</p>
Airspace Coordination Area (ACA) - Rectangle Type: Entity Subtype Entity/Entity Type: Fire Areas/Airspace Coordination Area Symbol Set: 25 Value: 240102 <u>Draw Rules:</u> <u>Rectangular1</u> - Dynamic	 <p>Note: T-1 is a Unit</p> <p>Orientation: As determined by the anchor points.</p>	<p>ACA ROVER 1 MND(N) MIN ALT: 500 FT AGL MAX ALT: 3000 FT AGL Grids NK2312 to NK3013 EFF: 281400ZAPR2008 - 281530ZAPR2008</p>
Airspace Coordination Area (ACA) – Circular Type: Entity Subtype Entity/Entity Type: Fire Areas/Airspace Coordination Area Symbol Set: 25 Value: 240103 <u>Draw Rules:</u> <u>Circular1</u> - Dynamic	 <p>Note: T-1 is a Unit</p>	<p>ACA ROVER 1 MND(N) MIN ALT: 500 FT AGL MAX ALT: 3000 FT AGL Grids NK2312 to NK3013 EFF: 281400ZAPR2008 - 281530ZAPR2008</p>
Free Fire Area (FFA) Type: Entity Type Entity: Fire Areas Symbol Set: 25 Value: 240200	Reserved for hierarchical purposes.	N/A

TABLE L-XV. Fire support coordination measures - Continued.

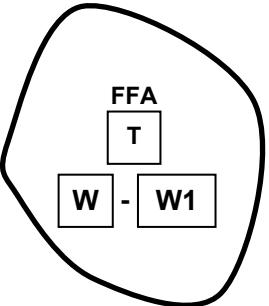
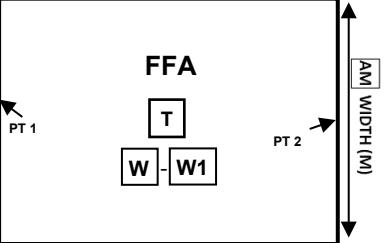
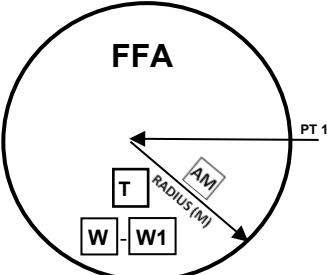
DESCRIPTION	TEMPLATE	EXAMPLE
Free Fire Area (FFA) – Irregular Type: Entity Subtype Entity/Entity Type: Fire Areas/Fire Free Area Symbol Set: 25 Value: 240201 <u>Draw Rules:</u> <u>Areal</u> - Dynamic		<p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p> 
Free Fire Area (FFA) – Rectangle Type: Entity Subtype Entity/Entity Type: Fire Areas/Fire Free Area Symbol Set: 25 Value: 240202 <u>Draw Rules:</u> <u>Rectangular1</u> - Dynamic		
Free Fire Area (FFA) – Circular Type: Entity Subtype Entity/Entity Type: Fire Areas/Fire Free Area Symbol Set: 25 Value: 240203 <u>Draw Rules:</u> <u>Circular1</u> - Dynamic		
No Fire Area (NFA) An area designated by the appropriate commander into which fires or their effects are prohibited. Also called NFA. (JP 3-09.3)		
No Fire Area (NFA) Type: Entity Type Entity: Fires Areas Symbol Set: 25 Value: 240300	Reserved for hierarchical purposes.	N/A

TABLE L-XV. Fire support coordination measures - Continued.

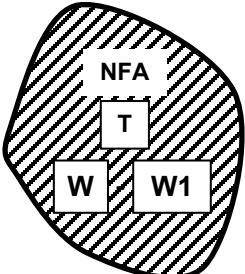
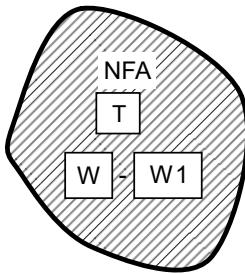
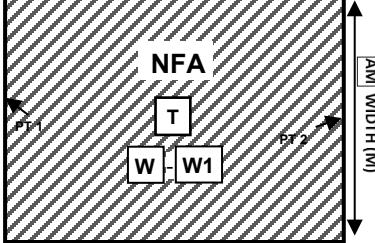
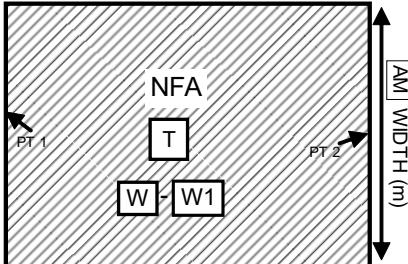
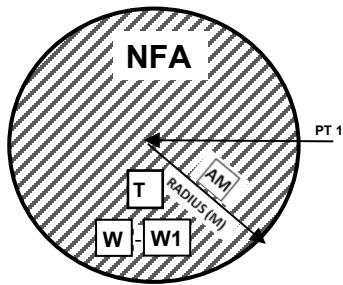
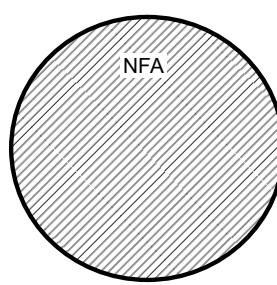
DESCRIPTION	TEMPLATE	EXAMPLE
No Fire Area (NFA) - Irregular Type: Entity Subtype Entity/Entity Type: Fire Areas/No Fire Area Symbol Set: 25 Value: 240301 <u>Draw Rules:</u> <u>Areal1</u> - Dynamic		 <p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p>
No Fire Area (NFA) - Rectangular Type: Entity Subtype Entity/Entity Type: Fire Areas/No Fire Area Symbol Set: 25 Value: 240302 <u>Draw Rules:</u> <u>Rectangular1</u> - Dynamic		
No Fire Area (NFA) - Circular Type: Entity Subtype Entity/Entity Type: Fire Areas/No Fire Area Symbol Set: 25 Value: 240303 <u>Draw Rules:</u> <u>Circular1</u> - Dynamic		 <p>Orientation: As determined by the anchor points.</p>
Restricted Fire Area (RFA) An area designated by the appropriate commander into which fires or their effects are prohibited. Also called NFA. See also fires. (JP 3-09.3)		
Restricted Fire Area (RFA) Type: Entity Type Entity: Fire Areas Symbol Set: 25 Value: 240400	Reserved for hierarchical purposes.	N/A

TABLE L-XV. Fire support coordination measures - Continued.

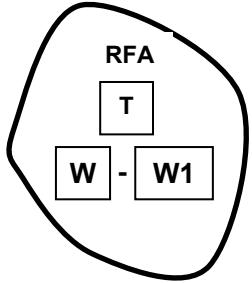
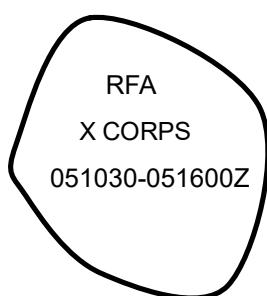
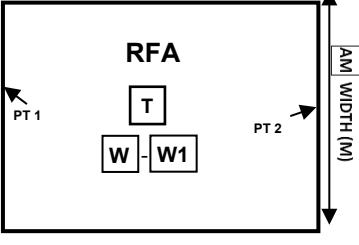
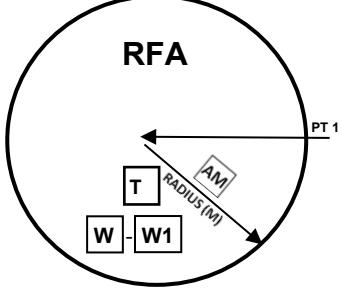
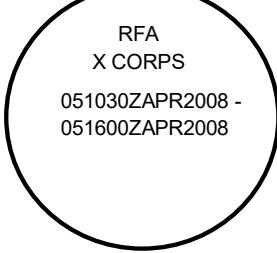
DESCRIPTION	TEMPLATE	EXAMPLE <small>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</small>
Restrictive Fire Area (RFA) - Irregular Type: Entity Subtype Entity/Entity Type: Fire Areas/Restricted Fire Area Symbol Set: 25 Value: 240401		
<u>Draw Rules:</u> <u>Areal1</u> - Dynamic		
Restrictive Fire Area (RFA) – Rectangular Type: Entity Subtype Entity/Entity Type: Fire Areas/Restricted Fire Area Symbol Set: 25 Value: 240402		
<u>Draw Rules:</u> <u>Rectangular1</u> - Dynamic	Orientation: As determined by the anchor points.	
Restrictive Fire Area (RFA) – Circular Type: Entity Subtype Entity/Entity Type: Fire Areas/Restricted Fire Area Symbol Set: 25 Value: 240403		
<u>Draw Rules:</u> <u>Circular1</u> - Dynamic		
Position Area For Artillery (PAA) Type: Entity Type Entity: Fire Areas Symbol Set: 25 Value: 240500	Reserved for hierarchical purposes.	N/A

TABLE L-XV. Fire support coordination measures - Continued.

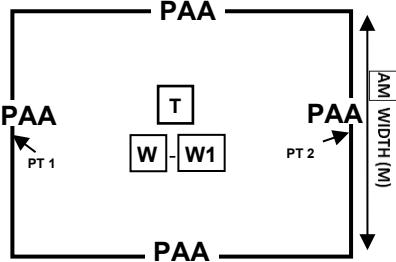
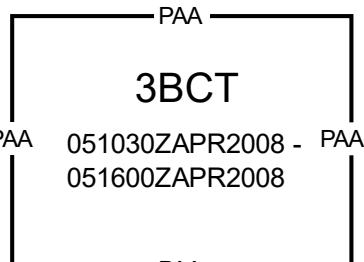
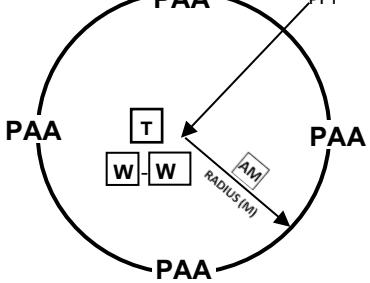
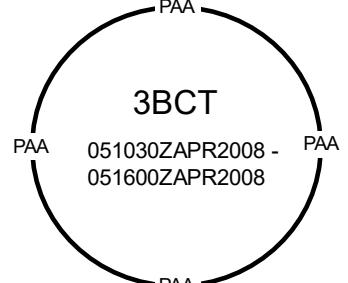
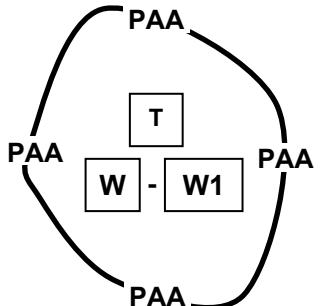
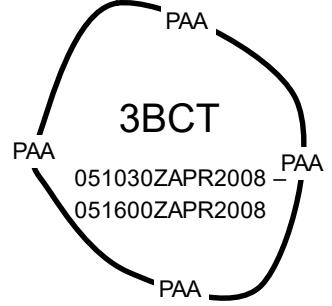
DESCRIPTION	TEMPLATE	EXAMPLE
Position Area for Artillery (PAA) - Rectangular Type: Entity Subtype Entity/Entity Type: Fire Areas/Position Area For Artillery (PAA) Symbol Set: 25 Value: 240501		 <p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p>
<u>Draw Rules:</u> Rectangular1 - Dynamic	Orientation: As determined by the anchor points.	
Position Area for Artillery (PAA) - Circular Type: Entity Subtype Entity/Entity Type: Fire Areas/Position Area For Artillery (PAA) Symbol Set: 25 Value: 240502		
<u>Draw Rules:</u> Circular1 - Dynamic		
Position Area for Artillery (PAA) - Irregular Type: Entity Subtype Entity/Entity Type: Fire Areas/Position Area For Artillery (PAA) Symbol Set: 25 Value: 240503		
<u>Draw Rules:</u> Areal1 - Dynamic		
Fire Lines Type: Entity Symbol Set: 25 Value: 260000	Reserved for hierarchical purposes.	N/A

TABLE L-XV. Fire support coordination measures - Continued.

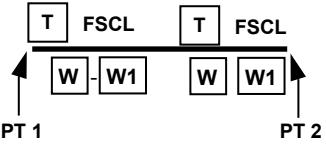
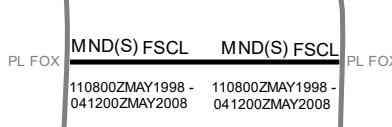
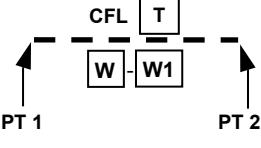
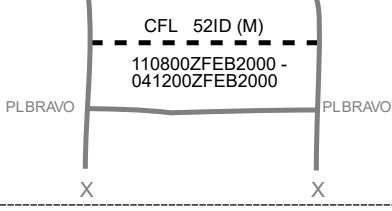
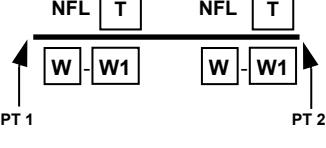
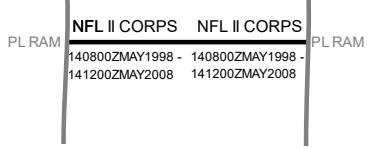
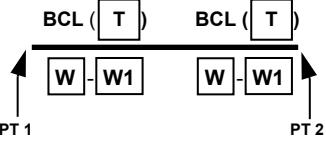
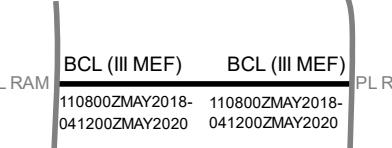
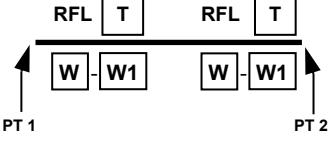
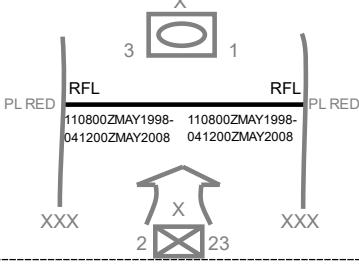
DESCRIPTION	TEMPLATE	EXAMPLE
Fire Support Coordination Line (FSCL) Type: Entity Type Entity: Fire Lines Symbol Set: 25 Value: 260100		 The end-of-line information will typically be posted at the ends of the line as it is shown in the example.
<u>Draw Rules:</u> Line1- Dynamic		<p>"A fire support coordination measure established by the land or amphibious force commander to support common objectives within an area of operation, beyond which all fires must be coordinated with affected commanders prior to engagement and, short of the line, all fires must be coordinated with the establishing commander prior to engagement. Also called FSCL." JP 3-09.</p> Orientation: determined by the order in which the anchor points are entered.
Coordinated Fire Line (CFL) Type: Entity Type Entity: Fire Lines Symbol Set: 25 Value: 260200		
<u>Draw Rules:</u> Line7 - Dynamic		<p>"A line beyond which conventional surface-to-surface direct fire and indirect fire support means may fire at any time within the boundaries of the establishing headquarters without additional coordination but does not eliminate the responsibility to coordinate the airspace required to conduct the mission. Also called CFL." JP 3-09.</p> Orientation: determined by the order in which the anchor points are entered.
No Fire Line Type: Entity Type Entity: Fire Lines Symbol Set: 25 Value: 260300		
<u>Draw Rules:</u> Line1 - Dynamic		
Battlefield Coordination Line (BCL) Type: Entity Type Entity: Fire Lines Symbol Set: 25		

TABLE L-XV. Fire support coordination measures - Continued.

DESCRIPTION	TEMPLATE	EXAMPLE
<p>Value: 260400 <u>Draw Rules:</u> <u>Line1</u>- Dynamic</p>	<p>A fire support coordination measure that facilitates the expeditious attack of targets with surface indirect fires and aviation fires between the measure and the fire support coordination line (FSCL). (MCWP-16)</p> <p>Orientation: determined by the order in which the anchor points are entered.</p>	<p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p>
<p>Restrictive Fire Line (RFL) Type: Entity Type Entity: Fire Lines Symbol Set: 25 Value: 260500 <u>Draw Rules:</u> <u>Line1</u>- Dynamic</p>		
<p>Munition Flight Path Type: Entity Type Entity: Fire Lines Symbol Set: 25 Value: 260600 <u>Draw Rules:</u> <u>Line8</u> - Dynamic The orientation is determined by the anchor points.</p>		<p>Note 1. "MFP" shall be displayed once at the approximate center of the overall length of the Munition Flight Path.</p> <p>Note 2. The MFP begins at a weapon system/surface-to-surface fires unit and terminates at a target.</p> <p>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.</p> <p>Note 4. The 3D display of a MFP requires a height value for each anchor point.</p>

L.5.18 Targets.

L.5.18.1 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 L-XVI. Target control measure symbols.

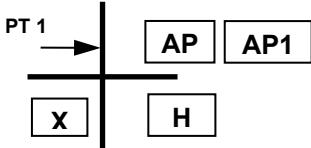
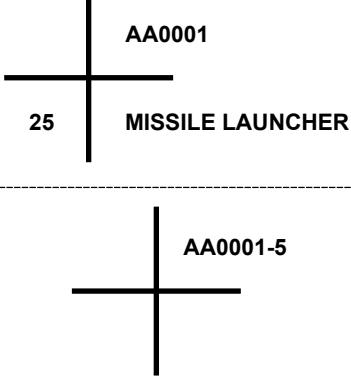
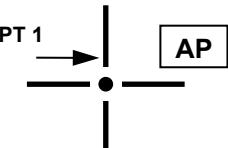
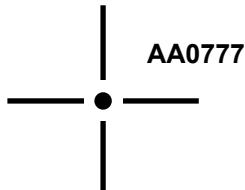
DESCRIPTION	TEMPLATE	EXAMPLE <i>Note:</i> Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.
Point Targets		
Point Targets Type: Entity Type Entity: Fire Areas Symbol Set: 25 Value: 240600	Reserved for hierarchical purposes.	N/A
Point or Single Target Type: Entity Subtype Entity/Entity Type: Fires Areas/Point Targets Symbol Set: 25 Value: 240601		
<u>Draw Rules:</u> Point2 – Static		A target which requires the accurate placement of bombs or fire. <i>Note:</i> Guidance on building target numbers is found in AArtyP-1 .
Nuclear Target Type: Entity Subtype Entity/Entity Type: Fires Areas/Point Targets Symbol Set: 25 Value: 240602		
<u>Draw Rules:</u> Point2 – Static		<i>Note:</i> The point at the center of the target represents the desired ground zero.

TABLE L-XVI. Target control measure symbols – Continued.

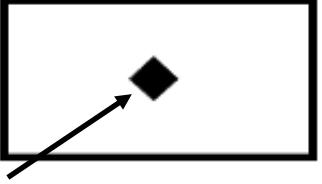
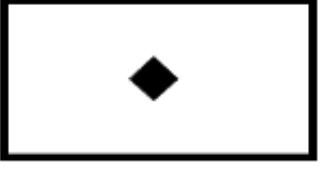
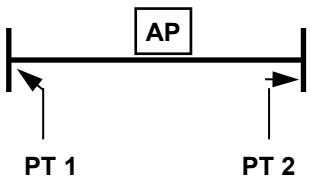
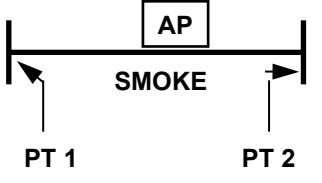
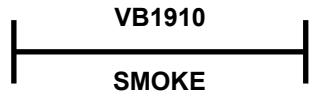
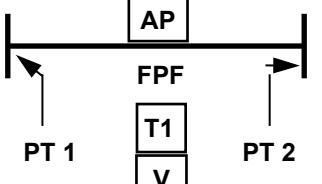
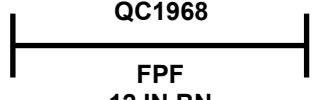
DESCRIPTION	TEMPLATE	EXAMPLE <small>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</small>
Target-Recorded (AEGIS Only) Type: Entity Subtype Entity/Entity Type: Fires Areas/Point Targets Symbol Set: 25 Value: 240603 <u>Draw Rules:</u> <u>Point11</u> - Static	 Center Point	
Linear Targets Type: Entity Type Entity: Fire Areas Symbol Set: 25 Value: 240700	Reserved for hierarchical purposes.	N/A
Linear Target Type: Entity Subtype Entity/Entity Type: Fire Areas/Linear Targets Symbol Set: 25 Value: 240701 <u>Draw Rules:</u> <u>Line5</u> - Dynamic		
Linear Smoke Target Type: Entity Subtype Entity/Entity Type: Fire Areas/Linear Targets Symbol Set: 25 Value: 240702 <u>Draw Rules:</u> <u>Line5</u> - Dynamic		
Final Protective Fire (FPF) Type: Entity Subtype Entity/Entity Type: Fire Areas/Linear Targets Symbol Set: 25 Value: 240703 <u>Draw Rules:</u> <u>Line5</u> - Dynamic		
		An immediately available prearranged barrier of fire designed to impede enemy movement across defensive lines or areas.

TABLE L-XVI. Target control measure symbols – Continued.

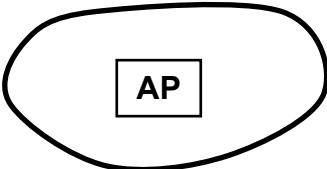
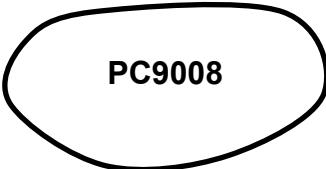
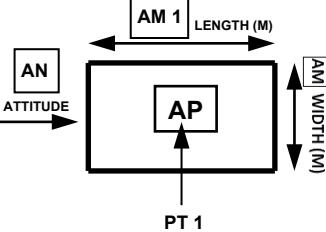
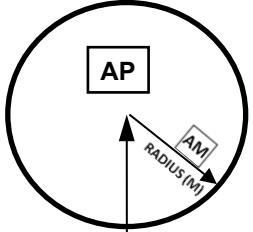
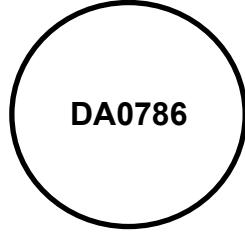
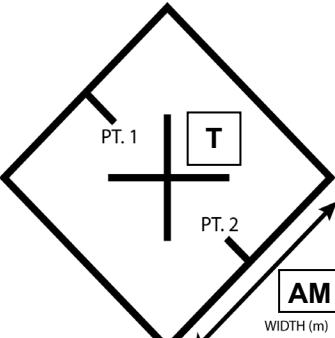
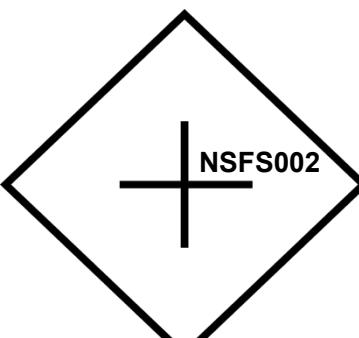
DESCRIPTION	TEMPLATE	EXAMPLE <small>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</small>
Area Targets Type: Entity Type Entity: Fire Areas Symbol Set: 25 Value: 240800	Reserved for hierarchical purposes.	N/A
Area Target Type: Entity Subtype Entity/Entity Type: Fire Areas/Area Targets Symbol Set: 25 Value: 240801		
<u>Draw Rules:</u> <u>Areal</u> - Dynamic		
Rectangular Target		
Type: Entity Subtype Entity/Entity Type: Fire Areas/Area Targets Symbol Set: 25 Value: 240802		
<u>Draw Rules:</u> <u>Rectangular2</u> - Dynamic		Orientation: As determined by the Target Attitude (in mils).
Circular Target		
Type: Entity Subtype Entity/Entity Type: Fire Areas/Area Targets Symbol Set: 25 Value: 240803		
<u>Draw Rules:</u> <u>Circular1</u> - Dynamic		
Rectangular Target – Single Target (AEGIS Only)		
Type: Entity Subtype Entity/Entity Type: Fire Areas/Area Targets Symbol Set: 25 Value: 240804		
<u>Draw Rules:</u> <u>Rectangular3</u> - Dynamic		

TABLE L-XVI. Target control measure symbols – Continued.

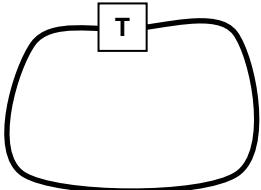
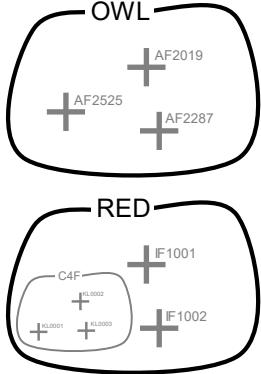
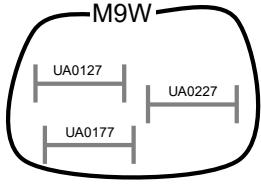
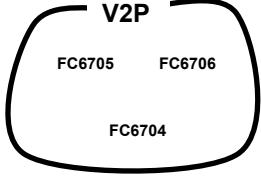
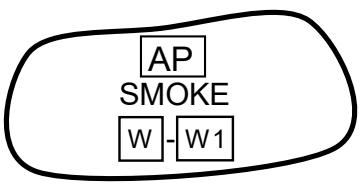
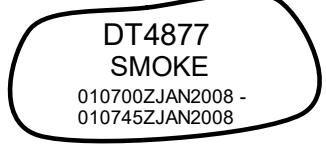
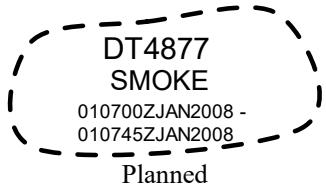
DESCRIPTION	TEMPLATE	EXAMPLE
	<p>Area: This symbol requires two anchor points and a width (defined in meters) to define the boundary of the area. Points 1 and 2 will be located on the opposite sides of the area.</p> <p>Orientation: As determined by the anchor points. The center point of the area shall always have the target symbol with the same upright orientation.</p>	<p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p>
<p>Series or Group of Targets</p> <p>Type: Entity Subtype Entity/Entity Type: Fire Areas/Area Targets Symbol Set: 25 Value: 240805</p> <p><u>Draw Rules:</u> Area9 - Dynamic</p> <p>Note: 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.</p>		 <p>Point Targets</p>  <p>Linear Targets</p>  <p>Area Targets</p>
<p>Smoke</p> <p>Type: Entity Subtype Entity/Entity Type: Fire Areas/Area Targets Symbol Set: 25 Value: 240806</p> <p><u>Draw Rules:</u> Areal - Dynamic</p>		  <p>Planned</p>

TABLE L-XVI. Target control measure symbols – Continued.

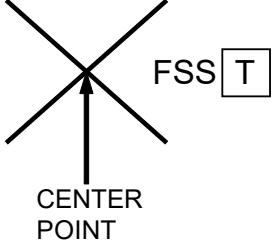
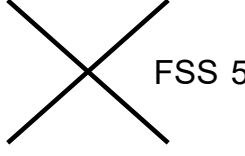
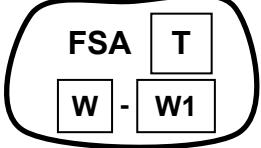
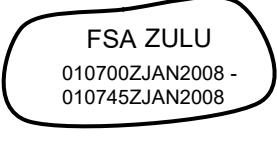
DESCRIPTION	TEMPLATE	EXAMPLE Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.
Bomb Area Type: Entity Subtype Entity/Entity Type: Fire Areas/Area Targets Symbol Set: 25 Value: 240808 <u>Draw Rules:</u> <u>Areal</u> - Dynamic		
Naval Gunfire		
Fire Support Station Type: Entity Type Entity: Fire Area Symbol Set: 25 Value: 240900 <u>Draw Rules:</u> <u>Point2</u> – Static		
An exact location at sea within a fire support area from which a fire support ship delivers fire.		
Fire Support Area		
An appropriate maneuver area assigned to fire support ships by the naval force commander from which they can deliver gunfire support to an amphibious operation. Also called FSA. (JP 3-09)		
Fire Support Area Type: Entity Type Entity: Fire Area Symbol Set: 25 Value: 241000	Reserved for hierarchical purposes.	N/A
Fire Support Area - Irregular Type: Entity Subtype Entity/Entity Type: Fire Area/Fire Support Area Symbol Set: 25 Value: 241001 <u>Draw Rules:</u> <u>Areal</u> - Dynamic		

TABLE L-XVI. Target control measure symbols – Continued.

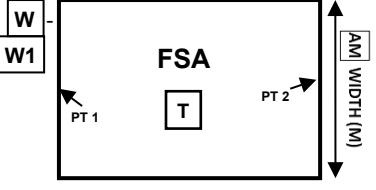
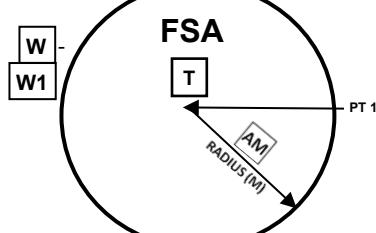
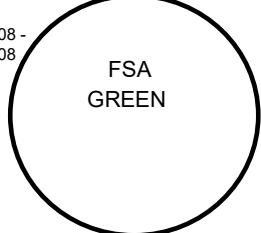
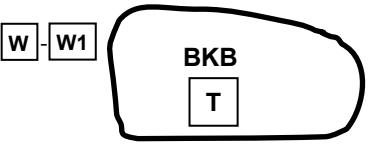
DESCRIPTION	TEMPLATE	EXAMPLE Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.
Fire Support Area - Rectangular Type: Entity Subtype Entity/Entity Type: Fire Area/Fire Support Area Symbol Set: 25 Value: 241002 <u>Draw Rules:</u> Rectangular1 - Dynamic		
Fire Support Area - Circular Type: Entity Subtype Entity/Entity Type: Fire Area/Fire Support Area Symbol Set: 25 Value: 241003 <u>Draw Rules:</u> Circular1 - Dynamic		
Kill Box A three-dimensional permissive fire support coordination measure with an associated airspace coordinating measure used to facilitate the integration of fires. (JP 3-09)		
Kill Box Type: Entity Type Entity: Fire Area Symbol Set: 25 Value: 242300 Static/Dynamic: D	Reserved for hierarchical purposes.	N/A
Blue Kill Box, Irregular Type: Entity Subtype Entity/Entity Type: Fire Areas/Kill Box Symbol Set: 25 Value: 242301 <u>Draw Rules:</u> Area10 - Dynamic		

TABLE L-XVI. Target control measure symbols – Continued.

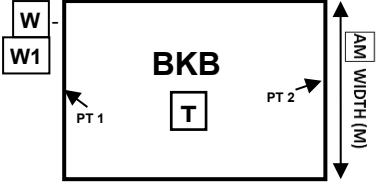
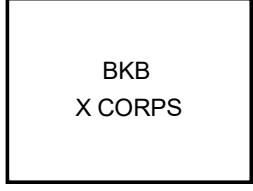
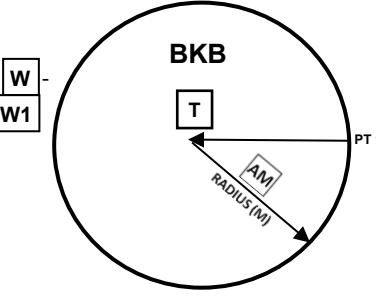
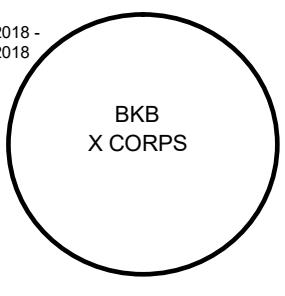
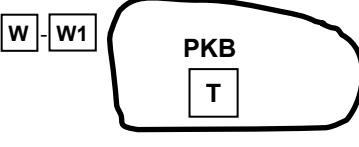
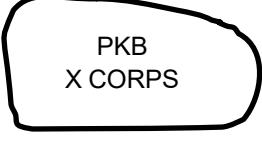
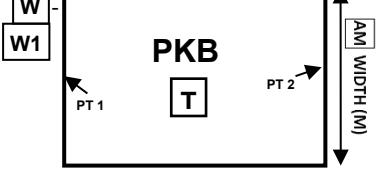
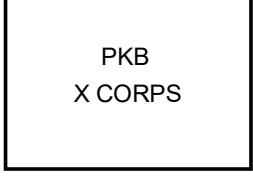
DESCRIPTION	TEMPLATE	EXAMPLE Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.
Blue Kill Box, Rectangular Type: Entity Subtype Entity/Entity Type: Fire Areas/Kill Box Symbol Set: 25 Value: 242302		020300ZDEC2018 - 090500ZDEC2018 
<u>Draw Rules:</u> Rectangular1 - Dynamic	Orientation: As determined by the anchor points.	
Blue Kill Box, Circular Type: Entity Subtype Entity/Entity Type: Fire Areas/Kill Box Symbol Set: 25 Value: 242303		020300ZDEC2018 - 090500ZDEC2018 
<u>Draw Rules:</u> Circular1 - Dynamic		
Purple Kill Box, Irregular Type: Entity Subtype Entity/Entity Type: Fire Areas/Kill Box Symbol Set: 25 Value: 242304		020300ZDEC2018 - 090500ZDEC2018 
<u>Draw Rules:</u> Area10 - Dynamic		
Purple Kill Box, Rectangular Type: Entity Subtype Entity/Entity Type: Fire Areas/Kill Box Symbol Set: 25 Value: 242305		020300ZDEC2018 - 090500ZDEC2018 
<u>Draw Rules:</u> Rectangular1 - Dynamic	Orientation: As determined by the anchor points.	

TABLE L-XVI. Target control measure symbols – Continued.

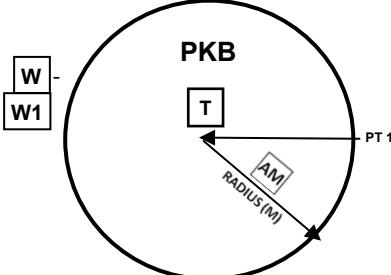
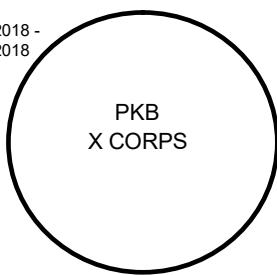
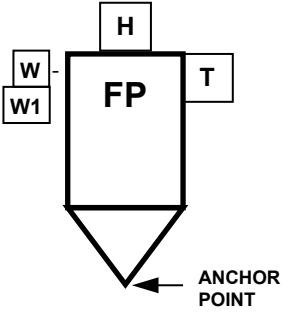
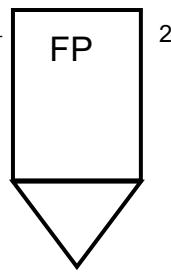
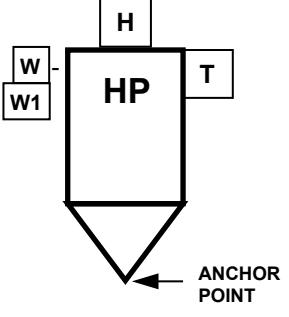
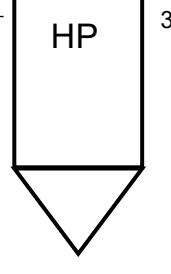
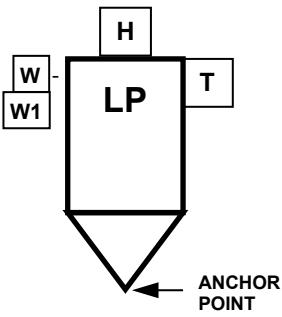
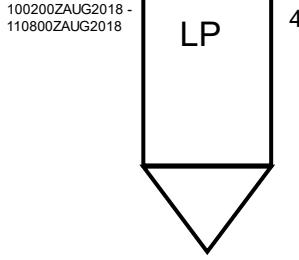
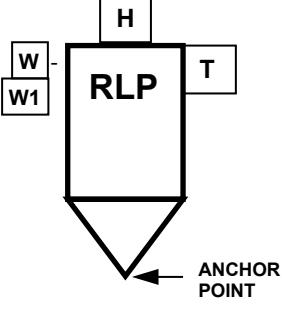
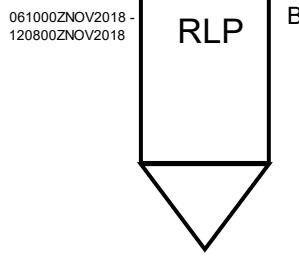
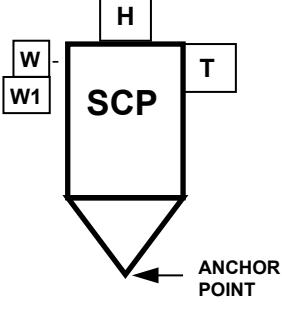
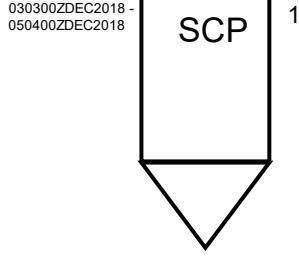
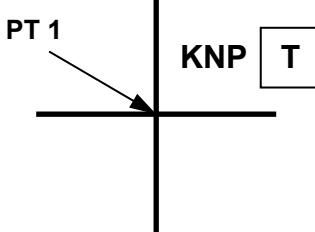
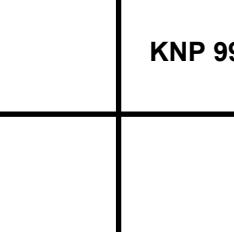
DESCRIPTION	TEMPLATE	EXAMPLE
Purple Kill Box, Circular Type: Entity Subtype Entity/Entity Type: Fire Areas/Kill Box Symbol Set: 25 Value: 242306 <u>Draw Rules:</u> Circular1 - Dynamic		<p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p> <p>020300ZDEC2018 - 090500ZDEC2018</p> 
Field Artillery		
Fires Points Type: Entity Symbol Set: 25 Value: 250000		N/A
Firing Point Type: Entity Type Entity Fires Points Symbol Set: 25 Value: 250100 <u>Draw Rules:</u> Point1 – Static		<p>060900ZFEB2018 - 100300ZFEB2018</p> 
Hide Point Type: Entity Type Entity Fires Points Symbol Set: 25 Value: 250200 <u>Draw Rules:</u> Point1 – Static		<p>070700ZMAR2018 - 110500ZMAR2018</p> 

TABLE L-XVI. Target control measure symbols – Continued.

DESCRIPTION	TEMPLATE	EXAMPLE <small>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</small>
Launch Point Type: Entity Type Entity Fires Points Symbol Set: 25 Value: 250300 <u>Draw Rules:</u> <u>Point1</u> – Static		6 
Reload Point Type: Entity Type Entity Fires Points Symbol Set: 25 Value: 250400 <u>Draw Rules:</u> <u>Point1</u> – Static		6 
Survey Control Point Type: Entity Type Entity Fires Points Symbol Set: 25 Value: 250500 <u>Draw Rules:</u> <u>Point1</u> – Static		2 
Known Point Type: Entity Type Entity Fires Points Symbol Set: 25 Value: 250600 <u>Draw Rules:</u> <u>Point2</u> – Static		 A point known to both the observer and the FDC and recorded or plotted in the FDC. (ATP 3-09.30)

L.5.19 Target acquisition.

L.5.19.1 Target acquisition. The detection, identification and location of a target in sufficient detail to permit the effective employment of weapons.

TABLE L-XVII. Target acquisition control measure symbols.

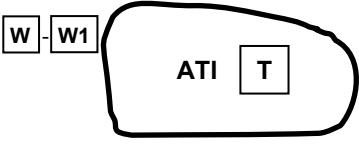
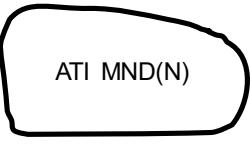
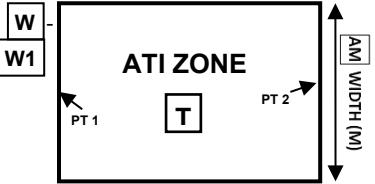
DESCRIPTION	TEMPLATE	EXAMPLE Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.
Artillery Target Intelligence Zone (ATI) Type: Entity Type Entity: Fire Areas Symbol Set: 25 Value: 241100	Reserved for hierarchical purposes.	N/A
Artillery Target Intelligence Zone (ATI), Irregular Type: Entity Subtype Entity/Entity Type: Fire Areas/Artillery Target Intelligence Zone Symbol Set: 25 Value: 241101 <u>Draw Rules:</u> <u>Area10</u> - Dynamic		020300ZDEC2008 - 090500ZDEC2008 
Artillery Target Intelligence Zone (ATI), Rectangular Type: Entity Subtype Entity/Entity Type: Fire Areas/Artillery Target Intelligence Zone Symbol Set: 25 Value: 241102 <u>Draw Rules:</u> <u>Rectangular1</u> - Dynamic		020300ZDEC2008 - 090500ZDEC2008 

TABLE L-XVII. Target acquisition control measure symbols - Continued.

