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SUPERSEDING  
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# DEPARTMENT OF DEFENSE INTERFACE STANDARD

## COMMON WARFIGHTING SYMOLOGY



Distribution A: Approved for public release, distribution is unlimited.

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## FOREWORD

1. This standard is approved for use by all departments and agencies of the Department of Defense (DOD). Using human factors engineering research, the standard is designed to eliminate conflicts within various symbol sets and to bring a core set of common warfighting symbology under one DOD standard. MIL-STD-2525 is designed to equip the DOD with a standard solution that provides sets of command and control (C2) symbols, a coding scheme for symbol automation and information transfer, and technical details to support systems. The standard provides support through interoperability and users' input, which are essential to ensure that the standard continues to meet the warfighter's requirements. MIL-STD-2525 is the primary directive that DOD uses to standardize warfighting symbology.
2. Joint standard symbology is synthesized from land-based, nautical, and aeronautical warfighting domains, and is an increasingly essential ingredient in the successful implementation of C2 for the warfighter. Joint warfighting has strengthened the requirement for the rapid exchange of information by the C2 systems community, expanding into the weapons control or engagement domain.
3. This revision has resulted in many changes to the standard, but the most significant ones are:
  - a. Added appendix F, "Use of Warfighting Symbols in Pseudo-Three-Dimensional Displays."
  - b. Added appendix G, "Emergency Management Symbols."
  - c. Changed "military operations other than war (MOOTW)" to "stability operations (SO)."
  - d. Replaced the term "affiliation" with "standard identity."
  - e. Modified the space dimension frames to differentiate them from the air dimension frames.
4. Comments, suggestions, or questions on this document should be addressed to DISA Standards Management Branch (GE332), P.O. Box 4502, Arlington, VA 22204-4502, or emailed to [symbol@standexp.disa.mil](mailto:symbol@standexp.disa.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 <http://assist.daps.dla.mil/>.

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## 1. SCOPE

1.1 Scope This standard establishes the rules and requirements to develop and display joint military operational symbology within the Department of Defense (DOD).

## 2. APPLICABLE DOCUMENTS

2.1 General. The documents listed in this section apply to sections 3, 4, or 5 of this standard. This section does not include all 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 specific requirements in the documents cited in sections 3, 4, or 5 of 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. Copies of these documents are available online at <http://assist.daps.dla.mil/>.

#### INTERNATIONAL STANDARDIZATION AGREEMENTS

|             |   |
|-------------|---|
| APP-6(B)    | Joint Symbology   |
| STANAG 1241 | NATO Standard Identity Description Structure for Tactical Use |

#### DEPARTMENT OF DEFENSE STANDARD

|                     |   |
|---------------------|---|
| MIL-STD-1472 Series | Department of Defense Design Criteria Standard: Human Engineering                     |
| MIL-STD-1787 Series | Aircraft Display Symbology  |
| MIL-STD-2401 Series | World Geodetic System, WGS-84   |
| MIL-STD-6016 Series | Department of Defense Interface Standard; Tactical Data Link (TDL) J Message Standard |
| MIL-STD-6040 Series | United States Message Text Formatting Program   |

2.2.2 Other documents, drawings, and publications. The following documents, drawings, and publications form a part of this document to the extent specified herein. Unless otherwise specified, the issues are those cited in the solicitation. Joint publications (JP) are available from the Joint Staff, Washington, DC 20318-7000.

|  |   |
|--|---|
| Joint Publication 1-02                 | Department of Defense Dictionary of Military and Associated Terms |
| Joint Publication 3-59                 | Joint Doctrine for Meteorological and Oceanographic Support       |
| Air Force Manual (AFM) 51-12V2         | Weather for Aircrews  |
| Field Manual (FM) Army 34-3            | Intelligence Analysis   |
| FM 5-0                                 | Army Planning and Orders Production                               |
| FM 1-02/MCRP 5-12A                     | Operational Terms and Graphics                                    |
| Joint Service Specification Guide 1776 | Aircrew Systems   |

2.3 Non-Governmental publications. The following documents 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 ORGANIZATION FOR STANDARDIZATION

|            |   |
|------------|---|
| ISO 3166-1 | Codes for the representation of names of countries and their subdivisions - Part 1: Country codes |
|------------|---|

(Copies of this document are available online at <http://www.iso.org>.)

2.4 Order of precedence. 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 used in this standard. The acronyms used in this standard are defined as follows:

|      |                                  |
|------|----------------------------------|
| AA   | assembly area                    |
| AAM  | air-to-air missile               |
| ACA  | airspace coordination area       |
| ACP  | air control point                |
| ACV  | armored combat vehicle           |
| AD   | air defense                      |
| AEW  | airborne early warning           |
| AGI  | advanced geospatial intelligence |
| AGL  | above ground level               |
| AMSL | above mean sea level             |
| ANM  | acoustic noise monitor           |

|        |   |
|--------|---|
| ANSI   | American National Standards Institute                       |
| AOU    | area of uncertainty   |
| APC    | armored personnel carrier                                   |
| APOD   | aerial port of debarkation                                  |
| APOE   | aerial port of embarkation                                  |
| APP    | allied procedural publication                               |
| ASCII  | American Standard Code for Information Interchange          |
| ASM    | air-to-surface missile; antiship missile                    |
| ASP    | munition support point                                      |
| ASR    | alternate supply route                                      |
| ASUW   | antisurface warfare   |
| ASW    | antisubmarine warfare                                       |
| ATAC   | air transportable acoustic communications                   |
| BMSL   | below mean sea level  |
| BSA    | brigade support area  |
| BT     | bathythermograph  |
| C2     | command and control   |
| CAP    | combat air patrol   |
| CAS    | close air support   |
| CASS   | command activated sonobuoy system                           |
| CATK   | counterattack   |
| CBRN   | chemical, biological, radiological, and nuclear             |
| CCDR   | combatant commander   |
| CCP    | communication check point                                   |
| CENOT  | communications intelligence notation                        |
| CFA    | covering force area   |
| CFL    | coordinated fire line                                       |
| CID    | Criminal Investigation Division                             |
| CIE    | Commission Internationale de l'Eclairage                    |
| COLT   | combat observation and lasing team                          |
| CP     | check point   |
| C/S/A  | combatant command, service, and agency                      |
| CSAR   | combat search and rescue                                    |
| DGZ    | designated ground zero                                      |
| DICASS | directional command activated sonobuoy system               |
| DIFAR  | directional frequency analysis and recording                |
| DISA   | Defense Information Systems Agency                          |
| DLRP   | data link reference point                                   |
| DOD    | Department of Defense                                       |
| DODISS | Department of Defense Index of Specifications and Standards |
| DR     | dead reckoning  |
| DTG    | date-time group   |
| EA     | electronic attack   |
| EC     | electronic combat   |
| ECM    | electronic countermeasures                                  |
| ELNOT  | electronic intelligence notation                            |

|        |  |
|--------|--|
| EO     | electro-optical                                |
| EP     | electronic protection                          |
| EPW    | enemy prisoner of war                          |
| ERP    | engineer regulating point                      |
| ES     | electronic warfare support                     |
| EW     | electronic warfare                             |
| EZ     | extraction zone                                |
| FC     | fire control                                   |
| FCZ    | forward combat zone                            |
| FEBA   | forward edge of the battle area                |
| FLB    | forward logistics base                         |
| FLET   | forward line of enemy troops                   |
| FLOT   | forward line of own troops                     |
| FM     | field manual (Army)                            |
| FO     | frame optional                                 |
| FSCL   | fire support coordination line                 |
| F/W    | fixed wing                                     |
| GI&S   | geospatial information and services            |
| GL     | ground level                                   |
| GPS    | global positioning system                      |
| GSD    | graphical situation display                    |
| GZ     | ground zero                                    |
| HAE    | height above ellipsoid                         |
| HCI    | human computer interface                       |
| HFAC   | human factors                                  |
| HIDACZ | high-density airspace control zone             |
| HL     | holding line                                   |
| H/MAD  | high/medium altitude air defense               |
| HSL    | hue, saturation, and luminance                 |
| ICBM   | intercontinental ballistic missile             |
| IFF    | identification, friend or foe                  |
| IFV    | infantry fighting vehicle                      |
| INST   | information standards and technology           |
| IP     | initial point                                  |
| IRBM   | intermediate range ballistic missile           |
| ISB    | intermediate staging base                      |
| ISO    | International Organization for Standardization |
| JAG    | Judge Advocate General                         |
| JP     | joint publication                              |
| JPOTF  | joint psychological operations task force      |
| J-SEAD | joint suppression of enemy air defenses        |
| JSOTF  | joint special operations task force            |
| JTIDS  | Joint Tactical Information Distribution System |
| LAB    | logistics assault base                         |
| LC     | line of contact                                |
| LCCP   | large communication configured package         |

|         |   |
|---------|---|
| LD      | line of departure                       |
| LLLTV   | low-light level television              |
| LLTR    | low-level transit route                 |
| LOA     | limit of advance                        |
| LOC     | line of contact                         |
| LOFAR   | low frequency analysis and recording    |
| LOTS    | logistics over-the-shore                |
| LP      | linkup point                            |
| LRP     | logistics release point                 |
| LRS     | long range surveillance                 |
| MAGTF   | Marine air-ground task force            |
| MBA     | main battle area                        |
| MCM     | mine countermeasures                    |
| MCRP    | Marine Corps reference publication      |
| MEDEVAC | medical evacuation                      |
| METOC   | meteorological and oceanographic        |
| MEZ     | missile engagement zone                 |
| MICV    | mechanized infantry combat vehicle      |
| MIL-STD | military standard                       |
| MP      | military police (Army and Marine)       |
| MPA     | maritime patrol aircraft                |
| MRR     | minimum-risk route                      |
| MSD     | minimum safe distance                   |
| MSL     | mean sea level                          |
| MSR     | main supply route                       |
| MTF     | medical treatment facility              |
| NAI     | named area of interest                  |
| NATO    | North Atlantic Treaty Organization      |
| NFA     | no-fire area                            |
| NFL     | no-fire line                            |
| NGA     | National Geospatial-Intelligence Agency |
| NOTAM   | notice to Airmen                        |
| NTDS    | naval tactical data system              |
| OBJ     | objective                               |
| O/O     | on order                                |
| OP      | observation point; observation post     |
| PAA     | position area for artillery             |
| PDF     | principal direction of fire             |
| PIM     | path of intended motion                 |
| PLD     | probable line of deployment             |
| POD     | port of debarkation                     |
| POE     | port of embarkation                     |
| PP      | passage point                           |
| PS      | personnel services                      |
| PZ      | pickup zone                             |
| QSTAG   | quadripartite standardization agreement |

|          |  |
|----------|--|
| R3P      | rearm, refuel, and resupply point        |
| RCZ      | rear combat zone                         |
| RFL      | restrictive fire line                    |
| RGB      | red, green, blue                         |
| RL       | report line                              |
| RO       | range only                               |
| RO/RO    | roll-on/roll-off                         |
| ROZ      | restricted operations zone               |
| RP       | release point (road)                     |
| RPV      | remotely piloted vehicle                 |
| RV       | reentry vehicle                          |
| SAAFR    | standard use Army aircraft flight route  |
| SAM      | surface-to-air missile                   |
| SAR      | search and rescue                        |
| SFOB     | special forces operations base           |
| SHORADEZ | short-range air defense engagement zone  |
| SIDC     | symbol identification code               |
| SIF      | selective identification feature         |
| SIGINT   | signals intelligence                     |
| SL       | start line                               |
| SLBM     | sea-launched ballistic missile           |
| SO       | stability operations                     |
| SOF      | special operations forces                |
| SP       | self-propelled; strong point             |
| SPOD     | seaport of debarkation                   |
| SPOE     | seaport of embarkation                   |
| SSM      | surface-to-surface missile               |
| SSMC     | Symbology Standards Management Committee |
| S/SSM    | surface-to-subsurface missile            |
| STANAG   | standardization agreement (NATO)         |
| TAACOM   | theater Army area command                |
| TAI      | target area of interest                  |
| TCP      | traffic control point                    |
| TDL      | tactical data link                       |
| TF       | task force                               |
| TGT      | target                                   |
| TOT      | time on target                           |
| TV       | television                               |
| TWS      | track while scan                         |
| UA       | unmanned aircraft                        |
| UEI      | units, equipment, and installations      |
| UF       | unframed                                 |
| USA      | United States Army                       |
| USMTF    | United States message text format        |
| UTM      | universal transverse mercator            |
| UWT      | under water telephone                    |

|        |   |
|--------|---|
| UWTG   | under water tug                                     |
| VDC    | virtual device coordinates                          |
| VLAD   | Vertical Line Array DIFAR                           |
| VMF    | variable message format                             |
| V/STOL | vertical and/or short take-off and landing aircraft |
| WFZ    | weapons free zone                                   |

3.2 Definitions used in this standard. Terms used in this document are defined as follows. The source of the definition is cited in parentheses.

3.2.1 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/MCRP 5-12A for the definition of specific types of areas.)

3.2.2 Assumed friend. A track which is assumed to be a friend because of its characteristics, behavior, or origin. (MIL-STD-6016)

3.2.3 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.

3.2.4 Attribute. A distinctive feature or characteristic such as line, shape, color, texture (fill), edge, mass, and value.

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

3.2.6 Combat effectiveness. The ability of a unit to perform its mission. Factors such as ammunition, personnel, status of fuel, and weapon systems are assessed and rated. (FM 1-02/MCRP 5-12A. Source: FM 5-0)

3.2.7 Commission Internationale de l'Eclairage. A color space chart widely used to describe the range of color seen by the human eye. Also called CIE.

3.2.8 Contact. In air intercept, a term meaning, "Unit has an unevaluated target." (JP 1-02. Source: FM 4-02)

3.2.9 Dynamic modifier. A modifier whose size and placement are based on the attributes of an object and can change as these attributes and the scale of the background change.

3.2.10 Engagement domain. An environment that is primarily based on the command and control of weapons systems and designed to facilitate rapid identification and judgment based on the need to engage or not to engage.

3.2.11 Engineering design symbology. Symbology used to design, plan, and develop

engineering drawings in the chemical, electrical, civil, mechanical, and structural engineering fields.

3.2.12 Faker. A friendly track acting as a hostile for exercise purposes. (MIL-STD-6016)

3.2.13 Fields. A defined area in which a limited combination of alphanumeric and other characters, indicators, 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.

3.2.14 Force domain. An environment that is primarily based on the command and control (management of the operational environment) of units and forces.

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

3.2.16 Friend. A track belonging to a declared friendly nation. (MIL-STD-6016)

3.2.17 Geospatial information and services. The collection, information extraction, storage, dissemination, and exploitation of geodetic, geomagnetic, imagery (both commercial and national source), gravimetric, aeronautical, topographic, hydrographic, littoral, cultural, and toponymic data accurately referenced to a precise location on the Earth's surface. Geospatial services include tools that enable users to access and manipulate data, and also include instructions, training, laboratory support, and guidance for the use of geospatial data. Also called GI&S. (JP 1-02. Source: JP 2-03)

3.2.18 Graphic. Any and all products of the cartographic and photogrammetric art. A graphic may be a map, chart, or mosaic or even a film strip that was produced using cartographic techniques. (JP 1-02)

3.2.19 Hostile. A track declared to belong to any opposing nation, party, group, or entity, which by virtue of its behavior or information collected on it such as characteristics, origin or nationality contributes to the threat to friendly forces. (MIL-STD-6016)

3.2.20 Icon. The innermost part of a symbol that provides a graphic representation of a warfighting object.

3.2.21 Indicator. One of several specific graphical additions to a symbol used to provide additional information pictorially vice textually.

3.2.22 Installation. A military camp or base.

3.2.23 Interoperability. The ability to operate in synergy in the execution of assigned tasks. (JP 1-02. Source: JP 3-32)

3.2.24 Joker. A friendly track as a suspect for exercise purposes. (MIL-STD-6016)

3.2.25 Line. 1. A demarcation. 2. A border or boundary. (Refer to FM 1-02/MCRP 5-12A for the definition of specific types of lines.)

3.2.26 Mapping, Charting and Geodesy (MC&G). Symbology that represents natural and man-made features used in the production or display of maps, charts, and digital geospatial information.

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

3.2.28 Modifier. Optional text or graphics that provide additional information about a symbol or tactical graphic.

3.2.29 Neutral. A track or contact whose characteristics, behavior, origin, or nationality indicate that it is neither supporting nor opposing friendly forces. (MIL-STD-6016)

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

3.2.31 Operational environment. A composite of the conditions, circumstances, and influences that affect the employment of capabilities and bear on the decisions of the commander. (JP 1-02. Source: JP 3-0)

3.2.32 Pending. A track which has not been subjected to the identification process. (MIL-STD-6016)

3.2.33 Phase lines. Lines on maps that are easily identifiable from a ground or air vantage point. They may include features such as ridge lines, tree lines, hilltops, roads, and rivers.

3.2.34 Point. A position, place, or locality: SPOT. (Refer to FM 1-02/MCRP 5-12A for the definition of specific types of points.)

3.2.35 Signals intelligence. 1. A category of intelligence comprising either individually or in combination all communications intelligence, electronics intelligence, and foreign instrumentation signals intelligence, however transmitted. 2. Intelligence derived from communications, electronics, and foreign instrumentation signals. Also called **SIGINT**. (JP 1-02. Source: JP 2-0)

3.2.36 Space environment phenomena (space weather). A term used to describe natural phenomena occurring above 50 kilometers altitude.

3.2.37 Stability operations. An overarching term encompassing various military missions, tasks, and activities conducted outside the United States in coordination with other instruments of national power to maintain or reestablish a safe and secure environment, provide

essential governmental services, emergency infrastructure reconstruction, and humanitarian relief.

3.2.38 Staff. A straight line used as a headquarters indicator in a symbol or used to connect a symbol with its location on a map, chart, or display. The free end of the staff indicates the location of the track or object.

3.2.39 Standard identity. The threat posed by the warfighting object being represented. The basic standard identity categories are unknown, friend, neutral, and hostile.

3.2.40 Static modifier. A modifier whose size and placement are fixed and remain constant.

3.2.41 Status. A determination or declaration as to whether a track's or object's location is existing/present or is planned/anticipated at the time that the symbol was generated or the time associated/presented with the symbol itself.

3.2.42 Suspect. An identity applied to a track that is potentially hostile because of its characteristics, behavior, origin, or nationality. (JP 1-02; Source: JP 3-07.4)

3.2.43 Symbol. An object that presents information.

3.2.44 Symbol identification code. An alphanumeric code based on a database structure that provides the minimum elements required to construct the basic icon and/or a complete symbol. Also called SIDC. (JP 1-02)

3.2.45 Tactical graphic. A category of warfighting symbology that provides information about objects necessary for battlefield planning and management.

3.2.46 Tactical symbol. A category of warfighting symbology that provides information about the standard identity, battle dimension, status, and mission of a warfighting object.

3.2.47 Text. Words, alphanumeric information, and other ASCII characters used to define or further designate the meaning of a symbol.

3.2.48 Track. The actual path of an aircraft above or a ship on the surface of the Earth. The course is the path that is planned; the track is the path that is actually taken. (JP 1-02)

3.2.49 Unknown. An identity applied to an evaluated track which has not been identified. (MIL-STD-6016) (JP 1-02)

3.2.50 Virtual device. An idealized graphics device that presents a set of graphics capabilities to graphics software or systems via the Computer Graphics Interface. (ANSI X3.122)

3.2.51 Virtual Device Coordinates. The coordinates used to specify position in the VDC space. These are absolute two-dimensional coordinates. Also called VDC. (ANSI X3.122)

3.2.52 VDC extent. A rectangular region of interest contained within the VDC range. (ANSI X3.122)

3.2.53 VDC range. A rectangular region within VDC space consisting of the set of all coordinates representable in the declared coordinate type and encoding format of the metafile. (ANSI X3.122)

3.2.54 Warfighting symbology. Symbology used to plan and execute military operations in support of C2 functions. These symbols fall into two basic categories: tactical symbols and tactical graphics (see 4.3, symbol categories).

3.2.55 Zone. A section of an area or territory set apart for a specific purpose. (Refer to FM 1-02/MCRP 5-12A for the definition of specific types of areas.)

#### 4. GENERAL REQUIREMENTS

4.1 Objective. The display of warfighting symbology has evolved from a static, manual operation to include fully automated computer generation. This evolution has resulted in the fielding of many system-specific symbology implementations by the combatant commanders (CCDRs), Services, and agencies (C/S/A) to meet the mission requirements of the warfighter. The standardization of warfighting symbology shall play an integral role in achieving interoperability during joint Service operations. While the primary focus of this standardization is the electronic generation of symbology, this effort shall also support those mission requirements where symbology is hand drawn by the warfighter. In addition, this standard is designed so that all essential symbology information can be communicated to the warfighter on either a monochrome (i.e., black, white, or single color) or multicolor-capable display.

4.2 Organization. The purpose of warfighting symbology is to convey information about objects in the warfighter operational environment. The basic standard defines composition, construction, display, and transmission of common warfighting symbology. This chapter introduces the general requirements for warrior symbology by defining the general categories into which the symbology can be divided, explaining the symbol hierarchy, and outlining the use of special symbol sets. Appendixes A through E, and G, contain additional technical specifications applicable to each set, symbol identification code (SIDC) tables, and the approved symbology in each set.

4.3 Symbology categories. This standard defines two categories of warfighting symbology: tactical symbols and tactical graphics. Each category can be characterized as to whether it contains point, line, or area objects. It is expected that C2 systems will implement those symbols and/or graphics needed to satisfy operational requirements.

**4.3.1 Tactical symbols.** The tactical symbols category consists of point objects that present information that can be pinpointed in one location at a particular point in time. The tactical symbols shown in appendixes A, D, E, and G are composed of frames, fills, and icons (see 5.4.5 for other display options). The components provide information about the symbol's standard identity, battle dimension, status, and mission. The size and shape of a symbol are fixed and remain constant, regardless of the scale of the background projection, unless changed by the operator.

**4.3.2 Tactical graphics.** The tactical graphics category consists of point, line, and area objects that are necessary for battlefield planning and management, but cannot be presented as tactical symbols alone. Tactical graphics can delineate responsibilities and missions, provide guidance, establish control measures, and identify items of interest. A tactical graphic is composed of an icon and may include additional modifiers. The size and shape of the point graphics remain fixed, while the size and shape of the line and area graphics are determined by drawing parameters provided by the operator and the scale of the background on which the graphic is placed.

**4.4 Symbology hierarchy.** A unique alphanumeric hierarchy identifier is used to identify the location of each tactical symbol and graphic in the information taxonomy defined for each symbology set. For reference, the original numerical hierarchy representation is displayed with the alphabetical representation in the tables with each tactical symbol and graphic. The first position of the hierarchy identifier represents to which symbology set the symbol or graphic is assigned. The remaining positions represent an increasing level of detail and specificity within the information taxonomy. The levels within a set's structure (and therefore, the length of a symbol's hierarchy identifier) are determined by the number of icons or graphics in a specific set. The hierarchy identifier for each symbol and graphic is available in each symbology set's SIDC table.

**4.5 Use of standard and special symbology sets.** This standard provides six approved symbology sets:

- Appendix A - C2 Symbology: Units, Equipment, and Installations
- Appendix B - C2 Symbology: Military Operations
- Appendix C - Meteorological and Oceanographic Symbology
- Appendix D - Signals Intelligence Symbology
- Appendix E - Stability Operations Symbology
- Appendix G - Emergency Management Symbols

The Symbology Standards Management Committee (SSMC) is responsible for the standardization of all the symbology sets except METOC, providing configuration management by reviewing and approving additions and changes to these symbols and graphics. While the standardized symbology sets are intended to address the C2 information needs of the warfighter, it is expected that information from other operational domains will need to be displayed in order to accurately portray the operational environment. Many of these other domains have published symbology standards or other documents addressing information requirements that parallel those addressed here. Although these other domains are outside the scope of this document, it is desirable to make the symbology they publish available with this standard. Therefore, the SSMC identifies symbology sets of potential interest to the warfighter and includes them as appendixes

to the current document as appropriate. The METOC symbology provided in appendix C is an example of a special symbology set included in this standard. Although METOC symbology was derived from Air Force Manual (AFM) 51-12V2, Weather for Aircrews, and sources accepted by the international community, it is considered a mandatory part of this standard and shall be followed when presenting METOC symbology in MIL-STD-2525 compliant systems. The content of special symbology sets is maintained by an operational community other than the SSMC and is not under configuration management by this group. As a result, the symbology is not harmonized with the current standard and may be inconsistent with the symbology requirements presented here.

**4.6 Symbol set composition.** The five approved symbol sets are presented in the appendixes to this standard. Appendixes A, D, and E contain point-based tactical symbols, while appendixes B and C contain point-, line-, and area-based tactical graphics. Appendix G contains a combination of tactical symbols and tactical graphics.

## 5. DETAILED REQUIREMENTS

**5.1 Objective.** To promote interoperability at the information level within the area of warfighting 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 warfighting 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 tactical graphics 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 Composition of tactical symbols.** A fully displayed tactical symbol is composed of a frame, fill, and icon and may include text and/or graphic modifiers that provide additional information (see figure 1). The frame attributes (i.e., standard identity, battle dimension, and status) determine the type of frame for a given symbol. Fill color is a redundant indication of the symbol's standard identity.

**5.3.1 Frame.** The frame is the geometric border of a symbol that, when displayed, provides an indication of the standard identity, battle dimension, and status of a warfighting object. The frame may include modifiers that are placed inside or outside the border and help determine standard identity and/or dimension.