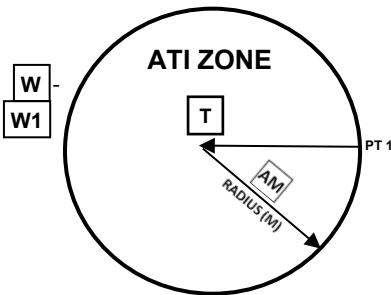
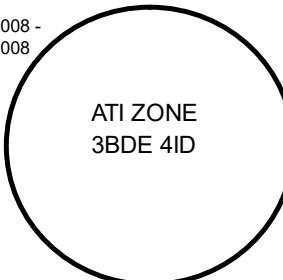
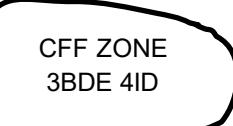
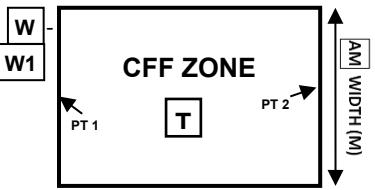
DESCRIPTION	TEMPLATE	EXAMPLE
Artillery Target Intelligence Zone (ATI), Circular Type: Entity Subtype Entity/Entity Type: Fire Areas/Artillery Target Intelligence Zone Symbol Set: 25 Value: 241103 <u>Draw Rules:</u> Circular1 - Dynamic		<p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p> <p>020300ZDEC2008 - 090500ZDEC2008</p> 
Call For Fire Zone (CFFZ) Type: Entity Type Entity: Fire Area Symbol Set: 25 Value: 241200		N/A
Call For Fire Zone (CFFZ), Irregular Type: Entity Subtype Entity/Entity Type: Fire Areas/Call For Fire Zone Symbol Set: 25 Value: 241201 <u>Draw Rules:</u> Area10 - Dynamic		<p>020300ZDEC2008 - 090500ZDEC2008</p> 
Call For Fire Zone (CFFZ), Rectangular Type: Entity Subtype Entity/Entity Type: Fire Areas/Call For Fire Zone Symbol Set: 25 Value: 241202 <u>Draw Rules:</u> Rectangular1 - Dynamic		<p>020300ZDEC2008 - 090500ZDEC2008</p> 

TABLE L-XVII. Target acquisition control measure symbols - Continued.

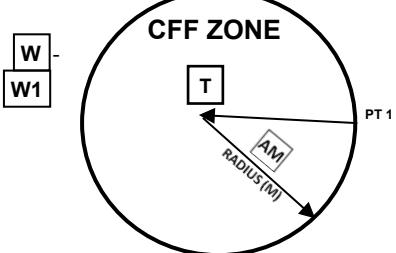
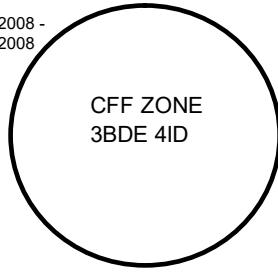
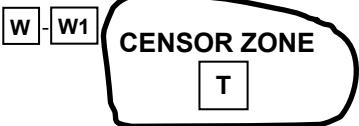
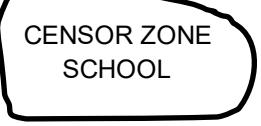
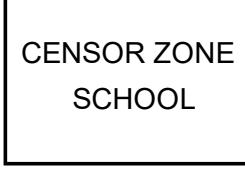
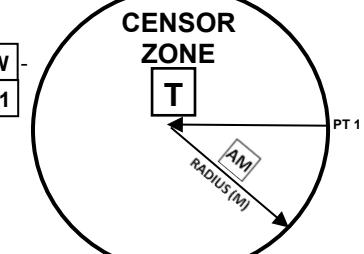
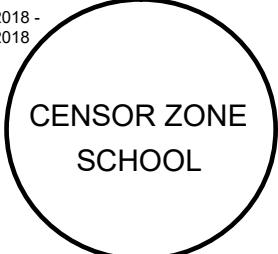
DESCRIPTION	TEMPLATE	EXAMPLE
Call For Fire Zone (CFFZ), Circular Type: Entity Subtype Entity/Entity Type: Fire Areas/Call For Fire Zone Symbol Set: 25 Value: 241203 <u>Draw Rules:</u> <u>Circular1</u> - Dynamic		<p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p> <p>020300ZDEC2008 - 090500ZDEC2008</p> 
Censor Zone Type: Entity Type Entity: Fire Area Symbol Set: 25 Value: 241300	<p>Reserved for hierarchical purposes.</p>	N/A
	<p>An area from which weapons locating radar is prohibited from reporting acquisitions. (FM 3-09)</p>	
Censor Zone, Irregular Type: Entity Subtype Entity/Entity Type: Fire Areas/Censor Zone Symbol Set: 25 Value: 241301 <u>Draw Rules:</u> <u>Area10</u> - Dynamic		<p>020300ZDEC2008 - 090500ZDEC2008</p> 
Censor Zone, Rectangular Type: Entity Subtype Entity/Entity Type: Fire Areas/Censor Zone Symbol Set: 25 Value: 241302 <u>Draw Rules:</u> <u>Rectangular1</u> - Dynamic		<p>020300ZDEC2018 - 090500ZDEC2018</p> 
	<p>Orientation: As determined by the anchor points.</p>	
Censor Zone, Circular Type: Entity Subtype Entity/Entity Type: Fire Areas/Censor Zone Symbol Set: 25 Value: 241303 <u>Draw Rules:</u> <u>Circular1</u> - Dynamic		<p>020300ZDEC2018 - 090500ZDEC2018</p> 

TABLE L-XVII. Target acquisition control measure symbols - Continued.

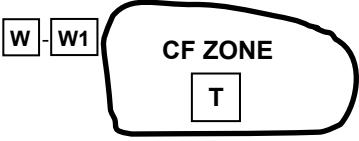
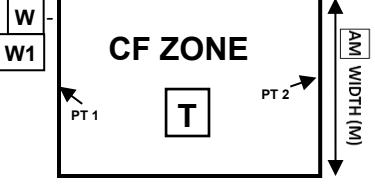
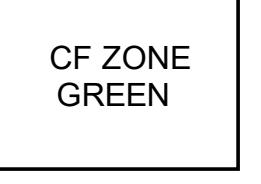
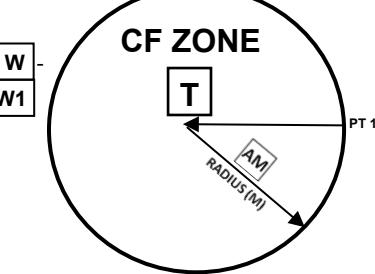
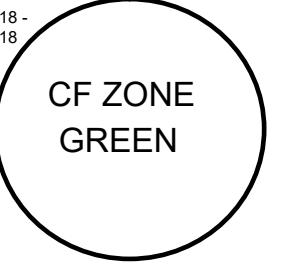
DESCRIPTION	TEMPLATE	EXAMPLE
Critical Friendly Zone (CFZ) Type: Entity Type Entity: Fire Area Symbol Set: 25 Value: 241400	Reserved for hierarchical purposes.	Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure. N/A
Critical Friendly Zone (CFZ), Irregular Type: Entity Subtype Entity/Entity Type: Fire Areas/Critical Friendly Zone Symbol Set: 25 Value: 241401		020300ZDEC2018 - 090500ZDEC2018 
<u>Draw Rules:</u> Area10 - Dynamic	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.	
Critical Friendly Zone (CFZ), Rectangular Type: Entity Subtype Entity/Entity Type: Fire Areas/Critical Friendly Zone Symbol Set: 25 Value: 241402		020300ZDEC2018 - 090500ZDEC2018 
<u>Draw Rules:</u> Rectangular1 - Dynamic	<u>Orientation:</u> As determined by the anchor points.	
Critical Friendly Zone (CFZ), Circular Type: Entity Subtype Entity/Entity Type: Fire Areas/Critical Friendly Zone Symbol Set: 25 Value: 241403		020300ZDEC2018 - 090500ZDEC2018 
<u>Draw Rules:</u> Circular1 - Dynamic		
Dead Space Area Type: Entity Type Entity: Fire Area Symbol Set: 25 Value: 241500	Reserved for hierarchical purposes.	N/A

TABLE L-XVII. Target acquisition control measure symbols - Continued.

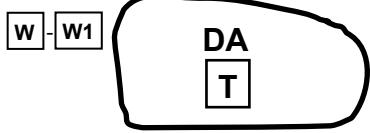
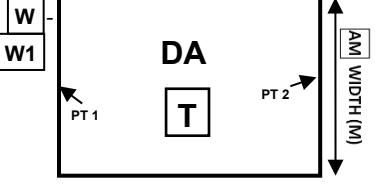
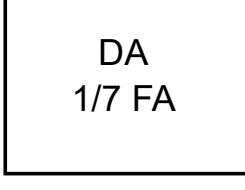
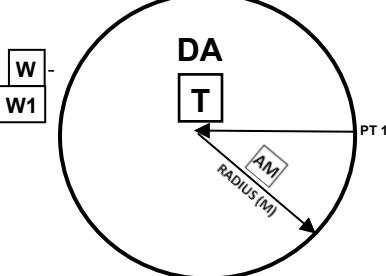
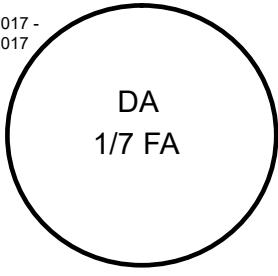
DESCRIPTION	TEMPLATE	EXAMPLE
Dead Space Area, Irregular Type: Entity Subtype Entity/Entity Type: Fire Areas/Dead Space Area Symbol Set: 25 Value: 241501		<p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p> <p>060300ZNOV2017 - 090500ZNOV2017</p> 
<u>Draw Rules:</u> Area10 - Dynamic	An area where hostile weapons cannot be detected.	
Dead Space Area, Rectangular Type: Entity Subtype Entity/Entity Type: Fire Areas/Dead Space Area Symbol Set: 25 Value: 241502		<p>060300ZNOV2017 - 090500ZNOV2017</p> 
<u>Draw Rules:</u> Rectangular1 - Dynamic	Orientation: As determined by the anchor points.	
Dead Space Area, Circular Type: Entity Subtype Entity/Entity Type: Fire Areas/Dead Space Area Symbol Set: 25 Value: 241503		<p>060300ZNOV2017 - 090500ZNOV2017</p> 
<u>Draw Rules:</u> Circular1 - Dynamic		
Target Build-up Area Type: Entity Type Entity: Fire Area Symbol Set: 25 Value: 241700	Reserved for hierarchical purposes.	N/A

TABLE L-XVII. Target acquisition control measure symbols - Continued.

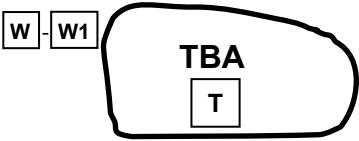
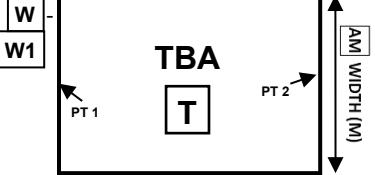
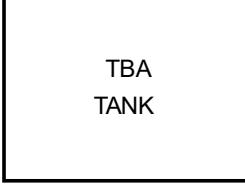
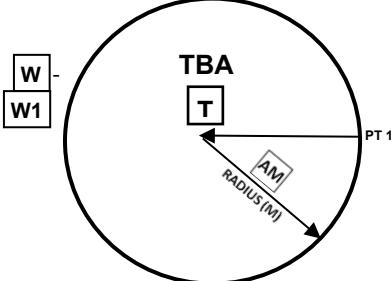
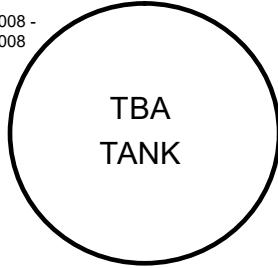
DESCRIPTION	TEMPLATE	EXAMPLE
Target Build-up Area, Irregular Type: Entity Subtype Entity/Entity Type: Fire Areas/Target Value Area Symbol Set: 25 Value: 241701 <u>Draw Rules:</u> Area10 - Dynamic		<p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p> <p>020300ZDEC2018 - 090500ZDEC2018</p> 
Target Build-up Area, Rectangular Type: Entity Subtype Entity/Entity Type: Fire Areas/Target Value Area Symbol Set: 25 Value: 241702 <u>Draw Rules:</u> Rectangular1 - Dynamic		<p>020300ZDEC2008 - 090500ZDEC2008</p> 
Target Build-up Area, Circular Type: Entity Subtype Entity/Entity Type: Fire Areas/Target Value Area Symbol Set: 25 Value: 241703 <u>Draw Rules:</u> Circular1 - Dynamic		<p>020300ZDEC2008 - 090500ZDEC2008</p> 
Target Value Area Type: Entity Type Entity: Fire Area Symbol Set: 25 Value: 241800	<p>Reserved for hierarchical purposes.</p>	<p>N/A</p>

TABLE L-XVII. Target acquisition control measure symbols - Continued.

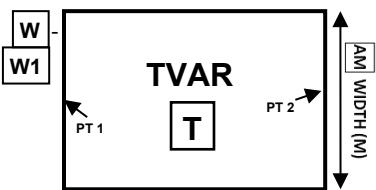
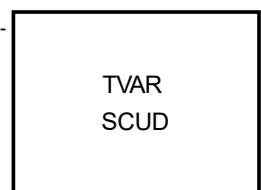
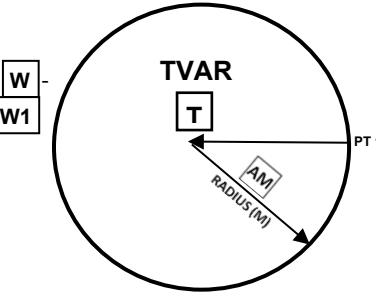
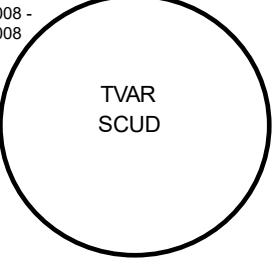
DESCRIPTION	TEMPLATE	EXAMPLE
Target Value Area, Irregular Type: Entity Subtype Entity/Entity Type: Fire Areas/Target Value Area Symbol Set: 25 Value: 241801 <u>Draw Rules:</u> <u>Area10</u> - Dynamic		<p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p> <p>020300ZDEC2008 - 090500ZDEC2008</p> 
Target Value Area, Rectangular Type: Entity Subtype Entity/Entity Type: Fire Areas/Target Value Area Symbol Set: 25 Value: 241802 <u>Draw Rules:</u> <u>Rectangular1</u> - Dynamic		<p>020300ZDEC2008 - 090500ZDEC2008</p> 
Target Value Area, Circular Type: Entity Subtype Entity/Entity Type: Fire Areas/Target Value Area Symbol Set: 25 Value: 241803 <u>Draw Rules:</u> <u>Circular1</u> - Dynamic		<p>020300ZDEC2008 - 090500ZDEC2008</p> 
Zone of Responsibility Type: Entity Type Entity: Fire Area Symbol Set: 25 Value: 241900	N/A	N/A

TABLE L-XVII. Target acquisition control measure symbols - Continued.

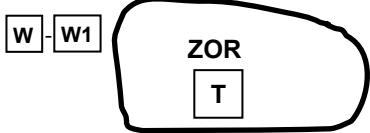
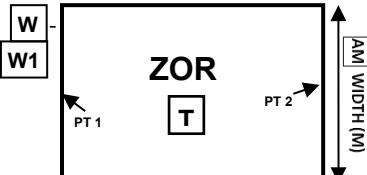
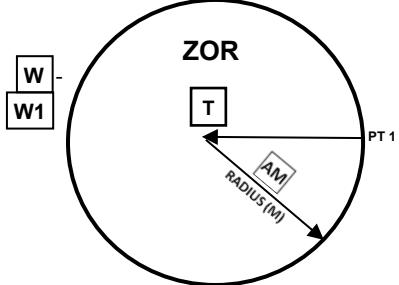
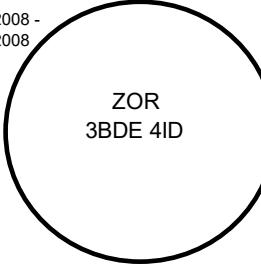
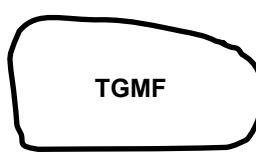
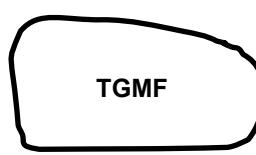
DESCRIPTION	TEMPLATE	EXAMPLE
Zone of Responsibility, Irregular Type: Entity Subtype Entity/Entity Type: Fire Areas/Zone of Responsibility Symbol Set: 25 Value: 241901		<p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p> <p>020300ZDEC2008 - 090500ZDEC2008</p> 
Zone of Responsibility, Rectangular Type: Entity Subtype Entity/Entity Type: Fire Areas/Zone of Responsibility Symbol Set: 25 Value: 241902		<p>020300ZDEC2008 - 090500ZDEC2008</p> 
<u>Draw Rules:</u> Area10 - Dynamic	<u>Orientation:</u> As determined by the anchor points.	
Zone of Responsibility, Circular Type: Entity Subtype Entity/Entity Type: Fire Areas/Zone of Responsibility Symbol Set: 25 Value: 241903		<p>020300ZDEC2008 - 090500ZDEC2008</p> 
<u>Draw Rules:</u> Circular1 - Dynamic		
Terminally Guided Munition Footprint (TGMF)		
<u>Draw Rules:</u> Area10 - Dynamic		

TABLE L-XVII. Target acquisition control measure symbols - Continued.

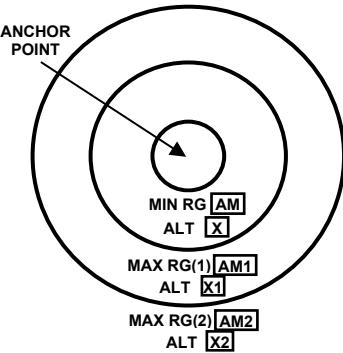
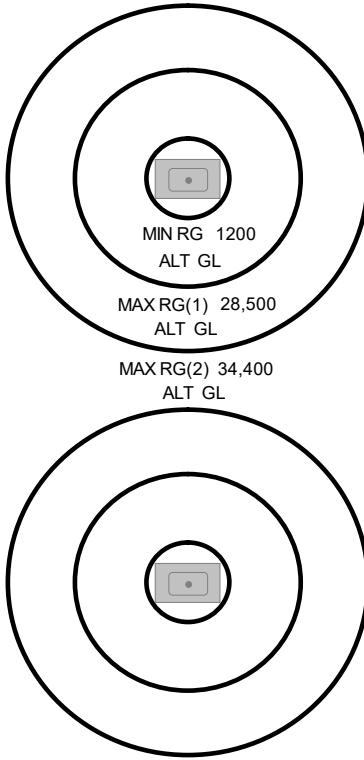
DESCRIPTION	TEMPLATE	EXAMPLE
<p>Weapon/Sensor Range fan, Circular</p> <p>Type: Entity Type Entity: Fire Area Symbol Set: 25 Value: 242100</p> <p><u>Draw Rules:</u> Circular2 - Dynamic</p> <p>Orientation: The center point is typically centered over the known location of a weapon or sensor system.</p>		<p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p>  <p>The display of distance and altitude numerical values is not required. An altitude of zero indicates surface level.</p>

TABLE L-XVII. Target acquisition control measure symbols - Continued.

DESCRIPTION	TEMPLATE	EXAMPLE
<p>Weapon/Sensor Range fan, Sector</p> <p>Type: Entity Type Entity: Fire Area Symbol Set: 25 Value: 242200</p> <p>Draw Rules: <u>Arcl</u> - Dynamic</p> <p>Orientation: The center point is typically centered over the known location of a weapon or sensor system. The orientation may change as the object moves or changes.</p>		<p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p> <p>Minimum and maximum distances (ranges), center of sector, left and right sector limits, and altitude may be displayed if desired but are not required to be displayed. An altitude of zero indicates surface level.</p>

L.5.20 Obstacles.

L.5.20.1 Obstacles. Natural or man-made restrictions to movement which will impose delay and which will normally require specific equipment or munitions to overcome. 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 shall be used.

TABLE L-XVIII. Obstacle control measure symbols.

DESCRIPTION	TEMPLATE	EXAMPLE
<p>Protection Areas</p> <p>Type: Entity Symbol Set: 25 Value: 270000</p>	<p>Reserved for hierarchical purposes.</p>	<p>N/A</p>

TABLE L-XVIII. Obstacle control measure symbols - Continued.

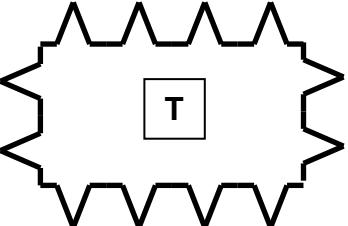
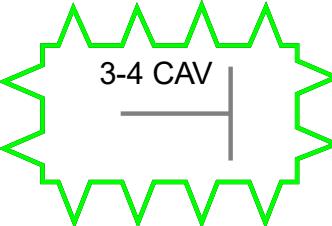
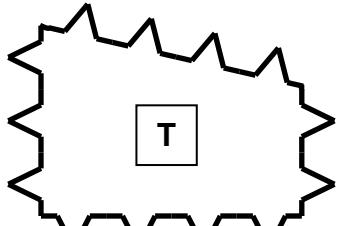
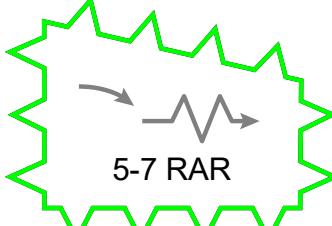
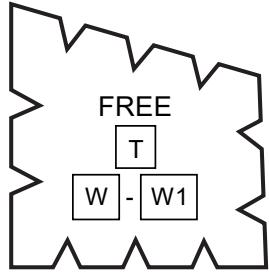
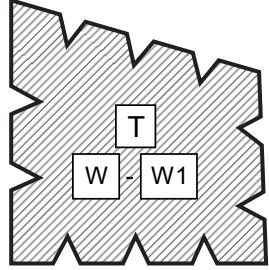
DESCRIPTION	TEMPLATE	EXAMPLE <small>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</small>
Obstacle Belt Type: Entity Type Entity: Protection Areas Symbol Set: 25 Value: 270100 <u>Draw Rules:</u> <u>Areal</u> - Dynamic		
 <u>An area designated at brigade level in which barrier operations are focused.</u>		
Obstacle Zone Type: Entity Type Entity: Protection Areas Symbol Set: 25 Value: 270200 <u>Draw Rules:</u> <u>Areal</u> - Dynamic		
 <u>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.</u>		
Obstacle Free Zone Type: Entity Type Entity: Protection Areas Symbol Set: 25 Value: 270300 <u>Draw Rules:</u> <u>Areal</u> - Dynamic		
Obstacle Restricted Zone		
Type: Entity Type Entity: Protection Areas Symbol Set: 25 Value: 270400 <u>Draw Rules:</u> <u>Areal</u> – Dynamic		

TABLE L-XVIII. Obstacle control measure symbols - Continued.

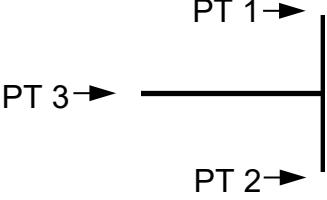
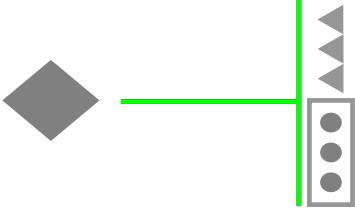
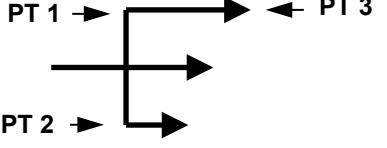
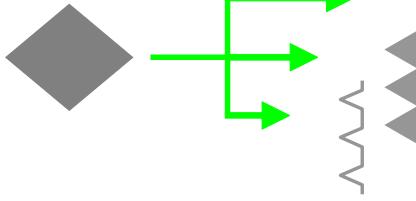
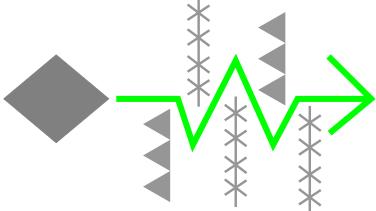
DESCRIPTION	TEMPLATE	EXAMPLE
Obstacle Effects Type: Entity Type Entity: Protection Areas Symbol Set: 25 Value: 270500	Reserved for hierarchical purposes.	N/A
Block Type: Entity Subtype Entity/Entity Type: Protection Areas/Obstacle Effects Symbol Set: 25 Value: 270501 <u>Draw Rules:</u> Area11 – Dynamic		 <p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p>
Orientation: The head of the “T” typically faces enemy forces.		<p>The horizontal line is the limit of the enemy advance.</p> <p>The vertical line indicates where obstacles tie into terrain that is untrafficable.</p>
Disrupt Type: Entity Subtype Entity/Entity Type: Protection Areas/Obstacle Effects Symbol Set: 25 Value: 270502 <u>Draw Rules:</u> Area12 - Dynamic		 <p>An obstacle effect that focuses fire planning and obstacle effort to cause the enemy to break up their formation and tempo, interrupt their timetable, commit breaching assets prematurely and attack in a piecemeal effort.</p>
Orientation: The arrows point away from enemy forces.		<p>Short arrow indicates where enemy is disrupted by obstacles.</p> <p>Longer arrows indicate where movement is allowed and enemy is attacked by fires.</p>
Fix Type: Entity Subtype Entity/Entity Type: Protection Areas/Obstacle Effects Symbol Set: 25 Value: 270503		

TABLE L-XVIII. Obstacle control measure symbols - Continued.

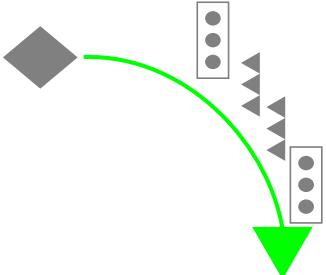
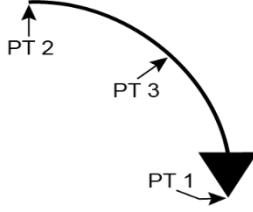
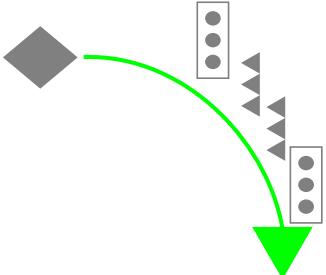
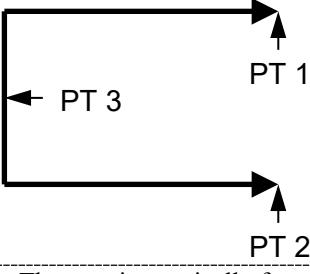
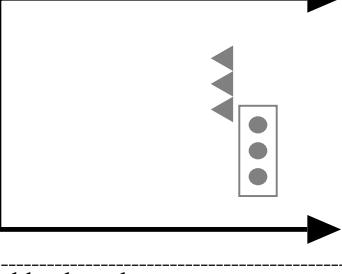
DESCRIPTION	TEMPLATE	EXAMPLE
<u>Draw Rules:</u> <u>Line9</u> - Dynamic The orientation is determined by the anchor points.	An obstacle effect that focuses fire planning and obstacle effort to slow an attacker's movement within a specified area, normally an engagement area. Note: From the tip of the arrow to the back of the irregular part of the symbol indicates where enemy advance is slowed by obstacles.	<p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p> 
Turn Type: Entity Subtype Entity/Entity Type: Protection Areas/Obstacle Effects Symbol Set: 25 Value: 270504 <u>Draw Rules:</u> <u>Line10</u> - Dynamic		 Note: Direction of the arrow indicates the desired direction of turn. 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 Type: Entity Type Entity: Protection Areas Symbol Set: 25 Value: 270600	Reserved for hierarchical purposes.	N/A
Obstacle Bypass Easy Type: Entity Subtype Entity/Entity Type: Protection Areas/Obstacle Bypass Symbol Set: 25 Value: 270601 <u>Draw Rules:</u> <u>Point12</u> - Dynamic		 Note: The opening typically faces the applicable obstacle.

TABLE L-XVIII. Obstacle control measure symbols - Continued.

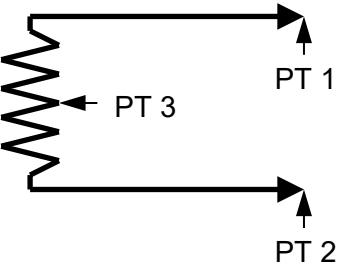
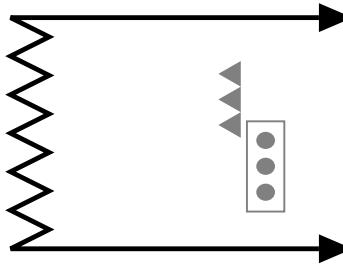
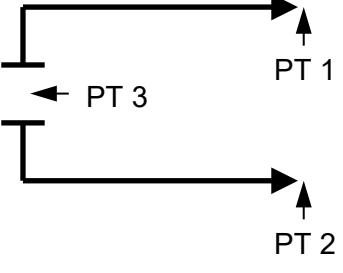
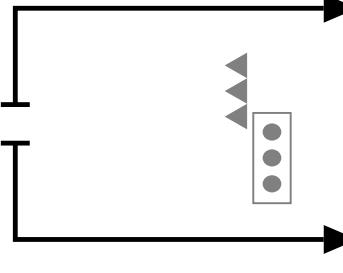
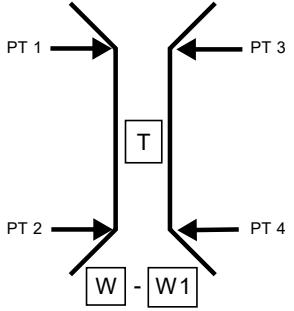
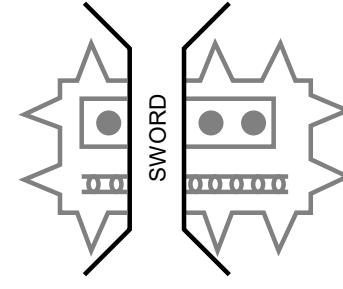
DESCRIPTION	TEMPLATE	EXAMPLE
Obstacle Bypass Difficult Type: Entity Subtype Entity/Entity Type: Protection Areas/Obstacle Bypass Symbol Set: 25 Value: 270602		Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure. 
<u>Draw Rules:</u> Point12 - Dynamic		Note: The opening typically faces the applicable obstacle.
Obstacle Bypass Impossible Type: Entity Subtype Entity/Entity Type: Protection Areas/Obstacle Bypass Symbol Set: 25 Value: 270603		
<u>Draw Rules:</u> Point12 - Dynamic		Note: The opening typically faces the applicable obstacle.
Bridge or Gap Type: Entity Type Entity: Protection Areas Symbol Set: 25 Value: 271100		
		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.
Roadblocks, Craters and Blown Bridges	Reserved for hierarchical purposes.	N/A
Type: Entity Type Entity: Protection Areas Symbol Set: 25 Value: 271200	Crater obstacle – An obstacle consisting of one or more craters, created normally in a roadway using demolitions. Orientation is determined by the anchor points.	

TABLE L-XVIII. Obstacle control measure symbols - Continued.

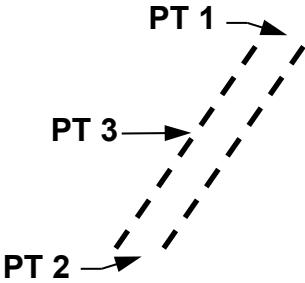
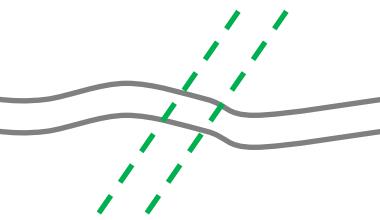
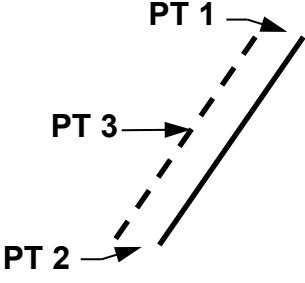
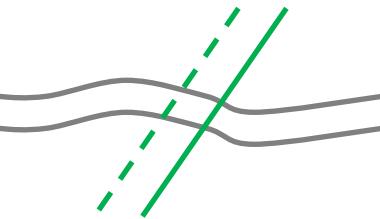
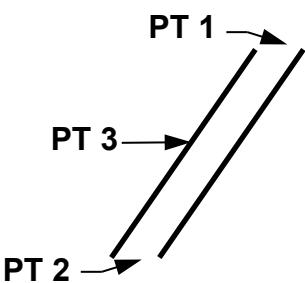
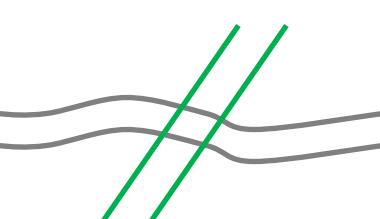
DESCRIPTION	TEMPLATE	EXAMPLE
Planned Type: Entity Subtype Entity/Entity Type: Protection Areas/Roadblocks, Craters and Blown Bridges Symbol Set: 25 Value: 271201		<p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p> 
<u>Draw Rules:</u> Line12 - Dynamic		
<u>Explosives, State of Readiness 2 (armed but passable)</u> Type: Entity Subtype Entity/Entity Type: Protection Areas/Roadblocks, Craters and Blown Bridges Symbol Set: 25 Value: 271202		
<u>Draw Rules:</u> Line12 - Dynamic		

TABLE L-XVIII. Obstacle control measure symbols - Continued.

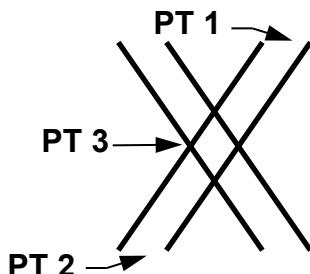
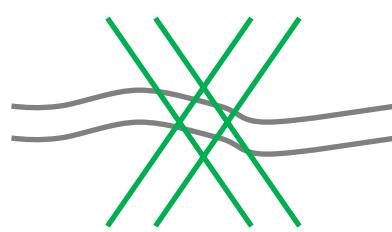
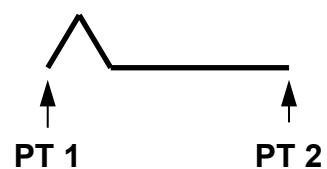
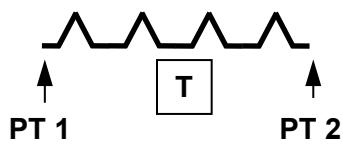
DESCRIPTION	TEMPLATE	EXAMPLE
Roadblock Complete (Executed) Type: Entity Subtype Entity/Entity Type: Protection Areas/Roadblocks, Craters and Blown Bridges Symbol Set: 25 Value: 271204 <u>Draw Rules:</u> Line12 - Dynamic		 <p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p>
Protection Points Type: Entity Symbol Set: 25 Value: 280000		N/A
Abatis Type: Entity Type Entity: Protection Points Symbol Set: 25 Value: 280100 <u>Draw Rules:</u> Line13 - Dynamic		 <p>An obstacle constructed by the felling and interlacing of trees across a route. Orientation is determined by the anchor points.</p>
Protection Lines Type: Entity Symbol Set: 25 Value: 290000		N/A
Obstacle Line Type: Entity Type Entity: Protection Lines Symbol Set: 25 Value: 290100 <u>Draw Rules:</u> Line1 - Dynamic		 <p>A conceptual control measure used at battalion or brigade level to show placement intent without specifying a particular type of linear obstacle.</p>
Mineline		Monochrome 

TABLE L-XVIII. Obstacle control measure symbols - Continued.

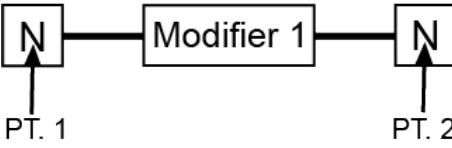
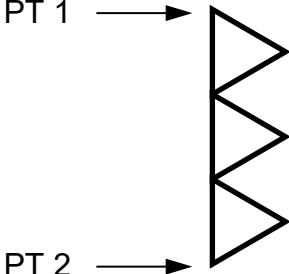
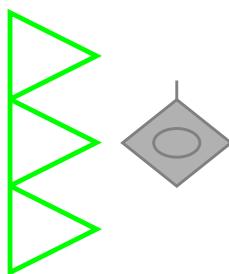
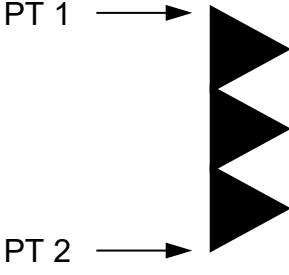
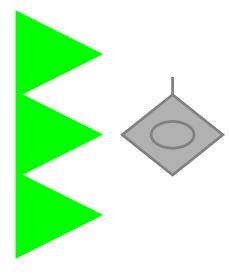
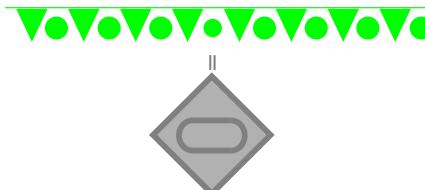
DESCRIPTION	TEMPLATE	EXAMPLE
Type: Entity Subtype Entity/Entity Type: Protection Lines/Obstacle Line Symbol Set: 25 Value: 290101 Draw Rules: <u>Line1</u> - Dynamic		<p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p> 
Antitank Obstacles		
Type: Entity Type Entity: Protection Lines Symbol Set: 25 Value: 290200	Reserved for hierarchical purposes.	N/A
	A ditch which is impassable to vehicles unaided. It may be prepared using machinery or explosives.	
Ditch – Under Construction		
Type: Entity Subtype Entity/Entity Type: Protection Lines/ Antitank Obstacles Symbol Set: 25 Value: 290201 Draw Rules: <u>Line1</u> - Dynamic		
Ditch – Completed		
Type: Entity Subtype Entity/Entity Type: Protection Lines/ Antitank Obstacles Symbol Set: 25 Value: 290202 Draw Rules: <u>Line1</u> – Dynamic		
Ditch Reinforced, with Antitank Mines		
Type: Entity Subtype Entity/Entity Type: Protection Lines/ Antitank Obstacles		

TABLE L-XVIII. Obstacle control measure symbols - Continued.

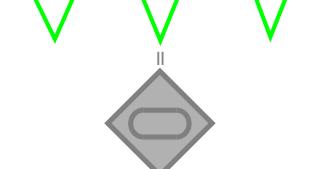
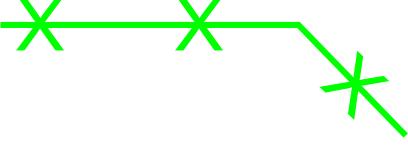
DESCRIPTION	TEMPLATE	EXAMPLE
Symbol Set: 25 Value: 290203 Draw Rules: Line1 - Dynamic	Note: The teeth typically point toward enemy forces.	Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.
Antitank Wall Type: Entity Subtype Entity/Entity Type: Protection Lines/ Antitank Obstacles Symbol Set: 25 Value: 290204		
 Draw Rules: Line1 - Dynamic	Note: The teeth typically point toward enemy forces.	
Wire Obstacles Type: Entity Type Entity: Protection Lines Symbol Set: 25 Value: 290300	Reserved for hierarchical purposes.	N/A
Unspecified Type: Entity Subtype Entity/Entity Type: Protection Lines/Wire Obstacles Symbol Set: 25 Value: 290301 Draw Rules: Line1 - Dynamic		
Single Fence Type: Entity Subtype Entity/Entity Type: Protection Lines/Wire Obstacles Symbol Set: 25 Value: 290302 Draw Rules: Line1 - Dynamic		

TABLE L-XVIII. Obstacle control measure symbols - Continued.

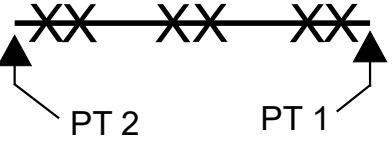
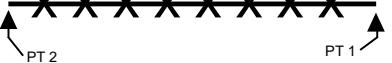
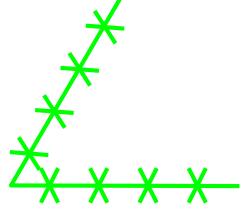
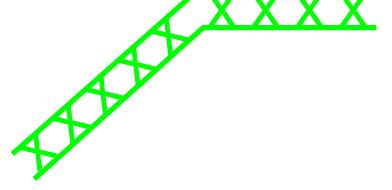
DESCRIPTION	TEMPLATE	EXAMPLE
Double Fence Type: Entity Subtype Entity/Entity Type: Protection Lines/Wire Obstacles Symbol Set: 25 Value: 290303 <u>Draw Rules:</u> <u>Line1</u> - Dynamic		<p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p> 
Double Apron Fence Type: Entity Subtype Entity/Entity Type: Protection Lines/Wire Obstacles Symbol Set: 25 Value: 290304 <u>Draw Rules:</u> <u>Line1</u> - Dynamic		
Low Wire Fence Type: Entity Subtype Entity/Entity Type: Protection Lines/Wire Obstacles Symbol Set: 25 Value: 290305 <u>Draw Rules:</u> <u>Line1</u> - Dynamic		
High Wire Fence Type: Entity Subtype Entity/Entity Type: Protection Lines/Wire Obstacles Symbol Set: 25 Value: 290306 <u>Draw Rules:</u> <u>Line1</u> - Dynamic		

TABLE L-XVIII. Obstacle control measure symbols - Continued.