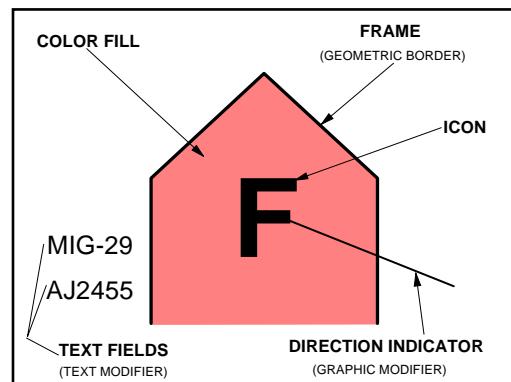


FIGURE 1. Symbol components.

When any of these modifiers is displayed in a symbol it is considered to be an integral part of the frame. The frame serves as the base to which other symbol components and modifiers are added. Table I provides the approved frame shapes that depict standard identity and battle dimension for tactical symbols. Table II provides the approved frame shapes that depict the exercise modifying descriptor and battle dimension for tactical symbols that address special exercise requirements. A frame can be black or off-white depending on display background, or it can be colored, using the default colors in table XIII, to provide redundant information about standard identity.

TABLE I. Frame shapes depicting standard identities and battle dimensions.

| STANDARD IDENTITY         | BATTLE DIMENSION | ABOVE SURFACE |           | SURFACE    |           |               | Sea Surface (S) | Subsurface (U) | SOF (F) |  |  |  |
|---------------------------|------------------|---------------|-----------|------------|-----------|---------------|-----------------|----------------|---------|--|--|--|
|                           |                  | Unknown (Z)   | Space (P) | Ground (G) |           |               |                 |                |         |  |  |  |
|                           |                  |               |           | Units      | Equipment | Installations |                 |                |         |  |  |  |
| PENDING (P) (YELLOW)      |                  |               |           |            |           |               |                 |                |         |  |  |  |
| UNKNOWN (U) (YELLOW)      |                  |               |           |            |           |               |                 |                |         |  |  |  |
| FRIEND (F) (CYAN)         |                  |               |           |            |           |               |                 |                |         |  |  |  |
| NEUTRAL (N) (GREEN)       |                  |               |           |            |           |               |                 |                |         |  |  |  |
| HOSTILE (H) (RED)         |                  |               |           |            |           |               |                 |                |         |  |  |  |
| ASSUMED FRIEND (A) (CYAN) |                  |               |           |            |           |               |                 |                |         |  |  |  |
| SUSPECT (S) (RED)         |                  |               |           |            |           |               |                 |                |         |  |  |  |

Note: Frames displayed with solid lines, as shown above, indicate status as present, i.e., the object exists at the location identified. See table III for examples of frames depicting planned or anticipated status.

TABLE II. Frame shapes depicting exercise amplifying descriptors and battle dimensions.

| EXERCISE AMPLIFYING DESCRIPTOR     | BATTLE DIMENSION | ABOVE SURFACE |           |         | SURFACE    |           |               | Sea Surface (S) | Subsurface (U) | SOF (F) |  |  |  |
|------------------------------------|------------------|---------------|-----------|---------|------------|-----------|---------------|-----------------|----------------|---------|--|--|--|
|                                    |                  | Unknown (Z)   | Space (P) | Air (A) | Ground (G) |           |               |                 |                |         |  |  |  |
|                                    |                  |               |           |         | Units      | Equipment | Installations |                 |                |         |  |  |  |
| EXERCISE PENDING (G) (YELLOW)      |                  | X             | X         | X       | X          | X         | X             | X               | X              | X       |  |  |  |
| EXERCISE UNKNOWN (W) (YELLOW)      |                  | X             | X         | X       | X          | X         | X             | X               | X              | X       |  |  |  |
| EXERCISE FRIEND (D) (CYAN)         | N/A              |               | X         | X       | X          | X         | X             | X               | X              | X       |  |  |  |
| EXERCISE NEUTRAL (L) (GREEN)       | N/A              | X             | X         | X       | X          | X         | X             | X               | X              | X       |  |  |  |
| EXERCISE ASSUMED FRIEND (M) (CYAN) | N/A              | X             | X         | X       | X          | X         | X             | X               | X              | X       |  |  |  |
| JOKER (J) (RED)                    | N/A              | J             | J         | J       | J          | J         | J             | J               | J              | J       |  |  |  |
| FAKER (K) (RED)                    | N/A              | K             | K         | K       | K          | K         | K             | K               | K              | K       |  |  |  |

Note: Frames displayed with solid lines, as shown above, indicate status as present, i.e., the object exists at the location identified. See table III for examples of frames depicting planned or anticipated status

**5.3.1.1 Standard identity.** Standard identity refers to the threat posed by the warfighting object being represented. The basic standard identity categories are unknown, friend, neutral, and hostile. A quatrefoil frame shall be used to denote unknown standard identity, a circle or rectangle frame to denote friend standard identity, a square frame to denote neutral standard identity, and a diamond frame to denote hostile standard identity. Other standard identities are pending, assumed friend, suspect, joker, and faker. Each of these standard identity categories is defined in 3.2. The codes for standard identity in the SIDC are included in the appendix for each symbology set.

**5.3.1.2 Exercise amplifying descriptor.** An exercise amplifying descriptor is used in place of a standard identity when units/systems/platforms are conducting exercises. The basic exercise amplifying descriptors are exercise pending, exercise unknown, exercise friend, exercise neutral, exercise assumed friend, joker, and faker (see table II).

**5.3.1.3 Battle dimension.** Battle dimension defines the primary mission area for the warfighting object within the operational environment. If the battle dimension cannot be or has not been determined, it is considered to be unknown. If the battle dimension is known, an object can have a mission area above the earth's surface (i.e., in the air or outer space), on the earth's surface, or below the earth's surface. If the mission area of an object is on the earth's surface, it can be either on land or sea (the terms "ground" and "land" are used interchangeably). The air dimension includes objects whose mission area is between the surface of the Earth and the space dimension. The space dimension includes objects whose mission area begins at the lower boundary of the Earth's ionosphere and above. The ground dimension includes those mission areas on the land surface and is divided into units, equipment, and installations. The sea surface dimension includes those objects whose mission area is on the sea surface, whereas the subsurface dimension includes objects whose mission area is below the sea surface. As shown in tables I and II, a frame open at the bottom shall be used to denote the air dimension; a frame open at the bottom with a black stripe inside the uppermost portion of the frame shall be used to denote the space dimension; a closed frame shall be used to denote the ground and sea surface dimension; and a frame open at the top shall be used to denote the subsurface dimension. The codes for battle dimension in the SIDC are presented in the appendix for each symbology set. To clarify which battle dimension should be used for a given object, maritime surface platforms shall be depicted in the sea surface dimension, aircraft shall be depicted in the air/space dimension, and ground equipment shall be depicted in the ground dimension. Likewise, a landing craft whose primary mission is ferrying personnel or equipment to and from shore is a maritime unit and is represented in the sea surface dimension. However, a landing craft whose primary mission is to fight on land is a ground asset and is represented in the ground dimension. All units, regardless of service affiliation (i.e., an Army, Navy, or Air Force helicopter squadron), are depicted with a rectangle frame.

**5.3.1.4 Status.** Status refers to whether a warfighting object exists at the location identified (i.e., status is "present") or will in the future reside at that location (i.e., status is "planned," "anticipated," "suspected," or "on order"). If a warfighting object is on order, the status code shall be specified "A – anticipated/planned," and field modifier "W" shall be present and specified "O/O." Regardless of standard identity, present status is indicated by a solid line and planned status by a dashed line. In the latter case, if the icon in a tactical symbol is framed

(see 5.3.3 and 5.4.2), the symbol frame is a dashed line (see table II). If the icon is frame optional or unframed and is unfilled, the icon is a dashed line. If the icon is frame optional and contains a filled icon, the icon is displayed with a frame and the frame is a dashed line. Planned status cannot be shown if the symbol is an unframed filled icon or is displayed as a dot (see 5.4.5). The codes for status in the SIDC are provided in the appendix for each symbology set.

TABLE III. Present and planned status for tactical symbols.

| STATUS  | BATTLE DIMENSION<br>AIR/SPACE   | SURFACE |           |             | SUBSURFACE |  |
|---|---|---------|-----------|-------------|------------|--|
|   |   | LAND    |           | SEA SURFACE |            |  |
|   |   | UNITS   | EQUIPMENT |             |            |  |
| PRESENT POSITIONS (P) FOR FRAMED ICONS – UNITS ONLY                 | N/A   |         | N/A       | N/A         | N/A        |  |
| PRESENT POSITIONS (P) FOR FRAMED ICONS – FOR OTHER THAN UNITS       | FOR OTHER THAN UNITS, THE PRESENT STATUS IS RENDERED USING THE APPLICABLE OPERATIONAL CONDITION MODIFIER AS SHOWN IN TABLES III-1 OR III-2. |         |           |             |            |  |
| ANTICIPATED, PLANNED, SUSPECTED, OR ON ORDER (A) FOR FRAMED ICONS   |   |         |           |             |            |  |
| ANTICIPATED, PLANNED, SUSPECTED, OR ON ORDER (A) FOR UNFRAMED ICONS |   |         |           |             |            |  |

TABLE III-1. Static operational condition modifiers for tactical symbols.

| OPERATIONAL CONDITION      | BATTLE DIMENSION<br>AIR/SPACE | SURFACE |           |               | SUBSURFACE |  |
|----------------------------|-------------------------------|---------|-----------|---------------|------------|--|
|                            |                               | LAND    |           |               |            |  |
|                            |                               | UNITS   | EQUIPMENT | INSTALLATIONS |            |  |
| FULLY CAPABLE <sup>1</sup> |                               | N/A     |           |               |            |  |
| DAMAGED                    |                               | N/A     |           |               |            |  |
| DESTROYED                  |                               | N/A     |           |               |            |  |

TABLE III-1. Static operational condition modifier for tactical symbols - Continued.

| BATTLE DIMENSION<br>OPERATIONAL CONDITION | AIR/SPACE | SURFACE |           |               | SEA SURFACE |     |
|---|-----------|---------|-----------|---------------|-------------|-----|
|   |           | LAND    |           |               |             |     |
|   |           | UNITS   | EQUIPMENT | INSTALLATIONS | SUBSURFACE  |     |
| FULL TO CAPACITY <sup>2</sup>             | N/A       | N/A     | N/A       | N/A           | N/A         | N/A |

Notes:

1. The “Fully Capable” operational condition modifier will be used when equipment is known to be fully capable or when the operational condition of the equipment is unknown.
2. Associated with installations like hospitals.

TABLE III-2. Alternate symbols for operational condition modifiers for tactical symbols.

| BATTLE DIMENSION<br>OPERATIONAL CONDITION | AIR/SPACE | SURFACE |           |               | SEA SURFACE |  |
|---|-----------|---------|-----------|---------------|-------------|--|
|   |           | LAND    |           |               |             |  |
|   |           | UNITS   | EQUIPMENT | INSTALLATIONS | SUBSURFACE  |  |
| FULLY CAPABLE <sup>1</sup>                |           | N/A     |           |               |             |  |
| DAMAGED                                   |           | N/A     |           |               |             |  |
| DESTROYED                                 |           | N/A     |           |               |             |  |
| FULL TO CAPACITY <sup>2</sup>             |           | N/A     |           |               |             |  |

Notes:

1. The “Fully Capable” operational condition modifier will be used when equipment is known to be fully capable or when the operational condition of the equipment is unknown.
2. Associated with installations like hospitals.

TABLE III-3. Civilian symbol fill option.

| STANDARD IDENTITY | AIR <sup>1</sup>  | MARITIME <sup>2</sup>   | GROUND <sup>3</sup>   |
|-------------------|---|---|---|
| FRIEND            |  |  |  |
| NEUTRAL           |  |  |  |
| UNKNOWN           |  |  |  |
| HOSTILE           |  |  |  |

Notes: 1. Civilian fixed wing symbol shown.

2. Civilian merchant ship shown.

3. Civilian automobile shown.

5.3.2 Fill. The fill is the interior area within a frame. If a color fill is used in a framed symbol, it provides redundant information about the standard identity of the object. If a color fill is not used, the interior of the frame shall be transparent. In an unframed symbol, color shall be the sole indicator of standard identity, excluding text modifiers. Table I depicts the default colors that shall be used to designate standard identity when colored symbols are either hand-drawn or displayed electronically. This standard allows deviations from the default when systems require the capability to make distinctions among multiple types of forces, equipment, boundaries, etc. (e.g., to differentiate among coalition forces assigned a friend standard identity). The color fill of purple (see 5.7.2) may be used as a rendering option for civilian units, equipment, and/or installations. The purple color fill aids in the discrimination of civilian and military tracks. The standard identity shall determine the frame shape of the civilian track. The purple color fill option may be used for any or all of the battle domains (air, space, land and maritime) and across all standard identities with the exception of suspect and hostile, which shall remain red. Table III-3 depicts representative civilian tracks. See 5.7.2 for additional information on how color is to be displayed in a symbol.