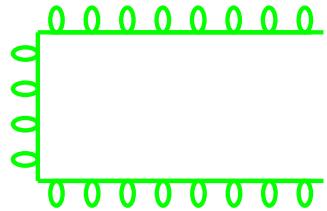
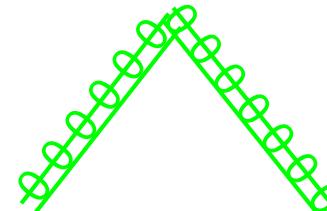
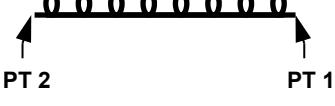
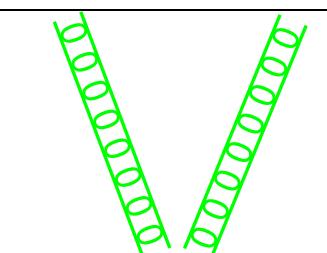
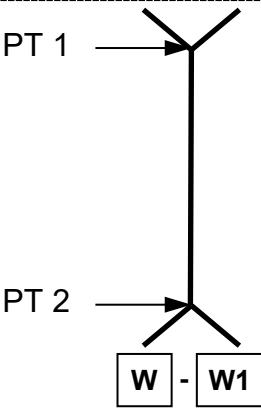
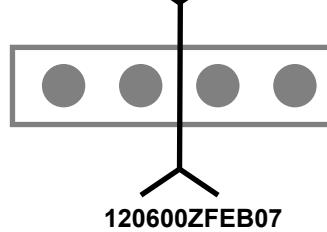
DESCRIPTION	TEMPLATE	EXAMPLE
Single Concertina Type: Entity Subtype Entity/Entity Type: Protection Lines/Wire Obstacles Symbol Set: 25 Value: 290307 <u>Draw Rules:</u> Line1 - Dynamic		
Double Strand Concertina Type: Entity Subtype Entity/Entity Type: Protection Lines/Wire Obstacles Symbol Set: 25 Value: 290308 <u>Draw Rules:</u> Line1 - Dynamic		
Triple Strand Concertina Type: Entity Subtype Entity/Entity Type: Protection Lines/Wire Obstacles Symbol Set: 25 Value: 290309 <u>Draw Rules:</u> Line1 - Dynamic		
Lane Type: Entity Type Entity: Protection Lines Symbol Set: 25 Value: 290600 <u>Draw Rules:</u> Line14 - Dynamic Orientation is determined by the anchor points.		

TABLE L-XVIII. Obstacle control measure symbols - Continued.

DESCRIPTION	TEMPLATE	EXAMPLE
		<p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p>
	A route through an enemy or friendly obstacle that provides a passing force safe passage.	
Minefield	Type: Entity Type Entity: Protection Areas Symbol Set: 25 Value: 270700	<p>Reserved for hierarchical purposes.</p> <p>In land mine warfare, a defined area in which mines have been emplaced.</p>
Static Depiction	<p>Type: Entity Subtype Entity/Entity Type: Protection Areas/Minefield Symbol Set: 25 Value: 270701</p> <p><u>Draw Rules:</u> Point2 – Static</p>	<p>Monochrome +S</p> <p>Color +S</p> <p>Note: this example depicts a minefield reinforced with scatterable mines. This is depicted using “+S” in the Additional information “H” amplifier field.</p>
Dynamic Depiction	<p>Type: Entity Subtype Entity/Entity Type: Protection Areas/Minefield Symbol Set: 25 Value: 270707</p> <p><u>Draw Rules:</u> Area23 - Dynamic</p>	
Mined Area	<p>Type: Entity Type Entity: Protection Areas Symbol Set: 25 Value: 270800</p> <p><u>Draw Rules:</u> Area1 - Dynamic</p>	<p>An area which is dangerous because of the presence or suspected presence of mines.</p>

TABLE L-XVIII. Obstacle control measure symbols - Continued.

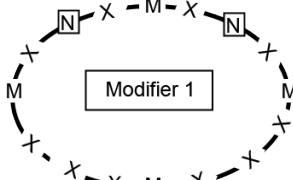
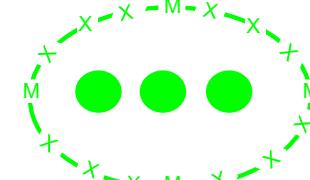
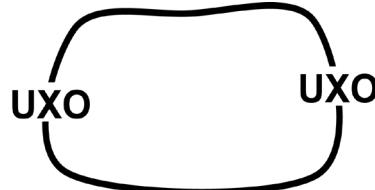
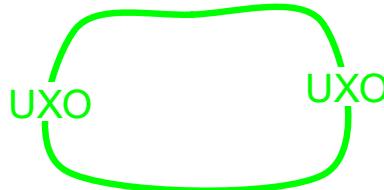
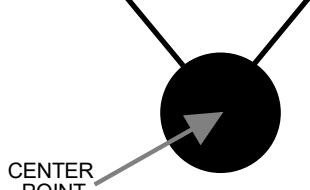
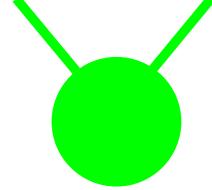
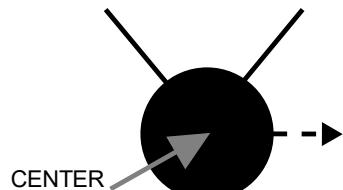
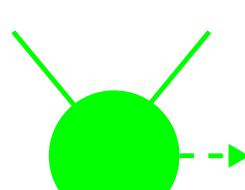
DESCRIPTION	TEMPLATE	EXAMPLE
Mined Area, Fenced Type: Entity Subtype Entity/Entity Type: Protection Areas/Mine Area Symbol Set: 25 Value: 270801 <u>Draw Rules:</u> <u>Areal</u> - Dynamic		<p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p> 
Unexploded Explosive Ordnance (UXO) Area Type: Entity Type Entity: Protection Areas Symbol Set: 25 Value: 271000 <u>Draw Rules:</u> <u>Areal</u> - Dynamic		
Antipersonnel Mine Type: Entity Type Entity: Protection Areas Symbol Set: 25 Value: 280200 <u>Draw Rules:</u> <u>Point2</u> – Static		
Antipersonnel Mine with Directional Effects Type: Entity Subtype Entity/Entity Type: Protection Points/Antipersonnel Mine Symbol Set: 25 Value: 280201 <u>Draw Rules:</u> <u>Point2</u> – Static		<p>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.</p> 

TABLE L-XVIII. Obstacle control measure symbols - Continued.

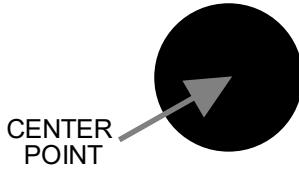
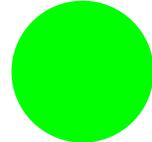
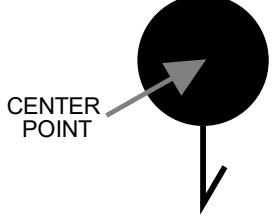
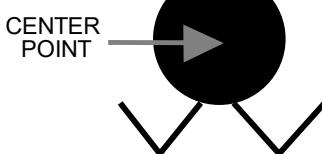
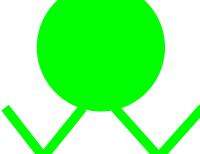
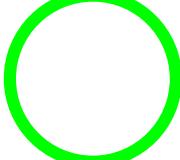
DESCRIPTION	TEMPLATE	EXAMPLE
Antitank Mine Type: Entity Type Entity: Protection Areas Symbol Set: 25 Value: 280300		<p data-bbox="969 304 1428 375">Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p> 
<u>Draw Rules:</u> Point2 – Static	A mine designed to immobilize or destroy a tank.	
Antitank Mine with Anti-handling Device Type: Entity Type Entity: Protection Areas Symbol Set: 25 Value: 280400		
<u>Draw Rules:</u> Point2 – Static		
Wide Area Antitank Mine		
Type: Entity Type Entity: Protection Areas Symbol Set: 25 Value: 280500		
<u>Draw Rules:</u> Point2 – Static	An antitank mine that detects and acquires targets then launches submunition(s) that attacks the top of the targets.	
Unspecified Mine		
Type: Entity Type Entity: Protection Areas Symbol Set: 25 Value: 280600		
<u>Draw Rules:</u> Point2 – Static		

TABLE L-XVIII. Obstacle control measure symbols - Continued.

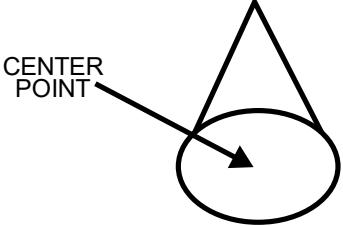
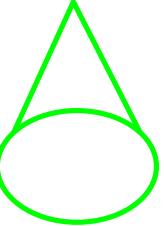
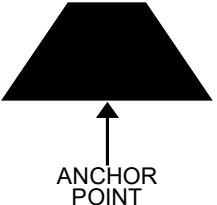
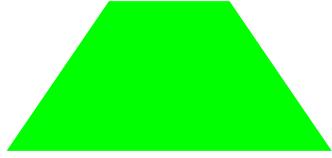
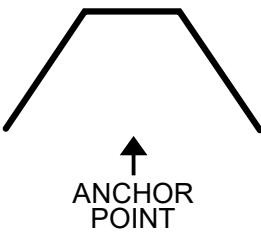
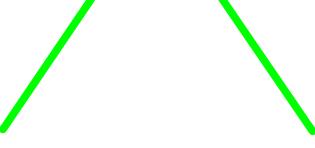
DESCRIPTION	TEMPLATE	EXAMPLE
Booby Trap Type: Entity Type Entity: Protection Areas Symbol Set: 25 Value: 280700		Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure. 
<u>Draw Rules:</u> Point13 - Static		A device designed, constructed or adapted to kill or injure, which functions when a person disturbs or approaches an apparently harmless object or performs an apparently safe act.
Tetrahedrons, Dragons Teeth, and Other Similar Obstacles Type: Entity Type Entity: Protection Points Symbol Set: 25 Value: 281900	Reserved for hierarchical purposes.	N/A
<u>Draw Rules:</u> Point7 - Static		
Fixed and Prefabricated		
Type: Entity Subtype Entity/Entity Type: Protection Points/ Tetrahedrons, Dragons Teeth, and Other Similar Obstacles Symbol Set: 25 Value: 281901		
<u>Draw Rules:</u> Point7 - Static		
Movable		
Type: Entity Subtype Entity/Entity Type: Protection Points/ Tetrahedrons, Dragons Teeth, and Other Similar Obstacles Symbol Set: 25 Value: 281902		
<u>Draw Rules:</u> Point7 - Static		

TABLE L-XVIII. Obstacle control measure symbols - Continued.

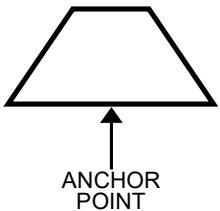
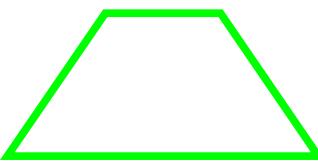
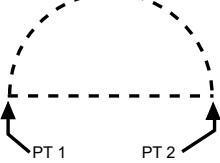
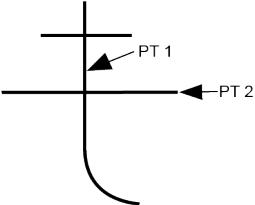
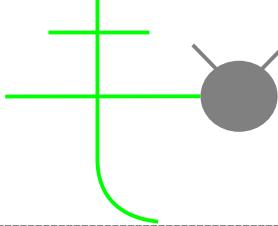
DESCRIPTION	TEMPLATE	EXAMPLE
Movable and Prefabricated Type: Entity Subtype Entity/Entity Type: Protection Points/ Tetrahedrons, Dragons Teeth, and Other Similar Obstacles Symbol Set: 25 Value: 281903 <u>Draw Rules:</u> Point7 - Static		 <p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p>
Mine Cluster Type: Entity Type Entity: Protection Lines Symbol Set: 25 Value: 290400 <u>Draw Rules:</u> Area13 - Dynamic		 <p>Note: The dashed lines in this symbol shall be displayed in present and anticipated status.</p>
Trip Wire Type: Entity Type Entity: Protection Lines Symbol Set: 25 Value: 290500 <u>Draw Rules:</u> Line15 – Dynamic		 <p>Orientation is determined by the anchor points.</p>
Vertical Obstructions Type: Entity Type Entity: Protection Points Symbol Set: 25 Value: 282000	Reserved for hierarchical purposes.	N/A

TABLE L-XVIII. Obstacle control measure symbols - Continued.

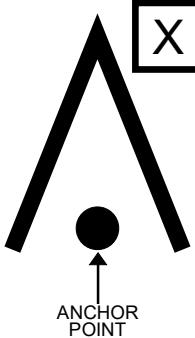
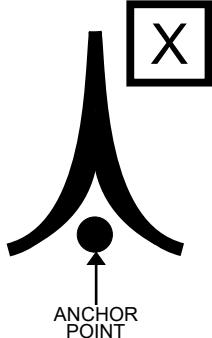
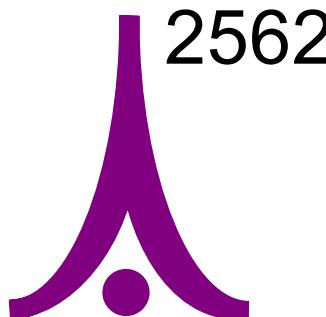
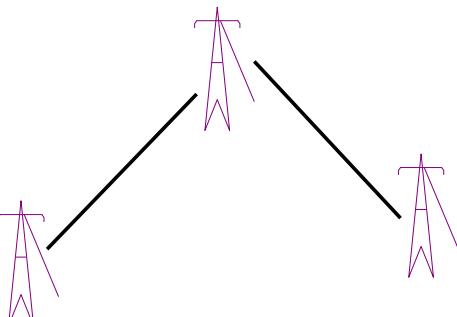
DESCRIPTION	TEMPLATE	EXAMPLE
Tower, Low Type: Entity Subtype Entity/Entity Type: Protection Points/ Vertical Obstructions Symbol Set: 25 Value: 282001 <u>Draw Rules:</u> Point16 - Dynamic Color: Purple (RGB 128,0,128)	 <p>ANCHOR POINT</p>	 <p>Note: Towers less than 1000 Ft AGL. Orientation: The symbol will remain upright.</p>
Tower, High Type: Entity Subtype Entity/Entity Type: Protection Points/ Vertical Obstructions Symbol Set: 25 Value: 282002 <u>Draw Rules:</u> Point16 - Dynamic Color: Purple (RGB 128,0,128)	 <p>ANCHOR POINT</p>	 <p>Note: Towers 1000 Ft and Higher AGL. Orientation: The symbol will remain upright.</p>
Overhead Wire Type: Entity Subtype Entity/Entity Type: Protection Points/ Vertical Obstructions Symbol Set: 25 Value: 282003 <u>Draw Rules:</u> Line1 – Dynamic Color: Purple (RGB 128,0,128)	<p>For use on maps of all scales</p>  <p>PT. 1 PT. 2</p>	

TABLE L-XVIII. Obstacle control measure symbols - Continued.

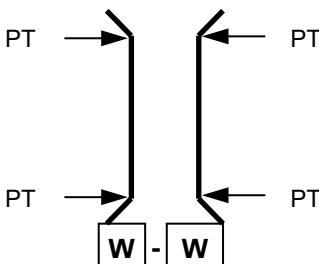
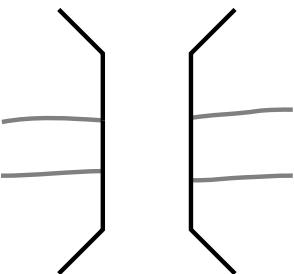
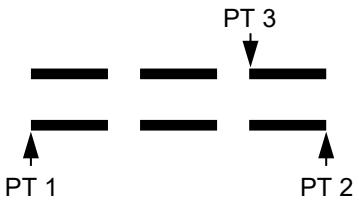
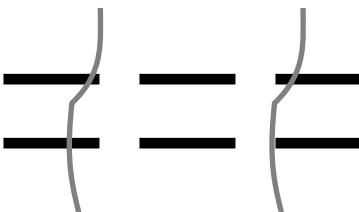
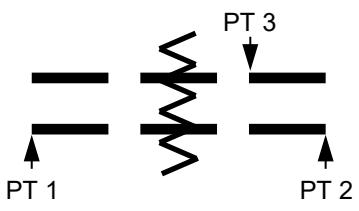
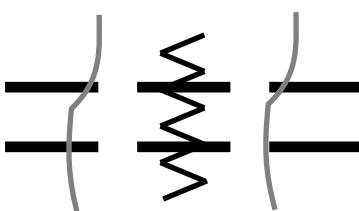
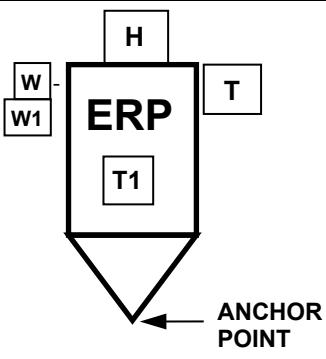
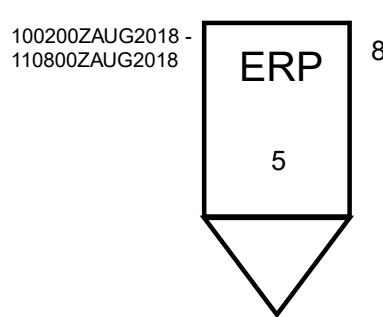
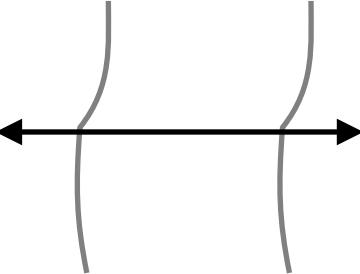
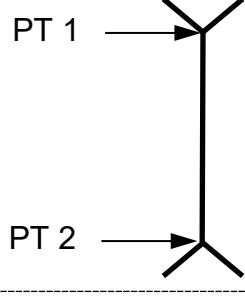
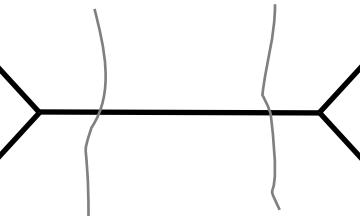
DESCRIPTION	TEMPLATE	EXAMPLE
Water Crossing Site The location of a single bridge or rafting site, or in an initial assault a site for the crossing of assault boats, or for the swimming or fording of vehicles on a broad front.		
Assault Crossing Type: Entity Type Entity: Protection Areas Symbol Set: 25 Value: 271300 <u>Draw Rules:</u> Line16 - Dynamic	 	
Ford Easy Type: Entity Type Entity: Protection Areas Symbol Set: 25 Value: 271500 <u>Draw Rules:</u> Line17 - Dynamic		
Ford Difficult Type: Entity Type Entity: Protection Areas Symbol Set: 25 Value: 271600 <u>Draw Rules:</u> Line17 - Dynamic		
Engineer Regulating Point Type: Entity Type Entity: Protection Areas Symbol Set: 25 Value: 280800 <u>Draw Rules:</u> Point1 – Static <u>Orientation:</u> The symbol will typically be oriented upright		 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.

TABLE L-XVIII. Obstacle control measure symbols - Continued.

DESCRIPTION	TEMPLATE	EXAMPLE
Ferry Type: Entity Type Entity: Protection Lines Symbol Set: 25 Value: 290700 <u>Draw Rules:</u> Line18 - Dynamic		Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure. 
Raft Site Type: Entity Type Entity: Protection Lines Symbol Set: 25 Value: 290800 <u>Draw Rules:</u> Line14 - Dynamic		
		Orientation is determined by the anchor points.

L.5.21 Field fortification control measures.

L.5.21.1 **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 L-XIX. Field fortification control measure symbols.

DESCRIPTION	TEMPLATE	EXAMPLE
Shelter Type: Entity Type Entity: Protection Areas Symbol Set: 25 Value: 280900 <u>Draw Rules:</u> Point2 – Static		

TABLE L-XIX. Field fortification control measure symbols - Continued.

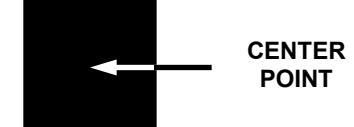
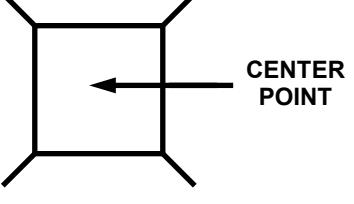
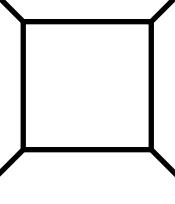
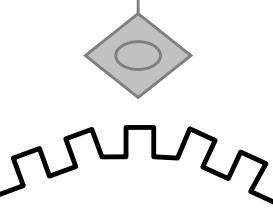
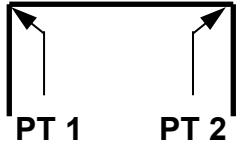
DESCRIPTION	TEMPLATE	EXAMPLE
Above Ground Shelter Type: Entity Type Entity: Protection Areas Symbol Set: 25 Value: 281000 <u>Draw Rules:</u> <u>Point2</u> – Static		Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure. 
Below Ground Shelter Type: Entity Type Entity: Protection Areas Symbol Set: 25 Value: 281100 <u>Draw Rules:</u> <u>Point2</u> – Static		
Fort Type: Entity Type Entity: Protection Areas Symbol Set: 25 Value: 281200 <u>Draw Rules:</u> <u>Point2</u> – Static		
Fortified Line Type: Entity Type Entity: Protection Lines Symbol Set: 25 Value: 290900 <u>Draw Rules:</u> <u>Line1</u> - Dynamic		 Note: The ramparts typically point toward enemy forces.
Fighting Position Type: Entity Type Entity: Protection Lines Symbol Set: 25 Value: 291000 <u>Draw Rules:</u>		

TABLE L-XIX. Field fortification control measure symbols - Continued.

DESCRIPTION	TEMPLATE	EXAMPLE
Line19 - Dynamic	Note: The symbol typically faces enemy forces. Orientation is determined by the anchor points	Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.

L.5.22 CBRN defense control measure symbols.

L.5.22.1 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 L-XX. CBRN defense control measure symbols.

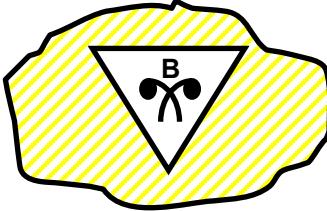
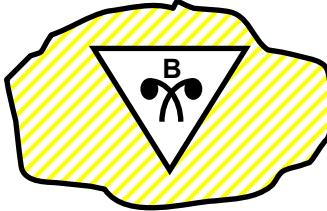
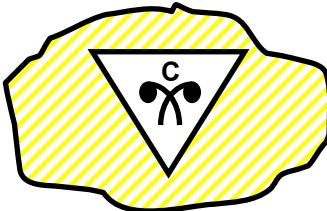
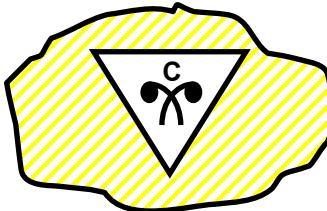
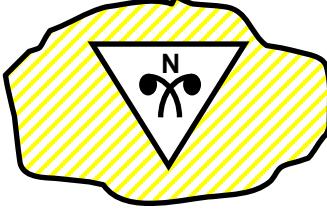
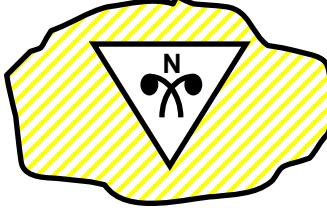
DESCRIPTION	TEMPLATE	EXAMPLE
Contaminated Areas		
Biological Contaminated Area Type: Entity Type Entity: Protection Areas Symbol Set: 25 Value: 271700 Draw Rules: Area1 - Dynamic		
Chemical Contaminated Area Type: Entity Type Entity: Protection Areas Symbol Set: 25 Value: 271800 Draw Rules: Area1 - Dynamic		
Nuclear Contaminated Area Type: Entity Type Entity: Protection Areas Symbol Set: 25 Value: 271900 Draw Rules: Area1 - Dynamic		

TABLE L-XX. CBRN defense control measure symbols - Continued.

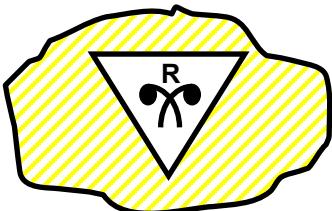
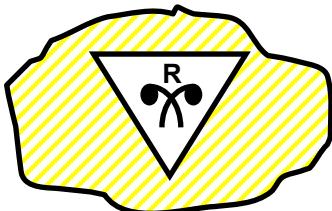
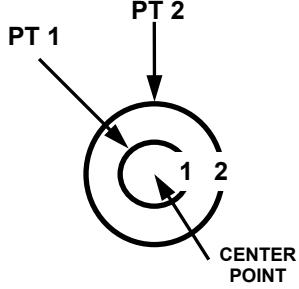
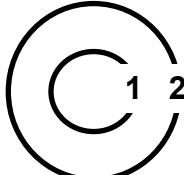
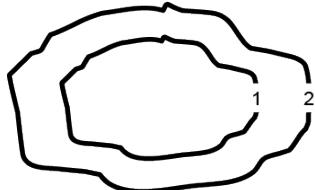
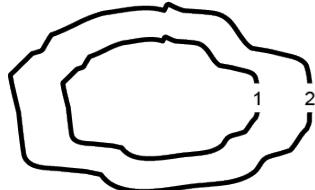
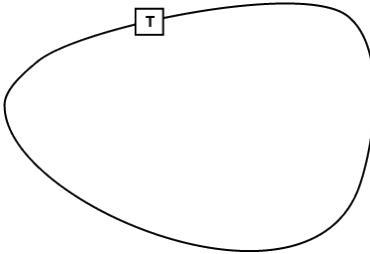
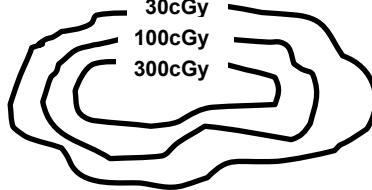
DESCRIPTION	TEMPLATE	EXAMPLE Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.
Radiological Contaminated Area Type: Entity Type Entity: Protection Areas Symbol Set: 25 Value: 272000 <u>Draw Rules:</u> <u>Areal</u> - Dynamic		
Minimum Safe Distance Zone Type: Entity Type Entity: Protection Areas Symbol Set: 25 Value: 272100 <u>Draw Rules:</u> <u>Area14</u> - Dynamic		
		Orientation: The center point is typically centered over Ground Zero (GZ) or Designated Ground Zero (DGZ).
Multiple Strike - (STRIKWARN) Type: Entity Subtype Entity/Entity Type: Protection Areas/Minimum Safe Distance Symbol Set: 25 Value: 272101 <u>Draw Rules:</u> <u>Area26</u> - Static		
		Orientation: The symbol will typically be oriented upright.
Radiation Dose Rate Contour Line Type: Entity Type Entity: Protection Areas Symbol Set: 25 Value: 272200 <u>Draw Rules:</u> <u>Areal</u> - Dynamic		
		A line on a map, diagram or overlay joining all points at which the radiation dose rate at a given time is the same.

TABLE L-XX. CBRN defense control measure symbols - Continued.

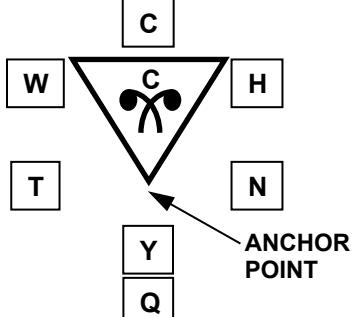
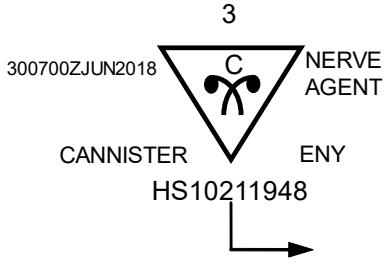
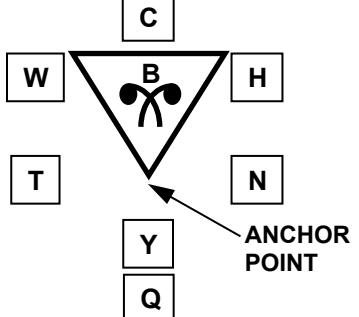
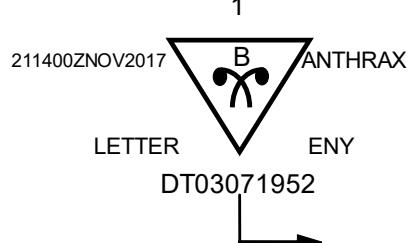
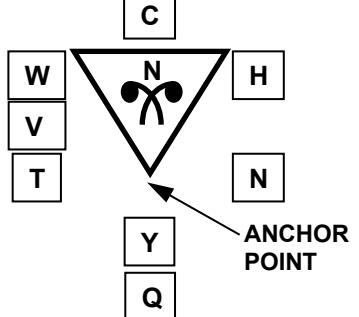
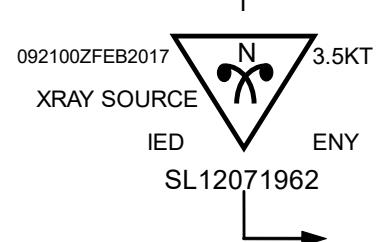
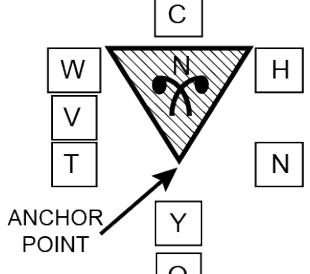
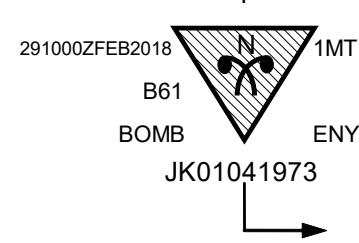
DESCRIPTION	TEMPLATE	EXAMPLE
Chemical Event Type: Entity Type Entity: Protection Areas Symbol Set: 25 Value: 281300 <u>Draw Rules:</u> <u>Point7</u> - Static	 <p>ANCHOR POINT</p>	<p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p> 
Biological Event Type: Entity Type Entity: Protection Areas Symbol Set: 25 Value: 281400 <u>Draw Rules:</u> <u>Point7</u> - Static	 <p>ANCHOR POINT</p>	
Nuclear Event Type: Entity Type Entity: Protection Areas Symbol Set: 25 Value: 281500 <u>Draw Rules:</u> <u>Point7</u> - Static	 <p>ANCHOR POINT</p>	
Nuclear Fallout Producing Event Type: Entity Type Entity: Protection Areas Symbol Set: 25 Value: 281600 <u>Draw Rules:</u> <u>Point7</u> - Static	 <p>ANCHOR POINT</p>	

TABLE L-XX. CBRN defense control measure symbols - Continued.

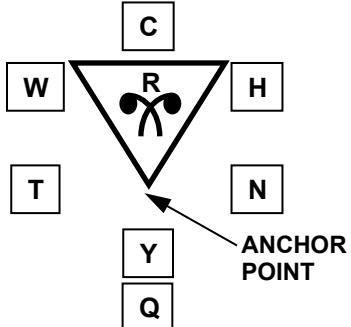
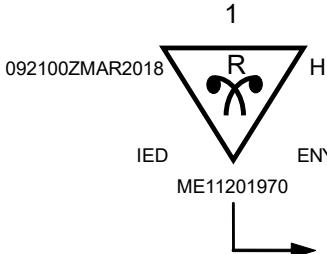
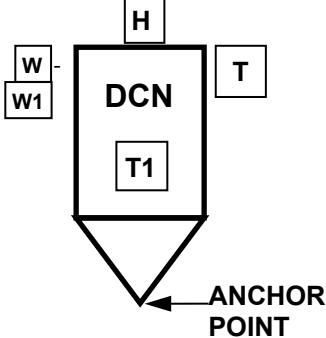
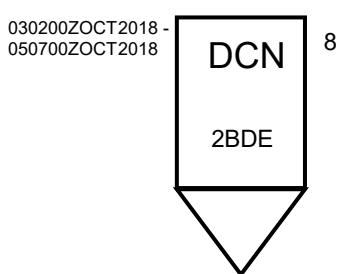
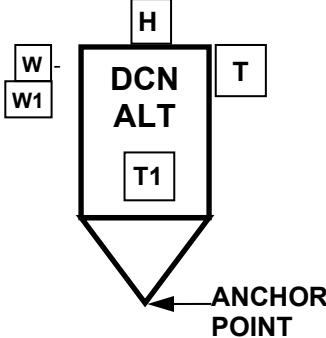
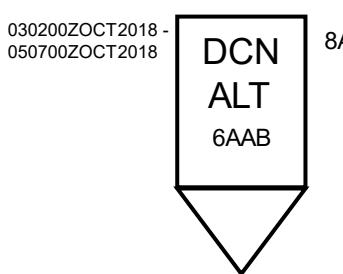
DESCRIPTION	TEMPLATE	EXAMPLE
Radiological Event Type: Entity Type Entity: Protection Areas Symbol Set: 25 Value: 281700 <u>Draw Rules:</u> <u>Point7</u> - Static	 <p>ANCHOR POINT</p>	<p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p> 
Decontamination Points/Sites		
General De-contamination Point/Site Type: Entity Type Entity: Protection Areas Symbol Set: 25 Value: 281800 <u>Draw Rules:</u> <u>Point1</u> - Static	 <p>ANCHOR POINT</p>	
Alternate De-contamination Point/Site Type: Entity Subtype Entity/Entity Type: Protection Points/General Decontamination Point/Site Symbol Set: 25 Value: 281801 <u>Draw Rules:</u> <u>Point1</u> - Static	 <p>ANCHOR POINT</p>	

TABLE L-XX. CBRN defense control measure symbols - Continued.

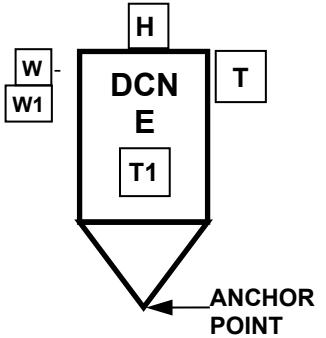
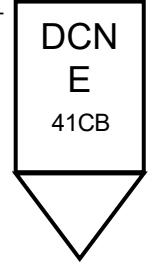
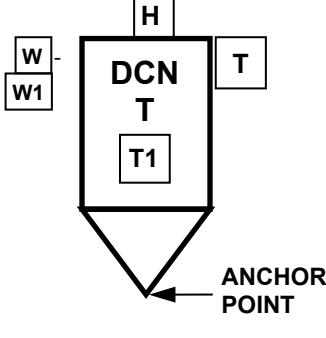
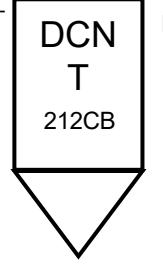
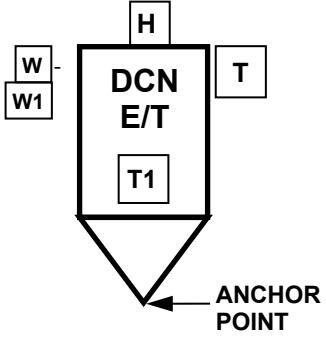
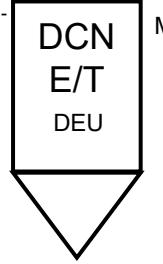
DESCRIPTION	TEMPLATE	EXAMPLE
Equipment De-contamination Point/Site Type: Entity Subtype Entity/Entity Type: Protection Points/General Decontamination Point/Site Symbol Set: 25 Value: 281802 <u>Draw Rules:</u> <u>Point1</u> – Static		<p style="text-align: center;">WHEELED</p> <p>030200Z OCT 2018 - 050700Z OCT 2018</p> 
Troop De-contamination Point/Site Type: Entity Subtype Entity/Entity Type: Protection Points/General Decontamination Point/Site Symbol Set: 25 Value: 281803 <u>Draw Rules:</u> <u>Point1</u> – Static		<p style="text-align: center;">3</p> <p>030200Z OCT 2018 - 050700Z OCT 2018</p> 
Equipment / Troop De-contamination Point/Site Type: Entity Subtype Entity/Entity Type: Protection Points/General Decontamination Point/Site Symbol Set: 25 Value: 281804 <u>Draw Rules:</u> <u>Point1</u> – Static		<p style="text-align: center;">CONTRACTOR OPERATED</p> <p>030200Z OCT 2018 - 050700Z OCT 2018</p> 

TABLE L-XX. CBRN defense control measure symbols - Continued.

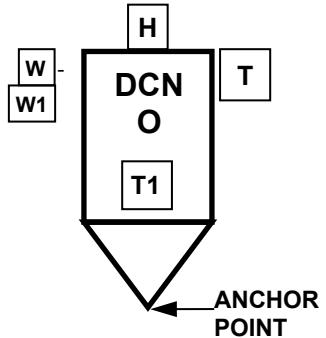
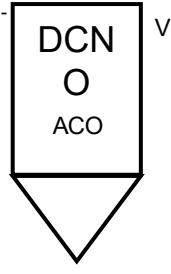
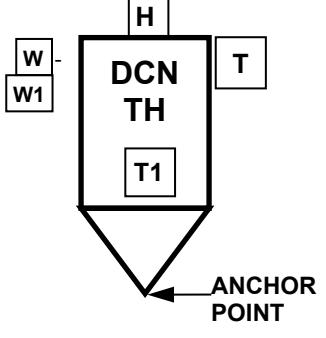
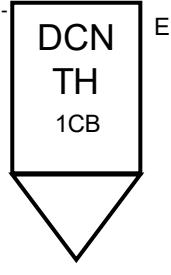
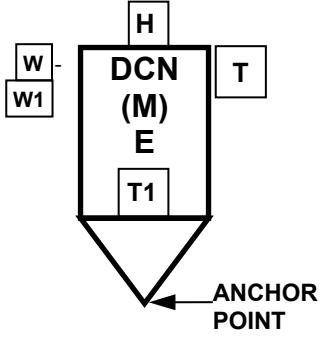
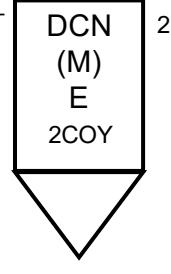
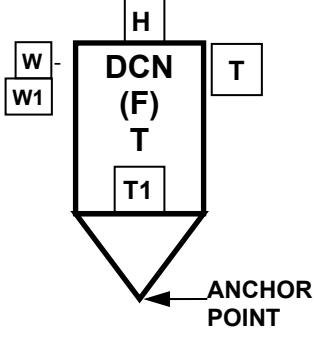
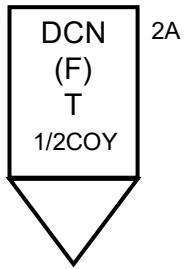
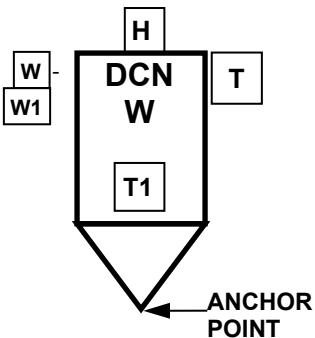
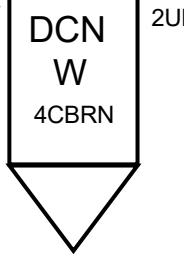
DESCRIPTION	TEMPLATE	EXAMPLE
<p>Operational De-contamination Point/Site</p> <p>Type: Entity Subtype Entity/Entity Type: Protection Points/General Decontamination Point/Site Symbol Set: 25 Value: 281805</p> <p>Draw Rules: Point1 – Static</p>		<p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p> <p>030200ZOCT2018 - 050700ZOCT2018</p> 
<p>Thorough De-contamination Point/Site</p> <p>Type: Entity Subtype Entity/Entity Type: Protection Points/General Decontamination Point/Site Symbol Set: 25 Value: 281806</p> <p>Draw Rules: Point1 – Static</p>		<p>030200ZOCT2018 - 050700ZOCT2018</p> 
<p>Main Equipment De-contamination Point/Site</p> <p>Type: Entity Subtype Entity/Entity Type: Protection Points/General Decontamination Point/Site Symbol Set: 25 Value: 281807</p> <p>Draw Rules: Point1 – Static</p>		<p>030200ZOCT2018 - 050700ZOCT2018</p> 

TABLE L-XX. CBRN defense control measure symbols - Continued.

DESCRIPTION	TEMPLATE	EXAMPLE
<p>Forward Troop De-contamination Point/Site</p> <p>Type: Entity Subtype Entity/Entity Type: Protection Points/General Decontamination Point/Site Symbol Set: 25 Value: 281808</p> <p>Draw Rules: Point1 – Static</p>		<p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p> <p>030200Z OCT 2018 - 050700Z OCT 2018</p> 
<p>Wounded Personnel De-contamination Site</p> <p>Type: Entity Subtype Entity/Entity Type: Protection Points/General Decontamination Point/Site Symbol Set: 25 Value: 281809</p> <p>Draw Rules: Point1 – Static</p>		<p>030200Z OCT 2018 - 050700Z OCT 2018</p> 

L.5.23 Sustainment control measures.

L.5.23.1 Sustainment control measures. The provision of logistics and personnel services required to maintain and prolong operations until successful mission accomplishment.

TABLE L-XXI. Sustainment point control measure symbols.