5.3.3 Icon. The icon is the innermost part of a symbol that, when displayed, provides an abstract pictorial or alphanumeric representation of a warfighting object. The icon in a tactical symbol portrays the role or mission performed by the object. This standard distinguishes between icons that shall be framed or unframed and icons where framing is optional. The icons in the applicable appendix shall be used whenever a system displays any of the warfighting objects for which an icon is provided.

**5.3.4 Modifiers.** A modifier provides optional additional information about a symbol, except in the case of field E, the frame shape modifier, which is mandatory. A modifier can be static or dynamic. The size and placement of a static modifier are fixed and remain constant, while the size and placement of a dynamic modifier 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. The field ID, field title, description, and maximum allowable display and transmission lengths of symbol modifiers are presented in table IV and 5.8. The default placement of static modifiers in fields around the symbol is shown in figure 2, and an example of each static graphic modifier is included in figure 3 and tables III-1 and III-2. The placement of these modifiers applies to all tactical symbols regardless of battle dimension or whether the symbol is framed or unframed. Implementation guidance, where available, is provided in the appendix for each symbology set. Static graphic and text modifiers are described in 5.3.4.1 through 5.3.4.10 and 5.3.4.12; dynamic graphic modifiers are discussed in 5.3.4.11.

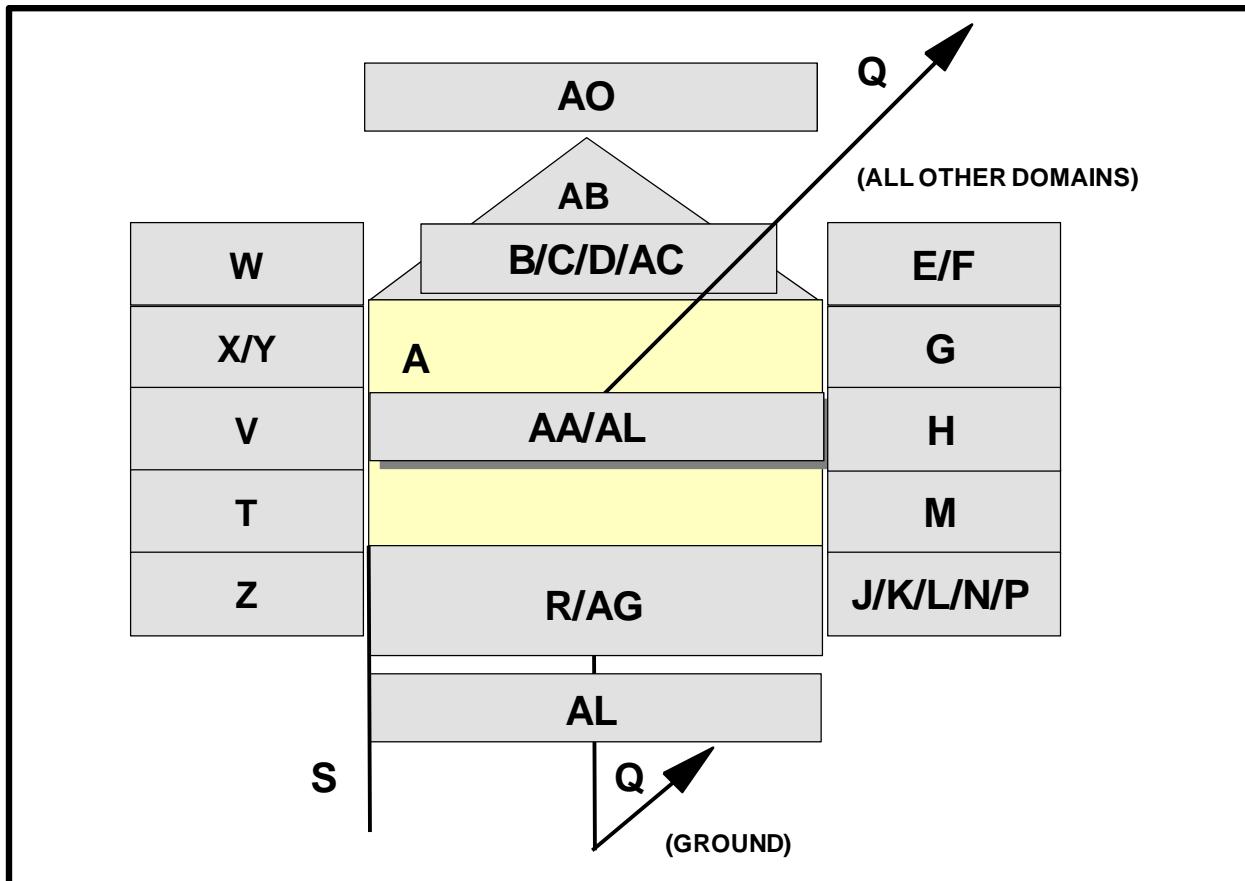


FIGURE 2. Field positions for tactical symbols.

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

| FIELD ID       | FIELD TITLE                     | DESCRIPTION  | U <sup>1</sup> | E <sup>1/2</sup> | I <sup>1</sup> | SI <sup>1</sup> | SO <sup>1</sup> | EU <sup>1</sup> | EEI <sup>1</sup> | EI <sup>1</sup> |
|----------------|---------------------------------|--|----------------|------------------|----------------|-----------------|-----------------|-----------------|------------------|-----------------|
| A              | Symbol Icon                     | The innermost part of a symbol that represents a warfighting object (see 5.3.3).   | G              | G                | G              | G               | G               | G               | G                | G               |
| B              | Echelon                         | A graphic modifier in a unit symbol that identifies command level (see 5.3.4.2, table V, and figures 2 and 3).   | G              | -                | -              | -               | G               | -               | -                | -               |
| C              | Quantity                        | A text modifier in an equipment symbol that identifies the number of items present.  | -              | 9 <sup>3</sup>   | -              | -               | -               | -               | 9                | -               |
| D              | Task Force Indicator            | A graphic modifier that identifies a unit or SO symbol as a task force (see 5.3.4.6 and figures 2 and 3).  | G              | -                | -              | -               | G               | -               | -                | -               |
| E              | Frame Shape Modifier            | A graphic modifier that displays standard identity, battle dimension, or exercise amplifying descriptors of an object (see 5.3.1 and table II).  | G              | G                | G              | -               | G               | G               | G                | G               |
| F              | Reinforced or Reduced           | A text modifier in a unit symbol that displays (+) for reinforced, (-) for reduced, ( $\pm$ ) reinforced and reduced.  | 3              | -                | -              | -               | 3               | -               | -                | -               |
| G              | Staff Comments                  | A text modifier for units, equipment and installations; content is implementation specific.  | 20             | 20               | 20             | 20              | 20              | -               | -                | -               |
| H              | Additional Information          | A text modifier for units, equipment, and installations; content is implementation specific.   | 20             | 20               | 20             | 20              | 20              | 20              | 20               | 20              |
| J <sup>4</sup> | Evaluation Rating               | A text modifier for units, equipment, and installations that consists of a one-letter reliability rating and a one-number credibility rating:<br><b>Reliability Ratings:</b> A-completely reliable, B-usually reliable, C-fairly reliable, D-not usually reliable, E-unreliable, F-reliability cannot be judged.<br><b>Credibility Ratings:</b> 1-confirmed by other sources,<br>2-probably true, 3-possibly true, 4-doubtfully true,<br>5-improbable, 6-truth cannot be judged. | 2              | 2                | 2              | 2               | 2               | 2               | 2                | 2               |
| K              | Combat Effectiveness            | A text modifier for units and installations that indicates unit effectiveness or installation capability.  | 5              | --               | 5              | --              | 3               | -               | -                | -               |
| L              | Signature Equipment             | A text modifier for hostile equipment; "!" indicates detectable electronic signatures.   | -              | 1                | -              | 1               | -               | -               | -                | -               |
| M              | Higher Formation                | A text modifier for units that indicates number or title of higher echelon command (corps are designated by Roman numerals).   | 21             | -                | -              | 21              | -               | -               | -                | -               |
| N              | Hostile (Enemy)                 | A text modifier for equipment; letters "ENY" denote hostile symbols.   | -              | 3                | -              | -               | -               | -               | -                | -               |
| P              | IFF/SIF                         | A text modifier displaying IFF/SIF Identification modes and codes.   | 5              | 5                | 5              | -               | 5               | -               | -                | -               |
| Q              | Direction of Movement Indicator | A graphic modifier for units and equipment that identifies the direction of movement or intended movement of an object (see 5.3.4.1 and figures 2 and 3).  | G              | G                | -              | -               | G               | G               | G                | -               |

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

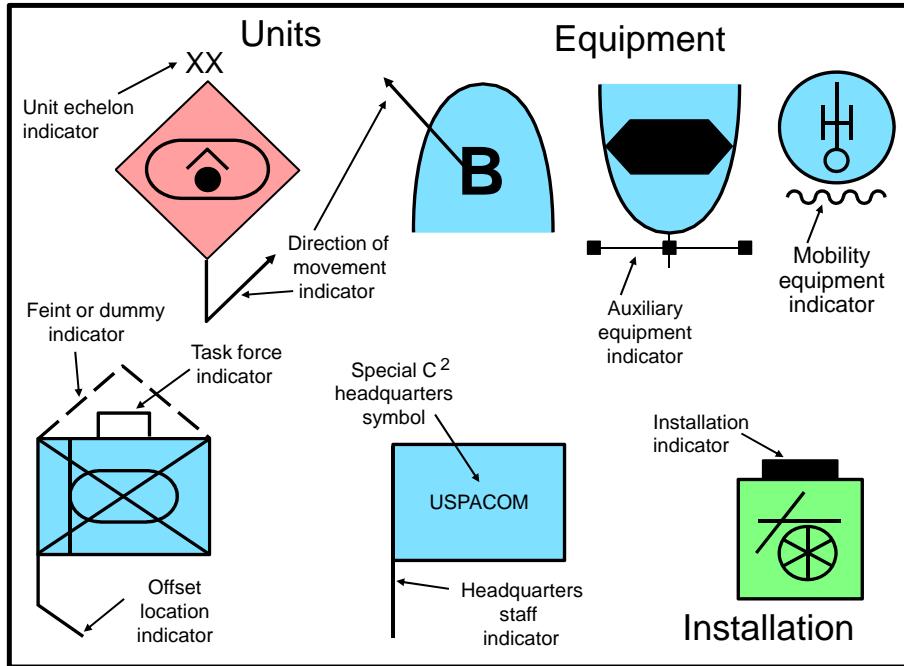
| FIELD ID       | FIELD TITLE  | DESCRIPTION  | U <sup>1</sup> | E <sup>1/2</sup> | I <sup>1</sup> | SI <sup>1</sup> | SO <sup>1</sup> | EU <sup>1</sup> | EEI <sup>1</sup> | EI <sup>1</sup> |
|----------------|--|--|----------------|------------------|----------------|-----------------|-----------------|-----------------|------------------|-----------------|
| R              | Mobility Indicator                                     | A graphic modifier for equipment that depicts the mobility of an object (see 5.3.4.3, figures 2 and 3, and table VI).  | -              | G                | -              | -               | -               | -               | G                | -               |
| R2             | SIGINT Mobility Indicator                              | M = Mobile, S = Static, or U = Uncertain.  | -              | -                | -              | 1               | -               | -               | -                | -               |
| S              | Headquarters Staff Indicator/Offset Location Indicator | <b>Headquarters staff indicator:</b> A graphic modifier for units, equipment, and installations that identifies a unit as a headquarters (see 5.3.4.8 and figures 2 and 3).<br><b>Offset location indicator:</b> A graphic modifier for units, equipment, and installations used when placing an object away from its actual location (see 5.3.4.9 and figures 2 and 3). | G              | G                | G              | -               | G               | G               | G                | G               |
| T              | Unique Designation                                     | A text modifier for units, equipment, and installations that uniquely identifies a particular symbol or track number. Identifies acquisitions number when used with SIGINT symbology.  | 21             | 21               | 21             | 21              | 21              | 21              | 21               | 21              |
| V              | Type   | A text modifier for equipment that indicates types of equipment.   | -              | 24               | -              | 24              | -               | -               | 24               | -               |
| W <sup>5</sup> | Date-Time Group (DTG)                                  | A text modifier for units, equipment, and installations that displays DTG format: DDHHMMSSZMONYYYY or "O/O" for on order (see 5.5.2.6).  | 16             | 16               | 16             | 16              | 16              | 16              | 16               | 16              |
| X              | Altitude/Depth   | A text modifier 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 5.5.2.5 for content.   | 14             | 14               | 14             | -               | 14              | 14              | 14               | 14              |
| Y              | Location   | A text modifier for units, equipment, and installations that displays a symbol's location in degrees, minutes, and seconds (or in UTM or other applicable display format).   | 19             | 19               | 19             | 19              | 19              | 19              | 19               | 19              |
| Z              | Speed  | A text modifier for units and equipment that displays velocity as set forth in MIL-STD-6040.   | 8              | 8                | -              | -               | 8               | 8               | 8                | -               |
| AA             | Special C <sup>2</sup> Headquarters                    | A text modifier for units; indicator is contained inside the frame (see figures 2 and 3); contains the name of the special C <sup>2</sup> Headquarters.  | 9              | -                | -              | -               | 9               | -               | -                | -               |
| AB             | Feint/Dummy Indicator                                  | Feint or dummy indicator: A graphic modifier for units, equipment, and installations that identifies an offensive or defensive unit intended to draw the enemy's attention away from the area of the main attack (see 5.3.4.7 and figures 2 and 3).  | G              | G                | G              | -               | G               | -               | -                | -               |
| AC             | Installation   | Installation: A graphic modifier for units, equipment, and installations used to show that a particular symbol denotes an installation (see 5.3.4.5 and figures 2 and 3).  | G              | G                | G              | -               | G               | G               | G                | G               |
| AD             | Platform Type  | ELNOT or CENOT   | -              | -                | -              | 6               | -               | -               | -                | -               |

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**TABLE IV. Modifier field definitions and maximum display lengths for tactical symbols - Continued.**

| FIELD ID | FIELD TITLE                   | DESCRIPTION   | U <sup>1</sup> | E <sup>1/2</sup> | I <sup>1</sup> | SI <sup>1</sup> | SO <sup>1</sup> | EU <sup>1</sup> | EEI <sup>1</sup> | EI <sup>1</sup> |
|----------|-------------------------------|---|----------------|------------------|----------------|-----------------|-----------------|-----------------|------------------|-----------------|
| AE       | Equipment Teardown Time       | Equipment teardown time in minutes.   | -              | -                | -              | 3               | -               | -               | -                | -               |
| AF       | Common Identifier             | Example: "Hawk" for Hawk SAM system.  | -              | -                | -              | 12              | -               | -               | -                | -               |
| AG       | Auxiliary Equipment Indicator | Towed sonar array indicator: A graphic modifier for equipment that indicates the presence of a towed sonar array (see 5.3.4.4, figures 2 and 3, and table VII).   | -              | G                | -              | -               | -               | -               | -                | -               |
| AH       | Area of Uncertainty           | A graphic modifier for units and equipment 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 5.3.4.11.1 and figure 4). | G              | G                | -              | -               | G               | G               | G                | -               |
| AI       | Dead Reckoning Trailer        | A graphic modifier for units and equipment that identifies where an object should be located at present, given its last reported course and speed (see 5.3.4.11.2 and figure 4).  | G              | G                | -              | -               | G               | G               | G                | -               |
| AJ       | Speed Leader                  | A graphic modifier for units and equipment that depicts the speed and direction of movement of an object (see 5.3.4.11.3 and figure 4).   | G              | G                | -              | -               | G               | G               | G                | -               |
| AK       | Pairing Line                  | A graphic modifier for units and equipment that connects two objects and is updated dynamically as the positions of the objects change (see 5.3.4.11.4 and figure 4).   | G              | G                | -              | -               | G               | -               | -                | -               |
| AL       | Operational Condition         | An optional graphic modifier for equipment or installations that indicates operational condition or capacity.   | -              | G                | G              | G <sup>6</sup>  | G <sup>7</sup>  | G               | G                | G               |
| AO       | Engagement Bar                | A graphic amplifier placed immediately atop the symbol. May denote, 1) local/remote status; 2) engagement status; and 3) weapon type.   | G/8            | G/8              | G/8            | -               | -               | -               | -                | -               |

- Notes:
1. Column headings: U = units, E = equipment, I= installations, SI = signals intelligence (SIGINT), SO = stability operations, EU = EMS units, EEI = EMS equipment and incidents, EI = EMS installations.
  2. Equipment includes air, space, sea surface, subsurface, and SOF, as well as land-based equipment as shown in table I.
  3. Numeric entry indicates text modifier. "G" indicates graphic modifier. A dash (-) inside boxes indicates non-applicable.
  4. Field J: See FM 34-3, Intelligence Analysis, March 1990, pages 2-13 through 2-17 for complete definitions of evaluation ratings.
  5. Field W: D = day, H = hour, M = minute, S = second, Z = time zone suffix, MON= month, and Y = year.
  6. SIGINT equipment or installation.
  7. SO equipment or installation.

FIGURE 3. Static graphic modifiers for tactical symbols.

5.3.4.1 Direction of movement indicator. The direction of movement indicator is an arrow or staff identifying the direction of movement or intended movement of an object. For land symbols (ground battle dimension), the indicator 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 tactical symbols, the indicator is an arrow extending from the center of the frame or icon and pointing in the direction of movement. The indicator is represented as field Q as defined in table IV and is positioned as shown in figures 2 and 3.

5.3.4.2 Echelon indicator. The echelon indicator provides a graphic representation of command level and a separate echelon known as Command, as shown in table V. Echelon indicator codes are listed in table V and the appendix for each symbology set. The indicator is represented in field B as defined in table IV and is positioned as shown in figures 2 and 3.

TABLE V. Echelon indicator.

| INDICATOR | DESCRIPTION           |
|-----------|-----------------------|
| Ø         | TEAM/CREW             |
| •         | SQUAD                 |
| ••        | SECTION               |
| •••       | PLATOON/DETACHMENT    |
| I         | COMPANY/BATTERY/TROOP |
| II        | BATTALION/SQUADRON    |
| III       | REGIMENT/GROUP        |

TABLE V. Echelon indicator - Continued.

| INDICATOR | DESCRIPTION          |
|-----------|----------------------|
| X         | BRIGADE              |
| XX        | DIVISION             |
| XXX       | CORPS                |
| XXXX      | ARMY                 |
| XXXXX     | ARMY GROUP/FRONT     |
| XXXXXX    | REGION               |
| ++        | COMMAND <sup>1</sup> |

Notes: 1. A 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.

5.3.4.3 Mobility indicator. The mobility indicator, which is only used for equipment, depicts the mobility feature of an object, as shown in table VI. 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 IV and is positioned as shown in figures 2 and 3.

TABLE VI. Equipment mobility indicators.

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

TABLE VI. Equipment mobility indicators - Continued.

| DESCRIPTION                | MOBILITY SYMBOL | UNFRAMED     | UNKNOWN       | FRIEND        | NEUTRAL       | HOSTILE       |
|----------------------------|-----------------|--------------|---------------|---------------|---------------|---------------|
| TOWED                      | ○—○             | ○<br>↑<br>○  | ○<br>↑<br>○   | ○<br>↑<br>○   | ○<br>↑<br>○   | ○<br>↑<br>○   |
| RAILWAY                    | ○○—○○           | ○<br>↑<br>○○ | ○<br>↑<br>○○  | ○<br>↑<br>○○  | ○<br>↑<br>○○  | ○<br>↑<br>○○  |
| OVER-SNOW<br>(PRIME MOVER) | —               | ↑<br>—       | ○<br>↑<br>—   | ○<br>↑<br>—   | ○<br>↑<br>—   | ○<br>↑<br>—   |
| SLED                       | —               | ↑<br>—       | ○<br>↑<br>—   | ○<br>↑<br>—   | ○<br>↑<br>—   | ○<br>↑<br>—   |
| PACK ANIMALS               | ℳ               | ↑<br>ℳ       | ○<br>↑<br>ℳ   | ○<br>↑<br>ℳ   | ○<br>↑<br>ℳ   | ○<br>↑<br>ℳ   |
| BARGE                      | —               | ↑<br>—       | ○<br>↑<br>—   | ○<br>↑<br>—   | ○<br>↑<br>—   | ○<br>↑<br>—   |
| AMPHIBIOUS                 | ~~~             | ↑<br>~~~     | ○<br>↑<br>~~~ | ○<br>↑<br>~~~ | ○<br>↑<br>~~~ | ○<br>↑<br>~~~ |

5.3.4.4 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 VII. The indicator is represented in field AG as defined in table IV and is positioned as shown in figures 2 and 3.

TABLE VII. Auxiliary equipment indicators.

| DESCRIPTION               | MOBILITY SYMBOL | UNFRAMED | UNKNOWN | FRIEND | NEUTRAL | HOSTILE |
|---------------------------|-----------------|----------|---------|--------|---------|---------|
| TOWED SONAR ARRAY (SHORT) | —*—             |          |         |        |         |         |
| TOWED SONAR ARRAY (LONG)  | -----           |          |         |        |         |         |

5.3.4.5 Installation indicator. The installation indicator is a shaded block used to show that a particular symbol denotes an installation. Although installations are included in the symbol hierarchy, the addition of an installation indicator can turn any tactical symbol (except Signals Intelligence symbology—appendix D) into an installation. The indicator is represented in field AC as defined in table IV and is positioned as shown in figures 2 and 3.

5.3.4.6 Task force indicator. The task force indicator is a bracket that identifies a unit or SO symbol as a task force. The indicator is represented in field D as defined in table IV and is positioned as shown in figures 2 and 3.

5.3.4.7 Feint/dummy indicator. The feint or dummy indicator is a dashed inverted “V” that identifies offensive or defensive units, equipment, and installations intended to draw the enemy's attention away from the area of the main attack. The indicator is represented in field AB as defined in table III and is positioned as shown in figures 2 and 3.

**5.3.4.8 Headquarters staff indicator.** The headquarters staff indicator is a line extending downward from the left side of the frame that identifies units, equipment, and installations as headquarters. The indicator is represented in field S as defined in table IV and is positioned as shown in figures 2 and 3.

**5.3.4.9 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 the left side of a frame or an appropriate anchor point on an icon. The offset location indicator differs from the headquarters staff indicator in that the former has an elbow extending to the actual location. In addition, the actual location (field Y) is given in latitude and longitude. The indicator is represented in field S as defined in table IV and is positioned as shown in figures 2 and 3.

**5.3.4.10 Text modifiers.** Table IV defines the specific content, length, and type of each text modifier. Not all text modifiers are applicable to all symbols. However, when any such modifier is displayed, it shall be defined in accordance with the contents of table IV and positioned in accordance with figure 2. 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 IV) is contained inside the frame, as seen in figures 2 and 3.

**5.3.4.11 Dynamic graphic modifiers.** A dynamic modifier 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 modifier is shown in figure 4. These examples are notional; the size and placement of each modifier will vary based on the attributes of the object.

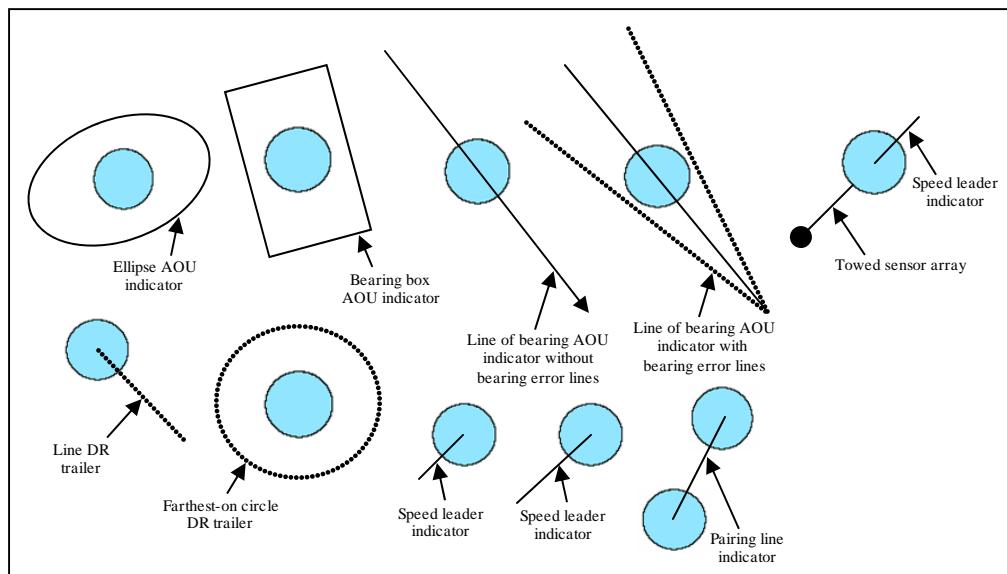


FIGURE 4. Dynamic graphic modifiers for tactical symbols.

5.3.4.11.1 Area of uncertainty indicator. The area of uncertainty (AOU) indicator displays 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. The AOU indicator can be displayed as an ellipse, a bearing box, or a line of bearing, depending on the report received for the object.

5.3.4.11.1.1 The ellipse AOU indicator 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.

5.3.4.11.1.2 The bearing box AOU indicator 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.

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

5.3.4.11.2 Dead reckoning trailer indicator. 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 indicator 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."

5.3.4.11.2.1 The line DR trailer indicator 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.

5.3.4.11.2.2 The farthest-on circle DR trailer indicator 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.

5.3.4.11.3 Speed leader indicator. The speed leader indicator 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 indicator; by contrast, the static direction of movement indicator is a fixed length and identifies only the direction of movement of the object.

5.3.4.11.4 Pairing line indicator. The pairing line indicator 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 modifier is used.