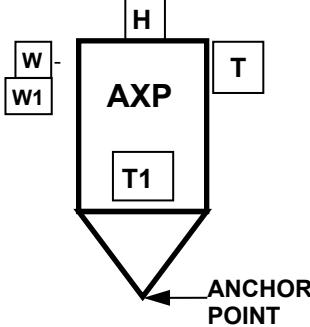
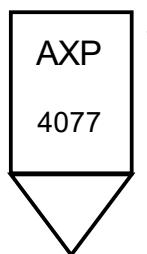
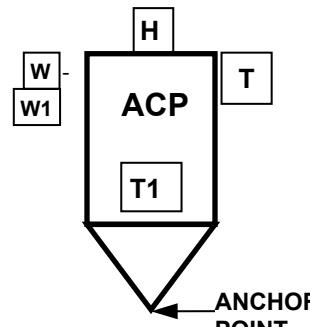
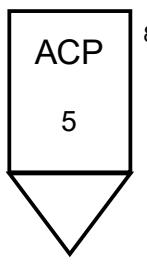
DESCRIPTION	TEMPLATE	EXAMPLE <small>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</small>
Sustainment Points Type: Entity Symbol Set: 25 Value: 320000	Reserved for hierarchical purposes.	N/A
Ambulance Points Type: Entity Type Entity: Sustainment Points Symbol Set: 25 Value: 320100	Reserved for hierarchical purposes.	N/A
Ambulance Exchange Point Type: Entity Subtype Entity/Entity Type: Sustainment Points/Ambulance Points Symbol Set: 25 Value: 320101 <u>Draw Rules:</u> <u>Point1</u> – Static		 030200ZMAY2018 - 050700ZMAY2018
Ambulance Control Point Type: Entity Subtype Entity/Entity Type: Sustainment Points/Ambulance Points Symbol Set: 25 Value: 320102 <u>Draw Rules:</u> <u>Point1</u> – Static		 030200ZMAY2018 - 050700ZMAY2018
		A point where ambulances may take one of two or more directions to reach loading points. (ATP 4-02.2)

TABLE L-XXI. Sustainment point control measure symbols - Continued.

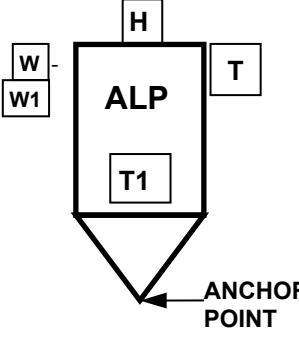
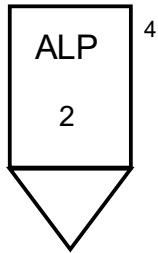
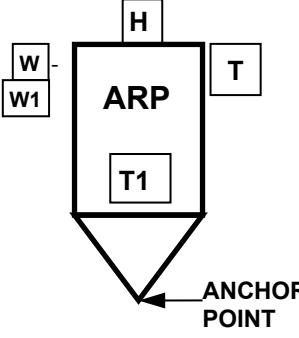
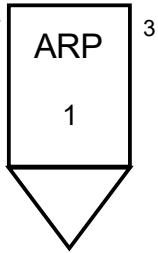
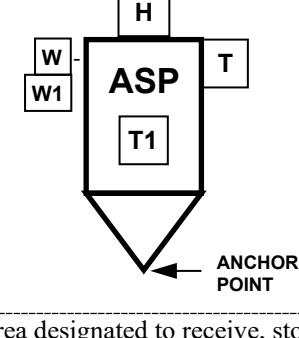
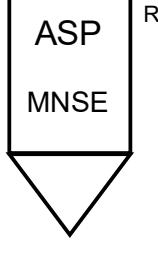
DESCRIPTION	TEMPLATE	EXAMPLE <small>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</small>
Ambulance Load Point Type: Entity Subtype Entity/Entity Type: Sustainment Points/Ambulance Points Symbol Set: 25 Value: 320103 <u>Draw Rules:</u> <u>Point1</u> – Static		030200ZMAY2018 - 050700ZMAY2018 
A point where one or more ambulances are stationed ready to receive patients for evacuation. (ATP 4-02.2)		
Ambulance Relay Point Type: Entity Subtype Entity/Entity Type: Sustainment Points/Ambulance Points Symbol Set: 25 Value: 320104 <u>Draw Rules:</u> <u>Point1</u> – Static		030200ZMAY2018 - 050700ZMAY2018 
A point where one or more empty ambulances are stationed. (ATP 4-02.2)		
Ammunition Supply Point Type: Entity Type Entity: Sustainment Points Symbol Set: 25 Value: 320200 <u>Draw Rules:</u> <u>Point1</u> – Static		030200ZMAY2018 - 050700ZMAY2018 AVIATION 
		An area designated to receive, store, reconfigure and issue Class V material.

TABLE L-XXI. Sustainment point control measure symbols - Continued.

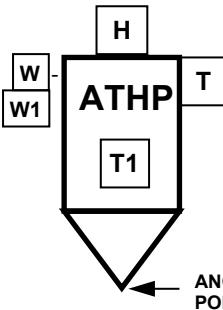
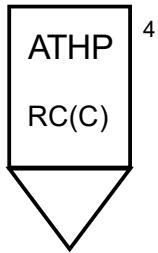
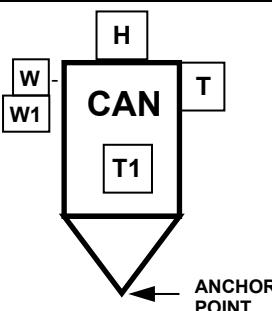
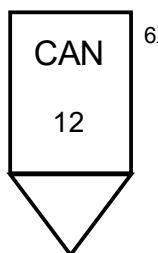
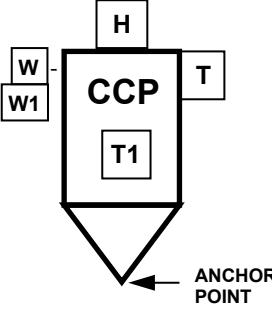
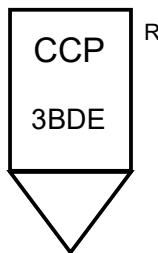
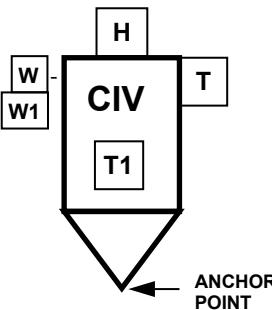
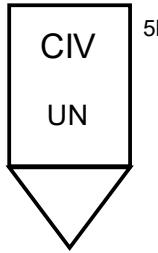
DESCRIPTION	TEMPLATE	EXAMPLE
Ammunition Transfer Point Type: Entity Type Entity: Sustainment Points Symbol Set: 25 Value: 320300 <u>Draw Rules:</u> Point1 – Static		<p style="text-align: center;">SMALL ARMS</p> <p>030200ZMAY2018 - 050700ZMAY2018</p> 
A designated temporary site from which Class V material is transferred to unit vehicles.		
Cannibalization Point Type: Entity Type Entity: Sustainment Points Symbol Set: 25 Value: 320400 <u>Draw Rules:</u> Point1 – Static		<p style="text-align: center;">9</p> <p>030200ZMAY2018 - 050700ZMAY2018</p> 
A specific location where casualties are assembled to be transported to a medical treatment facility, for example, a company aid post.		<p style="text-align: center;">5</p> <p>030200ZMAY2018 - 050700ZMAY2018</p> 
A specific location where civilians are assembled to be transported to another location.		<p style="text-align: center;">3</p> <p>030200ZMAY2018 - 050700ZMAY2018</p> 

TABLE L-XXI. Sustainment point control measure symbols - Continued.

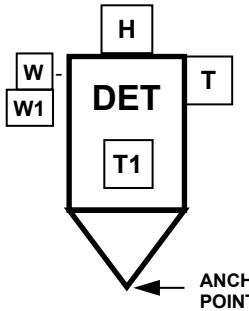
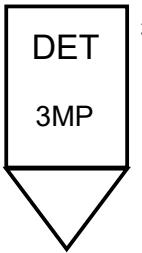
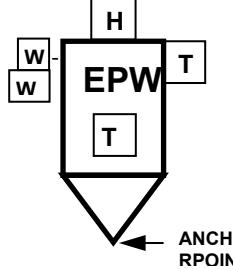
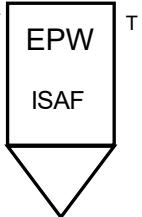
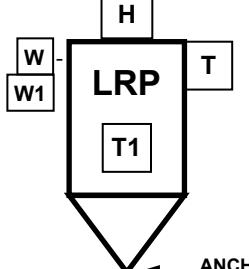
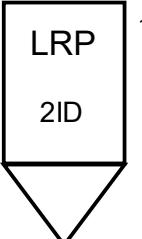
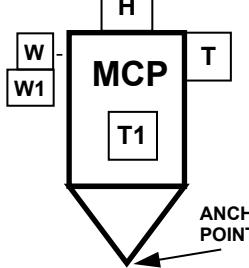
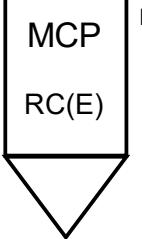
DESCRIPTION	TEMPLATE	EXAMPLE
Detainee Collection Point Type: Entity Type Entity: Sustainment Points Symbol Set: 25 Value: 320700 <u>Draw Rules:</u> Point1 – Static		<p>3 120700ZMAR2018 - 211800ZMAR2018</p> 
A specific location where detainees are assembled to be transported to another location.		
Enemy Prisoner of War (EPW) Collection Point Type: Entity Type Entity: Sustainment Points Symbol Set: 25 Value: 320800 <u>Draw Rules:</u> Point1 – Static		<p>2 030200ZMAY2018 - 050700ZMAY2018</p> 
A specific location where enemy prisoners of war are assembled to be transported to another location.		
Logistics Release Point (LRP) Type: Entity Type Entity: Sustainment Points Symbol Set: 25 Value: 320900 <u>Draw Rules:</u> Point1 – Static		<p>5 030200ZMAY2018 - 050700ZMAY2018</p> 
Maintenance Collection Point (MCP) Type: Entity Type Entity: Sustainment Points Symbol Set: 25 Value: 321000 <u>Draw Rules:</u> Point1 – Static		<p>1 030200ZMAY2018 - 050700ZMAY2018</p> 
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.		

TABLE L-XXI. Sustainment point control measure symbols - Continued.

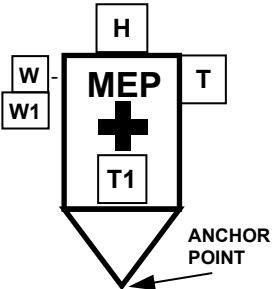
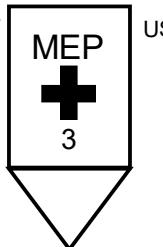
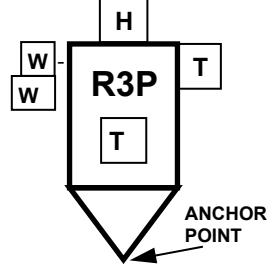
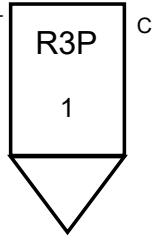
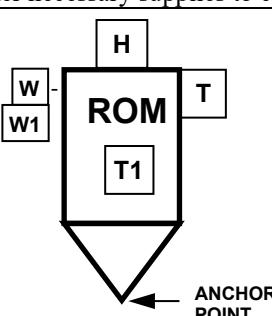
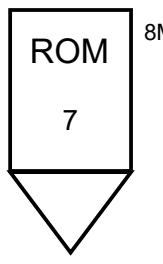
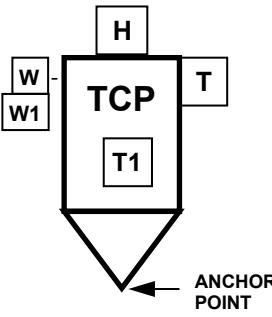
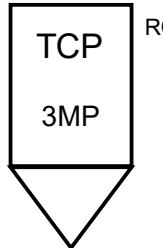
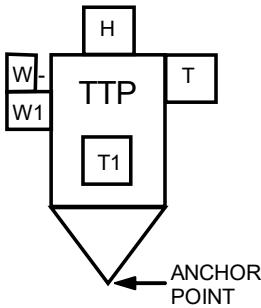
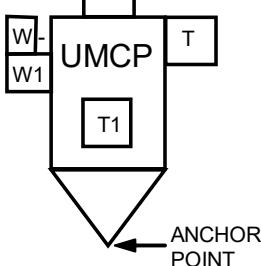
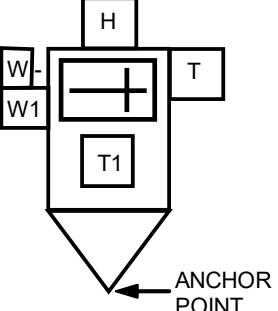
DESCRIPTION	TEMPLATE	EXAMPLE
Medical Evacuation (MEDEVAC) Pick-up Point Type: Entity Type Entity: Sustainment Points Symbol Set: 25 Value: 321100 <u>Draw Rules:</u> <u>Point1</u> – Static		<p data-bbox="980 382 1160 466">Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p> <p data-bbox="1209 382 1233 413">2</p> <p data-bbox="997 435 1144 466">030200ZMAY2018 - 050700ZMAY2018</p> 
Rearm, Refuel and Resupply Point (R3P) Type: Entity Type Entity: Sustainment Points Symbol Set: 25 Value: 321200 <u>Draw Rules:</u> <u>Point1</u> – Static		<p data-bbox="1013 762 1160 825">030200ZMAY2018 - 050700ZMAY2018</p> <p data-bbox="1209 762 1233 794">8</p> 
Refuel On the Move (ROM) Point Type: Entity Type Entity: Sustainment Points Symbol Set: 25 Value: 321300 <u>Draw Rules:</u> <u>Point1</u> – Static		<p data-bbox="997 1178 1144 1241">030200ZMAY2018 - 050700ZMAY2018</p> <p data-bbox="1209 1136 1233 1167">2</p> <p data-bbox="1176 1189 1356 1220">8MAR</p> 
Traffic Control Post (TCP) Type: Entity Type Entity: Sustainment Points Symbol Set: 25 Value: 321400 <u>Draw Rules:</u> <u>Point1</u> – Static		<p data-bbox="997 1564 1144 1628">030200ZMAY2018 - 050700ZMAY2018</p> <p data-bbox="1176 1533 1258 1564">MSR1</p> 

TABLE L-XXI. Sustainment point control measure symbols - Continued.

DESCRIPTION	TEMPLATE	EXAMPLE
Trailer Transfer Point (TTP) Type: Entity Type Entity: Sustainment Points Symbol Set: 25 Value: 321500 <u>Draw Rules:</u> Point1 – Static		<p data-bbox="980 397 1160 494">Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p> <p data-bbox="1013 460 1160 494">030200ZMAY2018 - 050700ZMAY2018</p> <p data-bbox="1192 418 1323 684">4 TTP MNSE 7A</p>
Orientation: The symbol will typically be oriented upright		A location where trailers are transferred from one carrier to another while en-route.
Unit Maintenance Collection Point (UMCP) Type: Entity Type Entity: Sustainment Points Symbol Set: 25 Value: 321600 <u>Draw Rules:</u> Point1 – Static		<p data-bbox="980 903 1160 958">030200ZMAY2018 - 050700ZMAY2018</p> <p data-bbox="1192 882 1323 1148">9 UMCP 2-6IN 1</p>
Mortuary Affairs Collection Point		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.
Type: Entity Type Entity: Sustainment Points Symbol Set: 25 Value: 321900 <u>Draw Rules:</u> Point1 – Static		<p data-bbox="980 1317 1160 1372">030200ZMAY2018 - 050700ZMAY2018</p> <p data-bbox="1192 1296 1323 1607">9 2-6IN 1</p>

L.5.24 Supply points.

L.5.24.1 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 L-XXII. Supply point control measure symbols.

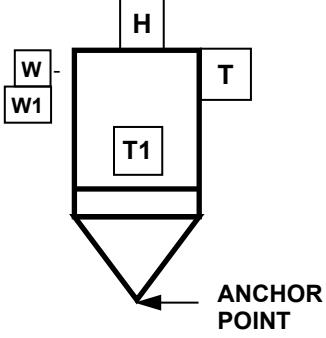
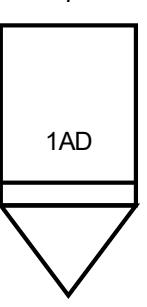
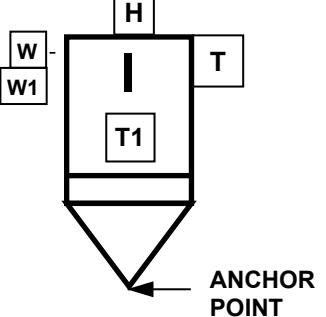
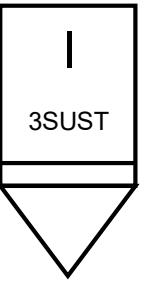
DESCRIPTION	TEMPLATE	EXAMPLE <small>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</small>
General Supply Point Type: Entity Type Entity: Sustainment Points Symbol Set: 25 Value: 321700 <u>Draw Rules:</u> Point1 – Static		 030200ZMAY2018 - 050700ZMAY2018
NATO Class I Type: Entity Subtype Entity/Entity Type: Sustainment Points/General Supply Point Symbol Set: 25 Value: 321701 <u>Draw Rules:</u> Point1 – Static		 030200ZMAY2018 - 050700ZMAY2018

TABLE L-XXII. Supply point control measure symbols - Continued.

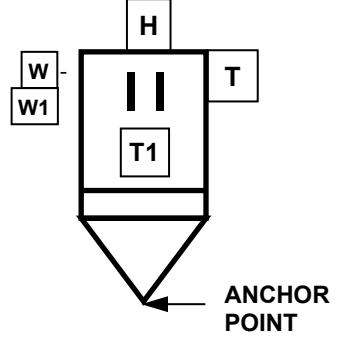
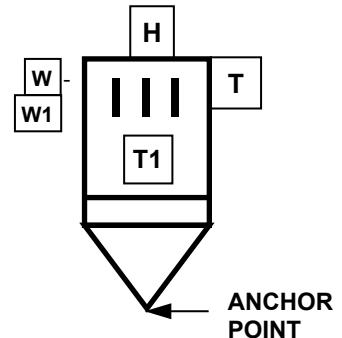
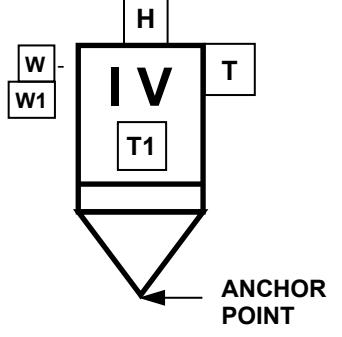
DESCRIPTION	TEMPLATE	EXAMPLE
NATO Class II Type: Entity Subtype Entity/Entity Type: Sustainment Points/General Supply Point Symbol Set: 25 Value: 321702 <u>Draw Rules:</u> Point1 – Static		<p data-bbox="987 432 1150 496">030200ZMAY2018 - 050700ZMAY2018</p> <p data-bbox="1199 390 1346 707"> 1 MNSE </p>
NATO Class III Type: Entity Subtype Entity/Entity Type: Sustainment Points/General Supply Point Symbol Set: 25 Value: 321703 <u>Draw Rules:</u> Point1 – Static		<p data-bbox="987 918 1150 982">030200ZMAY2018 - 050700ZMAY2018</p> <p data-bbox="1199 855 1346 1172"> 3 RC(E) </p>
NATO Class IV Type: Entity Subtype Entity/Entity Type: Sustainment Points/General Supply Point Symbol Set: 25 Value: 321704 <u>Draw Rules:</u> Point1 – Static		<p data-bbox="987 1383 1150 1446">030200ZMAY2018 - 050700ZMAY2018</p> <p data-bbox="1199 1320 1346 1636"> 4 IV 412EN </p>

TABLE L-XXII. Supply point control measure symbols - Continued.

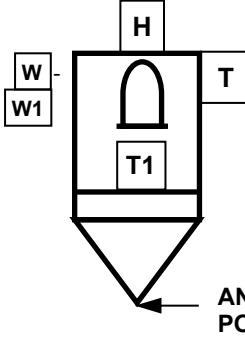
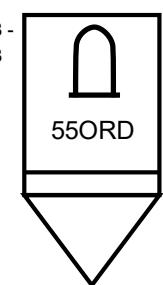
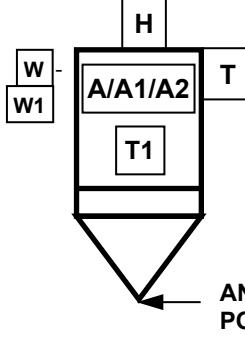
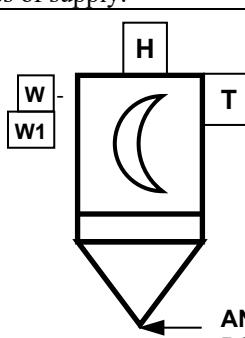
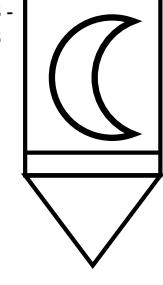
DESCRIPTION	TEMPLATE	EXAMPLE
NATO Class V Type: Entity Subtype Entity/Entity Type: Sustainment Points/General Supply Point Symbol Set: 25 Value: 321705 <u>Draw Rules:</u> <u>Point1</u> – Static		<p data-bbox="979 401 1142 485">Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p> <p data-bbox="979 401 1419 485">>20MM 030200ZMAY2018 - 050700ZMAY2018</p> 
NATO Multiple Supply Class Point. Type: Entity Subtype Entity/Entity Type: Sustainment Points/General Supply Point Symbol Set: 25 Value: 321706 <u>Draw Rules:</u> <u>Point1</u> – Static		<p data-bbox="979 823 1142 887">030200ZMAY2018 - 050700ZMAY2018</p> <p data-bbox="979 887 1419 971">6 I/III/V ISAF</p>
US Class I Type: Entity Subtype Entity/Entity Type: Sustainment Points/General Supply Point Symbol Set: 25 Value: 321707 <u>Draw Rules:</u> <u>Point1</u> – Static		<p data-bbox="979 1246 1142 1309">030200ZMAY2018 - 050700ZMAY2018</p> <p data-bbox="979 1309 1419 1393">6 14</p> 

TABLE L-XXII. Supply point control measure symbols - Continued.

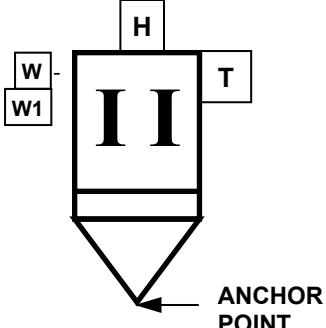
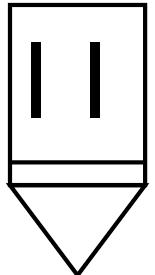
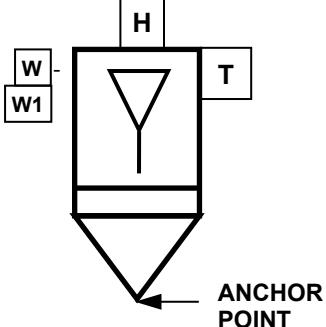
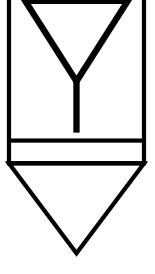
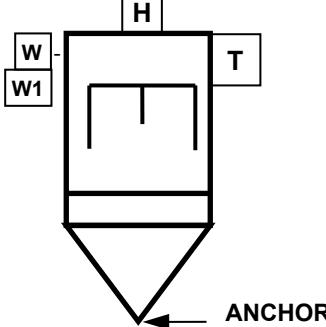
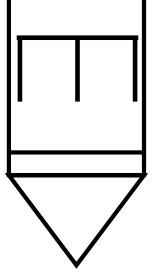
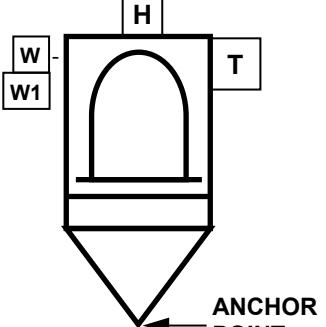
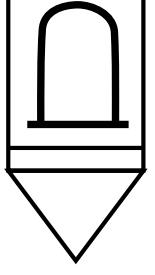
DESCRIPTION	TEMPLATE	EXAMPLE
US Class II Type: Entity Subtype Entity/Entity Type: Sustainment Points/General Supply Point Symbol Set: 25 Value: 321708 <u>Draw Rules:</u> <u>Point1</u> – Static		<p data-bbox="987 432 1150 485">030200ZMAY2018 - 050700ZMAY2018</p> <p data-bbox="987 454 1150 485">6</p>  <p data-bbox="1313 454 1346 485">14</p>
US Class III Type: Entity Subtype Entity/Entity Type: Sustainment Points/General Supply Point Symbol Set: 25 Value: 321709 <u>Draw Rules:</u> <u>Point1</u> – Static		<p data-bbox="987 855 1150 908">030200ZMAY2018 - 050700ZMAY2018</p> <p data-bbox="987 876 1150 908">6</p>  <p data-bbox="1313 876 1346 908">14</p>
US Class IV Type: Entity Subtype Entity/Entity Type: Sustainment Points/General Supply Point Symbol Set: 25 Value: 321710 <u>Draw Rules:</u> <u>Point1</u> – Static		<p data-bbox="987 1214 1150 1267">030200ZMAY2018 - 050700ZMAY2018</p> <p data-bbox="987 1235 1150 1267">6</p>  <p data-bbox="1313 1235 1346 1267">14</p>
US Class V Type: Entity Subtype Entity/Entity Type: Sustainment Points/General Supply Point Symbol Set: 25 Value: 321711 <u>Draw Rules:</u> <u>Point1</u> – Static		<p data-bbox="987 1594 1150 1647">030200ZMAY2018 - 050700ZMAY2018</p> <p data-bbox="987 1615 1150 1647">6</p>  <p data-bbox="1313 1615 1346 1647">14</p>

TABLE L-XXII. Supply point control measure symbols - Continued.

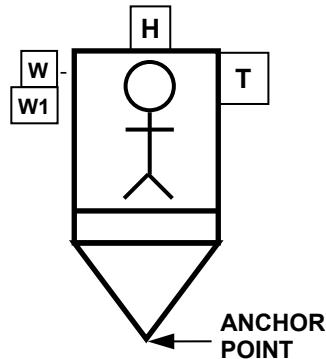
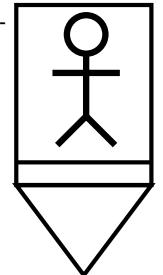
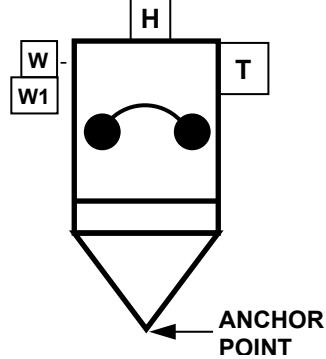
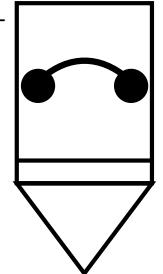
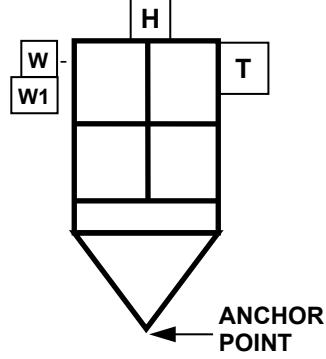
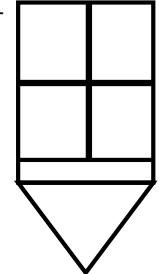
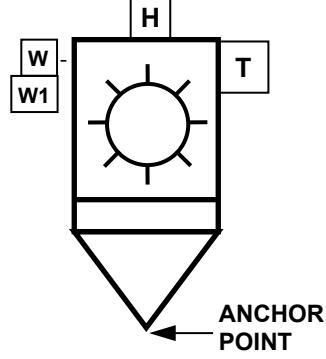
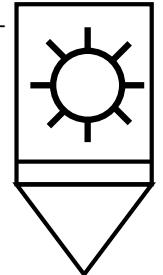
DESCRIPTION	TEMPLATE	EXAMPLE <small>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</small>
US Class VI Type: Entity Subtype Entity/Entity Type: Sustainment Points/General Supply Point Symbol Set: 25 Value: 321712 <u>Draw Rules:</u> <u>Point1</u> – Static		6 030200ZMAY2018 - 050700ZMAY2018  14
US Class VII Type: Entity Subtype Entity/Entity Type: Sustainment Points/General Supply Point Symbol Set: 25 Value: 321713 <u>Draw Rules:</u> <u>Point1</u> – Static		6 030200ZMAY2018 - 050700ZMAY2018  14
US Class VIII Type: Entity Subtype Entity/Entity Type: Sustainment Points/General Supply Point Symbol Set: 25 Value: 321714 <u>Draw Rules:</u> <u>Point1</u> – Static		6 030200ZMAY2018 - 050700ZMAY2018  14
US Class IX Type: Entity Subtype Entity/Entity Type: Sustainment Points/General Supply Point Symbol Set: 25 Value: 321715 <u>Draw Rules:</u> <u>Point1</u> – Static		6 030200ZMAY2018 - 050700ZMAY2018  14

TABLE L-XXII. Supply point control measure symbols - Continued.

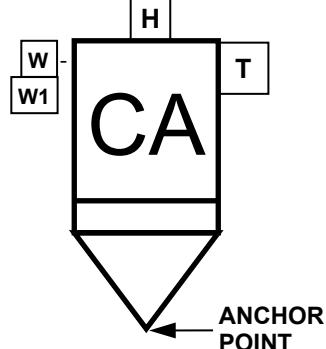
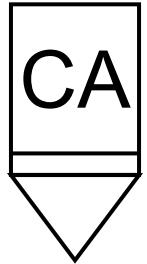
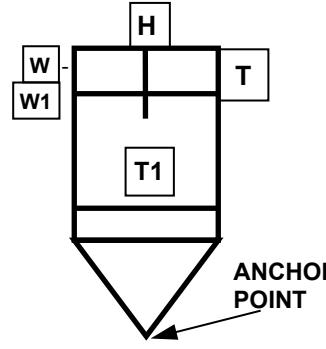
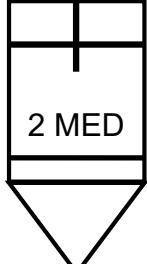
DESCRIPTION	TEMPLATE	EXAMPLE
US Class X Type: Entity Subtype Entity/Entity Type: Sustainment Points/General Supply Point Symbol Set: 25 Value: 321716 <u>Draw Rules:</u> <u>Point1</u> – Static		<p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p> <p>6 030200ZMAY2018 - 050700ZMAY2018</p> <p>14</p> 
Medical Supply Point Type: Entity Type Entity: Sustainment Points Symbol Set: 25 Value: 321800 <u>Draw Rules:</u> <u>Point1</u> – Static		<p>1 030200ZMAY2018 - 050700ZMAY2018</p> <p>MND</p> <p>2 MED</p> 
Sustainment Areas Type: Entity Symbol Set: 25 Value: 310000	Reserved for hierarchical purposes.	N/A
Detainee Holding Area Type: Entity Type Entity: Sustainment Areas Symbol Set: 25 Value: 310100 <u>Draw Rules:</u> <u>Area1</u> - Dynamic		

TABLE L-XXII. Supply point control measure symbols - Continued.

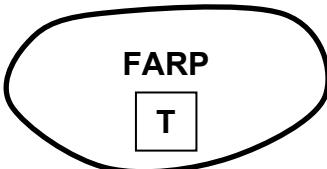
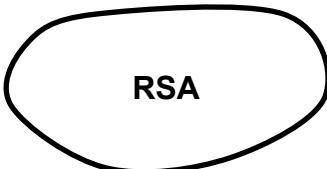
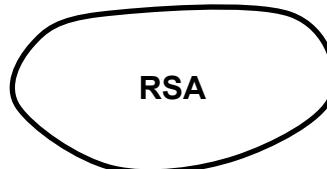
DESCRIPTION	TEMPLATE	EXAMPLE <small>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</small>
Enemy Prisoner of War (EPW) Holding Area Type: Entity Type Entity: Sustainment Areas Symbol Set: 25 Value: 310200 <u>Draw Rules:</u> <u>Area1</u> - Dynamic		
Forward Arming and Refueling Point (FARP) Type: Entity Type Entity: Sustainment Areas Symbol Set: 25 Value: 310300 <u>Draw Rules:</u> <u>Area1</u> - Dynamic		
Refugee Holding Area Type: Entity Type Entity: Sustainment Areas Symbol Set: 25 Value: 310400 <u>Draw Rules:</u> <u>Area1</u> - Dynamic		
Support Area Regimental Support Area Type: Entity Type Entity: Sustainment Areas Symbol Set: 25 Value: 310500 <u>Draw Rules:</u> <u>Area1</u> - Dynamic		

TABLE L-XXII. Supply point control measure symbols - Continued.

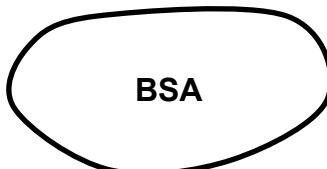
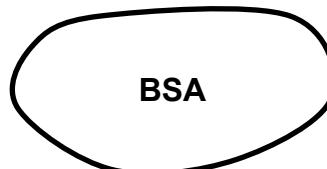
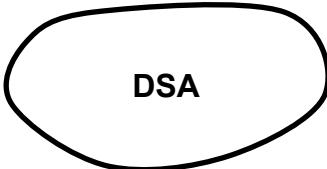
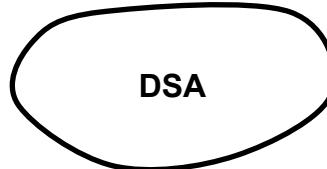
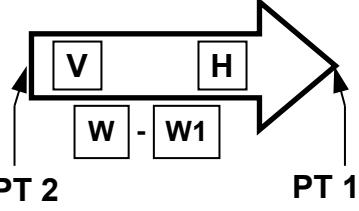
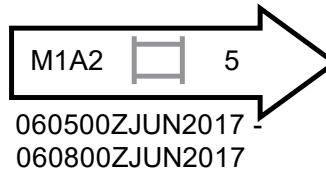
DESCRIPTION	TEMPLATE	EXAMPLE <i>Note:</i> Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.
Brigade Support Area (BSA) Type: Entity Type Entity: Sustainment Areas Symbol Set: 25 Value: 310600 <u>Draw Rules:</u> <u>Area1</u> - Dynamic		
		A designated area in which combat service support elements from division support command and corps support command provide logistic support to a brigade.
Division Support Area Type: Entity Type Entity: Sustainment Areas Symbol Set: 25 Value: 310700 <u>Draw Rules:</u> <u>Area1</u> - Dynamic		
		An area normally located in the division rear and often positioned near air-landing facilities along the main supply route.
Corps Support Area Type: Entity Type Entity: Sustainment Areas Symbol Set: 25 Value: 310800 <u>Draw Rules:</u> <u>Area1</u> - Dynamic		
Sustainment Lines Type: Entity Symbol Set: 25 Value: 330000	Reserved for hierarchical purposes.	N/A
Moving Convoy Type: Entity Type Entity: Sustainment Line Symbol Set: 25 Value: 330100 <u>Draw Rules:</u> <u>Line9</u> - Dynamic		
		<u>Note:</u> The arrow points in the direction the convoy is moving. The orientation is determined by the anchor points.

TABLE L-XXII. Supply point control measure symbols - Continued.

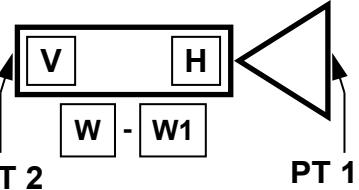
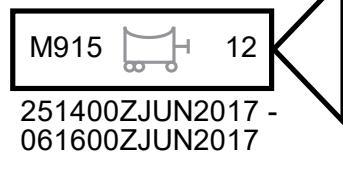
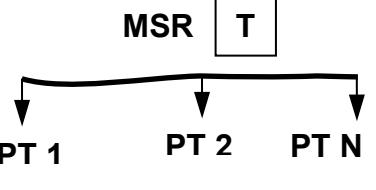
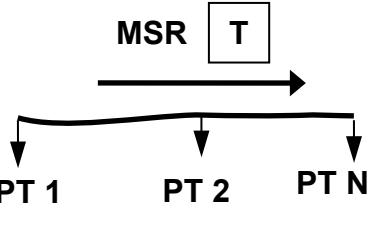
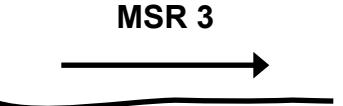
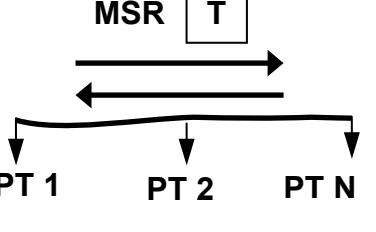
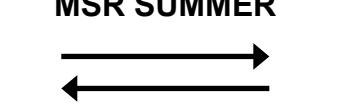
DESCRIPTION	TEMPLATE	EXAMPLE <small>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</small>
Halted Convoy Type: Entity Type Entity: Sustainment Line Symbol Set: 25 Value: 330200 <u>Draw Rules:</u> Line20 - Dynamic		
Orientation: The arrow points to the location where the convoy has halted.		
Main Supply Route (MSR) Type: Entity Type Entity: Sustainment Line Symbol Set: 25 Value: 330300 <u>Draw Rules:</u> Line21 - Dynamic		
The route or routes designated within an area of operations upon which the bulk of traffic flows in support of military operations.		
One Way Traffic Type: Entity Subtype Entity/Entity Type: Sustainment Lines/Main Supply Route (MSR) Symbol Set: 25 Value: 330301 <u>Draw Rules:</u> Line21 - Dynamic		
Two Way Traffic Type: Entity Subtype Entity/Entity Type: Sustainment Lines/Main Supply Route (MSR) Symbol Set: 25 Value: 330302 <u>Draw Rules:</u> Line21 - Dynamic		

TABLE L-XXII. Supply point control measure symbols - Continued.

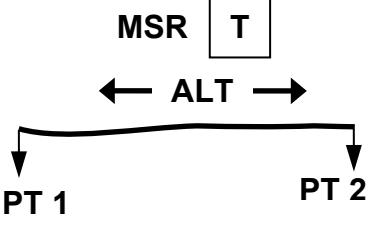
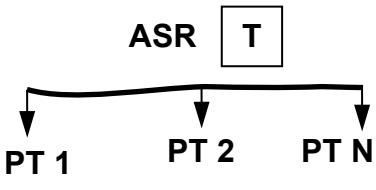
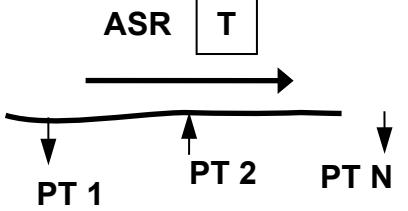
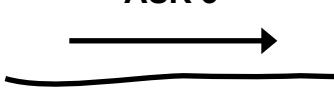
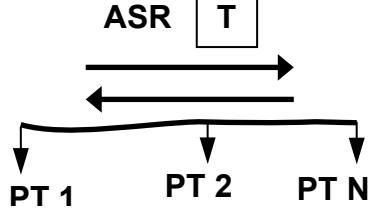
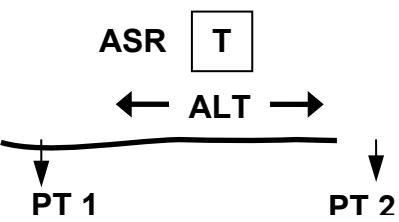
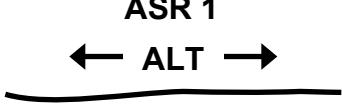
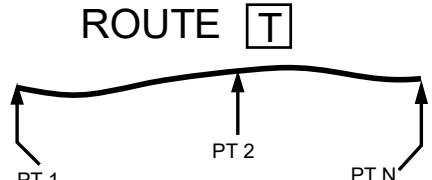
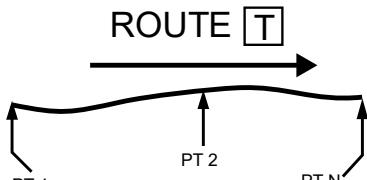
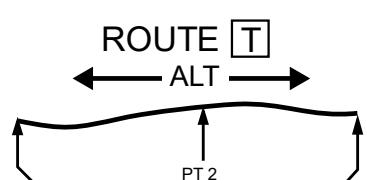
DESCRIPTION	TEMPLATE	EXAMPLE <small>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</small>
Alternating Traffic Type: Entity Subtype Entity/Entity Type: Sustainment Lines/Main Supply Route (MSR) Symbol Set: 25 Value: 330303 <u>Draw Rules:</u> Line21 - Dynamic		
Alternate Supply Route (ASR) Type: Entity Type Entity: Sustainment Line Symbol Set: 25 Value: 330400 <u>Draw Rules:</u> Line21 - Dynamic		
One Way Traffic Type: Entity Subtype Entity/Entity Type: Sustainment Lines/Alternate Supply Route (ASR) Symbol Set: 25 Value: 330401 <u>Draw Rules:</u> Line21 - Dynamic		
Two Way Traffic Type: Entity Subtype Entity/Entity Type: Sustainment Lines/Alternate Supply Route (ASR) Symbol Set: 25 Value: 330402 <u>Draw Rules:</u> Line21 - Dynamic		

TABLE L-XXII. Supply point control measure symbols - Continued.