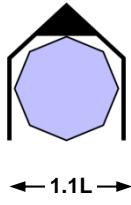
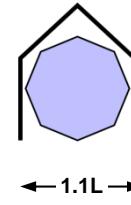
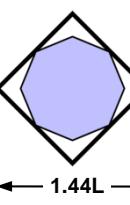
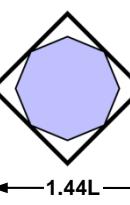
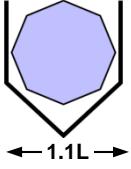
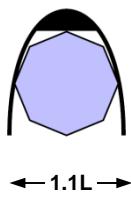
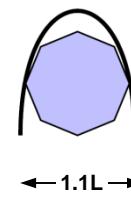
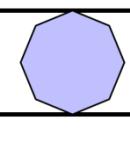
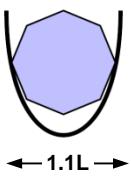
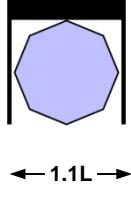
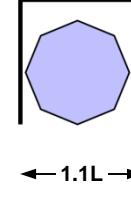
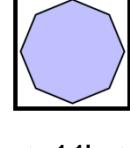
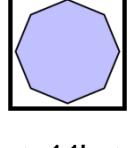
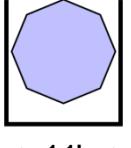
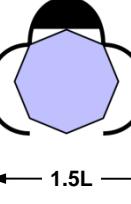
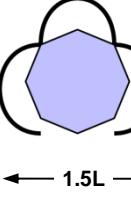
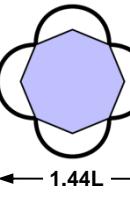
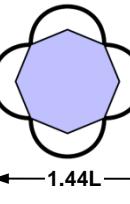
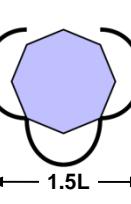
5.3.4.11.5 Dynamic towed sensor array indicator. The dynamic towed sensor array indicator is a line extending from the center of a symbol to the center of towed acoustic array. The length of the line is based upon the distance between the stern of the towing ship and the center of the towed acoustic array. The orientation of the towed sensor array indicator 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 indicator.

5.3.4.12 Operational condition modifier. The operational condition modifier provides a graphic representation of an entity's (equipment or installation) operational condition.

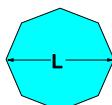
Operational condition modifiers are shown in table III-1 and defined in the appendix for each symbology set. An alternative color representation is shown in table III-2. The modifier is represented in field AL as defined in table IV and is positioned as shown in figure 2 and tables III-1 and III-2.

5.4 Construction of tactical symbols. Tactical symbols are constructed by placing the icon within a bounding octagon (see table VIII and figure 5) and then centering the octagon in the drawn area. The frame, when used, is placed behind the icon and offset as necessary to contain the bounding octagon. This method of placement allows automated systems to overlay an icon on any of the frame shapes while ensuring that the icon does not extend beyond the frame.

TABLE VIII. Symbol frame relative sizes.

| SPACE   | AIR   | SURFACE<br>(UNITS, EQUIPMENT, AND<br>INSTALLATIONS)                                 |  | SUBSURFACE  |
|---|---|---|--|---|
|   |   | UNITS AND<br>INSTALLATIONS  | EQUIPMENT  |   |
|    |    |    |    |    |
|    |    |    |    |    |
|   |   |   |   |   |
|  |  |  |  |  |

5.4.1 Relative size of symbol components. The relative size of each symbol component can be related to length (L), which is the default length and height of the bounding octagon.



The bounding octagon forms the basis of frame sizing.

FIGURE 5. The bounding octagon.

a. Frame size shall be determined in relation to a bounding octagon that defines the outer boundary for icons. Frame length and height should vary from L to 1.5L, depending on the particular frame shape. The minimum diameter of a dot shall be .15L.

b. In general, icons should not be so large as to touch the interior border of the frame. Figure 6 illustrates example exceptions to this size rule. The icons in this figure occupy the entire frame and shall, therefore, touch the interior border of the frame. The dimensions of unframed icons shall be the same as framed icons.

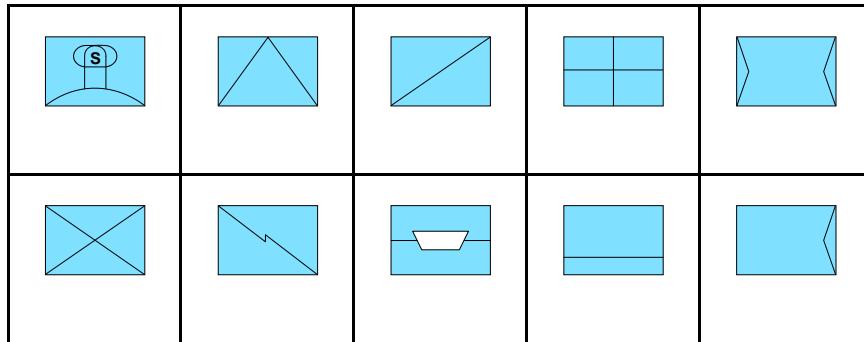


FIGURE 6. Examples of exceptions to icon placement.

c. The height of text information in a modifier shall be .3L. The length of the lines in a direction of movement indicator shall be the same as the height of the symbol frame. The headquarters staff indicator shall extend a distance of one frame height below the bottom of the frame. When a symbol is reduced to a size smaller than three lines of text, the text shall be positioned so that the symbol is centered relative to its associated field identifier text to maintain the relationship between the symbol and text.

**5.4.2 Framing requirements.** Framing requirements for individual icons are presented with each symbol and indicate whether an icon shall be framed, unframed, or whether framing is optional. Military ships (both sea surface and subsurface), military aircraft, military units, and installation icons are always associated with an standard identity and battle dimension, and so shall be framed. Only those icons specifically identified as unframed or frame optional shall be displayed without a frame. Framing requirements concerning the depiction of planned or present status are presented in 5.3.1.4.

**5.4.3 Placement of icons.** Although there are many exceptions for operational reasons, an icon is bounded by a bounding octagon (see figure 5), which is placed inside the frame.

a. The octagon shall be centered, with the frame offset vertically as necessary. The octagon shall be centered horizontally. Icons not bounded by the octagon extend to the frame wall.

b. Some land-based symbols contain multiple icons overlaid onto each other. The icons in these symbols may need to be shifted or reduced in size so that each is visible (see figure 7).

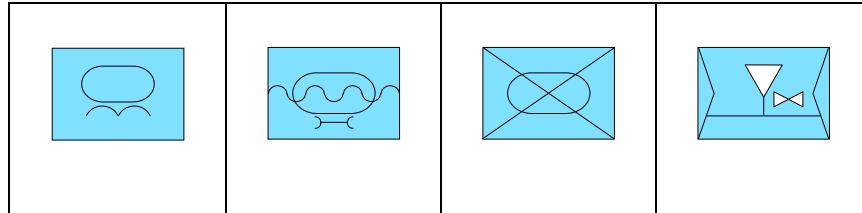


FIGURE 7. Examples of complex symbols with multiple icons.

**5.4.4 Placement of modifiers.** When symbol modifiers are displayed, the symbol itself shall be centered within field A (see figure 2), and the position of all modifiers shall remain the same regardless of whether the symbol is framed or unframed. While the relative placement of the fields shall be maintained, implementation and size constraints within a system may require fields to be offset or not displayed. Text modifiers placed to the left of the symbol shall be right justified, and text placed to the right shall be left justified. When multiple text modifiers are displayed in a single field (e.g., E/F or J/K/L/N/P), they shall be ordered as shown in figure 2 and separated by a single space, and the spaces assigned to unused modifiers shall be collapsed to bring the text as close to the symbol as possible. Text modifiers placed above the symbol shall be bottom justified and centered. Text below a symbol shall be top justified and centered.

**5.4.5 Symbol display hierarchy.** C2 systems differ in their operational requirements concerning the amount of information about a warfighting object that needs to be displayed. As a result, this document standardizes those symbology elements required to achieve interoperability in information presentation, but allows flexibility in the symbol components and modifiers that are displayed to the warfighter. Display options range from complex (i.e., symbols include frame, fill, and icon) to primitive (i.e., symbols rendered as dots that denote the presence of an object at a specific location). Table IX provides examples of display options that can be used in color and monochrome displays and can either be hand drawn or computer generated. 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 is not required by the warfighter, the symbols may be displayed with frame or frame and fill only, omitting the icon. Any display options in table IX are compliant with this standard. If a system is implemented with multiple display options, the warfighter may be allowed to select a single option for rendering all symbols or to select different options based on the standard identity or battle dimension of the object and the amount of information required. For example, the warfighter may choose to display minimal information about friendly objects (displaying these symbols as dots) and maximal information about potential threats (displaying these symbols with frame, fill, and icon).

TABLE IX. Tactical symbol display option hierarchy.

| DISPLAY OPTION EXAMPLES |  | ATTRIBUTES  |
|-------------------------|--|---|
|                         |  | Frame: ON (black or white depending on background)<br>Fill: ON (use default color indicating standard identity)<br>Icon: ON (black or white)  |
|                         |  | Frame: ON (use default color indicating standard identity)<br>Fill: OFF<br>Icon: ON (use default color indicating standard identity)  |
|                         |  | Frame: ON (black or white depending on background)<br>Fill: OFF<br>Icon: ON (black or white)<br>Comments: Default option for monochrome implementation; replace black/white with the colors available in this implementation. |
|                         |  | Frame: OFF (none)<br>Fill: OFF<br>Icon: ON (use default color indicating standard identity)   |
|                         |  | Frame: ON (use default color indicating standard identity)<br>Fill: OFF<br>Icon: OFF (none)<br>Comments: "?" is part of the frame and is displayed in this frame-only presentation.   |
|                         |  | Frame: ON (monochrome system)<br>Fill: OFF<br>Icon: OFF (none)<br>Comments: "?" is part of the frame and is displayed in this frame-only presentation.  |
|                         |  | Frame: OFF (none)<br>Fill: ON (use default color indicating standard identity)<br>Icon: OFF (none)  |
|                         |  | Frame: OFF (none)<br>Fill: OFF (none)<br>Icon: OFF (none)<br>Comments: Use only to indicate location of symbol.   |

Note: Table IX shows frame and fill color when displayed on a color monitor.

**5.4.6 Adding temporary features to standard tactical symbols.** Appendixes A and D contain the standard tactical symbols to be used in the C2 and the signals intelligence domains. The information hierarchy included in the SIDC tables of these appendixes provide a logical structure from which to define a set of design rules for the construction of symbols. A single graphic feature or attribute was selected to represent each type of information known about a warfighting object, with the same feature included in the symbol whenever that type of information is represented. The description of an object in terms of its position within the information hierarchy directly maps to the graphic features included in the icon. For example,

whenever a helicopter object is rendered, one feature of its icon is a "bow tie" graphic. Each icon was constructed from the combination of graphics consistent with its position within the hierarchy. The approach taken in this standard differs from the concept of icons as composites of graphic "primitives" in that the placement of a given feature may vary as needed to maximize legibility when the icon is displayed within a frame. When implementations require temporary extensions to the symbology provided in this standard, the following display rules apply:

- a. Implementations shall not modify the frame shapes defined in this standard to indicate standard identity, battle dimension, and status.
- b. Implementations shall use the default frame colors defined in this standard to indicate standard identity. If differentiation is needed within a standard identity category, additional colors should be used (i.e., for the frame or color fill) within that category, but the default colors for the other standard identities shall not be changed. Hardware permitting, and unless specifically prohibited by system specification for operational reasons, implementation of this standard shall provide for operator control of color to the individual icon level. The intent is maximum operational flexibility in those situations where the basic default colors are not sufficient for ready discrimination (i.e., multiple hostiles which must be differentiated from each other) and to assign a specific color to a special interest target without reference to its standard identity.
- c. Implementations needing to display additional role or mission information about a warfighting object shall use the icons in appendix A as the basis from which to create any temporary symbols. Figure 8 presents some of the graphic extensions that may be added to these icons. Whenever possible, the basic representation of the icon should not be altered; a graphic extension shall be an addition to the basic icon and positioned to ensure that overall symbol legibility is not degraded. Figure 9 provides an example of how the basic icon is combined with an extension to produce a temporary symbol.