DESCRIPTION	TEMPLATE	EXAMPLE
Alternating Traffic Type: Entity Subtype Entity/Entity Type: Sustainment Lines/Alternate Supply Route (ASR) Symbol Set: 25 Value: 330403 <u>Draw Rules:</u> Line21 - Dynamic		ASR 1 
Traffic Route Type: Entity Type Entity: Sustainment Line Symbol Set: 25 Value: 330500 <u>Draw Rules:</u> Line21 - Dynamic		ROUTE DONKEY 
One Way Traffic Type: Entity Subtype Entity/Entity Type: Sustainment Lines/Traffic Route Symbol Set: 25 Value: 330501 <u>Draw Rules:</u> Line21 - Dynamic		ROUTE 3 
Alternating Traffic Type: Entity Subtype Entity/Entity Type: Sustainment Lines/Traffic Route Symbol Set: 25 Value: 330502 <u>Draw Rules:</u> Line21 - Dynamic		ROUTE 1 

L.5.25 Mission and operational tasks.

L.5.25.1 Mission and operational task symbols. A specific activity performed by a unit while executing a form of tactical operation or form of maneuver.

TABLE L-XXIII. Mission task symbols.

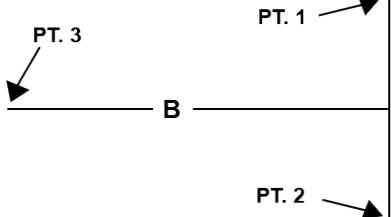
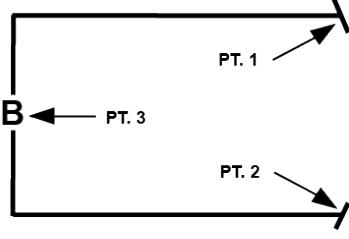
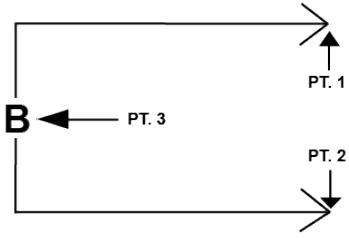
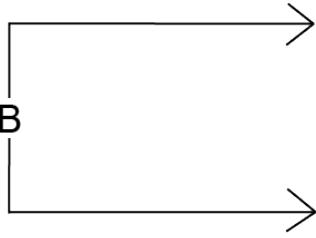
DESCRIPTION	TEMPLATE	EXAMPLE
Mission Tasks Type: Entity Symbol Set: 25 Value: 340000 Static/Dynamic: N/A	Reserved for hierarchical purposes.	N/A
Block Type: Entity Type Entity: Mission Tasks Symbol Set: 25 Value: 340100 <u>Draw Rules:</u> <u>Area24</u> - Dynamic		
	Note: The head of the "T" typically faces enemy forces.	
Breach Type: Entity Type Entity: Mission Tasks Symbol Set: 25 Value: 340200 <u>Draw Rules:</u> <u>Point12</u> - Dynamic		
	Note: The opening typically faces the enemy forces.	
Bypass Type: Entity Type Entity: Mission Tasks Symbol Set: 25 Value: 340300 <u>Draw Rules:</u> <u>Point12</u> - Dynamic		
	Note: The opening typically faces the applicable obstacle.	

TABLE L-XXIII. Mission task symbols - Continued.

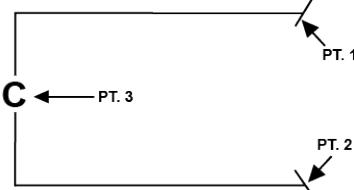
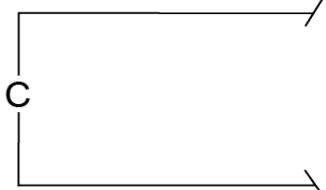
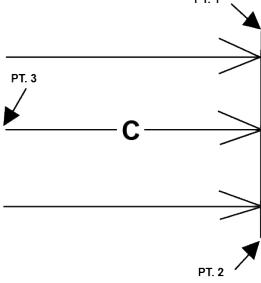
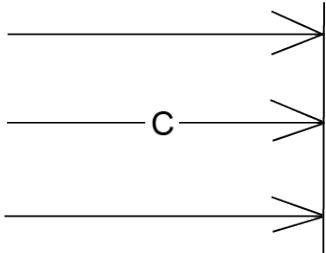
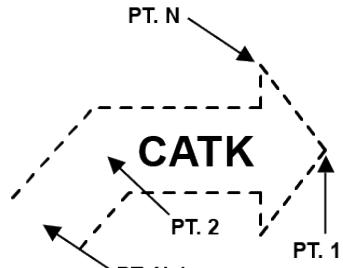
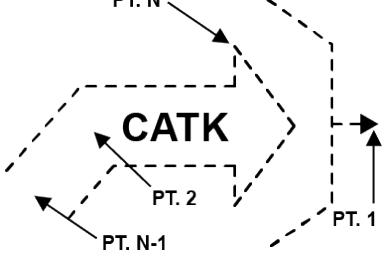
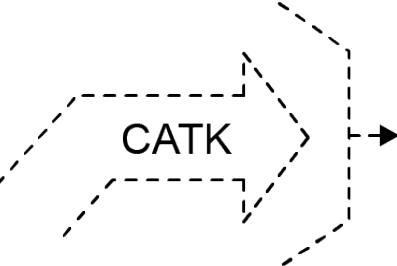
DESCRIPTION	TEMPLATE	EXAMPLE
Canalize Type: Entity Type Entity: Mission Tasks Symbol Set: 25 Value: 340400 <u>Draw Rules:</u> Point12 - Dynamic		<p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p> 
Clear Type: Entity Type Entity: Mission Tasks Symbol Set: 25 Value: 340500 <u>Draw Rules:</u> Line23 - Dynamic		
Counterattack Type: Entity Type Entity: Mission Tasks Symbol Set: 25 Value: 340600 <u>Draw Rules:</u> Axis2 - Dynamic		 <p>Note: The arrows typically point toward enemy forces.</p>
Orientation: The arrowhead typically points toward enemy forces.		<p>Note: The dashed lines in this graphic shall be displayed in present and anticipated status.</p>
Counterattack by Fire Type: Entity Type Entity: Mission Tasks Symbol Set: 25 Value: 340700 <u>Draw Rules:</u> Axis2 - Dynamic		 <p>Note: The dashed lines in this graphic shall be displayed in present and anticipated status.</p>

TABLE L-XXIII. Mission task symbols - Continued.

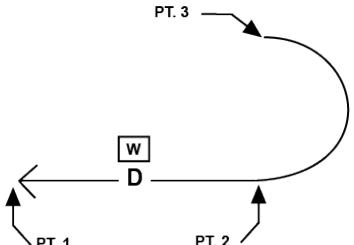
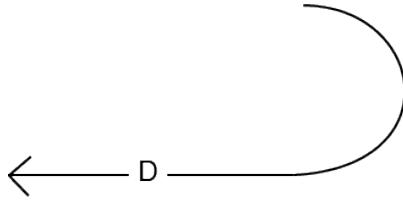
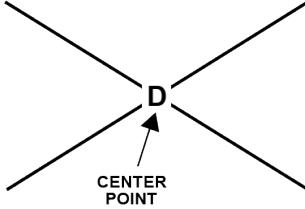
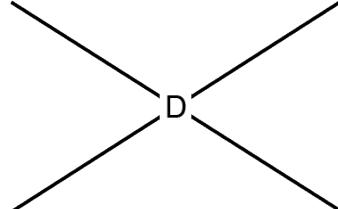
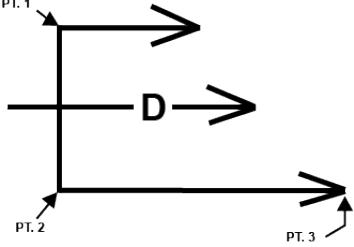
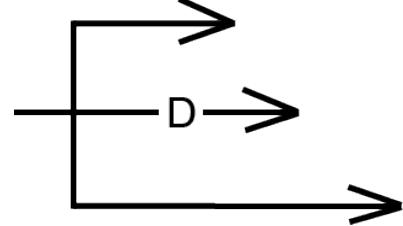
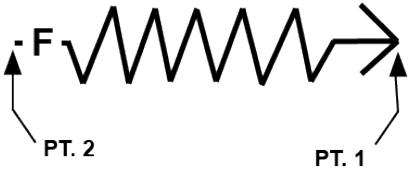
DESCRIPTION	TEMPLATE	EXAMPLE
Delay Type: Entity Type Entity: Mission Tasks Symbol Set: 25 Value: 340800 <u>Draw Rules:</u> Line24 - Dynamic		 <p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p>
		<p>Orientation: The arrow 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.</p>
Destroy Type: Entity Type Entity: Mission Tasks Symbol Set: 25 Value: 340900 <u>Draw Rules:</u> Point2 – Static		
		<p>Orientation: The symbol is typically centered over the desired location.</p>
Disrupt Type: Entity Type Entity: Mission Tasks Symbol Set: 25 Value: 341000 <u>Draw Rules:</u> Area12 - Dynamic		
		<p>Note: The arrows typically point toward enemy forces.</p>
Fix Type: Entity Type Entity: Mission Tasks Symbol Set: 25 Value: 341100 <u>Draw Rules:</u> Line9 - Dynamic		
		<p>Note: The arrow typically points toward enemy forces with the tip of the arrowhead indicating the location of the action.</p>

TABLE L-XXIII. Mission task symbols - Continued.

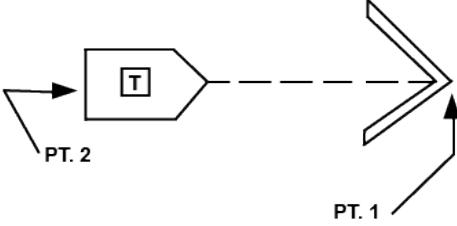
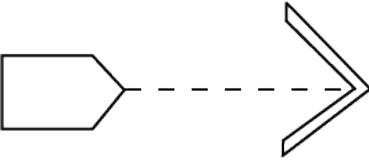
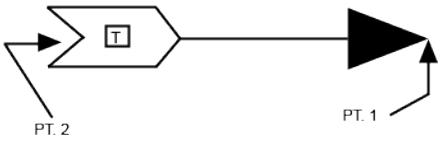
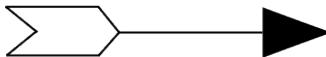
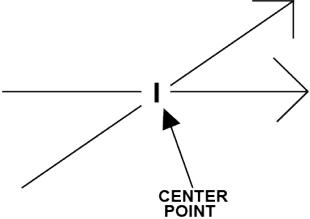
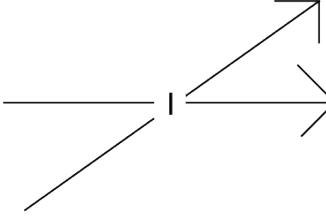
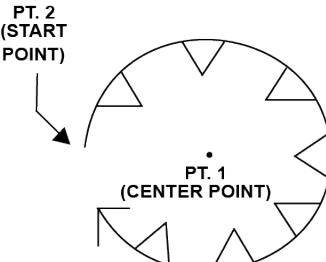
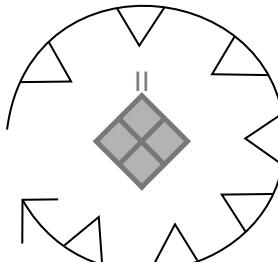
DESCRIPTION	TEMPLATE	EXAMPLE
Follow and Assume Type: Entity Type Entity: Mission Tasks Symbol Set: 25 Value: 341200 <u>Draw Rules:</u> Line25 - Dynamic		
		Note: The dashed lines in this graphic shall be displayed in present and anticipated status. The arrow typically points in the direction of the action.
Follow and Support Type: Entity Type Entity: Mission Tasks Symbol Set: 25 Value: 341300 <u>Draw Rules:</u> Line25 - Dynamic		
		Note: The arrow typically points in the direction of the action.
Interdict Type: Entity Type Entity: Mission Tasks Symbol Set: 25 Value: 341400 <u>Draw Rules:</u> Point14 - Static		
Isolate Type: Entity Type Entity: Mission Tasks Symbol Set: 25 Value: 341500 <u>Draw Rules:</u> Area15 - Dynamic		
		Orientation: The opening will be on the friendly side of the symbol.

TABLE L-XXIII. Mission task symbols - Continued.

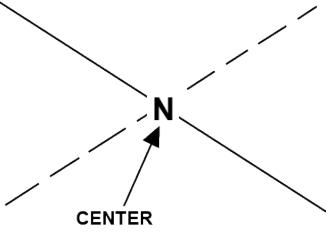
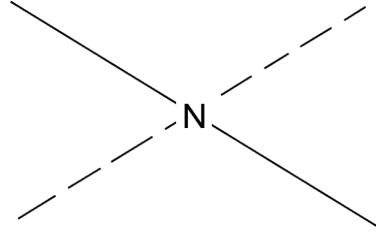
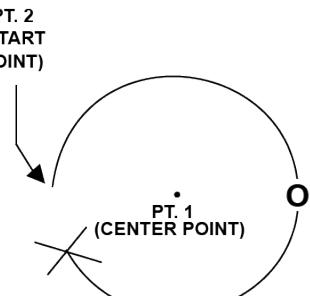
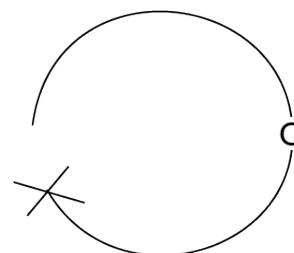
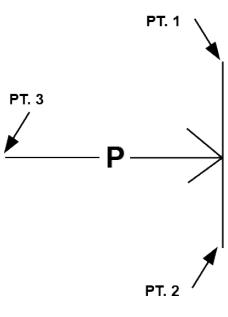
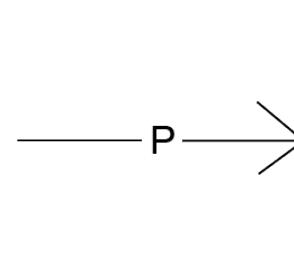
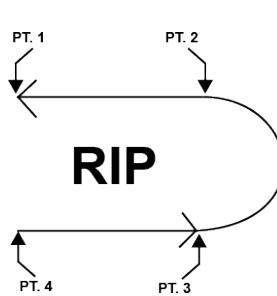
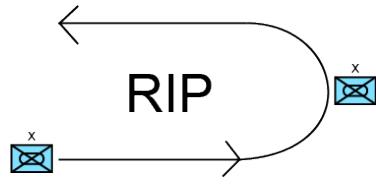
DESCRIPTION	TEMPLATE	EXAMPLE
Neutralize Type: Entity Type Entity: Mission Tasks Symbol Set: 25 Value: 341600 <u>Draw Rules:</u> <u>Point2</u> – Static	 CENTER POINT	 <p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p>
Occupy Type: Entity Type Entity: Mission Tasks Symbol Set: 25 Value: 341700 <u>Draw Rules:</u> <u>Area16</u> - Dynamic	 <p>PT. 2 (START POINT)</p> <p>PT. 1 (CENTER POINT)</p>	 <p>Orientation: The opening will be on the friendly side of the control measure.</p>
Penetrate Type: Entity Type Entity: Mission Tasks Symbol Set: 25 Value: 341800 <u>Draw Rules:</u> <u>Area17</u> - Dynamic	 <p>PT. 1</p> <p>PT. 2</p> <p>P</p> <p>PT. 3</p>	 <p>Orientation: The arrow points toward enemy forces.</p>
Relief in Place (RIP) Type: Entity Type Entity: Mission Tasks Symbol Set: 25 Value: 341900 <u>Draw Rules:</u> <u>Area18</u> - Dynamic	 <p>PT. 1</p> <p>PT. 2</p> <p>RIP</p> <p>PT. 4</p> <p>PT. 3</p>	

TABLE L-XXIII. Mission task symbols - Continued.

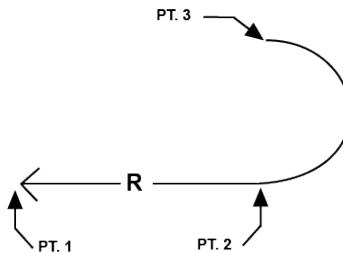
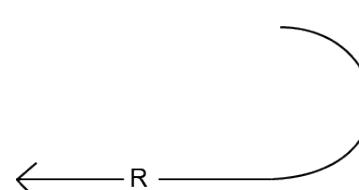
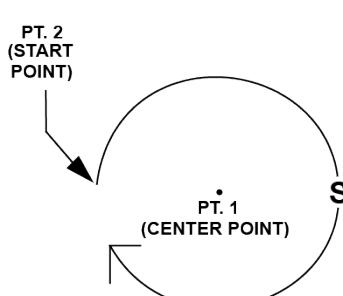
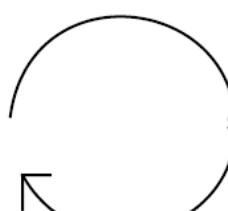
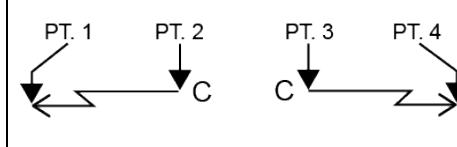
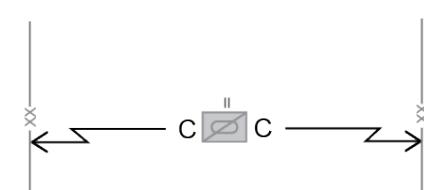
DESCRIPTION	TEMPLATE	EXAMPLE
		<p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p>
	<p>Orientation: Determined by the anchor points. The unit being relieved is typically located at the base of the curve and the unit performing the relief is typically located at the end of the symbol. The arrowhead typically points to the location the relieved unit should move to.</p>	
Retire/ Retirement Type: Entity Type Entity: Mission Tasks Symbol Set: 25 Value: 342000 <u>Draw Rules:</u> Line24 - Dynamic		
		<p>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.</p>
Secure Type: Entity Type Entity: Mission Tasks Symbol Set: 25 Value: 342100 <u>Draw Rules:</u> Area19 - Dynamic		
		<p>Note: The opening will be on the friendly side of the symbol.</p>
Security Type: Entity Type Entity: Mission Tasks Symbol Set: 25 Value: 342200	N/A	N/A
Cover Type: Entity Subtype Entity/Entity Type: Mission Tasks/Security Symbol Set: 25 Value: 342201 <u>Draw Rules:</u> Line26 - Dynamic		
		<p>Orientation is determined by the anchor points. The arrowheads may touch other symbols that define the limits of the task. The tactical symbol indicator is centered between point 2 and point 3.</p>

TABLE L-XXIII. Mission task symbols - Continued.

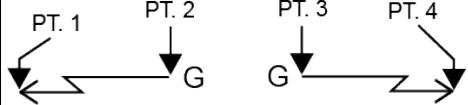
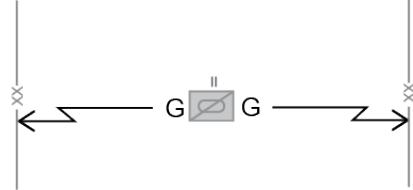
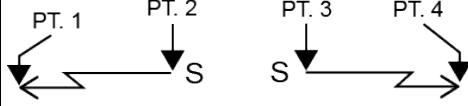
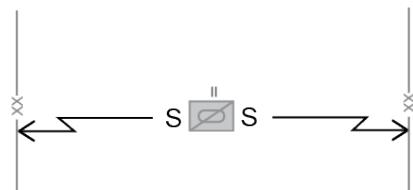
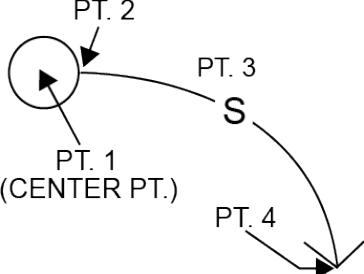
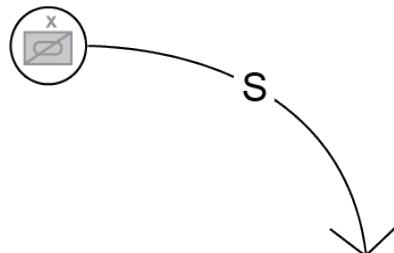
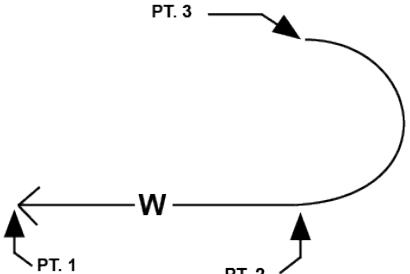
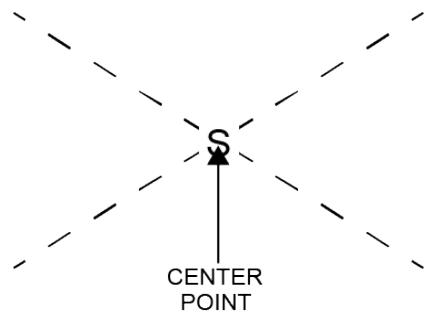
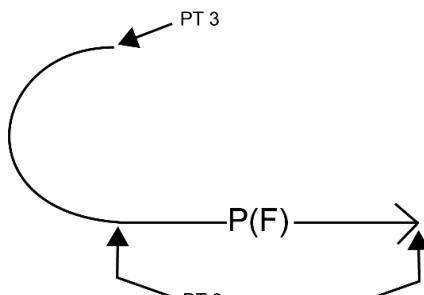
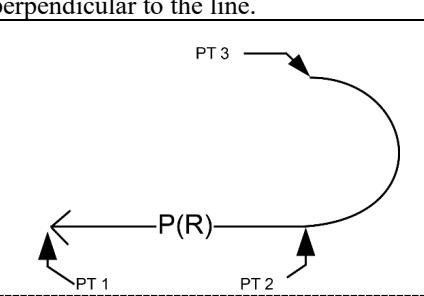
DESCRIPTION	TEMPLATE	EXAMPLE
Guard Type: Entity Subtype Entity/Entity Type: Mission Tasks/Security Symbol Set: 25 Value: 342202		 <p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p>
	<u>Draw Rules:</u> Line26 - Dynamic	Orientation is determined by the anchor points. The arrowheads may touch other symbols that define the limits of the task. The tactical symbol indicator is centered between point 2 and point 3.
Screen Type: Entity Subtype Entity/Entity Type: Mission Tasks/Security Symbol Set: 25 Value: 342203		
	<u>Draw Rules:</u> Line26 - Dynamic	Orientation is determined by the anchor points. The arrowheads may touch other symbols that define the limits of the task. The tactical symbol indicator is centered between point 2 and point 3.
Seize Type: Entity Type Entity: Mission Tasks Symbol Set: 25 Value: 342300		
	<u>Draw Rules:</u> Line27 - Dynamic	Orientation: The arrowhead identifies the location/object to be seized and the circle identifies the unit(s) assigned the task. See 5.3.11 for options to accommodate multiple units.
Withdraw Type: Entity Type Entity: Mission Tasks Symbol Set: 25 Value: 342400		

TABLE L-XXIII. Mission task symbols - Continued.

DESCRIPTION	TEMPLATE	EXAMPLE
	<p>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.</p>	<p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p>
<p>Withdraw Under Pressure</p> <p>Type: Entity Type Entity: Mission Tasks Symbol Set: 25 Value: 342500</p> <p><u>Draw Rules:</u> Line24 - Dynamic</p>	<p>PT. 3</p> <p>WP</p> <p>PT. 1</p> <p>PT. 2</p>	
		<p>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.</p>
<p>Cordon and Knock</p> <p>Type: Entity Type Entity: Mission Tasks Symbol Set: 25 Value: 342600</p> <p><u>Draw Rules:</u> Area15 - Dynamic</p>	<p>PT. 2 (START POINT)</p> <p>PT. 1 (CENTER POINT)</p> <p>C/K</p>	
	<p>Orientation: The opening will be on the friendly side of the symbol.</p> <p>PT. 2 (START POINT)</p> <p>PT. 1 (CENTER POINT)</p> <p>C/S</p>	<p>Orientation: The opening will be on the friendly side of the symbol.</p>

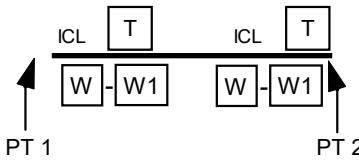
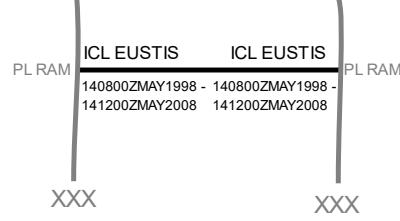
TABLE L-XXIII. Mission task symbols - Continued.

DESCRIPTION	TEMPLATE	EXAMPLE
<p>Suppress</p> <p>Type: Entity Type Entity: Mission Tasks Symbol Set: 25 Value: 342800</p> <p><u>Draw Rules:</u> <u>Point2</u> – Static</p> <p>Orientation: The symbol is typically centered over the desired location.</p>		<p>Note: Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.</p>
<p>Forward Passage of Lines</p> <p>Type: Entity Type Entity: Mission Tasks Symbol Set: 25 Value: 344100</p> <p><u>Draw Rules:</u> <u>Line24</u> - Dynamic</p>		<p>Note: The dashed lines in this graphic shall be displayed in present and anticipated status.</p>
<p>Rearward Passage of Lines</p> <p>Type: Entity Type Entity: Mission Tasks Symbol Set: 25 Value: 344200</p> <p><u>Draw Rules:</u> <u>Line24</u> - Dynamic</p>		<p>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.</p>

L.5.26 Intelligence control measures.

L.5.26.1 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 L-XXIV. Intelligence control measure symbols.

DESCRIPTION	TEMPLATE	EXAMPLE
Intelligence Lines Type: Entity Symbol Set: 25 Value: 300000	N/A	N/A
Intelligence Coordination Line (ICL) Type: Entity Type Entity: Intelligence Lines Symbol Set: 25 Value: 300100 <u>Draw Rules:</u> Line1- Dynamic		

L.5.27 Control measure sector 1 modifiers. The physical location of the sector 1 modifiers in control measure symbol is different from the other appendices in this standard as it differs for each symbol. The physical location when applicable is depicted in the symbol template.

TABLE L-XXV. Control measures sector 1 modifiers.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Wheeled (Limited Cross Country) Symbol Set: 25 Value: 01	Mobility		For use with Limited Access Area only
Wheeled (Cross Country) Symbol Set: 25 Value: 02	Mobility		For use with Limited Access Area only
Tracked Symbol Set: 25 Value: 03	Mobility		For use with Limited Access Area only

TABLE L-XXV. Control measures sector 1 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Wheeled and Tracked Combination Symbol Set: 25 Value: 04	Mobility		For use with Limited Access Area only
Towed Symbol Set: 25 Value: 05	Mobility		For use with Limited Access Area only
Railway Symbol Set: 25 Value: 06	Mobility		For use with Limited Access Area only
Over-Snow (Prime Mover) Symbol Set: 25 Value: 07	Mobility		For use with Limited Access Area only
Sled Symbol Set: 25 Value: 08	Mobility		For use with Limited Access Area only
Pack Animal Symbol Set: 25 Value: 09	Mobility		For use with Limited Access Area only
Barge Symbol Set: 25 Value: 10	Mobility		For use with Limited Access Area only
Amphibious Symbol Set: 25 Value: 11	Mobility		For use with Limited Access Area only
No Vehicles Symbol Set: 25 Value: 12	Mobility		For use with Limited Access Area only
Unspecified Symbol Set: 25 Value: 13	Mine Type		
Antipersonnel Mine Symbol Set: 25 Value: 14	Mine Type		
Antipersonnel Mine with Directional Effects Symbol Set: 25 Value: 15	Mine Type		

TABLE L-XXV. Control measures sector 1 modifiers - Continued.

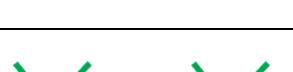
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Antitank Mine Symbol Set: 25 Value: 16	Mine Type		
Antitank Mine with Antihandling Device Symbol Set: 25 Value: 17	Mine Type		
Wide Area Antitank Mine Symbol Set: 25 Value: 18	Mine Type		
Mine Cluster Symbol Set: 25 Value: 19	Mine Type		
Antipersonnel Mine and Antipersonnel Mine with Directional Effects Symbol Set: 25 Value: 20	Mine Type		
Antipersonnel Mine and Antitank Mine Symbol Set: 25 Value: 21	Mine Type		
Antipersonnel Mine and Antitank Mine with Antihandling Device Symbol Set: 25 Value: 22	Mine Type		
Antipersonnel Mine and Wide Area Antitank Mine Symbol Set: 25 Value: 23	Mine Type		
Antipersonnel Mine and Mine Cluster Symbol Set: 25 Value: 24	Mine Type		
Antipersonnel Mine with Directional Effects and Antitank Mine Symbol Set: 25 Value: 25	Mine Type		

TABLE L-XXV. Control measures sector 1 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Antipersonnel Mine with Directional Effects and Antitank Mine with Antihandling Device Symbol Set: 25 Value: 26	Mine Type		
Antipersonnel Mine with Directional Effects and Wide Area Antitank Mine Symbol Set: 25 Value: 27	Mine Type		
Antipersonnel Mine with Directional Effects and Mine Cluster Symbol Set: 25 Value: 28	Mine Type		
Antitank Mine and Antitank Mine with Antihandling Device Symbol Set: 25 Value: 29	Mine Type		
Antitank Mine and Wide Area Antitank Mine Symbol Set: 25 Value: 30	Mine Type		
Antitank Mine and Mine Cluster Symbol Set: 25 Value: 31	Mine Type		
Antitank Mine with Antihandling Device and Wide Area Antitank Mine Symbol Set: 25 Value: 32	Mine Type		
Antitank Mine with Antihandling Device and Mine Cluster Symbol Set: 25 Value: 33	Mine Type		
Wide Area Antitank Mine and Mine Cluster Symbol Set: 25 Value: 34	Mine Type		

TABLE L-XXV. Control measures sector 1 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Antipersonnel Mine, Antipersonnel Mine with Directional Effects, and Antitank Mine Symbol Set: 25 Value: 35	Mine Type		
Antipersonnel Mine, Antipersonnel Mine with Directional Effects, and Antitank Mine with Antihandling Device Symbol Set: 25 Value: 36	Mine Type		
Antipersonnel Mine, Antipersonnel Mine with Directional Effects, and Wide Area Antitank Mine Symbol Set: 25 Value: 37	Mine Type		
Antipersonnel Mine, Antipersonnel Mine with Directional Effects, and Mine Cluster Symbol Set: 25 Value: 38	Mine Type		
Antipersonnel Mine, Antitank Mine, and Antitank Mine with Antihandling Device Symbol Set: 25 Value: 39	Mine Type		
Antipersonnel Mine, Antitank Mine, and Wide Area Antitank Mine Symbol Set: 25 Value: 40	Mine Type		
Antipersonnel Mine, Antitank Mine, and Mine Cluster Symbol Set: 25 Value: 41	Mine Type		
Antipersonnel Mine, Antitank Mine with Antihandling Device, and Wide Area Antitank Mine Symbol Set: 25 Value: 42	Mine Type		

TABLE L-XXV. Control measures sector 1 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
Antipersonnel Mine, Antitank Mine with Antihandling Device, and Mine Cluster Symbol Set: 25 Value: 43	Mine Type		
Antipersonnel Mine, Wide Area Antitank Mine, and Mine Cluster Symbol Set: 25 Value: 44	Mine Type		
Antipersonnel Mine with Directional Effects, Antitank Mine, and Antitank Mine with Antihandling Device Symbol Set: 25 Value: 45	Mine Type		
Antipersonnel Mine with Directional Effects, Antitank Mine, and Wide Area Antitank Mine Symbol Set: 25 Value: 46	Mine Type		
Antipersonnel Mine with Directional Effects, Antitank Mine, and Mine Cluster Symbol Set: 25 Value: 47	Mine Type		
Antipersonnel Mine with Directional Effects, Antitank Mine with Antihandling Device, and Wide Area Antitank Mine Symbol Set: 25 Value: 48	Mine Type		
Antipersonnel Mine with Directional Effects, Antitank Mine with Antihandling Device, and Mine Cluster Symbol Set: 25 Value: 49	Mine Type		
Antipersonnel Mine with Directional Effects, Wide Area Antitank Mine, and Mine Cluster Symbol Set: 25 Value: 50	Mine Type		

L.5.28 Abbreviations and acronyms for use with control measure symbols.

L.5.28.1 Boundary abbreviations and acronyms. [Table L-XXVI](#) provides a list of abbreviations and acronyms for echelons and functional organizations to be used with boundaries. The asterisk behind the abbreviation indicates that it is in [NATO Term](#).

TABLE L-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*	1AG
Army	A*	3A
Corps	Does not require an abbreviation. Corps is the only echelon to use Roman numerals.	II
Marine Expeditionary Force	MEF*	III MEF (Use Roman numerals)
Marine Air-Ground Task Force	MAGTF*	4MAGTF
Division	DIV*	1DIV
Air Assault Division	AAD	101AAD
Airborne Division	ABD*	6ABD
Armored Division	AD*	2AD
Cavalry Division	CD	1CD
Infantry Division	ID*	52ID
Marine Division	MARD	1MARD
Mechanized Division	MD*	4MD
Mountain Division	MTND	10MTND
Multinational Division	MND*	1MND or MND(S).
Note: Multinational divisions may use geographical references in parenthesis		
Brigade	BDE*	2BDE
Air Assault Brigade	AAB*	8AAB
Airborne Brigade	ABB*	3ABB
Marine Expeditionary Brigade	MEB*	6MEB
Multinational Brigade	MNB*	2MNB
Naval Infantry Brigade	NIB*	4NIB
Regiment	REGT*	21REGT
Airborne Regiment	ABR*	901ABR
Marine Expeditionary Unit	MEU*	3MEU
Group	GP	41GP
Battle Group	BG*	5BG
Battalion	BN*	7BN
Company	COY*	ACOY or 2COY
Platoon	PLT	2PLT
Team	TM	BTM

L.5.28.2 Unit functions abbreviation and acronyms. [Table L-XXVII](#) 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 [NATO Term](#).

TABLE L-XXVII. Abbreviation and acronyms used in control measure symbols for unit functions.

Function	Abbreviation /Acronyms
Air Defense Artillery	ADA*
Antitank/Antiarmor	AT*
Armor	AR*
Aviation	AVN*
Chemical Biological Radiological Nuclear (CBRN)	CB
Civil Affairs	CA*
Combined Arms	CAR
Counterintelligence	CI*
Electromagnetic 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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METEOROLOGICAL AND OCEANOGRAPHIC SYMOLOGY

M.1 SCOPE

M.1.1 Scope. This appendix addresses control measure symbols in the meteorological and oceanographic (METOC) symbol sets. 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.

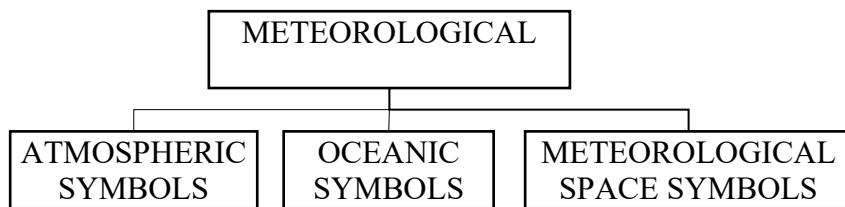


FIGURE M-1. Meteorological and oceanographic appendix sections.

M.2 APPLICABLE DOCUMENTS

Specific documents in [2.2](#) of this standard apply to this appendix.

M.3 DEFINITIONS

The definitions in [section 3](#) of this standard apply to this appendix.

M.4 GENERAL REQUIREMENTS

M.4.1 Organization. This appendix contains technical specifications, a symbol coding scheme, a symbology hierarchy and METOC symbology.

M.5 DETAILED REQUIREMENTS

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

M.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.

M.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). For dynamic displays, if the system has the

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capability to rotate the map display in the direction of movement, a single point symbol may optionally be rotated on its anchor point for upright orientation. For a single point symbol, unless otherwise stated in the symbol's template, the symbol's anchor shall be the center of the symbol operator-centered over the desired location.

TABLE M-I. Standard Draw Rules.

Draw Rule Type	Draw Rule
Area1	<p>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.</p> <p>Size/Shape: Scalable.</p>
Area2	<p>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.</p> <p>Size/Shape: Determined by the anchor points. The operator may depict the area color filled with no outer boundary line and include a legend to simplify depiction.</p>
Point1	<p>Anchor Points: This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p>Size/Shape: Scalable.</p>
Point2	<p>Anchor Points: This graphic requires one anchor point. The center point defines the geometric center of the graphic.</p> <p>Size/Shape: Scalable.</p>
Point3	<p>Anchor Points: This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p>Size/Shape: Scalable.</p>
Point4	<p>Anchor Points: This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p>Size/Shape: Scalable.</p>
Point5	<p>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.</p> <p>Size/Shape: Not applicable.</p> <p>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.</p>
Point6	<p>Anchor Points: This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p>Size/Shape: Scalable.</p>
Point7	<p>Anchor Points: This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p>Size/Shape: Scalable.</p>
Point8	<p>Anchor Points: This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p>Size/Shape: Scalable.</p>

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TABLE M-I. Standard Draw Rules - Continued.

Draw Rule Type	Draw Rule
Line1	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 curvature of the line is operator defined.
Line2	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.
Line3	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.
Line4	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.
Line5	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 dual line segments will be parallel to slightly wider at the western end.
Line6	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.
Line7	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. The red and green line segments will alternate along the line.
Line8	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.

TABLE M-II. Atmospheric icons.

DESCRIPTION	ICON	NOTES
PRESSURE SYSTEMS		
Static/Dynamic: N/A Symbol Set: 45 Value: 110000	N/A	N/A

TABLE M-II. Atmospheric icons - Continued.

DESCRIPTION	ICON	NOTES
<p>Pressure Systems Low Pressure Center</p> <p>Static/Dynamic: D Symbol Set: 45 Value: 110100</p> <p>Color: Red (RGB 255,0,0)</p> <p><u>Draw Rules:</u> <u>Point1</u> - Static</p>		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.
<p>Pressure Systems Low Pressure Center Cyclone Center</p> <p>Static/Dynamic: S Symbol Set: 45 Value: 110101</p> <p>Color: Red (RGB 255,0,0)</p> <p><u>Draw Rules:</u> <u>Point1</u> - Static</p>		The graphic is a letter 'C' that represents the atmospheric circulation center of the system.
<p>Pressure Systems Low Pressure Center Tropopause Low</p> <p>Static/Dynamic: D Symbol Set: 45 Value: 110102</p> <p>Color: Black</p> <p><u>Draw Rules:</u> <u>Point1</u> - Static</p>		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
<p>Pressure Systems High Pressure Center</p> <p>Static/Dynamic: D Symbol Set: 45 Value: 110200</p> <p>Color: Blue (RGB 0,0,255)</p> <p><u>Draw Rules:</u> <u>Point1</u> - Static</p>		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.

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TABLE M-II. Atmospheric icons - Continued.

DESCRIPTION	ICON	NOTES
<p>Pressure Systems High Pressure Center Anticyclone Center</p> <p>Static/Dynamic: S Symbol Set: 45 Value: 110201</p> <p>Color: Blue (RGB 0,0,255)</p> <p><u>Draw Rules:</u> Point1 - Static</p>		The graphic is a letter 'A' that represents the atmospheric circulation center of the system. .
<p>Pressure Systems High Pressure Center Tropopause High</p> <p>Static/Dynamic: D Symbol Set: 45 Value: 110202</p> <p>Color: Black</p> <p><u>Draw Rules:</u> Point1 - Static</p>		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.
<p>Pressure Systems Frontal Systems</p> <p>Symbol Set: 45 Value: 110300</p>	N/A	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.).
<p>Pressure Systems Frontal Systems Cold Front</p> <p>Symbol Set: 45 Value: 110301</p> <p>Color: Blue (RGB 0,0,255)</p> <p><u>Draw Rules:</u> Line1 - Dynamic</p>		<p>The points are typically connected with a curved line with solid, triangular pips spaced evenly along the line.</p> <p>The line should be drawn from the pressure center to the extent of the front. The pips will be evenly spaced along the line and point in the direction the front is moving.</p>

TABLE M-II. Atmospheric icons - Continued.

DESCRIPTION	ICON	NOTES
Pressure Systems Frontal Systems Cold Front Upper Cold Front Symbol Set: 45 Value: 110302 Color: Blue (RGB 0,0,255) <u>Draw Rules:</u> <u>Line1</u> - Dynamic		The points are typically connected with a curved line with hollow, triangular pips spaced evenly along 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 and point in the direction the front is moving.
Pressure Systems Frontal Systems Cold Front Cold Frontogenesis Symbol Set: 45 Value: 110303 Color: Blue (RGB 0,0,255) <u>Draw Rules:</u> <u>Line1</u> - Dynamic		The points are typically connected with a curved line with solid, triangular pips spaced evenly along the line separated by one dot. The line should be drawn from the pressure center to the extent of the front. The pips will be evenly spaced along the line and point in the direction the front is moving.
Pressure Systems Frontal Systems Cold Front Cold Frontolysis Symbol Set: 45 Value: 110304 Color: Blue (RGB 0,0,255) <u>Draw Rules:</u> <u>Line1</u> - Dynamic		The points are typically connected with a curved line with solid, triangular pips spaced evenly along the line separated by a crossed 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 and point in the direction the front is moving.
Pressure Systems Frontal Systems Warm Front Symbol Set: 45 Value: 110305 Color: Red (RGB 255,0,0) <u>Draw Rules:</u> <u>Line1</u> - Dynamic		The points are typically connected with a curved line with solid, half-circle pips spaced evenly along 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 and point in the direction the front is moving.

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TABLE M-II. Atmospheric icons - Continued.

DESCRIPTION	ICON	NOTES
Pressure Systems Frontal Systems Warm Front Upper Warm Front Symbol Set: 45 Value: 110306 Color: Red (RGB 255,0,0) <u>Draw Rules:</u> <u>Line1</u> - Dynamic		The points are typically connected with a curved line with hollow, half-circle pips spaced evenly along 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 and point in the direction the front is moving.
Pressure Systems Frontal Systems Warm Front Warm Frontogenesis Symbol Set: 45 Value: 110307 Color: Red (RGB 255,0,0) <u>Draw Rules:</u> <u>Line1</u> - Dynamic		The points are typically connected with a curved line with solid, half-circle pips spaced evenly along the line separated by one dot. The line should be drawn from the pressure center to the extent of the front. The pips will be evenly spaced along the line and point in the direction the front is moving.
Pressure Systems Frontal Systems Warm Front Warm Frontolysis Symbol Set: 45 Value: 110308 Color: Red (RGB 255,0,0) <u>Draw Rules:</u> <u>Line1</u> - Dynamic		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 line should be drawn from the pressure center to the extent of the front. The pips will be evenly spaced along the line and point in the direction the front is moving.

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TABLE M-II. Atmospheric icons - Continued.

DESCRIPTION	ICON	NOTES
Pressure Systems Frontal Systems Occluded Front Symbol Set: 45 Value: 110309 Color: Purple (RGB 111,49,152) <u>Draw Rules:</u> Line1 - Dynamic		<p>The points are typically connected with a curved line with alternating solid, triangular and half-circle pips spaced evenly along the line.</p> <p>The line should be drawn from the pressure center to the extent of the front. The pips will be evenly spaced along the line and point in the direction the front is moving.</p> <p>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.</p>
Pressure Systems Frontal Systems Occluded Front Upper Occluded Front Symbol Set: 45 Value: 110310 Color: Purple (RGB 111,49,152) <u>Draw Rules:</u> Line1 - Dynamic		<p>The points are typically connected with a curved line with alternating hollow, triangular and half-circle pips spaced evenly along the line.</p> <p>The line should be drawn from the pressure center to the extent of the front. The pips will be evenly spaced along the line and point in the direction the front is moving.</p>
Pressure Systems Frontal Systems Occluded Front Occluded Frontolysis Symbol Set: 45 Value: 110311 Color: Purple (RGB 111,49,152) <u>Draw Rules:</u> Line1 - Dynamic		<p>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.</p> <p>The line should be drawn from the pressure center to the extent of the front. The pips will be evenly spaced along the line and point in the direction the front is moving.</p>

TABLE M-II. Atmospheric icons - Continued.

DESCRIPTION	ICON	NOTES
<p>Pressure Systems Frontal Systems Stationary Front</p> <p>Symbol Set: 45 Value: 110312</p> <p>Color: Alternate Red (RGB 255,0,0) & Blue (RGB 0,0,255)</p> <p>Draw Rules: <u>Line1</u> - Dynamic</p>		<p>The points are typically connected with a curved line with solid, triangular and half-circle pips spaced evenly on alternating sides of the line.</p> <p>The line should be drawn from the pressure center to the extent of the front. The pips will be evenly spaced along the line and point in the direction the front is moving.</p> <p>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).</p>
<p>Pressure Systems Frontal Systems Stationary Front Upper Stationary Front</p> <p>Symbol Set: 45 Value: 110313</p> <p>Color: Alternate Red (RGB 255,0,0) & Blue (RGB 0,0,255)</p> <p>Draw Rules: <u>Line1</u> - Dynamic</p>		<p>The points are typically connected with a curved line with hollow, triangular and half-circle pips spaced evenly on alternating sides of the line.</p> <p>The line should be drawn from the pressure center to the extent of the front. The pips will be evenly spaced along the line and point in the direction the front is moving.</p> <p>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).</p>
<p>Pressure Systems Frontal Systems Stationary Front Stationary Frontogenesis</p> <p>Symbol Set: 45 Value: 110314</p> <p>Color: Alternate Red (RGB 255,0,0) & Blue (RGB 0,0,255)</p> <p>Draw Rules: <u>Line1</u> - Dynamic</p>		<p>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.</p> <p>The line should be drawn from the pressure center to the extent of the front. The pips will be evenly spaced along the line and point in the direction the front is moving.</p> <p>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).</p>

TABLE M-II. Atmospheric icons - Continued.

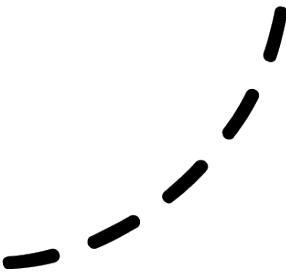
DESCRIPTION	ICON	NOTES
<p>Pressure Systems Frontal Systems Stationary Front Stationary Frontolysis</p> <p>Symbol Set: 45 Value: 110315</p> <p>Color: Alternate Red (RGB 255,0,0) & Blue (RGB 0,0,255)</p> <p><u>Draw Rules:</u> Line1 - Dynamic</p>		<p>The points are typically connected with a curved line with solid, triangular and half-circle pips spaced evenly on alternating sides of the line separated by a crossed line.</p> <p>The line should be drawn from the pressure center to the extent of the front. The pips will be evenly spaced along the line and point in the direction the front is moving.</p> <p>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)..</p>
<p>Pressure Systems Lines</p> <p>Static/Dynamic: N/A</p> <p>Symbol Set: 45 Value: 110400</p>	N/A	
<p>Pressure Systems Lines Trough Axis</p> <p>Symbol Set: 45 Value: 110401</p> <p>Color: Black</p> <p><u>Draw Rules:</u> Line1 - Dynamic</p>		This is a surface feature.
<p>Pressure Systems Lines Trough</p> <p>Symbol Set: 45 Value: 110402</p> <p>Color: Black</p> <p><u>Draw Rules:</u> Line1 - Dynamic</p>		The points are typically connected with a curved line and should be drawn along the trough axis.

TABLE M-II. Atmospheric icons - Continued.

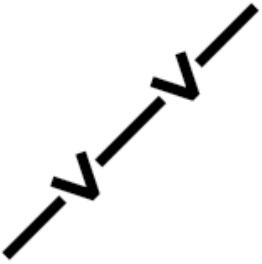
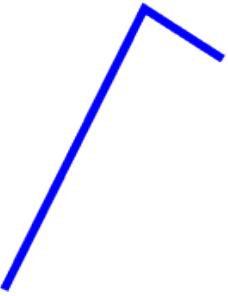
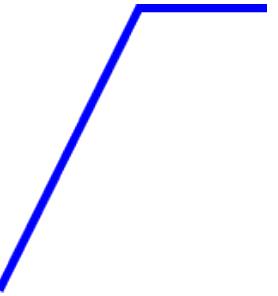
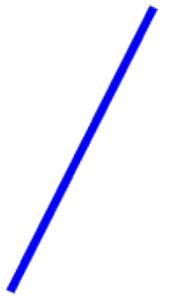
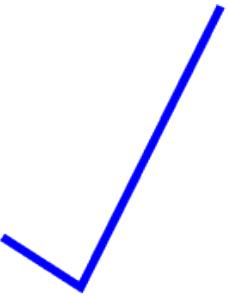
DESCRIPTION	ICON	NOTES
Pressure Systems Lines Ridge Axis Symbol Set: 45 Value: 110403 Color: Black <u>Draw Rules:</u> Line1 - Dynamic		The points are typically connected with a solid zigzag line. The line should be drawn along the ridge axis. The zigzag of the line will be placed at regular intervals along the entire length of the line.
Pressure Systems Lines Severe Squall Line Symbol Set: 45 Value: 110404 Color: Black <u>Draw Rules:</u> Line2 - Dynamic		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 Symbol Set: 45 Value: 110405 Color: Black <u>Draw Rules:</u> Line3 - Dynamic		
Pressure Systems Lines Shear Line Symbol Set: 45 Value: 110406 Color: Black <u>Draw Rules:</u> Line4 - Dynamic		A shear line is normally the convergent easterly winds where a cold front has intruded into a tropical region.

TABLE M-II. Atmospheric icons - Continued.

DESCRIPTION	ICON	NOTES
Pressure Systems Lines Inter-Tropical Convergence Zone Symbol Set: 45 Value: 110407 Color: Orange (RGB 255,128,0) <u>Draw Rules:</u> <u>Line5</u> - Dynamic		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.
Pressure Systems Lines Convergence Line Symbol Set: 45 Value: 110408 Color: Orange (RGB 255,128,0) <u>Draw Rules:</u> <u>Line6</u> - Dynamic		
Pressure Systems Lines Inter-Tropical Discontinuity Symbol Set: 45 Value: 110409 Color: Alternate Red (RGB 255,0,0) and Green (RGB 13,223,39) <u>Draw Rules:</u> <u>Line7</u> - Dynamic		
Pressure Systems Pressure Tendency Static/Dynamic: D Symbol Set: 45 Value: 110500 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.	N/A	N/A 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. Orientation: The graphic is centered over the anchor location.

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TABLE M-II. Atmospheric icons - Continued.

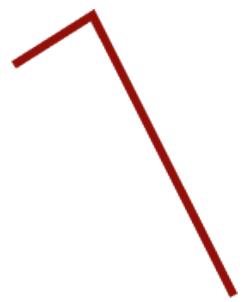
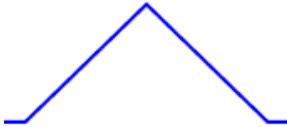
DESCRIPTION	ICON	NOTES
Pressure Systems Pressure Tendency Rise Then Fall Higher Symbol Set: 45 Value: 110501 Color: Black/Blue (RGB 0,0,255) <u>Draw Rules:</u> <u>Point2</u> - Static		
Pressure Systems Pressure Tendency Rise Then Steady Symbol Set: 45 Value: 110502 Color: Black/Blue (RGB 0,0,255) <u>Draw Rules:</u> <u>Point2</u> - Static		
Pressure Systems Pressure Tendency Rise Symbol Set: 45 Value: 110503 Color: Black/Blue (RGB 0,0,255) <u>Draw Rules:</u> <u>Point2</u> - Static		
Pressure Systems Pressure Tendency Rise Then Rise Higher Symbol Set: 45 Value: 110504 Color: Black/Blue (RGB 0,0,255) <u>Draw Rules:</u> <u>Point2</u> - Static		

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TABLE M-II. Atmospheric icons - Continued.

DESCRIPTION	ICON	NOTES
Pressure Systems Pressure Tendency Steady Symbol Set: 45 Value: 110505 Color: Black <u>Draw Rules:</u> Point2 - Static		
Pressure Systems Pressure Tendency Fall Then Rise Lower Symbol Set: 45 Value: 110506 Color: Black/Red (RGB 255,0,0) <u>Draw Rules:</u> Point2 - Static		
Pressure Systems Pressure Tendency Fall Then Steady Symbol Set: 45 Value: 110507 Color: Black/Red (RGB 255,0,0) <u>Draw Rules:</u> Point2 - Static		
Pressure Systems Pressure Tendency Fall Symbol Set: 45 Value: 110508 Color: Black/Red (RGB 255,0,0) <u>Draw Rules:</u> Point2 - Static		

TABLE M-II. Atmospheric icons - Continued.

DESCRIPTION	ICON	NOTES
Pressure Systems Pressure Tendency Rise Then Fall Lower Symbol Set: 45 Value: 110509 Color: Black/Red (RGB 255,0,0) <u>Draw Rules:</u> <u>Point2</u> - Static		
Turbulence Static/Dynamic: N/A Symbol Set: 45 Value: 120000	N/A	Note: USAF turbulence forecasts are based on Category II type aircraft.
Turbulence Light Static/Dynamic: D Symbol Set: 45 Value: 120100 Color: Blue (RGB 0,0,255) <u>Draw Rules:</u> <u>Point3</u> - Static		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 Symbol Set: 45 Value: 120200 Color: Blue (RGB 0,0,255) <u>Draw Rules:</u> <u>Point3</u> - Static		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 Symbol Set: 45 Value: 120300 Color: Blue (RGB 0,0,255) <u>Draw Rules:</u> <u>Point3</u> - Static		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 M-II. Atmospheric icons - Continued.

DESCRIPTION	ICON	NOTES
<p>Turbulence Extreme</p> <p>Symbol Set: 45 Value: 120400</p> <p>Color: Blue (RGB 0,0,255)</p> <p><u>Draw Rules:</u> <u>Point3</u> - Static</p>		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.
<p>Turbulence Mountain Waves</p> <p>Symbol Set: 45 Value: 120500</p> <p>Color: Blue (RGB 0,0,255)</p> <p><u>Draw Rules:</u> <u>Point3</u> - Static</p>		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.
<p>Icing</p> <p>Symbol Set: 45 Value: 130000</p>	N/A	N/A
<p>Icing Clear Icing</p> <p>Symbol Set: 45 Value: 130100</p>	N/A	N/A
<p>Icing Clear Icing Light</p> <p>Symbol Set: 45 Value: 130101</p> <p>Color: Brown (RGB 124,96,13)</p> <p><u>Draw Rules:</u> <u>Point3</u> - Static</p>		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 M-II. Atmospheric icons - Continued.

DESCRIPTION	ICON	NOTES
Icing Clear Icing Moderate Symbol Set: 45 Value: 130102 Color: Brown (RGB 124,96,13) Draw Rules: Point3 - Static		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 Symbol Set: 45 Value: 130103 Color: Brown (RGB 124,96,13) Draw Rules: Point3 - Static		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 Symbol Set: 45 Value: 130200	N/A	N/A
Icing Rime Icing Light Symbol Set: 45 Value: 130201 Color: Brown (RGB 124,96,13) Draw Rules: Point3 - Static		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 Symbol Set: 45 Value: 130202 Color: Brown (RGB 124,96,13) Draw Rules: Point3 - Static		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.

TABLE M-II. Atmospheric icons - Continued.

DESCRIPTION	ICON	NOTES
Icing Rime Icing Severe Symbol Set: 45 Value: 130203 Color: Brown (RGB 124,96,13) Draw Rules: <u>Point3</u> - Static		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 Symbol Set: 45 Value: 130300	N/A	
Icing Mixed Icing Light Symbol Set: 45 Value: 130301 Color: Brown (RGB 124,96,13) Draw Rules: <u>Point3</u> - Static		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 Moderate Symbol Set: 45 Value: 130302 Color: Brown (RGB 124,96,13) Draw Rules: <u>Point3</u> - Static		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 Symbol Set: 45 Value: 130303 Color: Brown (RGB 124,96,13) Draw Rules: <u>Point3</u> - Static		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.

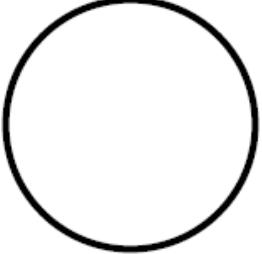
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TABLE M-II. Atmospheric icons - Continued.

DESCRIPTION	ICON	NOTES
Winds Symbol Set: 45 Value: 140000	N/A	
Winds Calm Winds Symbol Set: 45 Value: 140100 Color: Black Draw Rules: Point4 - Static		
Winds Wind Plot Symbol Set: 45 Value: 140200 Color: Black Draw Rules: Point5 - Static	Example 1 Example 2 Example 3 Example 4 Example 5 Example 6 	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 examples only. <u>Example 1</u> : From 270 degrees at 1-2 knots <u>Example 2</u> : From 270 degrees at 5 knots <u>Example 3</u> : From 250 degrees at 10 knots <u>Example 4</u> : From 110 degrees at 25 knots <u>Example 5</u> : From 250 degrees at 50 knots <u>Example 6</u> : From 270 degrees with missing wind speed

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TABLE M-II. Atmospheric icons - Continued.

DESCRIPTION	ICON	NOTES
<p>Winds Jet Stream</p> <p>Symbol Set: 45 Value: 140300</p> <p>Color: Red or Black</p> <p><u>Draw Rules:</u> Line1 - Dynamic</p>		The arrowheads will be evenly spaced along the line.
<p>Winds Stream Line</p> <p>Symbol Set: 45 Value: 140400</p> <p>Color: Operator Defined</p> <p><u>Draw Rules:</u> Line1 - Dynamic</p>		The arrowheads will be evenly spaced along the line.
<p>Cloud Coverage</p> <p>Symbol Set: 45 Value: 150000</p>	N/A	N/A
<p>Cloud Coverage Cloud Coverage Symbols</p> <p>Symbol Set: 45 Value: 150100</p>	N/A	N/A
<p>Cloud Coverage Cloud Coverage Symbols Clear Sky</p> <p>Symbol Set: 45 Value: 150101</p> <p>Color: Black</p> <p><u>Draw Rules:</u> Point6 - Static</p>		

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TABLE M-II. Atmospheric icons - Continued.

DESCRIPTION	ICON	NOTES
<p>Cloud Coverage Cloud Coverage Symbols Few Coverage</p> <p>Symbol Set: 45 Value: 150102</p> <p>Color: Black</p> <p><u>Draw Rules:</u> Point6 - Static</p>		
<p>Cloud Coverage Cloud Coverage Symbols Scattered Coverage</p> <p>Symbol Set: 45 Value: 150103</p> <p>Color: Black</p> <p><u>Draw Rules:</u> Point6 - Static</p>		
<p>Cloud Coverage Cloud Coverage Symbols Broken Coverage</p> <p>Symbol Set: 45 Value: 150104</p> <p>Color: Black</p> <p><u>Draw Rules:</u> Point6 - Static</p>		
<p>Cloud Coverage Cloud Coverage Symbols Overcast Coverage</p> <p>Symbol Set: 45 Value: 150105</p> <p>Color: Black</p> <p><u>Draw Rules:</u> Point6 - Static</p>		

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TABLE M-II. Atmospheric icons - Continued.

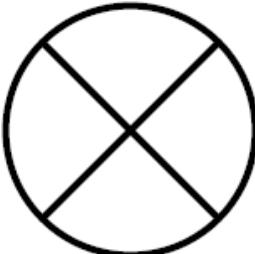
DESCRIPTION	ICON	NOTES
Cloud Coverage Cloud Coverage Symbols Sky Totally or Partially Obscured Symbol Set: 45 Value: 150106 Color: Black <u>Draw Rules:</u> Point6 - Static		
Weather Symbols Symbol Set: 45 Value: 160000	N/A	
Weather Symbols Rain Symbol Set: 45 Value: 160100	N/A	
Weather Symbols Rain Intermittent Light Symbol Set: 45 Value: 160101 Color: Green <u>Draw Rules:</u> Point7 - Static		
Weather Symbols Rain Intermittent Light Continuous Light Symbol Set: 45 Value: 160102 Color: Green <u>Draw Rules:</u> Point7 - Static		

TABLE M-II. Atmospheric icons - Continued.

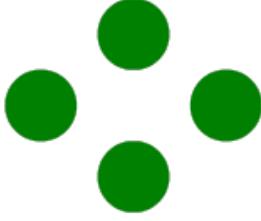
DESCRIPTION	ICON	NOTES
Weather Symbols Rain Intermittent Moderate Symbol Set: 45 Value: 160103 Color: Green <u>Draw Rules:</u> Point7 - Static		
Weather Symbols Rain Intermittent Moderate/Continuous Moderate Symbol Set: 45 Value: 160104 Color: Green <u>Draw Rules:</u> Point7 - Static		
Weather Symbols Rain Intermittent Heavy Symbol Set: 45 Value: 160105 Color: Green <u>Draw Rules:</u> Point7 - Static		
Weather Symbols Rain Intermittent Heavy/Continuous Heavy Symbol Set: 45 Value: 160106 Color: Green <u>Draw Rules:</u> Point7 - Static		

TABLE M-II. Atmospheric icons - Continued.

DESCRIPTION	ICON	NOTES
Weather Symbols Freezing Rain Symbol Set: 45 Value: 160200	N/A	
Weather Symbols Freezing Rain Light Symbol Set: 45 Value: 160201 Color: Red <u>Draw Rules:</u> Point7 - Static		
Weather Symbols Freezing Rain Moderate/Heavy Symbol Set: 45 Value: 160202 Color: Red <u>Draw Rules:</u> Point7 - Static		
Weather Symbols Rain Showers Symbol Set: 45 Value: 160300	N/A	
Weather Symbols Rain Showers Light Symbol Set: 45 Value: 160301 Color: Green <u>Draw Rules:</u> Point7 - Static		

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TABLE M-II. Atmospheric icons - Continued.

DESCRIPTION	ICON	NOTES
Weather Symbols Rain Showers Moderate/Heavy Symbol Set: 45 Value: 160302 Color: Green <u>Draw Rules:</u> Point7 - Static		
Weather Symbols Rain Showers Torrential Symbol Set: 45 Value: 160303 Color: Green <u>Draw Rules:</u> Point7 - Static		
Weather Symbols Drizzle Symbol Set: 45 Value: 160400	N/A	
Weather Symbols Drizzle Intermittent Light Symbol Set: 45 Value: 160401 Color: Green <u>Draw Rules:</u> Point7 - Static		
Weather Symbols Drizzle Intermittent Light/Continuous Light Symbol Set: 45 Value: 160402 Color: Green <u>Draw Rules:</u> Point7 - Static		

TABLE M-II. Atmospheric icons - Continued.

DESCRIPTION	ICON	NOTES
Weather Symbols Drizzle Intermittent Moderate Symbol Set: 45 Value: 160403 Color: Green Draw Rules: Point7 - Static	,	
Weather Symbols Drizzle Intermittent Moderate/Continuous Moderate Symbol Set: 45 Value: 160404 Color: Green Draw Rules: Point7 - Static	,	
Weather Symbols Drizzle Intermittent Heavy Symbol Set: 45 Value: 160405 Color: Green Draw Rules: Point7 - Static	,	
Weather Symbols Drizzle Intermittent Heavy/Continuous Heavy Symbol Set: 45 Value: 160406 Color: Green Draw Rules: Point7 - Static	,	

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TABLE M-II. Atmospheric icons - Continued.

DESCRIPTION	ICON	NOTES
Weather Symbols Freezing Drizzle Symbol Set: 45 Value: 160500	N/A	N/A
Weather Symbols Freezing Drizzle Light Symbol Set: 45 Value: 160501 Color: Red <u>Draw Rules:</u> Point7 - Static		
Weather Symbols Freezing Drizzle Moderate/Heavy Symbol Set: 45 Value: 160502 Color: Red <u>Draw Rules:</u> Point7 - Static		
Weather Symbols Rain and Snow Mixed Symbol Set: 45 Value: 160600	N/A	
Weather Symbols Rain and Snow Mixed Rain or Drizzle and Snow – Light Symbol Set: 45 Value: 160601 Color: Green <u>Draw Rules:</u> Point7 - Static		

TABLE M-II. Atmospheric icons - Continued.

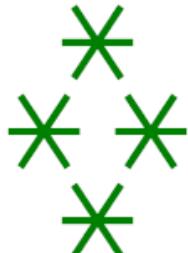
DESCRIPTION	ICON	NOTES
Weather Symbols Rain and Snow Mixed Rain or Drizzle and Snow – Moderate/Heavy Symbol Set: 45 Value: 160602 Color: Green <u>Draw Rules:</u> <u>Point7</u> - Static		
Weather Symbols Rain and Snow Mixed Rain and Snow Showers - Light Symbol Set: 45 Value: 160603 Color: Green <u>Draw Rules:</u> <u>Point7</u> - Static		
Weather Symbols Rain and Snow Mixed Rain and Snow Showers - Moderate/Heavy Symbol Set: 45 Value: 160604 Color: Green <u>Draw Rules:</u> <u>Point7</u> - Static		
Weather Symbols Snow Symbol Set: 45 Value: 160700	N/A	

TABLE M-II. Atmospheric icons - Continued.

DESCRIPTION	ICON	NOTES
Weather Symbols Snow Intermittent Light Symbol Set: 45 Value: 160701 Color: Green <u>Draw Rules:</u> Point7 - Static		
Weather Symbols Snow Intermittent Light/Continuous Light Symbol Set: 45 Value: 160702 Color: Green <u>Draw Rules:</u> Point7 - Static		
Weather Symbols Snow Intermittent Moderate Symbol Set: 45 Value: 160703 Color: Green <u>Draw Rules:</u> Point7 - Static		
Weather Symbols Snow Intermittent Moderate/Continuous Moderate Symbol Set: 45 Value: 160704 Color: Green <u>Draw Rules:</u> Point7 - Static		

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TABLE M-II. Atmospheric icons - Continued.

DESCRIPTION	ICON	NOTES
Weather Symbols Snow Intermittent Heavy Symbol Set: 45 Value: 160705 Color: Green <u>Draw Rules:</u> Point7 - Static		
Weather Symbols Snow Intermittent Heavy/Continuous Heavy Symbol Set: 45 Value: 160706 Color: Green <u>Draw Rules:</u> Point7 - Static		
Weather Symbols Snow Blowing Snow - Light/Moderate Symbol Set: 45 Value: 160707 Color: Green <u>Draw Rules:</u> Point7 - Static		
Weather Symbols Snow Blowing Snow – Heavy Symbol Set: 45 Value: 160708 Color: Green <u>Draw Rules:</u> Point7 - Static		

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TABLE M-II. Atmospheric icons - Continued.

DESCRIPTION	ICON	NOTES
Weather Symbols Snow Grains Symbol Set: 45 Value: 160800 Color: Green <u>Draw Rules:</u> Point7 - Static		
Weather Symbols Snow Showers Symbol Set: 45 Value: 160900	N/A	N/A
Weather Symbols Snow Showers Light Symbol Set: 45 Value: 160901 Color: Green <u>Draw Rules:</u> Point7 - Static		
Weather Symbols Snow Showers Moderate/Heavy Symbol Set: 45 Value: 160902 Color: Green <u>Draw Rules:</u> Point7 - Static		
Weather Symbols Hail Symbol Set: 45 Value: 161000	N/A	N/A

TABLE M-II. Atmospheric icons - Continued.

DESCRIPTION	ICON	NOTES
Weather Symbols Hail Light Not Associated with Thunder Symbol Set: 45 Value: 161001 Color: Red <u>Draw Rules:</u> Point7 - Static		
Weather Symbols Hail Moderate/Heavy Not Associated with Thunder Symbol Set: 45 Value: 161002 Color: Red <u>Draw Rules:</u> Point7 - Static		
Weather Symbols Ice Crystals (Diamond Dust) Symbol Set: 45 Value: 161100 Color: Red <u>Draw Rules:</u> Point7 - Static		
Weather Symbols Ice Pellets (Sleet) Symbol Set: 45 Value: 161200	N/A	N/A
Weather Symbols Ice Pellets (Sleet) Light Symbol Set: 45 Value: 161201 Color: Red <u>Draw Rules:</u> Point7 - Static		

TABLE M-II. Atmospheric icons - Continued.

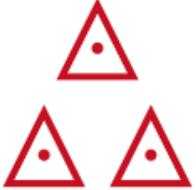
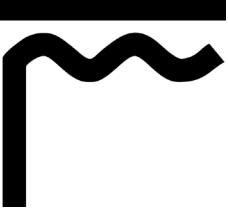
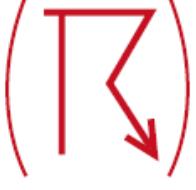
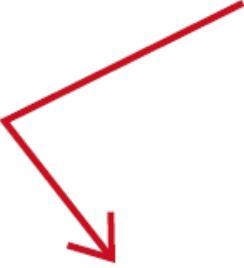
DESCRIPTION	ICON	NOTES
Weather Symbols Ice Pellets (Sleet) Moderate Symbol Set: 45 Value: 161202 Color: Red <u>Draw Rules:</u> Point7 - Static		
Weather Symbols Ice Pellets (Sleet) Heavy Symbol Set: 45 Value: 161203 Color: Red <u>Draw Rules:</u> Point7 - Static		
Weather Symbols Inversion Symbol Set: 45 Value: 161300 Color: Black <u>Draw Rules:</u> Point7 - Static		
Weather Symbols Storms Symbol Set: 45 Value: 161400	N/A	
Weather Symbols Storms Thunderstorm - No Precipitation Symbol Set: 45 Value: 161401 Color: Red <u>Draw Rules:</u> Point7 - Static		

TABLE M-II. Atmospheric icons - Continued.

DESCRIPTION	ICON	NOTES
<p>Weather Symbols Storms Thunderstorm Light to Moderate with Rain/Snow - No Hail</p> <p>Symbol Set: 45 Value: 161402</p> <p>Color: Red</p> <p>Draw Rules: Point7 - Static</p>		
<p>Weather Symbols Storms Thunderstorm Heavy with Rain/Snow - No Hail</p> <p>Symbol Set: 45 Value: 161403</p> <p>Color: Red</p> <p>Draw Rules: Point7 - Static</p>		
<p>Weather Symbols Storms Thunderstorm Light to Moderate - with Hail</p> <p>Symbol Set: 45 Value: 161404</p> <p>Color: Red</p> <p>Draw Rules: Point7 - Static</p>		
<p>Weather Symbols Storms Thunderstorm Heavy - with Hail</p> <p>Symbol Set: 45 Value: 161405</p> <p>Color: Red</p> <p>Draw Rules: Point7 - Static</p>		

TABLE M-II. Atmospheric icons - Continued.

DESCRIPTION	ICON	NOTES
Weather Symbols Storms Funnel Cloud (Tornado/Waterspout) Symbol Set: 45 Value: 161406 Color: Red <u>Draw Rules:</u> Point7 - Static		
Weather Symbols Storms Squall Symbol Set: 45 Value: 161407 Color: Red <u>Draw Rules:</u> Point7 - Static		
Weather Symbols Storms Lightning Symbol Set: 45 Value: 161408 Color: Red <u>Draw Rules:</u> Point7 - Static		
Weather Symbols Fog Symbol Set: 45 Value: 161500	N/A	
Weather Symbols Fog Shallow Patches Symbol Set: 45 Value: 161501 Color: Yellow <u>Draw Rules:</u> Point7 - Static		

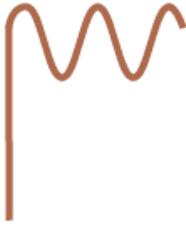
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TABLE M-II. Atmospheric icons - Continued.

DESCRIPTION	ICON	NOTES
Weather Symbols Fog Shallow Continuous		
Symbol Set: 45 Value: 161502		
Color: Yellow		
<u>Draw Rules:</u> Point7 - Static		
Weather Symbols Fog Patchy		
Symbol Set: 45 Value: 161503		
Color: Yellow		
<u>Draw Rules:</u> Point7 - Static		
Weather Symbols Fog Sky Visible		
Symbol Set: 45 Value: 161504		
Color: Yellow		
<u>Draw Rules:</u> Point7 - Static		
Weather Symbols Fog Sky Obscured		
Symbol Set: 45 Value: 161505		
Color: Yellow		
<u>Draw Rules:</u> Point7 - Static		

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TABLE M-II. Atmospheric icons - Continued.

DESCRIPTION	ICON	NOTES
Weather Symbols Fog Freezing, Sky Visible Symbol Set: 45 Value: 161506 Color: Red <u>Draw Rules:</u> Point7 - Static		
Weather Symbols Fog Freezing, Sky Obscured Symbol Set: 45 Value: 161507 Color: Red <u>Draw Rules:</u> Point7 - Static		
Weather Symbols Mist Symbol Set: 45 Value: 161600 Color: Yellow <u>Draw Rules:</u> Point7 - Static		
Weather Symbols Smoke Symbol Set: 45 Value: 161700 Color: Brown <u>Draw Rules:</u> Point7 - Static		

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TABLE M-II. Atmospheric icons - Continued.

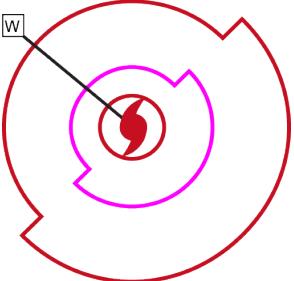
DESCRIPTION	ICON	NOTES
<p>Weather Symbols Haze</p> <p>Symbol Set: 45 Value: 161800</p> <p>Color: Brown</p> <p><u>Draw Rules:</u> Point7 - Static</p>		
<p>Weather Symbols Dust or Sand</p> <p>Symbol Set: 45 Value: 161900</p>	N/A	
<p>Weather Symbols Dust or Sand Light to Moderate</p> <p>Symbol Set: 45 Value: 161901</p> <p>Color: Brown</p> <p><u>Draw Rules:</u> Point7 - Static</p>		
<p>Weather Symbols Dust or Sand Severe</p> <p>Symbol Set: 45 Value: 161902</p> <p>Color: Brown</p> <p><u>Draw Rules:</u> Point7 - Static</p>		
<p>Weather Symbols Dust or Sand Dust Devil</p> <p>Symbol Set: 45 Value: 161903</p> <p>Color: Brown</p> <p><u>Draw Rules:</u> Point7 - Static</p>		

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TABLE M-II. Atmospheric icons - Continued.

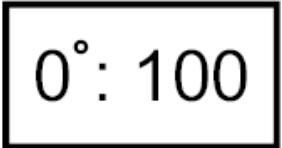
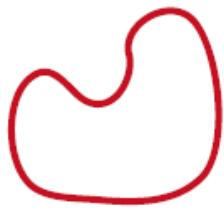
DESCRIPTION	ICON	NOTES
Weather Symbols Dust or Sand Blowing Dust or Sand Symbol Set: 45 Value: 161904 Color: Brown <u>Draw Rules:</u> Point7 - Static		
Weather Symbols Tropical Storm Systems Symbol Set: 45 Value: 162000	N/A	
Weather Symbols Tropical Storm Systems Tropical Depression Static/Dynamic: D Symbol Set: 45 Value: 162001 Color: Red, Purple or Black <u>Draw Rules:</u> Point8 - Static		<i>Red or Purple</i> - Current and Forecast Position <i>Black</i> - Past Position
Weather Symbols Tropical Storm Systems Tropical Storm Symbol Set: 45 Value: 162002 Color: Red, Purple or Black <u>Draw Rules:</u> Point8 - Static		<i>Red or Purple</i> - Current and Forecast Position <i>Black</i> - Past Position
Weather Symbols Tropical Storm Systems Hurricane/Typhoon Symbol Set: 45 Value: 162003 Color: Red, Purple or Black <u>Draw Rules:</u> Point8 - Static		<i>Red or Purple</i> - Current and Forecast Position <i>Black</i> - Past Position

TABLE M-II. Atmospheric icons - Continued.

DESCRIPTION	ICON	NOTES
<p>Weather Symbols Tropical Storm Systems Tropical Storm Wind Areas and Date/Time Labels</p> <p>Static/Dynamic: D Symbol Set: 45 Value: 162004</p> <p>Color: Red/Purple/Black</p> <p><i>Red</i> - Outermost Area of Winds = 34 Knots <i>Purple</i> - Second Area of Winds = 50 Knots [=64 Knots Atlantic Only] <i>Red or Black</i> - Innermost Area of Winds = 100 Knots</p> <p><u>Draw Rules:</u> <u>Area1</u> - Dynamic</p>		US Navy ship avoidance areas can be depicted using <u>Operator-Defined Freeform</u> .
<p>Weather Symbols Volcanic Eruption</p> <p>Symbol Set: 45 Value: 162100</p> <p>Color: Black</p> <p><u>Draw Rules:</u> <u>Point7</u> - Static</p>		
<p>Weather Symbols Volcanic Eruption Volcanic Ash</p> <p>Symbol Set: 45 Value: 162101</p> <p>Color: Black or Brown</p> <p><u>Draw Rules:</u> <u>Point7</u> - Static</p>		

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TABLE M-II. Atmospheric icons - Continued.

DESCRIPTION	ICON	NOTES
<p>Weather Symbols Tropopause Level</p> <p>Symbol Set: 45 Value: 162200</p> <p>Color: Black</p> <p><u>Draw Rules:</u> Point7 - Static</p>		
<p>Weather Symbols Freezing Level</p> <p>Symbol Set: 45 Value: 162300</p> <p>Color: Black</p> <p><u>Draw Rules:</u> Point7 - Static</p>		
<p>Weather Symbols Precipitation of Unknown Type and Intensity</p> <p>Symbol Set: 45 Value: 162400</p> <p>Color: Green</p> <p><u>Draw Rules:</u> Point7 - Static</p>		
<p>Bounded Areas of Weather</p> <p>Symbol Set: 45 Value: 170000</p>	N/A	
<p>Bounded Areas of Weather Instrument Flight Rule (IFR)</p> <p>Symbol Set: 45 Value: 170100</p> <p>Color: Red</p> <p><u>Draw Rules:</u> Area2 - Dynamic</p>		

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TABLE M-II. Atmospheric icons - Continued.

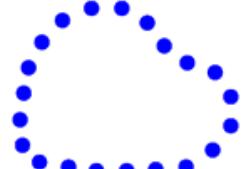
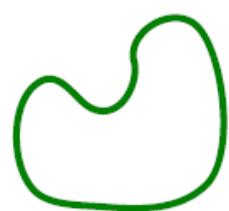
DESCRIPTION	ICON	NOTES
Bounded Areas of Weather Marginal Visual Flight Rule (MVFR) Symbol Set: 45 Value: 170200 Color: Blue Draw Rules: <u>Area2</u> - Dynamic		
Bounded Areas of Weather Turbulence Symbol Set: 45 Value: 170300 Color: Blue Draw Rules: <u>Area2</u> - Dynamic		
Bounded Areas of Weather Icing Symbol Set: 45 Value: 170400 Color: Brown Draw Rules: <u>Area2</u> - Dynamic		
Bounded Areas of Weather Liquid Precipitation - Non-Convective Continuous or Intermittent Symbol Set: 45 Value: 170500 Color: Green Draw Rules: <u>Area2</u> - Dynamic		

TABLE M-II. Atmospheric icons - Continued.

DESCRIPTION	ICON	NOTES
<p>Bounded Areas of Weather Liquid Precipitation - Non-Convective Continuous or Intermittent Liquid Precipitation – Convective</p> <p>Symbol Set: 45 Value: 170501</p> <p>Color: Green</p> <p>Draw Rules: <u>Area2</u> - Dynamic</p>		
<p>Bounded Areas of Weather Freezing/Frozen Precipitation</p> <p>Symbol Set: 45 Value: 170600</p> <p>Color: Red</p> <p>Draw Rules: <u>Area2</u> - Dynamic</p>		
<p>Bounded Areas of Weather Thunderstorm</p> <p>Symbol Set: 45 Value: 170700</p> <p>Color: Red</p> <p>Draw Rules: <u>Area2</u> - Dynamic</p>		
<p>Bounded Areas of Weather Fog</p> <p>Symbol Set: 45 Value: 170800</p> <p>Color: Yellow</p> <p>Draw Rules: <u>Area2</u> - Dynamic</p>		

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TABLE M-II. Atmospheric icons - Continued.

DESCRIPTION	ICON	NOTES
Bounded Areas of Weather Dust or Sand Symbol Set: 45 Value: 170900 Color: Brown Draw Rules: <u>Area2</u> - Dynamic		
Bounded Areas of Weather Operator-Defined Freeform Symbol Set: 45 Value: 171000 Color: Operator Defined Draw Rules: <u>Area2</u> - Dynamic	 	(Used to designate areas of specific weather phenomenon as determined by the operator.)
Isopleths Symbol Set: 45 Value: 180000	N/A	N/A
Isopleths Isobar – Surface Symbol Set: 45 Value: 180100 Color: Black Draw Rules: <u>Line1</u> - Dynamic		Used on surface analyses . Although not part of the graphic, numerical values of the isopleth can be placed along the line for presentation. The modifier text will be placed at each end of the line and once in the middle of the line.

TABLE M-II. Atmospheric icons - Continued.

DESCRIPTION	ICON	NOTES
Isopleths Contour - Upper Air Symbol Set: 45 Value: 180200 Color: Black <u>Draw Rules:</u> Line1 - Dynamic		Used on upper air analyses . Although not part of the graphic, numerical values of the isopleth can be placed along the line for presentation. The modifier text will be placed at each end of the line and once in the middle of the line.
Isopleths Isotherm Symbol Set: 45 Value: 180300 Color: Red <u>Draw Rules:</u> Line1 - Dynamic		The modifier text will be placed at each end of the line and once in the middle of the line.
Isopleths Isotach Symbol Set: 45 Value: 180400 Color: Purple <u>Draw Rules:</u> Line1 - Dynamic		The modifier text will be placed at each end of the line and once in the middle of the line.
Isopleths Isodrosotherm Symbol Set: 45 Value: 180500 Color: Green <u>Draw Rules:</u> Line1 - Dynamic		The modifier text will be placed at each end of the line and once in the middle of the line.
Isopleths Thickness Symbol Set: 45 Value: 180600 Color: Red <u>Draw Rules:</u> Line1 - Dynamic		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 M-II. Atmospheric icons - Continued.