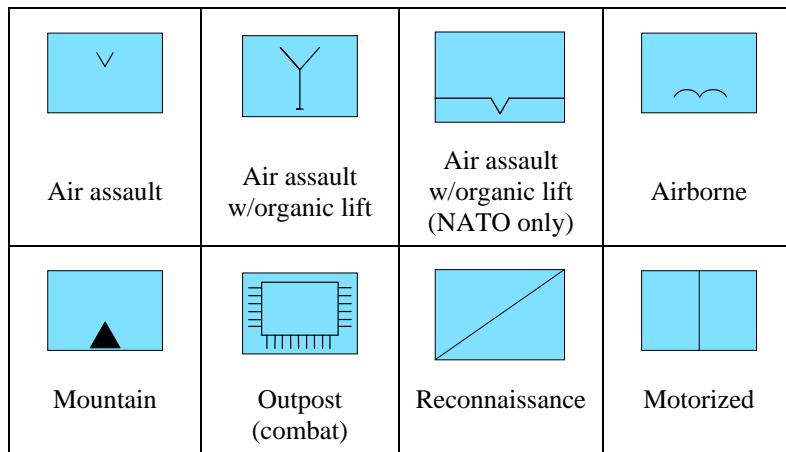
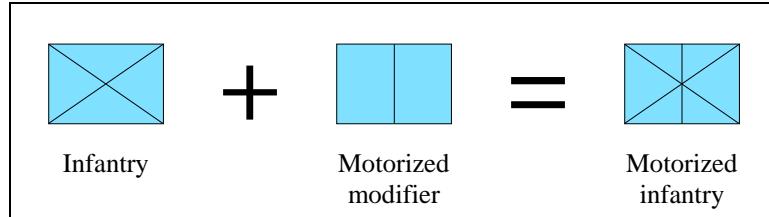


FIGURE 8. Examples of icon extensions.

FIGURE 9. Extending the symbol.

**5.5 Composition of tactical graphics.** A tactical graphic is composed of an icon and may include text and/or graphic modifiers that provide additional information. Each of these components is described below.

**5.5.1 Icon.** The icon provides a representation of natural and man-made features and locations on the ground and ground traces of aerial regions and may delineate responsibilities and missions, provide guidance, establish control measures, and identify items of interest. The icon may also indicate the standard identity and status of the operational environment object.

**5.5.1.1 Standard identity.** Standard identity refers to the threat posed by the operational environment object being represented. A tactical graphic may be black or off-white depending on display background, or standard identity may be indicated using color and/or text. If color is used, graphics denoting friend shall be shown in either black or blue. For other standard identities, colors should be assigned in a manner consistent with the standard identity of the associated tactical symbol. By default, a graphic denoting hostile standard identity shall be shown in red. If red is not available the graphic shall be drawn in black with the abbreviation “ENY” placed on the graphic in at least two places. In addition, if color is available graphics indicating obstacles shall be drawn in green; otherwise, all obstacles shall be shown in black.

**5.5.1.2 Status.** Status refers to whether a warfighting object exists at the location identified (status is “present”) or will in the future reside at that location (status is “planned”, “anticipated”, “suspected”, or “on order”). If a warfighting object is on order, the status code shall be specified “A – Anticipated/Planned”, and field modifier “W” shall be present and specified “O/O”. In general, line (including boundary lines) and area graphics shall be a solid line when indicating present status and a dashed line when indicating anticipated or planned status, as depicted in table X. There are certain tactical graphics 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 X. Present and planned status for tactical graphics.

|   | POINT GRAPHICS | BOUNDARY LINE GRAPHICS | AREA GRAPHICS                                      |
|---|----------------|------------------------|--|
| PRESENT POSITION<br>(P)                                   |                |                        | <b>22040000ZJAN99</b><br><b>24040000ZJAN99</b><br> |
| ANTICIPATED,<br>PLANNED,<br>SUSPECTED, OR ON<br>ORDER (A) |                |                        |  |

5.5.2 Modifiers. A modifier provides optional additional information about a tactical graphic. The field ID, field title, description, and maximum allowable display lengths of tactical graphic modifiers are presented in table XI. The default placement of modifiers in fields for points, lines, areas, boundaries, and chemical, biological, radiological, and nuclear (CBRN) events is shown in figures 10 and 11, and an example of each modifier (both text and graphic indicators) is included in figure 12. As indicated in figure 10, certain fields can be displayed more than once within a tactical graphic. In some cases, a tactical graphic may require multiple instances of a given modifier in order to fully create or represent an object: examples of these fields are H, T, W, and Y. The unnumbered fields should be filled before the numbered fields (i.e., fields W, H, and T should be used before fields W1, H1, and T1). As indicated in table XI, not all modifiers are applicable to all tactical graphics. However, when any such modifier is displayed, it shall be defined in accordance with the contents of this table and positioned in accordance with figures 10 and 11.

TABLE XI. Modifier field definitions and maximum display lengths for tactical graphics.

| FIELD ID | FIELD TITLE                     | DESCRIPTION   | P <sup>1</sup> | L <sup>1</sup> | A <sup>1</sup> | BL <sup>1</sup> | N <sup>1</sup> | B/C <sup>1</sup> |
|----------|---------------------------------|---|----------------|----------------|----------------|-----------------|----------------|------------------|
| A        | Symbol Indicator                | The basic graphic (see 5.5.1).  | G <sup>2</sup> | G              | G              | G               | G              | G                |
| B        | Echelon                         | A graphic modifier in a boundary graphic that identifies command level (see 5.5.2.2, table V, and figures 10 and 12). | -              | G              | G              | G               | -              | -                |
| C        | Quantity                        | A text modifier in a nuclear symbol that identifies the detonation in kilotons; yield (can be displayed in decimals). | -              | -              | -              | -               | 6 <sup>2</sup> | -                |
| H        | Additional Information          | A text modifier for tactical graphics; content is implementation specific.  | 20             | 20             | 20             | -               | 20             | 20               |
| N        | Hostile (Enemy)                 | A text modifier for tactical graphics; letters "ENY" denote hostile symbols.  | 3              | 3              | 3              | 3               | 3              | 3                |
| Q        | Direction of Movement Indicator | A graphic modifier for CBRN events that identifies the direction of movement (see 5.5.2.1 and figure 11).             | -              | -              | -              | -               | G              | G                |

TABLE XI. Modifier field definitions and maximum display lengths for tactical graphics - Continued.

| FIELD ID       | FIELD TITLE                       | DESCRIPTION   | P <sup>1</sup> | L <sup>1</sup> | A <sup>1</sup> | BL <sup>1</sup> | N <sup>1</sup> | B/C <sup>1</sup> |
|----------------|-----------------------------------|---|----------------|----------------|----------------|-----------------|----------------|------------------|
| S              | Offset Location Indicator         | A graphic modifier for points and CBRN events used when placing an object away from its actual location (see 5.5.2.3 and figures 10, 11, and 12).   | G              | -              | -              | -               | G              | G                |
| T              | Unique Designation                | A text modifier that uniquely identifies a particular tactical graphic; track number.<br><b>Nuclear:</b> delivery unit (missile, aircraft, satellite, etc.)   | 15             | 15             | 15             | 35              | 15             | 15               |
| V              | Type                              | A text modifier that indicates nuclear weapon type.   | -              | -              | -              | -               | 20             | -                |
| W <sup>3</sup> | Date-Time Group (DTG)             | A text modifier that displays DTG format: DDHHMMSSZMONYYYY or "O/O" for on order (see 5.5.2.6).   | 16             | 16             | 16             | -               | 16             | 16               |
| X              | Altitude/Depth                    | A text modifier that displays the minimum, maximum, and/or specific altitude (in feet or meters in relation to a reference datum), flight level, or depth (for submerged objects in feet below sea level). See 5.5.2.5 for content. | 14             | 14             | 14             | -               | 14             | 14               |
| Y              | Location (Latitude and Longitude) | A text modifier that displays a graphic's location in degrees, minutes, and seconds (or in UTM or other applicable display format).   | 19             | 19             | 19             | 19              | 19             | 19               |
| AM             | Distance                          | A numeric modifier that displays a minimum, maximum, or a specific distance (range, radius, width, length, etc.), in meters.  | 6              | 6              | 6              | -               | -              | -                |
| AN             | Azimuth                           | A numeric modifier that displays an angle measured from true north to any other line in degrees.  | 3              | 3              | 3              | -               | -              | -                |

Notes:

1. Column headings: P = points, L = lines, A = areas, BL = boundary lines, N = nuclear, B/C = bio/chem.
2. Numeric entry indicates text modifier. "G" indicates graphic modifier. A dash (-) inside boxes indicates non-applicable.
3. Field W: D = day, H = hour, M = minute, S = second, Z = time zone suffix, MON = month, and Y = year.

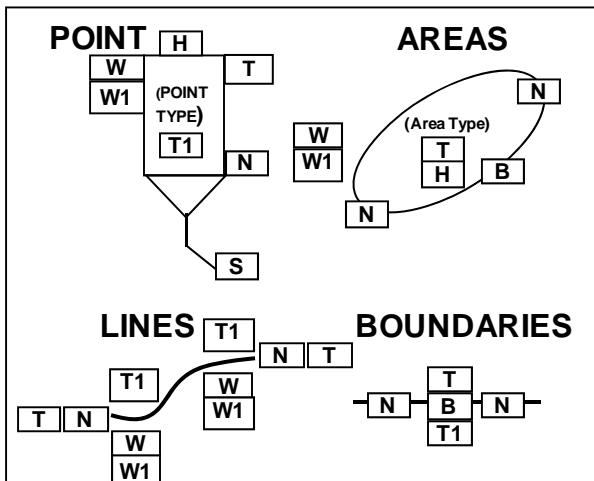


FIGURE 10. Placement modifiers for points, lines, areas and boundaries.

Notes:

1. For lines, field T can include both the line designator and line name if available.
2. When placing a modifier inside an irregularly shaped area, it may be necessary to displace the modifier (see 5.4.4).

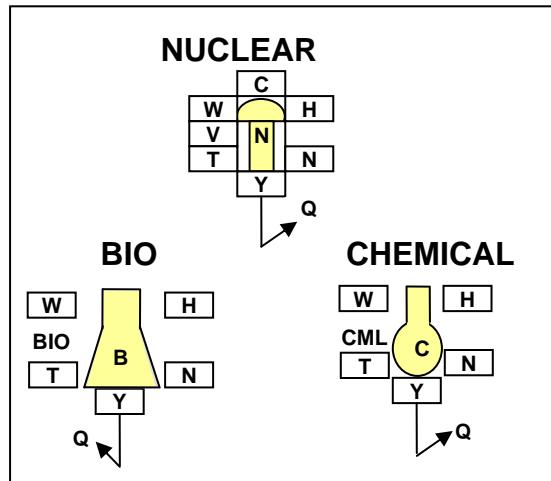
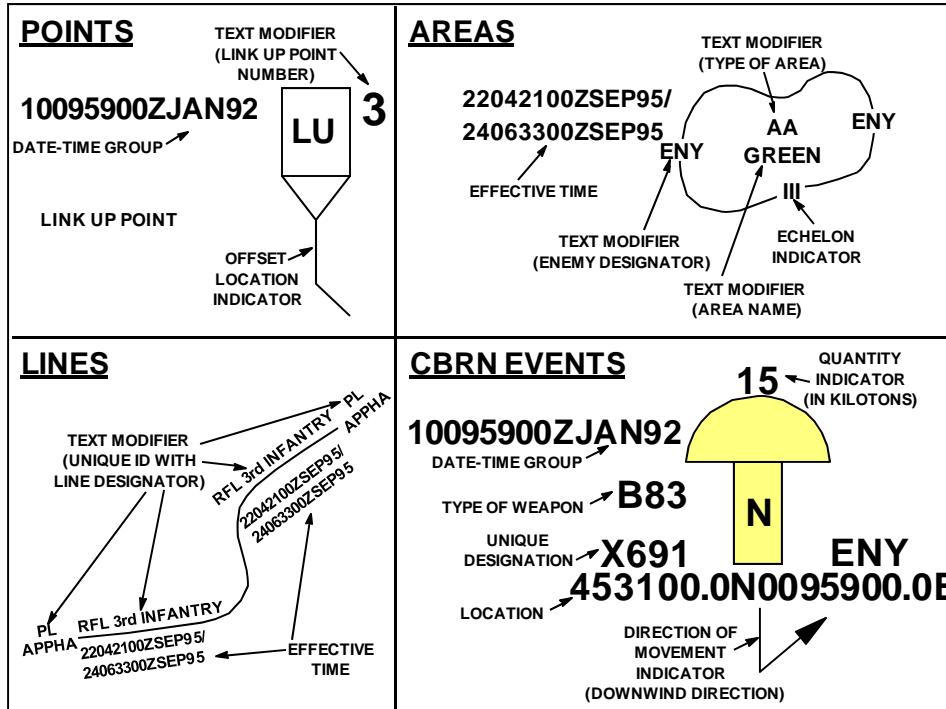


FIGURE 11. Placement of modifiers for chemical, biological, radiological and nuclear events.

FIGURE 12. Graphic modifiers for tactical graphics.

5.5.2.1 Direction of movement indicator. The direction of movement indicator is an arrow identifying the direction of movement of CBRN events. The arrow extends downward from the center of the CBRN icon and points in the direction of movement. The indicator is represented in field Q as defined in table XI and positioned as shown in figure 11.

5.5.2.2 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 V and the appendix for each symbology set. The indicator is represented in field B as defined in table XI and positioned as shown in figure 10.

5.5.2.3 Offset location indicator. The offset location indicator is used when placing an object away from its actual location. The indicator is a line extending downward from an appropriate anchor point on an icon. The actual location (field Y) is given in latitude and longitude. The indicator is represented in field S in table XI and positioned as shown in figures 10, 11, and 12.

5.5.2.4 Text modifiers. Table XI defines the specific content, length, and type of each text modifier. 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.