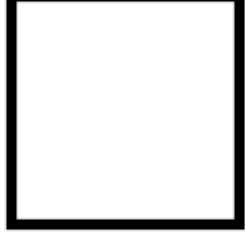
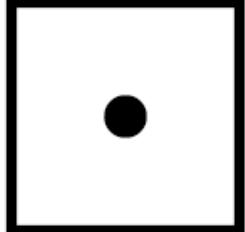
DESCRIPTION	ICON	NOTES
<p>Isopleths Operator-Defined Freeform</p> <p>Symbol Set: 45 Value: 180700</p> <p>Color: Operator Defined</p> <p><u>Draw Rules:</u> <u>Line1</u> - Dynamic</p>		<p>Used to display isopleth areas of specific weather parameters as determined by the operator.</p> <p>The modifier text will be placed at each end of the line and once in the middle of the line.</p>
<p>State of the Ground</p> <p>Symbol Set: 45 Value: 190000</p>	N/A	
<p>State of the Ground Without Snow or Measurable Ice Cover</p> <p>Symbol Set: 45 Value: 190100</p>	N/A	
<p>State of the Ground Without Snow or Measurable Ice Cover Surface Dry Without Cracks or Appreciable Dust or Loose Sand</p> <p>Symbol Set: 45 Value: 190101</p> <p>Color: Black</p> <p><u>Draw Rules:</u> <u>Point1</u> - Static</p>		
<p>State of the Ground Without Snow or Measurable Ice Cover Surface Moist</p> <p>Symbol Set: 45 Value: 190102</p> <p>Color: Black</p> <p><u>Draw Rules:</u> <u>Point1</u> - Static</p>		

TABLE M-II. Atmospheric icons - Continued.

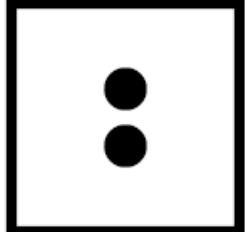
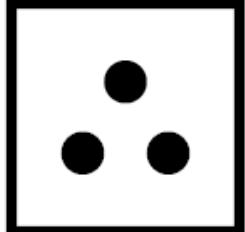
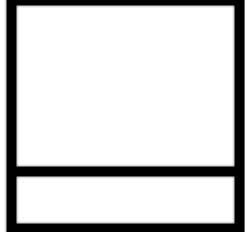
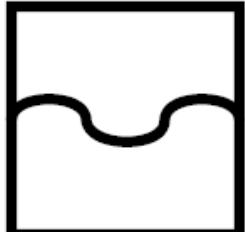
DESCRIPTION	ICON	NOTES
<p>State of the Ground Without Snow or Measurable Ice Cover Surface Wet, Standing Water in Small or Large Pools</p> <p>Symbol Set: 45 Value: 190103</p> <p>Color: Black</p> <p><u>Draw Rules:</u> <u>Point1</u> - Static</p>		
<p>State of the Ground Without Snow or Measurable Ice Cover Surface Flooded</p> <p>Symbol Set: 45 Value: 190104</p> <p>Color: Black</p> <p><u>Draw Rules:</u> <u>Point1</u> - Static</p>		
<p>State of the Ground Without Snow or Measurable Ice Cover Surface Frozen</p> <p>Symbol Set: 45 Value: 190105</p> <p>Color: Black</p> <p><u>Draw Rules:</u> <u>Point1</u> - Static</p>		
<p>State of the Ground Without Snow or Measurable Ice Cover Glaze (Thin Ice) On Ground</p> <p>Static/Dynamic: S Symbol Set: 45 Value: 190106</p> <p>Color: Black</p> <p><u>Draw Rules:</u> <u>Point1</u> - Static</p>		

TABLE M-II. Atmospheric icons - Continued.

DESCRIPTION	ICON	NOTES
<p>State of the Ground Without Snow or Measurable Ice Cover Loose Dry Dust or Sand Not Covering Ground Completely</p> <p>Symbol Set: 45 Value: 190107</p> <p>Color: Black</p> <p><u>Draw Rules:</u> <u>Point1</u> - Static</p>		
<p>State of the Ground Without Snow or Measurable Ice Cover Thin Loose Dry Dust or Sand Covering Ground Completely</p> <p>Symbol Set: 45 Value: 190108</p> <p>Color: Black</p> <p><u>Draw Rules:</u> <u>Point1</u> - Static</p>		
<p>State of the Ground Without Snow or Measurable Ice Cover Moderate/Thick Loose Dry Dust or Sand Covering Ground Completely</p> <p>Symbol Set: 45 Value: 190109</p> <p>Color: Black</p> <p><u>Draw Rules:</u> <u>Point1</u> - Static</p>		
<p>State of the Ground Without Snow or Measurable Ice Cover Extremely Dry with Cracks</p> <p>Symbol Set: 45 Value: 190110</p> <p>Color: Black</p> <p><u>Draw Rules:</u> <u>Point1</u> - Static</p>		

TABLE M-II. Atmospheric icons - Continued.

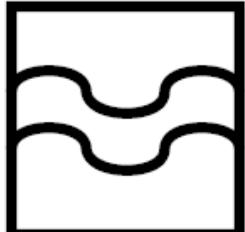
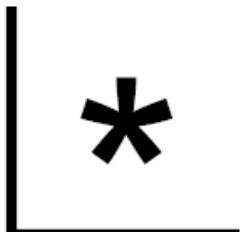
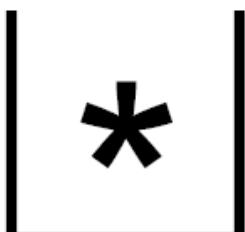
DESCRIPTION	ICON	NOTES
<p>State of the Ground With Snow or Measurable Ice Cover</p> <p>Symbol Set: 45 Value: 190200</p>	N/A	
<p>State of the Ground with Snow or Measurable Ice Cover Predominately Ice Covered</p> <p>Symbol Set: 45 Value: 190201</p> <p>Color: Black</p> <p>Draw Rules: <u>Point1</u> - Static</p>		
<p>State of the Ground With Snow or Measurable Ice Cover Compact or Wet Snow (with or Without Ice) Covering Less Than One-Half of Ground</p> <p>Symbol Set: 45 Value: 190202</p> <p>Color: Black</p> <p>Draw Rules: <u>Point1</u> - Static</p>		
<p>State of the Ground With Snow or Measurable Ice Cover Compact or Wet Snow (with or Without Ice) Covering At Least One- Half Ground, But Ground Not Completely Covered</p> <p>Symbol Set: 45 Value: 190203</p> <p>Color: Black</p> <p>Draw Rules: <u>Point1</u> - Static</p>		

TABLE M-II. Atmospheric icons - Continued.

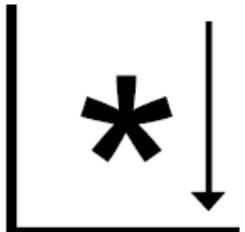
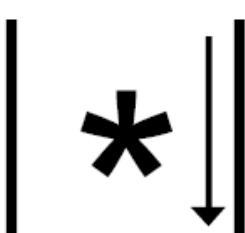
DESCRIPTION	ICON	NOTES
<p>State of the Ground With Snow or Measurable Ice Cover Even Layer of Compact or Wet Snow Covering Ground Completely</p> <p>Symbol Set: 45 Value: 190204</p> <p>Color: Black</p> <p>Draw Rules: <u>Point1</u> - Static</p>		
<p>State of the Ground With Snow or Measurable Ice Cover Uneven Layer of Compact or Wet Snow Covering Ground Completely</p> <p>Symbol Set: 45 Value: 190205</p> <p>Color: Black</p> <p>Draw Rules: <u>Point1</u> - Static</p>		
<p>State of The Ground With Snow or Measurable Ice Cover Loose Dry Snow Covering Less Than One-Half of Ground</p> <p>Symbol Set: 45 Value: 190206</p> <p>Color: Black</p> <p>Draw Rules: <u>Point1</u> - Static</p>		
<p>State of the Ground With Snow or Measurable Ice Cover Loose Dry Snow Covering At Least One-Half Ground, But Ground Not Completely Covered</p> <p>Symbol Set: 45 Value: 190207</p> <p>Color: Black</p> <p>Draw Rules: <u>Point1</u> - Static</p>		

TABLE M-II. Atmospheric icons - Continued.

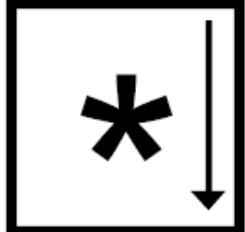
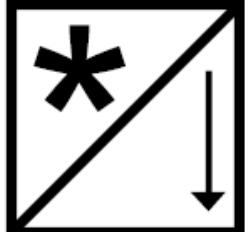
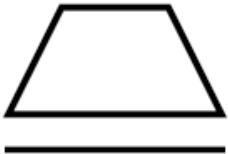
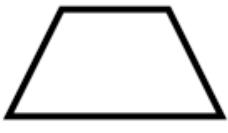
DESCRIPTION	ICON	NOTES
<p>State of the Ground With Snow or Measurable Ice Cover Even Layer of Loose Dry Snow Covering Ground Completely</p> <p>Symbol Set: 45 Value: 190208</p> <p>Color: Black</p> <p>Draw Rules: <u>Point1</u> - Static</p>		
<p>State of the Ground With Snow or Measurable Ice Cover Uneven Layer of Loose Dry Snow Covering Ground Completely</p> <p>Symbol Set: 45 Value: 190209</p> <p>Color: Black</p> <p>Draw Rules: <u>Point1</u> - Static</p>		
<p>State of the Ground With Snow or Measurable Ice Cover Snow Covering Ground Completely, Deep Drifts</p> <p>Symbol Set: 45 Value: 190210</p> <p>Color: Black</p> <p>Draw Rules: <u>Point1</u> - Static</p>		

TABLE M-III. Oceanographic icons.

DESCRIPTION	ICON	NOTES
Ice Systems Symbol Set: 46 Value: 110000	N/A	
Ice Systems Icebergs Symbol Set: 46 Value: 110100 Color: Black	N/A	
Ice Systems Icebergs Many Icebergs Symbol Set: 46 Value: 110101 Color: Black		
Draw Rules: Point3 - Static Ice Systems Icebergs Belts and Strips Symbol Set: 46 Value: 110102 Color: Black		
Draw Rules: Point3 - Static Ice Systems Icebergs General Symbol Set: 46 Value: 110103 Color: Black		

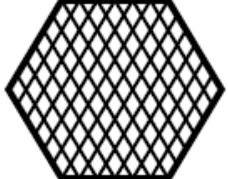
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TABLE M-III. Oceanographic icons - Continued.

DESCRIPTION	ICON	NOTES
Ice Systems Icebergs Many Icebergs – General Symbol Set: 46 Value: 1101 04 Color: Black <u>Draw Rules:</u> Point3 - Static		
Ice Systems Icebergs Bergy Bit Symbol Set: 46 Value: 1101 05 Color: Black <u>Draw Rules:</u> Point3 - Static		
Ice Systems Icebergs Many Bergy Bits Symbol Set: 46 Value: 1101 06 Color: Black <u>Draw Rules:</u> Point3 - Static		
Ice Systems Icebergs Growler Symbol Set: 46 Value: 1101 07 Color: Black <u>Draw Rules:</u> Point3 - Static		

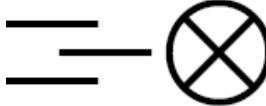
MIL-STD-2525E - APPENDIX M

TABLE M-III. Oceanographic icons - Continued.

DESCRIPTION	ICON	NOTES
Ice Systems Icebergs Many Growlers Symbol Set: 46 Value: 110108 Color: Black <u>Draw Rules:</u> Point3 - Static		
Ice Systems Icebergs Floeberg Symbol Set: 46 Value: 110109 Color: Black Top with White Bottom <u>Draw Rules:</u> Point3 - Static		
Ice Systems Icebergs Ice Island Symbol Set: 46 Value: 110110 Color: White Hexagon/Black Hatches <u>Draw Rules:</u> Point3 - Static		
Ice Systems Ice Concentration Symbol Set: 46 Value: 110200	N/A	
Ice Systems Ice Concentration Bergy Water Symbol Set: 46 Value: 110201 Color: Black <u>Draw Rules:</u> Point3 - Static		

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TABLE M-III. Oceanographic icons - Continued.

DESCRIPTION	ICON	NOTES
Ice Systems Ice Concentration Water with Radar Targets Symbol Set: 46 Value: 110202 Color: Black <u>Draw Rules:</u> Point3 - Static		
Ice Systems Ice Concentration Ice Free Symbol Set: 46 Value: 110203 Color: Black <u>Draw Rules:</u> Point3 - Static		
Ice Systems Dynamic Processes Symbol Set: 46 Value: 110300	N/A	
Ice Systems Dynamic Processes Convergence Symbol Set: 46 Value: 110301 Color: Black <u>Draw Rules:</u> Point3 - Static		
Ice Systems Dynamic Processes Divergence Symbol Set: 46 Value: 110302 Color: Black <u>Draw Rules:</u> Point3 - Static		

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TABLE M-III. Oceanographic icons - Continued.

DESCRIPTION	ICON	NOTES
Ice Systems Dynamic Processes Shearing or Shear Zone Symbol Set: 46 Value: 110303 Color: Black <u>Draw Rules:</u> Point3 - Static		
Ice Systems Dynamic Processes Ice Drift (Direction) Symbol Set: 46 Value: 110304 Color: Black <u>Draw Rules:</u> Point3 - Static		
Ice Systems Sea Ice Symbol Set: 46 Value: 110400 Color: Black <u>Draw Rules:</u> Point3 - Static		
Ice Systems Sea Ice Ice Thickness (Observed) Symbol Set: 46 Value: 110401 Color: Box with Black Outline <u>Draw Rules:</u> Point3 - Static		

MIL-STD-2525E - APPENDIX M

TABLE M-III. Oceanographic icons - Continued.

DESCRIPTION	ICON	NOTES
Ice Systems Sea Ice Ice Thickness (Estimated) Symbol Set: 46 Value: 110402 Color: Box with Black Dashed Line <u>Draw Rules:</u> <u>Point3</u> - Static		
Ice Systems Sea Ice Melt Puddles or Flooded Ice Symbol Set: 46 Value: 110403 Color: Black <u>Draw Rules:</u> <u>Point3</u> - Static		
Ice Systems Limits Symbol Set: 46 Value: 110500	N/A	
Ice Systems Limits Limits of Visual Observation Symbol Set: 46 Value: 110501 Color: Black <u>Draw Rules:</u> <u>Line1</u> - Dynamic		The ovals will be repeated the entire length of the line.
Ice Systems Limits Limits of Undercast Symbol Set: 46 Value: 110502 Color: Black <u>Draw Rules:</u> <u>Line1</u> - Dynamic		The wave-like shapes will be repeated the entire length of the line.

TABLE M-III. Oceanographic icons - Continued.

DESCRIPTION	ICON	NOTES
<p>Ice Systems Limits Limits of Radar Observation</p> <p>Symbol Set: 46 Value: 110503</p> <p>Color: Black</p> <p><u>Draw Rules:</u> <u>Line1</u>- Dynamic</p>		The ovals and x's will alternate the entire length of the line.
<p>Ice Systems Limits Observed Ice Edge or Boundary</p> <p>Symbol Set: 46 Value: 110504</p> <p>Color: Black</p> <p><u>Draw Rules:</u> <u>Line1</u>- Dynamic</p>		The points are typically connected with a solid curved line.
<p>Ice Systems Limits Estimated Ice Edge or Boundary</p> <p>Symbol Set: 46 Value: 110505</p> <p>Color: Black</p> <p><u>Draw Rules:</u> <u>Line1</u>- Dynamic</p>		The points are typically connected with a dashed curved line.
<p>Ice Systems Limits Ice Edge or Boundary From Radar</p> <p>Symbol Set: 46 Value: 110506</p> <p>Color: Black</p> <p><u>Draw Rules:</u> <u>Line1</u>- Dynamic</p>		The points are typically connected with a curved line with Xs spaced evenly along the entire length of the line.
<p>Ice Systems Openings in the Ice</p> <p>Symbol Set: 46 Value: 110600</p>	N/A	

TABLE M-III. Oceanographic icons - Continued.

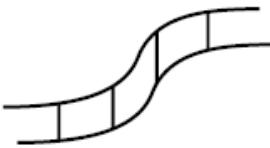
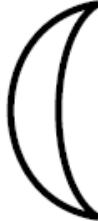
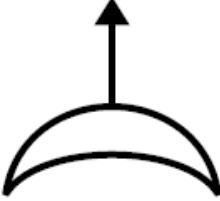
DESCRIPTION	ICON	NOTES
<p>Ice Systems Openings in the Ice Cracks</p> <p>Symbol Set: 46 Value: 110601</p> <p>Color: Black</p> <p><u>Draw Rules:</u> <u>Line1</u>- Dynamic</p>		The points are typically connected with a curved line.
<p>Ice Systems Openings in the Ice Cracks At a Specific Location</p> <p>Symbol Set: 46 Value: 110602</p> <p>Color: Black</p> <p><u>Draw Rules:</u> <u>Line1</u>- Dynamic</p>		<p>The points are typically connected with a curved line with perpendicular lines spaced evenly along the line.</p> <p>The perpendicular lines will be placed at regular intervals along the entire length of the line.</p>
<p>Ice Systems Openings in the Ice Lead</p> <p>Symbol Set: 46 Value: 110603</p> <p>Color: Black</p> <p><u>Draw Rules:</u> <u>Line1</u>- Dynamic</p>		The points are typically connected with parallel curved lines.
<p>Ice Systems Openings in the Ice Frozen Lead</p> <p>Symbol Set: 46 Value: 110604</p> <p>Color: Black</p> <p><u>Draw Rules:</u> <u>Line1</u>- Dynamic</p>		<p>The points are typically connected with parallel curved lines connected by vertical lines spaced evenly along the line.</p> <p>The perpendicular lines joining the main lines will be placed at regular intervals along the entire length of the main lines.</p>

TABLE M-III. Oceanographic icons - Continued.

DESCRIPTION	ICON	NOTES
Ice Systems Snow Cover Symbol Set: 46 Value: 110700 Color: Black <u>Draw Rules:</u> <u>Point3</u> - Static		
Ice Systems Snow Cover Sastrugi (with Orientation) Symbol Set: 46 Value: 110701 Color: Black <u>Draw Rules:</u> <u>Point3</u> - Static		
Ice Systems Topographical Features Static/Dynamic: N/A Symbol Set: 46 Value: 110800	N/A	
Ice Systems Topographical Features Ridges or Hummocks Symbol Set: 46 Value: 110801 Color: Black <u>Draw Rules:</u> <u>Point3</u> - Static		
Ice Systems Topographical Features Rafting Symbol Set: 46 Value: 110802 Color: Black <u>Draw Rules:</u> <u>Point3</u> - Static		

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TABLE M-III. Oceanographic icons - Continued.

DESCRIPTION	ICON	NOTES
Ice Systems Topographical Features Jammed Brash Barrier Symbol Set: 46 Value: 110803 Color: Black <u>Draw Rules:</u> Point3 - Static		
Hydrography Static/Dynamic: N/A Symbol Set: 46 Value: 120000	N/A	
Hydrography Depth Static/Dynamic: N/A Symbol Set: 46 Value: 120100	N/A	
Hydrography Depth Soundings Symbol Set: 46 Value: 120101 Color: Gray <u>Draw Rules:</u> Point3 - Static		
Hydrography Depth Depth Curve Symbol Set: 46 Value: 120102 Color: Gray Thin Solid Line <u>Draw Rules:</u> Line1 - Dynamic		The points are typically connected with a solid curved line. The modifier text will be placed at each end of the line and at regular intervals along the line.

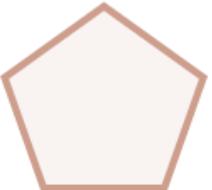
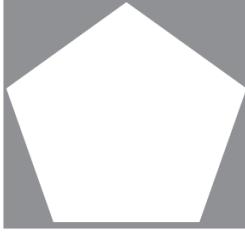
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TABLE M-III. Oceanographic icons - Continued.

DESCRIPTION	ICON	NOTES
<p>Hydrography Depth Depth Contour</p> <p>Symbol Set: 46 Value: 120103</p> <p>Color: Gray Thin Solid Line</p> <p>Draw Rules: <u>Line1</u> - Dynamic</p>		The modifier text will be placed at each end of the line and at regular intervals along the line.
<p>Hydrography Depth Depth Area</p> <p>Symbol Set: 46 Value: 120104</p> <p>Color: Blue/Pale Blue/White</p> <p>Draw Rules: <u>Area2</u> - Dynamic</p>		The points are connected with a solid line.
<p>Hydrography Coastal Hydrography</p> <p>Static/Dynamic: N/A Symbol Set: 46 Value: 120200</p>	N/A	
<p>Hydrography Coastal Hydrography Coastline</p> <p>Symbol Set: 46 Value: 120201</p> <p>Color: Gray Thin Solid Line</p> <p>Draw Rules: <u>Line1</u> - Dynamic</p>		The points are connected with a solid line.

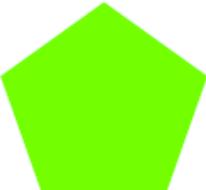
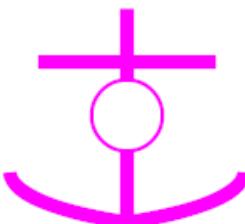
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TABLE M-III. Oceanographic icons - Continued.

DESCRIPTION	ICON	NOTES
<p>Hydrography Coastal Hydrography Island</p> <p>Static/Dynamic: S Symbol Set: 46 Value: 120202</p> <p>Color: Brown Solid Fill</p> <p>Draw Rules: <u>Area2</u> - Dynamic</p>		The points are connected with a solid line.
<p>Hydrography Coastal Hydrography Beach</p> <p>Symbol Set: 46 Value: 120203</p> <p>Color: Beige Outline and Stipple Fill</p> <p>Draw Rules: <u>Area2</u> - Dynamic</p>		The points are connected with a solid line.
<p>Hydrography Coastal Hydrography Water</p> <p>Static/Dynamic: S Symbol Set: 46 Value: 120204</p> <p>Color: White Fill</p> <p>Draw Rules: <u>Area2</u> - Dynamic</p>		The gray box is not to be drawn. It is shown here only as a reference to position and proportion of the icon.
<p>Hydrography Coastal Hydrography Foreshore - Line</p> <p>Symbol Set: 46 Value: 120205</p> <p>Color: Yellow-Green Solid Line</p> <p>Draw Rules: <u>Line1</u> - Dynamic</p>		

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TABLE M-III. Oceanographic icons - Continued.

DESCRIPTION	ICON	NOTES
<p>Hydrography Coastal Hydrography Foreshore - Area</p> <p>Symbol Set: 46 Value: 120206</p> <p>Color: Yellow-Green Solid Fill</p> <p>Draw Rules: <u>Area2</u> - Dynamic</p>		
<p>Hydrography Ports and Harbors</p> <p>Static/Dynamic: N/A Symbol Set: 46 Value: 120300</p>	N/A	N/A
<p>Hydrography Ports and Harbors Ports</p> <p>Static/Dynamic: N/A Symbol Set: 46 Value: 120301</p>	N/A	N/A
<p>Hydrography Ports and Harbors Ports Berths (Onshore)</p> <p>Symbol Set: 46 Value: 120302</p> <p>Color: Magenta Small Circle</p> <p>Draw Rules: <u>Point1</u> - Static</p>		
<p>Hydrography Ports and Harbors Ports Berths (Anchor)</p> <p>Symbol Set: 46 Value: 120303</p> <p>Color: Magenta Anchor W/ Small Circle</p> <p>Draw Rules: <u>Point1</u> - Static</p>		

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TABLE M-III. Oceanographic icons - Continued.

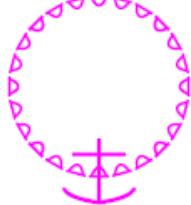
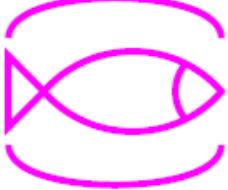
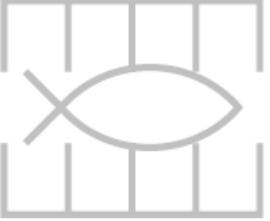
DESCRIPTION	ICON	NOTES
<p>Hydrography Ports and Harbors Ports Anchorage - Point</p> <p>Symbol Set: 46 Value: 120304</p> <p>Color: Magenta Anchor</p> <p>Draw Rules: <u>Point1</u> - Static</p>		
<p>Hydrography Ports and Harbors Ports Anchorage - Line</p> <p>Symbol Set: 46 Value: 120305</p> <p>Color: Magenta Dash/Chevron Line W/ Anchor Symbol</p> <p>Draw Rules: <u>Line8</u> - Dynamic</p>		<p>Orientation: The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</p>
<p>Hydrography Ports and Harbors Ports Anchorage - Area</p> <p>Symbol Set: 46 Value: 120306</p> <p>Color: Magenta Dash/Chevron Outline W/ Anchor</p> <p>Draw Rules: <u>Area2</u> - Dynamic</p>		

TABLE M-III. Oceanographic icons - Continued.

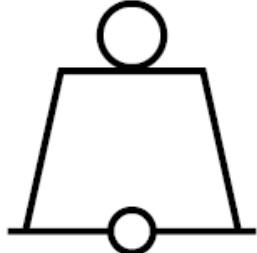
DESCRIPTION	ICON	NOTES
<p>Hydrography Ports and Harbors Ports Call In Point</p> <p>Static/Dynamic: S Symbol Set: 46 Value: 120307</p> <p>Color: Magenta Circle W/ Two Cones</p> <p><u>Draw Rules:</u> <u>Point1</u> - Static</p>		
<p>Hydrography Ports and Harbors Ports Pier/Wharf/Quay</p> <p>Symbol Set: 46 Value: 120308</p> <p>Color: Gray Thin Solid Line</p> <p><u>Draw Rules:</u> <u>Line1</u> - Dynamic</p>		
<p>Hydrography Ports and Harbors Fishing Harbor - Point</p> <p>Symbol Set: 46 Value: 120309</p> <p>Color: Magenta Fish W/Arcs Above and Below</p> <p><u>Draw Rules:</u> <u>Point1</u> - Static</p>		
<p>Hydrography Ports and Harbors Fish Weirs - Point</p> <p>Symbol Set: 46 Value: 120310</p> <p>Color: Gray Fish Inside Net</p> <p><u>Draw Rules:</u> <u>Point1</u> - Static</p>		

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TABLE M-III. Oceanographic icons - Continued.

DESCRIPTION	ICON	NOTES
<p>Hydrography Ports and Harbors Fish Stakes - Point</p> <p>Symbol Set: 46 Value: 120311</p> <p>Color: Gray L Style: Repeating Pattern of Gray L's</p> <p><u>Draw Rules:</u> Point1 - Static</p>		
<p>Hydrography Ports and Harbors Fish Traps - Area</p> <p>Symbol Set: 46 Value: 120312</p> <p>Color: Gray Rectangle Below Angle Line Pattern Fill Dashed Outline</p> <p><u>Draw Rules:</u> Area2 - Dynamic</p>		
<p>Hydrography Ports and Harbors Facilities</p> <p>Static/Dynamic: N/A Symbol Set: 46 Value: 120313</p>	N/A	N/A
<p>Hydrography Ports and Harbors Facilities Drydock</p> <p>Symbol Set: 46 Value: 120314</p> <p>Color: Brown Solid Area W/ Black Thin Outline</p> <p><u>Draw Rules:</u> Area2 - Dynamic</p>		

TABLE M-III. Oceanographic icons - Continued.

DESCRIPTION	ICON	NOTES
<p>Hydrography Ports and Harbors Facilities Landing Place</p> <p>Symbol Set: 46 Value: 120315</p> <p>Color: Magenta Yacht Inside Circle</p> <p>Draw Rules: <u>Point1</u> - Static</p>		
<p>Hydrography Ports and Harbors Facilities Offshore Loading Facility - Point</p> <p>Symbol Set: 46 Value: 120316</p> <p>Color: Black Installation Buoy</p> <p>Draw Rules: <u>Point1</u> - Static</p>		
<p>Hydrography Ports and Harbors Facilities Offshore Loading Facility - Line</p> <p>Symbol Set: 46 Value: 120317</p> <p>Color: Gray Thick Solid Line</p> <p>Draw Rules: <u>Line1</u> - Dynamic</p>		
<p>Hydrography Ports and Harbors Facilities Offshore Loading Facility - Area</p> <p>Symbol Set: 46 Value: 120318</p> <p>Color: Brown Solid Fill</p> <p>Draw Rules: <u>Area2</u> - Dynamic</p>		

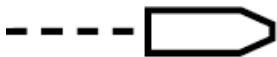
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TABLE M-III. Oceanographic icons - Continued.

DESCRIPTION	ICON	NOTES
<p>Hydrography Ports and Harbors Facilities Ramp - Above Water</p> <p>Symbol Set: 46 Value: 120319</p> <p>Color: Black Solid Line</p> <p>Draw Rules: <u>Line1</u> - Dynamic</p>		
<p>Hydrography Ports and Harbors Facilities Ramp - Below Water</p> <p>Symbol Set: 46 Value: 120320</p> <p>Color: Black Dashed Line</p> <p>Draw Rules: <u>Line1</u> - Dynamic</p>		
<p>Hydrography Ports and Harbors Facilities Landing Ring</p> <p>Symbol Set: 46 Value: 120321</p> <p>Color: Dark Brown Filled Square W/ Black Outline</p> <p>Draw Rules: <u>Point1</u> - Static</p>		

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TABLE M-III. Oceanographic icons - Continued.

DESCRIPTION	ICON	NOTES
<p>Hydrography Ports and Harbors Facilities Ferry Crossing</p> <p>Symbol Set: 46 Value: 120322</p> <p>Color: Magenta Dashed Line W/ Boat Symbol</p> <p><u>Draw Rules:</u> <u>Point1</u> - Static</p>		
<p>Hydrography Ports and Harbors Facilities Cable Ferry Crossing</p> <p>Symbol Set: 46 Value: 120323</p> <p>Color: Black</p> <p>Black Dashed Line W/ Boat Symbol</p> <p><u>Draw Rules:</u> <u>Point1</u> - Static</p>		
<p>Hydrography Ports and Harbors Facilities Dolphin</p> <p>Symbol Set: 46 Value: 120324</p> <p>Color: Dark Brown Filled Square W/ Black Outline</p> <p><u>Draw Rules:</u> <u>Point1</u> - Static</p>		
<p>Hydrography Ports and Harbors Shoreline Protection</p> <p>Static/Dynamic: N/A Symbol Set: 46 Value: 120325</p>	N/A	N/A

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TABLE M-III. Oceanographic icons - Continued.

DESCRIPTION	ICON	NOTES
Hydrography Ports and Harbors Shoreline Protection Breakwater/Groin/Jetty - Above Water Symbol Set: 46 Value: 1203 26 Color: Gray Solid Line <u>Draw Rules:</u> <u>Line1</u> - Dynamic		
Hydrography Ports and Harbors Shoreline Protection Breakwater/Groin/Jetty - Below Water Symbol Set: 46 Value: 1203 27 Color: Gray Dashed Line <u>Draw Rules:</u> <u>Line1</u> - Dynamic		
Hydrography Ports and Harbors Shoreline Protection Seawall Symbol Set: 46 Value: 1203 28 Color: Gray Solid Line <u>Draw Rules:</u> <u>Line1</u> - Dynamic		
Hydrography Aids to Navigation Static/Dynamic: N/A Symbol Set: 46 Value: 120 400	N/A	N/A

TABLE M-III. Oceanographic icons - Continued.

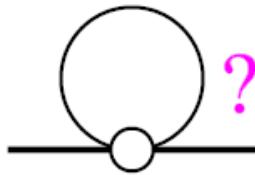
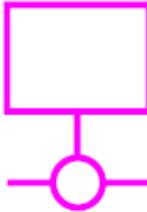
DESCRIPTION	ICON	NOTES
<p>Hydrography Aids to Navigation Beacon</p> <p>Symbol Set: 46 Value: 120401</p> <p>Color: Black Beacon/Buoy Base</p> <p><u>Draw Rules:</u> <u>Point1</u> - Static</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is typically centered over the desired location.</p>
<p>Hydrography Aids to Navigation Buoy Default</p> <p>Symbol Set: 46 Value: 120402</p> <p>Color: Black/Magenta</p> <p><u>Draw Rules:</u> <u>Point1</u> - Static</p>		Black default buoy beside magenta question mark
<p>Hydrography Aids to Navigation Marker</p> <p>Symbol Set: 46 Value: 120403</p> <p>Color: Magenta</p> <p><u>Draw Rules:</u> <u>Point1</u> - Static</p>		Magenta Inverted T with open circle at bottom below box
<p>Hydrography Aids to Navigation Perches/Stakes - Point</p> <p>Symbol Set: 46 Value: 120404</p> <p>Color: Black Small Circle</p> <p><u>Draw Rules:</u> <u>Point1</u> - Static</p>		

TABLE M-III. Oceanographic icons - Continued.

DESCRIPTION	ICON	NOTES
<p>Hydrography Aids to Navigation Perches/Stakes - Area</p> <p>Static/Dynamic: D Symbol Set: 46 Value: 120405</p> <p>Color: Blue Fill with Black Dot Outline</p> <p>Draw Rules: <u>Area2</u> - Dynamic</p>		
<p>Hydrography Aids to Navigation Light</p> <p>Symbol Set: 46 Value: 120406</p> <p>Color: Magenta Flare</p> <p>Draw Rules: <u>Point1</u> - Static</p>		
<p>Hydrography Aids to Navigation Leading Line</p> <p>Symbol Set: 46 Value: 120407</p> <p>Color: Black Solid to Dashed Line</p> <p>Draw Rules: <u>Line1</u> - Dynamic</p>		
<p>Hydrography Aids to Navigation Light Vessel/Light Ship</p> <p>Symbol Set: 46 Value: 120408</p> <p>Color: Black Light Vessel</p> <p>Draw Rules: <u>Point1</u> - Static</p>		

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TABLE M-III. Oceanographic icons - Continued.

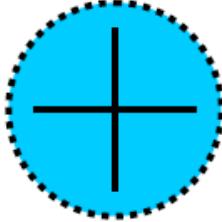
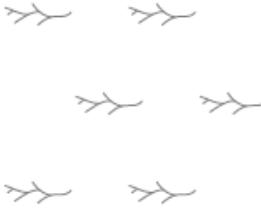
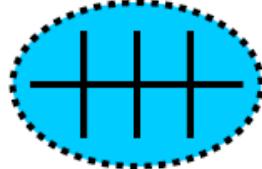
DESCRIPTION	ICON	NOTES
<p>Hydrography Aids to Navigation Lighthouse</p> <p>Symbol Set: 46 Value: 120409</p> <p>Color: Black Lighthouse Symbol</p> <p><u>Draw Rules:</u> Point1 - Static</p>		
<p>Hydrography Dangers/Hazards</p> <p>Static/Dynamic: N/A Symbol Set: 46 Value: 120500</p>	N/A	N/A
<p>Hydrography Dangers/Hazards Rock Submerged</p> <p>Symbol Set: 46 Value: 120501</p> <p>Color: Blue/Black Black Cross In Blue Solid Circle W/ Black Dotted Outline</p> <p><u>Draw Rules:</u> Point1 - Static</p>		
<p>Hydrography Dangers/Hazards Rock Awashed</p> <p>Symbol Set: 46 Value: 120502</p> <p>Color: Black 6 Point Asterisk</p> <p><u>Draw Rules:</u> Point1 - Static</p>		

TABLE M-III. Oceanographic icons - Continued.

DESCRIPTION	ICON	NOTES
<p>Hydrography Dangers/Hazards Underwater Danger/Hazard</p> <p>Symbol Set: 46 Value: 120503</p> <p>Color: Blue/Black</p> <p>Blue Fill W/ Black Dot Outline</p> <p><u>Draw Rules:</u> <u>Area2</u> - Dynamic</p>		
<p>Hydrography Dangers/Hazards Foul Ground - Point</p> <p>Symbol Set: 46 Value: 120504</p> <p>Color: Gray Pound (#) Symbol</p> <p><u>Draw Rules:</u> <u>Point1</u> - Static</p>		
<p>Hydrography Dangers/Hazards Foul Ground - Area</p> <p>Symbol Set: 46 Value: 120505</p> <p>Color: Gray Pound (#) Offset Pattern Fill</p> <p><u>Draw Rules:</u> <u>Area2</u> - Dynamic</p>		
<p>Hydrography Dangers/Hazards Kelp/Seaweed - Point</p> <p>Symbol Set: 46 Value: 120506</p> <p>Color: Gray Kelp Symbol</p> <p><u>Draw Rules:</u> <u>Point1</u> - Static</p>		

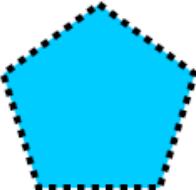
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TABLE M-III. Oceanographic icons - Continued.

DESCRIPTION	ICON	NOTES
<p>Hydrography Dangers/Hazards Kelp/Seaweed - Area</p> <p>Symbol Set: 46 Value: 120507</p> <p>Color: Gray Kelp Symbol Pattern Fill</p> <p>Draw Rules: <u>Area2</u> - Dynamic</p>		
<p>Hydrography Dangers/Hazards Snags/Stumps</p> <p>Symbol Set: 46 Value: 120508</p> <p>Color: Blue Oval W/ Black Dotted Outline</p> <p>Draw Rules: <u>Point1</u> - Static</p>		
<p>Hydrography Dangers/Hazards Wreck (Uncovers)</p> <p>Symbol Set: 46 Value: 120509</p> <p>Color: Gray Wreck Symbol</p> <p>Draw Rules: <u>Point1</u> - Static</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is typically centered over the desired location.</p>
<p>Hydrography Dangers/Hazards Wreck (Submerged)</p> <p>Symbol Set: 46 Value: 120510</p> <p>Color: Black Horizontal Bar W/ 3 Ticks In Blue Solid Oval W/ Black Dotted Outline</p> <p>Draw Rules: <u>Point1</u> - Static</p>		

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TABLE M-III. Oceanographic icons - Continued.

DESCRIPTION	ICON	NOTES
<p>Hydrography Dangers/Hazards Breakers</p> <p>Symbol Set: 46 Value: 120511</p> <p>Color: Gray Thin Dashed Line</p> <p><u>Draw Rules:</u> <u>Line1</u> - Dynamic</p>		
<p>Hydrography Dangers/Hazards Reef</p> <p>Symbol Set: 46 Value: 120512</p> <p>Color: Black Jagged Line</p> <p><u>Draw Rules:</u> <u>Line1</u> - Dynamic</p>		
<p>Hydrography Dangers/Hazards Eddies/Overfalls/Tide Rips</p> <p>Symbol Set: 46 Value: 120513</p> <p>Color: Gray</p> <p><u>Draw Rules:</u> <u>Point1</u> - Static</p>		
<p>Hydrography Dangers/Hazards Discolored Water</p> <p>Symbol Set: 46 Value: 120514</p> <p>Color: Blue Filled W/ Black Dot Outline</p> <p><u>Draw Rules:</u> <u>Area2</u> - Dynamic</p>		
<p>Hydrography Bottom Features</p> <p>Static/Dynamic: N/A Symbol Set: 46 Value: 120600</p>	N/A	N/A

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TABLE M-III. Oceanographic icons - Continued.

DESCRIPTION	ICON	NOTES
<p>Hydrography Bottom Features Bottom Characteristics - Sand</p> <p>Symbol Set: 46 Value: 120601</p> <p>Color: Black</p> <p><u>Draw Rules:</u> Point3 - Static</p>		
<p>Hydrography Bottom Features Bottom Characteristics - Mud</p> <p>Symbol Set: 46 Value: 120602</p> <p>Color: Black</p> <p><u>Draw Rules:</u> Point3 - Static</p>		
<p>Hydrography Bottom Features Bottom Characteristics - Clay</p> <p>Symbol Set: 46 Value: 120603</p> <p>Color: Black</p> <p><u>Draw Rules:</u> Point3 - Static</p>		
<p>Hydrography Bottom Features Bottom Characteristics - Silt</p> <p>Symbol Set: 46 Value: 120604</p> <p>Color: Black</p> <p><u>Draw Rules:</u> Point3 - Static</p>		

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TABLE M-III. Oceanographic icons - Continued.

DESCRIPTION	ICON	NOTES
<p>Hydrography Bottom Features Bottom Characteristics - Stones</p> <p>Symbol Set: 46 Value: 120605</p> <p>Color: Black</p> <p><u>Draw Rules:</u> Point3 - Static</p>	<i>St</i>	
<p>Hydrography Bottom Features Bottom Characteristics - Gravel</p> <p>Symbol Set: 46 Value: 120606</p> <p>Color: Black</p> <p><u>Draw Rules:</u> Point3 - Static</p>	<i>G</i>	
<p>Hydrography Bottom Features Bottom Characteristics - Pebbles</p> <p>Symbol Set: 46 Value: 120607</p> <p>Color: Black</p> <p><u>Draw Rules:</u> Point3 - Static</p>	<i>P</i>	
<p>Hydrography Bottom Features Bottom Characteristics - Cobbles</p> <p>Symbol Set: 46 Value: 120608</p> <p>Color: Black</p> <p><u>Draw Rules:</u> Point3 - Static</p>	<i>Cb</i>	

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TABLE M-III. Oceanographic icons - Continued.

DESCRIPTION	ICON	NOTES
<p>Hydrography Bottom Features Bottom Characteristics - Rock</p> <p>Symbol Set: 46 Value: 120609</p> <p>Color: Black</p> <p><u>Draw Rules:</u> Point3 - Static</p>	R	
<p>Hydrography Bottom Features Bottom Characteristics - Coral</p> <p>Symbol Set: 46 Value: 120610</p> <p>Color: Black</p> <p><u>Draw Rules:</u> Point3 - Static</p>	Co	
<p>Hydrography Bottom Features Bottom Characteristics - Shell</p> <p>Symbol Set: 46 Value: 120611</p> <p>Color: Black</p> <p><u>Draw Rules:</u> Point3 - Static</p>	Sh	
<p>Hydrography Bottom Features Qualifying Terms - Fine</p> <p>Symbol Set: 46 Value: 120612</p> <p>Color: Black</p> <p><u>Draw Rules:</u> Point3 - Static</p>	f	

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TABLE M-III. Oceanographic icons - Continued.

DESCRIPTION	ICON	NOTES
<p>Hydrography Bottom Features Qualifying Terms - Medium</p> <p>Symbol Set: 46 Value: 120613</p> <p>Color: Black</p> <p><u>Draw Rules:</u> <u>Point3</u> - Static</p>	A stylized lowercase letter 'm'.	
<p>Hydrography Bottom Features Qualifying Terms - Coarse</p> <p>Symbol Set: 46 Value: 120614</p> <p>Color: Black</p> <p><u>Draw Rules:</u> <u>Point3</u> - Static</p>	A stylized lowercase letter 'c'.	
<p>Hydrography Tide and Current</p> <p>Static/Dynamic: N/A Symbol Set: 46 Value: 120700</p>	N/A	N/A
<p>Hydrography Tide and Current Water Turbulence</p> <p>Symbol Set: 46 Value: 120701</p> <p>Color: Gray Wavy Line</p> <p><u>Draw Rules:</u> <u>Point1</u> - Static</p>	A wavy line.	
<p>Hydrography Tide and Current Current Flow - Ebb</p> <p>Symbol Set: 46 Value: 120702</p> <p>Color: Gray Arrow W/ No Feather</p> <p><u>Draw Rules:</u> <u>Line1</u> - Dynamic</p>	A vertical gray arrow pointing upwards.	The line should be drawn in the direction of the flow.

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TABLE M-III. Oceanographic icons - Continued.

DESCRIPTION	ICON	NOTES
<p>Hydrography Tide and Current Current Flow - Flood</p> <p>Symbol Set: 46 Value: 120703</p> <p>Color: Gray Arrow W/ One Feather</p> <p><u>Draw Rules:</u> <u>Line1</u> - Dynamic</p>		The line should be drawn in the direction of the flow.
<p>Hydrography Tide and Current Tide Data Point</p> <p>Symbol Set: 46 Value: 120704</p> <p>Color: Gray Diamond</p> <p><u>Draw Rules:</u> <u>Point1</u> - Static</p>		
<p>Hydrography Tide and Current Tide Gauge</p> <p>Symbol Set: 46 Value: 120705</p> <p>Color: Brown with Magenta</p> <p><u>Draw Rules:</u> <u>Point1</u> - Static</p>		
<p>Oceanography</p> <p>Static/Dynamic: N/A Symbol Set: 46 Value: 130000</p>	N/A	N/A
<p>Oceanography Bioluminescence</p> <p>Static/Dynamic: N/A Symbol Set: 46 Value: 130100</p>	N/A	N/A

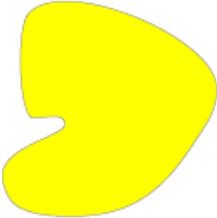
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TABLE M-III. Oceanographic icons - Continued.

DESCRIPTION	ICON	NOTES
Oceanography Bioluminescence VDR Level 1-2 Symbol Set: 46 Value: 130101 Color: Dark Green (RGB 26:153:77) <u>Draw Rules:</u> <u>Area2</u> - Dynamic		
Oceanography Bioluminescence VDR Level 2-3 Symbol Set: 46 Value: 130102 Color: Light Green (RGB 26:204:77) <u>Draw Rules:</u> <u>Area2</u> - Dynamic		
Oceanography Bioluminescence VDR Level 3-4 Symbol Set: 46 Value: 130103 Color: Lime Green RGB (128:255:51) <u>Draw Rules:</u> <u>Area2</u> - Dynamic		
Oceanography Bioluminescence VDR Level 4-5 Symbol Set: 46 Value: 130104 Color: Yellow-Green RGB (204:255:26) <u>Draw Rules:</u> <u>Area2</u> - Dynamic		

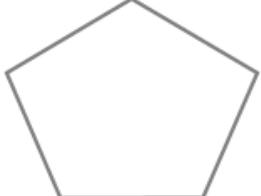
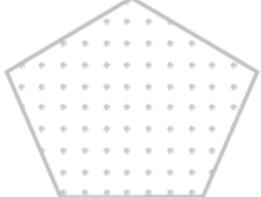
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TABLE M-III. Oceanographic icons - Continued.

DESCRIPTION	ICON	NOTES
Oceanography Bioluminescence VDR Level 5-6 Symbol Set: 46 Value: 130105 Color: Yellow RGB (255:255:0) <u>Draw Rules:</u> <u>Area2</u> - Dynamic		
Oceanography Bioluminescence VDR Level 6-7 Symbol Set: 46 Value: 130106 Color: Gold RGB (255:204:0) <u>Draw Rules:</u> <u>Area2</u> - Dynamic		
Oceanography Bioluminescence VDR Level 7-8 Symbol Set: 46 Value: 130107 Color: Light Orange RGB (255:128:0) <u>Draw Rules:</u> <u>Area2</u> - Dynamic		
Oceanography Bioluminescence VDR Level 8-9 Symbol Set: 46 Value: 130108 Color: Dark Orange RGB (255:77:0) <u>Draw Rules:</u> <u>Area2</u> - Dynamic		

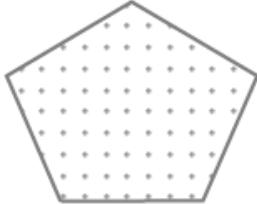
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TABLE M-III. Oceanographic icons - Continued.

DESCRIPTION	ICON	NOTES
Oceanography Bioluminescence VDR Level 9-10 Symbol Set: 46 Value: 130109 Color: Red RGB (255:0:0) <u>Draw Rules:</u> <u>Area2</u> - Dynamic		
Oceanography Beach Slope Static/Dynamic: N/A Symbol Set: 46 Value: 130200	N/A	N/A
Oceanography Beach Slope Flat Symbol Set: 46 Value: 130201 Color: Light Gray <u>Draw Rules:</u> <u>Area2</u> - Dynamic		
Oceanography Beach Slope Gentle Symbol Set: 46 Value: 130202 Color: Dark Gray <u>Draw Rules:</u> <u>Area2</u> - Dynamic		
Oceanography Beach Slope Moderate Symbol Set: 46 Value: 130203 Color: Light Gray Dot Fill with Gray Outline <u>Draw Rules:</u> <u>Area2</u> - Dynamic		

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TABLE M-III. Oceanographic icons - Continued.

DESCRIPTION	ICON	NOTES
Oceanography Beach Slope Steep Symbol Set: 46 Value: 130204 Color: Dark Gray Dot Fill W/ Gray Outline <u>Draw Rules:</u> Area2 - Dynamic		
Geophysics/Acoustics Static/Dynamic: N/A Symbol Set: 46 Value: 140000	N/A	N/A
Geophysics/Acoustics Mine Warfare (MIW) Bottom Descriptors Static/Dynamic: N/A Symbol Set: 46 Value: 140100	N/A	N/A
Geophysics/Acoustics Mine Warfare Bottom Descriptors MIW-Bottom Sediments - Solid Rock Symbol Set: 46 Value: 140101 Color: Purple (RGB 255:0:255) <u>Draw Rules:</u> Area2 - Dynamic		
Geophysics/Acoustics Mine Warfare Bottom Descriptors MIW-Bottom Sediments - Clay Symbol Set: 46 Value: 140102 Color: Periwinkle (RGB 100:130:255) <u>Draw Rules:</u> Area2 - Dynamic		

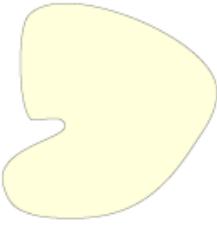
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TABLE M-III. Oceanographic icons - Continued.

DESCRIPTION	ICON	NOTES
<p>Geophysics/Acoustics Mine Warfare Bottom Descriptors MIW-Bottom Sediments - Very Coarse Sand</p> <p>Symbol Set: 46 Value: 140103</p> <p>Color: Gold (RGB 255:180:0)</p> <p>Draw Rules: Area2 - Dynamic</p>		
<p>Geophysics/Acoustics Mine Warfare Bottom Descriptors MIW-Bottom Sediments - Coarse Sand</p> <p>Symbol Set: 46 Value: 140104</p> <p>Color: Light Gold (RGB 255:215:0)</p> <p>Draw Rules: Area2 - Dynamic</p>		
<p>Geophysics/Acoustics Mine Warfare Bottom Descriptors MIW-Bottom Sediments - Medium Sand</p> <p>Symbol Set: 46 Value: 140105</p> <p>Color: Yellow (RGB 255:235:0)</p> <p>Draw Rules: Area2 - Dynamic</p>		
<p>Geophysics/Acoustics Mine Warfare Bottom Descriptors MIW-Bottom Sediments - Fine Sand</p> <p>Symbol Set: 46 Value: 140106</p> <p>Color: Light Yellow (RGB 255:255:140)</p> <p>Draw Rules: Area2 - Dynamic</p>		

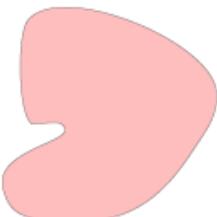
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TABLE M-III. Oceanographic icons - Continued.

DESCRIPTION	ICON	NOTES
Geophysics/Acoustics Mine Warfare Bottom Descriptors MIW-Bottom Sediments - Very Fine Sand Symbol Set: 46 Value: 140107 Color: Pale Yellow (RGB 255:255:220) <u>Draw Rules:</u> <u>Area2</u> - Dynamic		
Geophysics/Acoustics Mine Warfare Bottom Descriptors MIW-Bottom Sediments - Very Fine Silt Symbol Set: 46 Value: 140108 Color: Turquoise (RGB 0:215:255) <u>Draw Rules:</u> <u>Area2</u> - Dynamic		
Geophysics/Acoustics Mine Warfare Bottom Descriptors MIW-Bottom Sediments - Fine Silt Symbol Set: 46 Value: 140109 Color: Aquamarine (RGB 25:255:230) <u>Draw Rules:</u> <u>Area2</u> - Dynamic		
Geophysics/Acoustics Mine Warfare Bottom Descriptors MIW-Bottom Sediments - Medium Silt Symbol Set: 46 Value: 140110 Color: Green (RGB 0:255:0) <u>Draw Rules:</u> <u>Area2</u> - Dynamic		

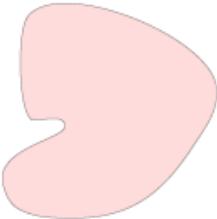
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TABLE M-III. Oceanographic icons - Continued.

DESCRIPTION	ICON	NOTES
Geophysics/Acoustics Mine Warfare Bottom Descriptors MIW-Bottom Sediments - Coarse Silt Symbol Set: 46 Value: 140111 Color: Lime Green (RGB 200:255:105) <u>Draw Rules:</u> <u>Area2</u> - Dynamic		
Geophysics/Acoustics Mine Warfare Bottom Descriptors MIW-Bottom Sediments - Boulders Symbol Set: 46 Value: 140112 Color: Red (RGB 255:0:0) <u>Draw Rules:</u> <u>Area2</u> - Dynamic		
Geophysics/Acoustics Mine Warfare Bottom Descriptors MIW-Bottom Sediments - Cobbles, Oyster Shells Symbol Set: 46 Value: 140113 Color: Dark Peach (RGB 255:150:150) <u>Draw Rules:</u> <u>Area2</u> - Dynamic		
Geophysics/Acoustics Mine Warfare Bottom Descriptors MIW-Bottom Sediments - Pebbles, Shells Symbol Set: 46 Value: 140114 Color: Peach (RGB 255:190:190) <u>Draw Rules:</u> <u>Area2</u> - Dynamic		

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TABLE M-III. Oceanographic icons - Continued.

DESCRIPTION	ICON	NOTES
Geophysics/Acoustics Mine Warfare Bottom Descriptors MIW-Bottom Sediments - Sand and Shells Symbol Set: 46 Value: 140115 Color: Light Peach (RGB 255:220:220) <u>Draw Rules:</u> <u>Area2</u> - Dynamic		
Geophysics/Acoustics Mine Warfare Bottom Descriptors MIW-Bottom Sediments - Land Symbol Set: 46 Value: 140116 Color: Gray (RGB 220:220:220) <u>Draw Rules:</u> <u>Area2</u> - Dynamic		
Geophysics/Acoustics Mine Warfare Bottom Descriptors MIW-Bottom Sediments - No Data Symbol Set: 46 Value: 140117 Color: Light Gray (RGB 230:230:230) <u>Draw Rules:</u> <u>Area2</u> - Dynamic		
Geophysics/Acoustics Mine Warfare Bottom Descriptors Bottom Roughness - Smooth Symbol Set: 46 Value: 140118 Color: Green (RGB 0:255:0) <u>Draw Rules:</u> <u>Area2</u> - Dynamic		

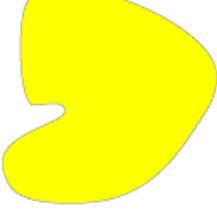
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TABLE M-III. Oceanographic icons - Continued.

DESCRIPTION	ICON	NOTES
Geophysics/Acoustics Mine Warfare Bottom Descriptors Bottom Roughness - Moderate Symbol Set: 46 Value: 140119 Color: Yellow (RGB 255:255:0) Draw Rules: <u>Area2</u> - Dynamic		
Geophysics/Acoustics Mine Warfare Bottom Descriptors Bottom Roughness - Rough Symbol Set: 46 Value: 140120 Color: Red (RGB 0:255:0) Draw Rules: <u>Area2</u> - Dynamic		
Geophysics/Acoustics Mine Warfare Bottom Descriptors Clutter (Bottom) - Low Symbol Set: 46 Value: 140121 Color: Green (RGB 255:255:0) Draw Rules: <u>Area2</u> - Dynamic		
Geophysics/Acoustics Mine Warfare Bottom Descriptors Clutter (Bottom) - Medium Symbol Set: 46 Value: 140122 Color: Yellow (RGB 255:255:0) Draw Rules: <u>Area2</u> - Dynamic		

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TABLE M-III. Oceanographic icons - Continued.

DESCRIPTION	ICON	NOTES
Geophysics/Acoustics Mine Warfare Bottom Descriptors Clutter (Bottom) - High Symbol Set: 46 Value: 140123 Color: Red (RGB 255:0:0) <u>Draw Rules:</u> <u>Area2</u> - Dynamic		
Geophysics/Acoustics Mine Warfare Bottom Descriptors Impact Burial - 0% Symbol Set: 46 Value: 140124 Color: Blue RGB (0:0:255) <u>Draw Rules:</u> <u>Area2</u> - Dynamic		
Geophysics/Acoustics Mine Warfare Bottom Descriptors Impact Burial - 0-10% Symbol Set: 46 Value: 140125 Color: Green RGB (0:255:0) <u>Draw Rules:</u> <u>Area2</u> - Dynamic		
Geophysics/Acoustics Mine Warfare Bottom Descriptors Impact Burial - 10-20% Symbol Set: 46 Value: 140126 Color: Yellow (RGB 255:255:0) <u>Draw Rules:</u> <u>Area2</u> - Dynamic		

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TABLE M-III. Oceanographic icons - Continued.

DESCRIPTION	ICON	NOTES
Geophysics/Acoustics Mine Warfare Bottom Descriptors Impact Burial - 20-75% Symbol Set: 46 Value: 140127 Color: Orange (RGB 255:127:0) <u>Draw Rules:</u> <u>Area2</u> - Dynamic		
Geophysics/Acoustics Mine Warfare Bottom Descriptors Impact Burial - >75% Symbol Set: 46 Value: 140128 Color: Red (RGB 255:0:00) <u>Draw Rules:</u> <u>Area2</u> - Dynamic		
Geophysics/Acoustics Mine Warfare Bottom Descriptors MIW Bottom Category - A Symbol Set: 46 Value: 140129 Color: Green (RGB 0:255:0) <u>Draw Rules:</u> <u>Area2</u> - Dynamic		
Geophysics/Acoustics Mine Warfare Bottom Descriptors MIW Bottom Category - B Symbol Set: 46 Value: 140130 Color: Yellow (RGB 255:255:0) <u>Draw Rules:</u> <u>Area2</u> - Dynamic		

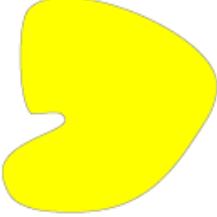
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TABLE M-III. Oceanographic icons - Continued.

DESCRIPTION	ICON	NOTES
Geophysics/Acoustics Mine Warfare Bottom Descriptors MIW Bottom Category - C Symbol Set: 46 Value: 140131 Color: Red (RGB 255:0:0) <u>Draw Rules:</u> <u>Area2</u> - Dynamic		
Geophysics/Acoustics Mine Warfare Bottom Descriptors MIW Bottom Type - A1 Symbol Set: 46 Value: 140132 Color: Green (RGB 48:255:0) <u>Draw Rules:</u> <u>Area2</u> - Dynamic		
Geophysics/Acoustics Mine Warfare Bottom Descriptors MIW Bottom Type - A2 Symbol Set: 46 Value: 140133 Color: Light Green (RGB 127:255:0) <u>Draw Rules:</u> <u>Area2</u> - Dynamic		
Geophysics/Acoustics Mine Warfare Bottom Descriptors MIW Bottom Type - A3 Symbol Set: 46 Value: 140134 Color: Lime Green (RGB 175:255:0) <u>Draw Rules:</u> <u>Area2</u> - Dynamic		

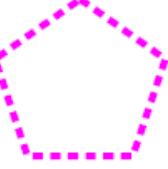
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TABLE M-III. Oceanographic icons - Continued.

DESCRIPTION	ICON	NOTES
Geophysics/Acoustics Mine Warfare Bottom Descriptors MIW Bottom Type - B1 Symbol Set: 46 Value: 140135 Color: Yellow-Green (RGB 207:255:0) <u>Draw Rules:</u> <u>Area2</u> - Dynamic		
Geophysics/Acoustics Mine Warfare Bottom Descriptors MIW Bottom Type - B2 Symbol Set: 46 Value: 140136 Color: Yellow (RGB 255:255:0) <u>Draw Rules:</u> <u>Area2</u> - Dynamic		
Geophysics/Acoustics Mine Warfare Bottom Descriptors MIW Bottom Type - B3 Symbol Set: 46 Value: 140137 Color: Gold (RGB 255:207:0) <u>Draw Rules:</u> <u>Area2</u> - Dynamic		
Geophysics/Acoustics Mine Warfare Bottom Descriptors MIW Bottom Type - C1 Symbol Set: 46 Value: 140138 Color: Orange (RGB 255:127:0) <u>Draw Rules:</u> <u>Area2</u> - Dynamic		

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TABLE M-III. Oceanographic icons - Continued.

DESCRIPTION	ICON	NOTES
Geophysics/Acoustics Mine Warfare Bottom Descriptors MIW Bottom Type - C2 Symbol Set: 46 Value: 140139 Color: Dark Orange (RGB 255:80:0) <u>Draw Rules:</u> <u>Area2</u> - Dynamic		
Geophysics/Acoustics Mine Warfare Bottom Descriptors MIW Bottom Type - C3 Symbol Set: 46 Value: 140140 Color: Orange-Red (RGB 255:48:0) <u>Draw Rules:</u> <u>Area2</u> - Dynamic		
Limits Static/Dynamic: N/A Symbol Set: 46 Value: 150000	N/A	N/A
Limits Maritime Limit Boundary Symbol Set: 46 Value: 150100 Color: Magenta Thin Short Dash Line <u>Draw Rules:</u> <u>Line1</u> - Dynamic		
Limits Maritime Area Symbol Set: 46 Value: 150200 Color: Magenta <u>Draw Rules:</u> <u>Area2</u> - Dynamic		

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TABLE M-III. Oceanographic icons - Continued.

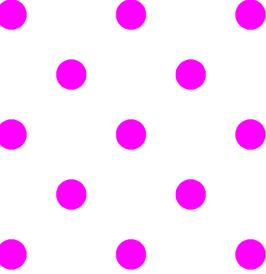
DESCRIPTION	ICON	NOTES
<p>Limits Restricted Area</p> <p>Symbol Set: 46 Value: 150300</p> <p>Color: Magenta Dashed T Line</p> <p><u>Draw Rules:</u> <u>Line1</u> - Dynamic</p>		
<p>Limits Swept Area</p> <p>Symbol Set: 46 Value: 150400</p> <p>Color: Pink Dots</p> <p><u>Draw Rules:</u> <u>Area2</u> - Dynamic</p>		
<p>Limits Training Area</p> <p>Symbol Set: 46 Value: 150500</p> <p>Color: Magenta/Magenta ! In Circle W/ Dashed Outline</p> <p><u>Draw Rules:</u> <u>Area2</u> - Dynamic</p>		
<p>Limits Operator-Defined</p> <p>Symbol Set: 46 Value: 150600</p> <p>Color: Orange Solid Outline</p> <p><u>Draw Rules:</u> <u>Area2</u> - Dynamic</p>		
Man-Made Structures	N/A	N/A
Static/Dynamic: N/A Symbol Set: 46 Value: 160000		

TABLE M-III. Oceanographic icons - Continued.

DESCRIPTION	ICON	NOTES
<p>Man-Made Structures Submarine Cable</p> <p>Symbol Set: 46 Value: 160100</p> <p>Color: Magenta</p> <p><u>Draw Rules:</u> Line1 - Dynamic</p>		<p>Line Style: Repeating pattern wavy lines</p> <p>The points are typically connected with a solid curved lined.</p>
<p>Man-Made Structures Submerged Crib</p> <p>Symbol Set: 46 Value: 160200</p> <p>Color: Blue Fill W/ Black Dotted Outline</p> <p><u>Draw Rules:</u> Area2 - Dynamic</p>		
<p>Man-Made Structures Canal</p> <p>Static/Dynamic: D Symbol Set: 46 Value: 160300</p> <p>Color: Black Solid Thick Line</p> <p><u>Draw Rules:</u> Line1 - Dynamic</p>		
<p>Man-Made Structures Ford</p> <p>Symbol Set: 46 Value: 160400</p> <p>Color: Black Symbol</p> <p><u>Draw Rules:</u> Point1 - Static</p>		
<p>Man-Made Structures Lock</p> <p>Symbol Set: 46 Value: 160500</p> <p>Color: Black Symbol</p> <p><u>Draw Rules:</u> Point1 - Static</p>		

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TABLE M-III. Oceanographic icons - Continued.

DESCRIPTION	ICON	NOTES
<p>Man-Made Structures Oil/Gas Rig Symbol Set: 46 Value: 160600</p> <p>Color: Black Symbol</p> <p><u>Draw Rules:</u> <u>Point1</u> - Static</p>		
<p>Man-Made Structures Oil/Gas Rig Field Symbol Set: 46 Value: 160700</p> <p>Color: Gray Dot Pattern Fill</p> <p><u>Draw Rules:</u> <u>Area2</u> - Dynamic</p>		
<p>Man-Made Structures Pipelines/Pipe Symbol Set: 46 Value: 160800</p> <p>Color: Gray Dash Line with Circle</p> <p><u>Draw Rules:</u> <u>Line1</u> - Dynamic</p>		
<p>Man-Made Structures Pile/Piling/Post Symbol Set: 46 Value: 160900</p> <p>Color: Black Dot</p> <p><u>Draw Rules:</u> <u>Point1</u> - Static</p>		

TABLE M-IV. Meteorological space icons.

DESCRIPTION	ICON	DRAW RULES
<p>SPACE</p> <p>Static/Dynamic: N/A</p> <p>Symbol Set: 47</p> <p>Value: 110000</p>	N/A	No icon is associated with this entity. It is for hierachal purposes only.

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**USE OF WARFIGHTING SYMBOLS
IN PSEUDO-THREE-DIMENSIONAL DISPLAYS**

N.1 SCOPE

N.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, it is 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.

N.2 REFERENCES

This section is not applicable to this standard.

N.3 DEFINITIONS

N.3.1. Billboarding: A method for portraying a symbol in a 2.5D display in which the symbol is perpendicular to the viewing angle.

N.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.

N.3.3. Curve (line): One-dimensional geometric primitive representing the continuous image of a line.

N.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.

N.3.5. Glyph: A symbol (as a curved arrow on a road sign) that conveys information nonverbally.

N.3.6. Icon: A sign (as a word or graphic symbol) whose form suggests its meaning.

N.3.7. Image: The optical counterpart of an object produced by an optical device (as a lens or mirror) or an electronic device.

N.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.

N.3.9. Model: A miniature representation or simulation.

N.3.10. Pictograph: A picture representing a word or idea; a hieroglyph.

N.3.11. Point: Zero-dimensional geometric primitive, representing a position.

N.3.12. Solid (volume): Three-dimensional geometric primitive, representing the continuous image of a region of Euclidean three space.

N.3.13. Surface (area): Two-dimensional geometric primitive locally representing a continuous image of a region of a plane.

N.3.14. Symbicon: A hybrid of a symbol and icon which attempts to combine the best identification performance benefits of each representation.

N.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.

N.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.

N.3.17. Three-dimensional: Giving the illusion of depth or varying distances.

N.3.18. Two-dimensional: Lacking depth of characterization.

N.4 PSEUDO-THREE-DIMENSIONAL (2.5D) SYMBOLIZATION

N.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.

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 [N.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.

N.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 well as a traditional two-dimensional display.

N.4.2.1. Research indicates that using 2.5D displays provide advantages such as:

- a. A visual representation that may be useful in understanding the shape or rough spatial layout of scenes
- b. More intuitive and natural usage
- c. Preferred by users
- d. 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.¹

N.4.2.2. Conversely, 2.5D displays have several disadvantages, they are:

- a. Prone to distortion (due to association with parameters of perspective)
- b. 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. 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).

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.

N.4.2.3. 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

N.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:

N.4.3.1. Subject area.

- a. Operational symbols – military operations and control measures
- b. Geospatial symbols – provides geospatial context (map background)

N.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

N.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

N.4.3.4. Dimensionality.

- a. Two-dimensional – a symbol lacking depth of characterization

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.

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.

N.4.3.5. Relative to terrain.

a. Ground clamped – symbol is shown on terrain

b. Elevated – symbol is raised above terrain surface

N.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.

N.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.

N.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.

N.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.

N.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.

N.5 GUIDANCE AND PORTRAYAL CONSIDERATIONS IN PSEUDO-THREE-DIMENSIONAL (2.5D) DISPLAYS

N.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 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.

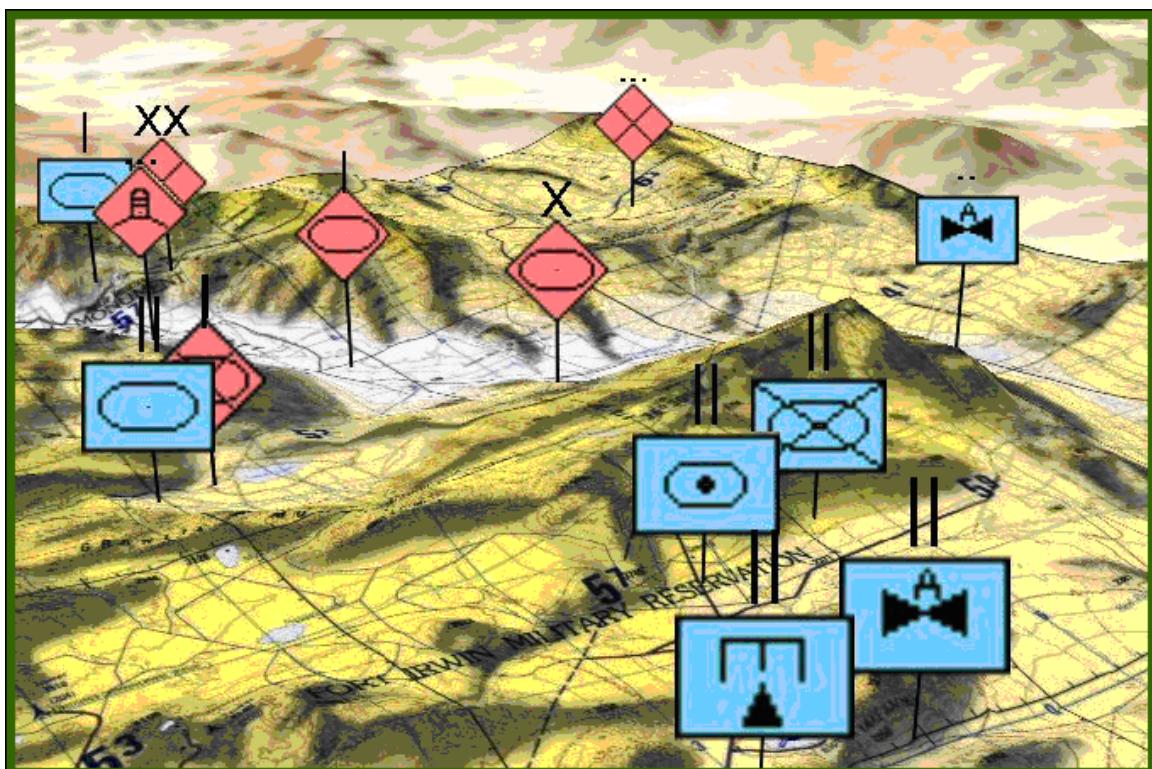
N.5.1.1. Visualization of icons. The symbols in the various appendices of MIL-STD-2525 for space, air, land, maritime (sea surface and sea subsurface), meteorology, signals intelligence, etc., symbolize units, equipment and installations as point symbols. Each is associated with a single geographic coordinate. The following paragraphs describe several methods of symbolizing point icons.

N.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 N-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.



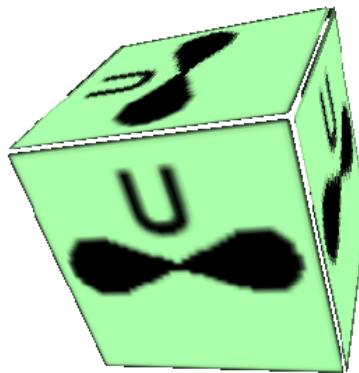
FIGURE N-1. Example of terrain draping of icons.
(Static MOLE layer displayed in ArcGlobe)

N.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 N-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 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.

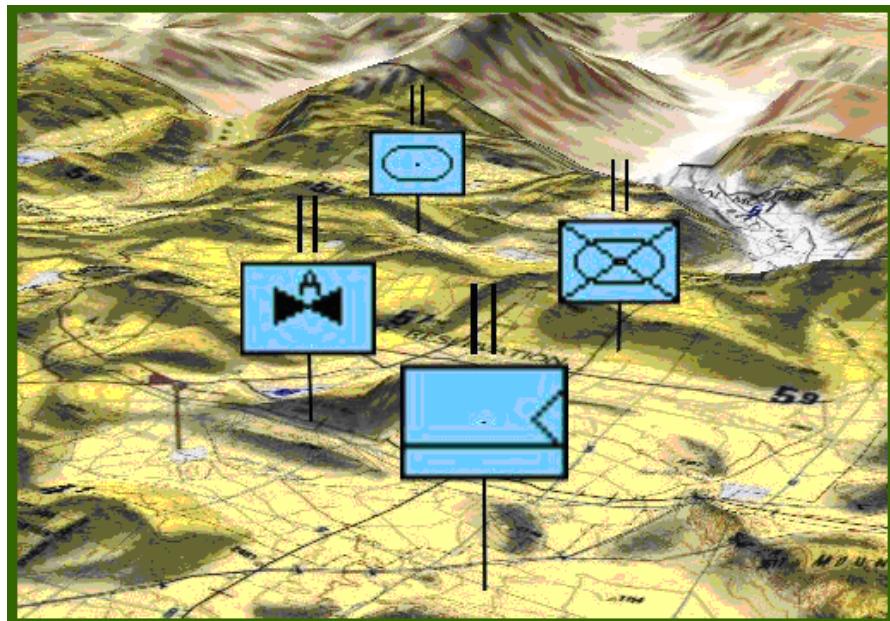


[FIGURE N-2. Example of billboarding of icons.
\(TOC 3D display\)](#)

N.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 N-3](#)). As with billboarding, cubes can also be elevated above the terrain surface.

FIGURE N-3. Example of cubing of icons.

N.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 N-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 the terrain and those symbols showing an actual altitude/depth, if both types are used in the same display.

FIGURE N-4. Example of marker posts.
(TOC 3D display)

N.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 N-5](#)). Line symbols can be extruded above the terrain for visual emphasis, forming what appear to be walls on the terrain surface (see [figure N-6](#)). These walls could be used as a background for presenting additional information, such as echelon, status, etc.

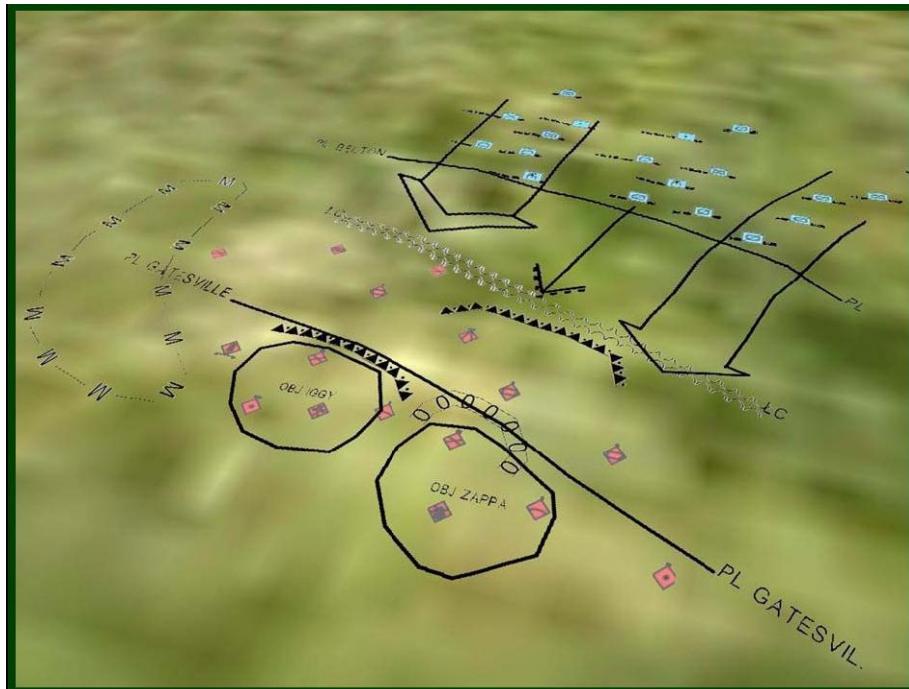


FIGURE N-5. [Example of draped control measure symbols.](#)
(MOLE in ArcGlobe)

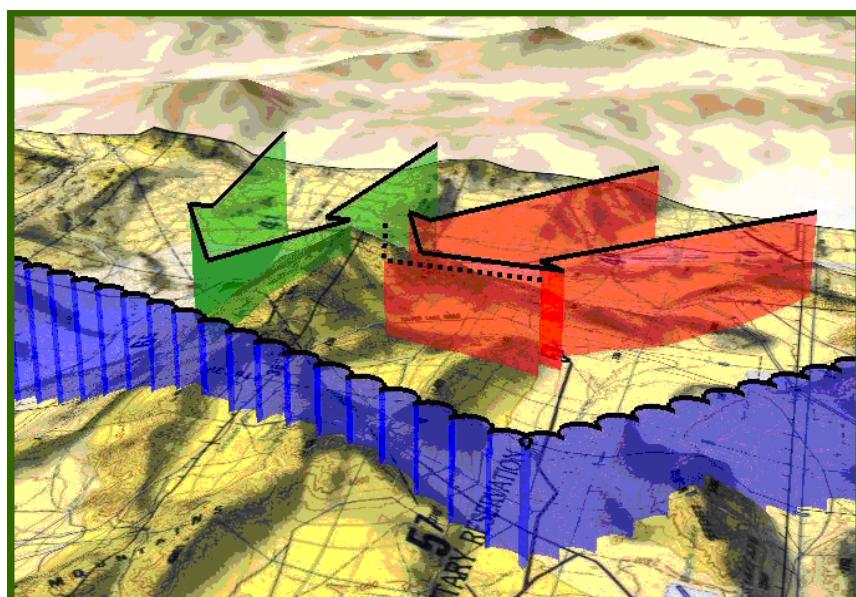


FIGURE N-6. [Example of extruded control measure symbols.](#)
(TOC 3D display)

N.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 object³ (see [figure N-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 N-7. Example of a symbicon.](#)

N.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 N-8](#)). Models may work well for portrayal of individual platforms or systems, such 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 were required. Icons are better for determining some aspects of direction of movement.⁵



[FIGURE N-8. Examples of pseudo-three-dimensional models.](#)

N.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 available for the exchange of modeling and simulation data.

³ Symbicons: Advanced Symbology for Two-dimensional and Three-dimensional Displays, SPAWAR TR 1850, February 2001

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

N.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: https://www.msco.mil/MSGlossary_ABR_M.html
- c. M&S Coordination Office: <https://msco.mil/>
- d. M&S Resource Repository System: https://www.msco.mil/resource_discovery.html

N.5.3. Design considerations for symbology in a 2.5D display.

N.5.3.1. Symbol location. One important function of a symbol is to indicate where the object is located. MIL-STD-2525, [5.3.13](#) requires that point icons be positioned so the 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.

N.5.3.1.1. Submergence of symbols. If a symbol is overlain on the terrain ie., 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. Billboard 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).

N.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.

N.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

N.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

⁶ Track Location Enhancements for Perspective View Displays, SPAWAR TR 1847, December 2000

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 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

N.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 N-9](#)).

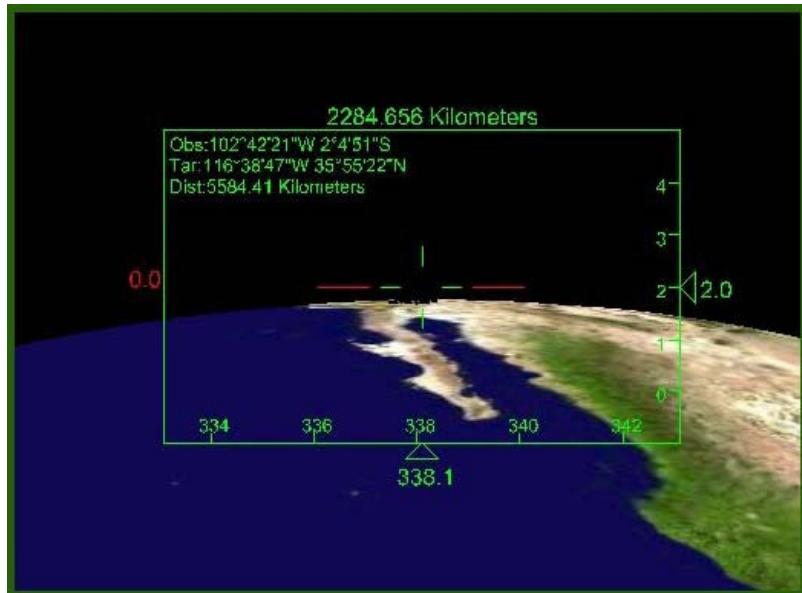


FIGURE N-9. Example of visual cue for direction of view.
(TOC 3D display)

N.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 2](#). 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. Occlusion is another visual cue, in which closer objects obscure more distant objects. Closer objects with text around 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.

N.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.

N.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.

N.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 N-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.

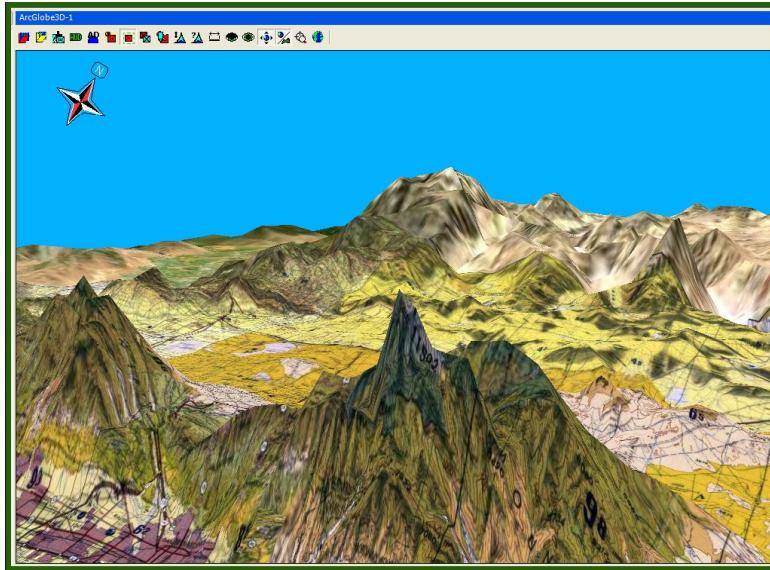


FIGURE N-10. Example of vertical exaggeration.
(TOC 3D display)

N.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 their 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.

N.6 NOTES

N.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.

CONCLUDING MATERIAL

Custodians:
Army – AC
Navy – OM
Air Force – 93
NGA – MP

Preparing activity:
DISA – DC3
(INST-2023-001)

NOTE: The activities listed above were interested in this document as of the date of this document. Since organizations and responsibilities can change, you should verify the currency of the information above using the ASSIST Online database at <https://assist.dla.mil>.