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

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

5.5.2.5.2 Relative altitude. The relative altitude is a composite field consisting of multiple parts, the numeric altitude, the altitude unit of measurement, and the altitude vertical dimension. Legal values for the numeric altitude are (minus) -99999 through 99999 in increments of 1. Legal values for altitude units of measure is feet “FT,” meters “M,” kilometers “KM,” and statute miles “SM.” The legal value for the depth unit of measure is feet “FT.” 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.

5.5.2.5.3 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).” Source: JP 1-02 as amended through 26 August 2008. 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.

5.5.2.5.4 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

5.5.2.6 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.

**5.6 Construction of tactical graphics.** The rules for constructing tactical graphics vary depending on whether the object is point, line, or area based. The latter category of objects includes various forms of line graphics such as boundaries, areas of all shapes and sizes, and complex figures such as an air corridor.

**5.6.1 Point graphics.** A point-based graphic, 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 modifiers in tactical symbols also apply to point-based graphics.

**5.6.2 Line and area graphics.** A line or area graphic is constructed using the anchor points, size, and orientation defined for the graphic. Appendix B includes these parameters for the line and area graphics in the C2 domain. The size of the graphic is determined by these parameters and the scale of the background on which the graphic 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 tactical graphics, 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.

**5.7 Display rules for tactical symbols and tactical graphics.** The following display rules address symbology size, color, line width, plotting, and orientation and apply to the implementation of both tactical symbols and tactical graphics.

**5.7.1 Size.** The size of a symbol or point graphic is directly related to the viewing distance of the operator from the display surface on which the object is presented. MIL-STD-1472 recommends a minimum size of 20 minutes of arc subtended visual angle (arc min.) for distinguishing targets of complex shape on a cathode ray tube, without regard to the effect of color coding. The following formula can be used to determine object size for a given implementation:

$$L = \frac{(VA)(D)}{(57.3)(60)}$$

where VA is the visual angle in arc minutes, D is the viewing distance in inches, and L is the object size in inches. Table XII presents the dimensions for tactical symbols at 20, 30, and 40 arc minutes for selected viewing distances. In general, medium to large object sizes (i.e., subtending 30-40 arc minutes) are recommended; however, implementers should conduct usability testing to determine the optimum size(s) at which warfighter performance is most effective.

TABLE XII. Minimum object size at selected viewing distances.

| SYMBOL SIZE                     |                    |                    |                     |
|---------------------------------|--------------------|--------------------|---------------------|
| VIEWING DISTANCE<br>(IN INCHES) | 20 ARC MIN.        | 30 ARC MIN.        | 40 ARC MIN.         |
| 15                              | .087 in. (2.21 mm) | .131 in. (3.33 mm) | .175 in. (4.45 mm)  |
| 20                              | .116 in. (2.95 mm) | .175 in. (4.45 mm) | .233 in. (5.92 mm)  |
| 25                              | .145 in. (3.68 mm) | .218 in. (5.54 mm) | .291 in. (7.40 mm)  |
| 30                              | .175 in. (4.45 mm) | .262 in. (6.65 mm) | .349 in. (8.87 mm)  |
| 35                              | .204 in. (5.18 mm) | .305 in. (7.76 mm) | .407 in. (10.34 mm) |
| 40                              | .233 in. (5.92 mm) | .349 in. (8.87 mm) | .465 in. (11.82 mm) |

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

a. Implementors 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 tactical 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 tactical symbols, this contrast can be provided by using black (RGB: 0, 0, 0) for the frame, icon, 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. Implementors should select specific values (e.g., in CIE, RGB, or Yu'v' 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 XIII lists a range of acceptable symbol colors that have been empirically validated across a variety of viewing backgrounds. Table XIII lists the symbol colors in terms of RGB and their corresponding Hue, Saturation, and Luminance (HSL) values. Three sample symbol sets are displayed in table XIII. The colors for each standard identity shall vary only in terms of their luminance values (luminance terms are **in bold** in table XIII). Implementors may use any of the example symbol sets or may choose an alternative set whose luminance values fall with the range of the Light and Dark symbol sets. Color fill ranges for the optional civilian fill have also been included. Standard identity symbol colors shall always maintain their respective hue (e.g. hostile – red, friend – blue, neutral – green, unknown – yellow). No permutations to the color fills shall be permitted with the lone exception of having the option of using purple to denote civilian tracks.

c. For unfilled symbols, implementors should use the default symbol colors in table XIII-1 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, implementors should select specific values (e.g., in CIE, RGB, or Yu'v' terms) for unfilled symbols based on sufficient usability testing.

d. For tactical graphics, 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, implementors should select specific values for the default colors in table XIII-1 based on the same considerations as for tactical symbols.

TABLE XIII. Color range values for filled symbols.

| DESCRIPTION                    | HAND DRAWN | COMPUTER GENERATED    |                        |                        |
|--------------------------------|------------|-----------------------|------------------------|------------------------|
|                                |            | DARK                  | MEDIUM                 | LIGHT                  |
| Hostile, Suspect, Joker, Faker | Red        | RGB<br>(200, 0, 0)    | RGB<br>(255, 48, 49)   | RGB<br>(255, 128, 128) |
|                                |            | HSL<br>(0, 255, 100)  | HSL<br>(0, 255, 152)   | HSL<br>(0, 255, 192)   |
| Friend, Assumed Friend         | Blue       | RGB<br>(0, 107, 140)  | RGB<br>(0, 168, 220)   | RGB<br>(128, 224, 255) |
|                                |            | HSL<br>(138, 255, 70) | HSL<br>(138, 255, 110) | HSL<br>(138, 255, 192) |
| Neutral                        | Green      | RGB<br>(0, 160, 0)    | RGB<br>(0, 226, 0)     | RGB<br>(170, 255, 170) |
|                                |            | HSL<br>(85, 255, 80)  | HSL<br>(85, 255, 113)  | HSL<br>(85, 255, 213)  |
| Unknown, Pending               | Yellow     | RGB<br>(225, 220, 0)  | RGB<br>(255, 255, 0)   | RGB<br>(255, 255, 128) |
|                                |            | HSL<br>(42, 255, 110) | HSL<br>(42, 255, 128)  | HSL<br>(42, 255, 192)  |
| Civilian (Optional Fill)       | Purple     | RGB<br>(80, 0, 80)    | RGB<br>(128, 0, 128)   | RGB<br>(255, 161, 255) |
|                                |            | HSL<br>(213, 255, 40) | HSL<br>(213, 255, 64)  | HSL<br>(213, 255, 208) |

TABLE XIII-1. Default colors for unfilled symbols.

| DESCRIPTION                    | HAND DRAWN | COMPUTER GENERATED        |            |
|--------------------------------|------------|---------------------------|------------|
|                                |            | ICON<br>(RGB VALUE)       | ICON COLOR |
| Hostile, Suspect, Joker, Faker | Red        | Red<br>(255, 0, 0)        | Red        |
| Friend, Assumed Friend         | Blue       | Cyan<br>(0, 255, 255)     | Cyan       |
| Neutral                        | Green      | Neon Green<br>(0, 255, 0) | Neon Green |
| Unknown, Pending               | Yellow     | Yellow<br>(255, 255, 0)   | Yellow     |
| Civilian (Optional)            | Purple     | Magenta<br>(255, 0, 255)  | Magenta    |

5.7.3 Line width. Because the frame of a tactical symbol indicates both the standard identity and battle dimension of an object, it is critical that line width be sufficient to ensure

frame legibility and discriminability at normal viewing distance. The optimum line width may differ depending on frame size and be affected by whether the frame is filled or unfilled or displayed in color or black/white. Similarly, the legibility of a tactical graphic is impacted by line thickness, especially when the size of an area graphic changes based on background scale. Usability testing should be performed to identify the optimum rendering for a given implementation.

**5.7.4 Plotting.** The plotting of tactical symbols and most point graphics shall be based on the geometric center of the symbol or graphic. The geometric center indicates the general vicinity of the center of mass of an object. Point graphics that do not use their geometric center for plotting shall be positioned based on their anchor point. Directions related to plotting are included in appendix B. If an offset location indicator is displayed with a symbol or graphic, the endpoint of the indicator shall show the object's location. If a group of tactical symbols is displayed at one location, the group may be enclosed with a bracket and the location of that group identified with an offset location indicator. An offset indicator is one option for reducing clutter when symbols overlap or are collocated. Other options for reducing visual clutter include: (1) repositioning or turning off labels so that they are not obscured by other objects, with a line connecting each label to its object and/or (2) supporting variable coding of objects (e.g., high-interest objects are rendered as symbols and low-interest objects as dots). The choice of display options for addressing clutter is considered to be implementation specific. The positional accuracy of symbology plotting is also considered implementation specific.

**5.7.5 Orientation.** The frame and icon in framed tactical symbols shall be displayed in the orientation shown in appendixes A, D, E, and G. Equipment in the land battle dimension can be rotated to face the direction of movement only when the symbol is unframed. Tactical graphics shall be displayed in the orientation shown in appendix B. 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.

**5.8 Symbology transmission.** Common warfighting symbology can be exchanged between MIL-STD-2525 compliant systems using the USMTF GRAPHREP-OVERLAY Message. This message transmits a 15-character alphanumeric SIDC which provides the information necessary for a system to transmit and display a tactical symbol or graphic and its modifier fields. The information required to identify a symbol or graphic varies slightly between symbology sets; therefore, an entry may not be required in all 15 positions of the SIDC. A null character is used to fill each unused position. The composition of the SIDC is provided in the appendix for each symbology set. The transmission requirements for modifier fields for both symbols and graphics are presented in table XIV. This table identifies the transmission length for each field and includes information about required format, where appropriate, as required by applicable transmission standards. The dynamic graphic modifiers described in 5.3.4.11 are excluded from table XIV because their size and placement vary based on the attributes of the object and can change as these attributes change.

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TABLE XIV. Transmission lengths for tactical symbols and tactical graphics.

| FIELD ID       | FIELD TITLE   | U <sup>2</sup> | E <sup>2</sup> | I <sup>2</sup> | SI <sup>2</sup> | SO <sup>2</sup> | EU <sup>2</sup> | EEI <sup>2</sup> | EI <sup>2</sup> | P <sup>2</sup> | L <sup>2</sup> | A <sup>2</sup> | BL <sup>2</sup> | N <sup>2</sup> | B/C <sup>2</sup> | FORMAT  |
|----------------|---|----------------|----------------|----------------|-----------------|-----------------|-----------------|------------------|-----------------|----------------|----------------|----------------|-----------------|----------------|------------------|---|
| A              | Symbol Indicator  | * <sup>3</sup> | *              | *              | *               | *               | *               | *                | *               | *              | *              | *              | *               | *              | *                | SIDC positions 3, 5-10 <sup>4</sup>   |
| B              | Echelon   | *              | -              | -              | -               | *               | -               | -                | -               | -              | *              | *              | *               | -              | -                | SIDC positions 11 and 12  |
| C              | Quantity  | -              | 9 <sup>3</sup> | -              | -               | -               | -               | 9                | -               | -              | -              | -              | -               | 6              | -                | -   |
| D              | Task Force Indicator                                    | *              | -              | -              | -               | *               | -               | -                | -               | -              | -              | -              | -               | -              | -                | SIDC positions 11-12  |
| E              | Frame Shape Modifier                                    | *              | *              | *              | -               | *               | *               | *                | *               | -              | -              | -              | -               | -              | -                | SIDC positions 3-4  |
| F              | Reinforced or Reduced                                   | 3              | -              | -              | -               | 3               | -               | -                | -               | -              | -              | -              | -               | -              | -                | R = reinforced,<br>D = reduced,<br>RD = reinforced and reduced  |
| G              | Staff Comments  | 20             | 20             | 20             | 20              | 20              | -               | -                | -               | -              | -              | -              | -               | -              | -                | Free text   |
| H              | Additional Information                                  | 20             | 20             | 20             | 20              | 20              | 20              | 20               | 20              | 20             | 20             | 20             | -               | 20             | 20               | Free text   |
| J <sup>5</sup> | Evaluation Rating                                       | 2              | 2              | 2              | 2               | 2               | 2               | 2                | 2               | -              | -              | -              | -               | -              | -                | One letter and one number   |
| K              | Combat Effectiveness                                    | 5              | -              | 5              | -               | 3               | -               | -                | -               | -              | -              | -              | -               | -              | -                | -   |
| L              | Signature Equipment                                     | -              | 1              | -              | 1               | -               | -               | -                | -               | -              | -              | -              | -               | -              | -                | -   |
| M              | Higher Formation  | 21             | -              | -              | 21              | -               | -               | -                | -               | -              | -              | -              | -               | -              | -                | -   |
| N              | Hostile (Enemy)   | -              | 3              | -              | -               | -               | -               | -                | -               | 3              | 3              | 3              | 3               | 3              | 3                | -   |
| P              | IFF/SIF   | 5              | 5              | 5              | -               | 5               | -               | -                | -               | -              | -              | -              | -               | -              | -                | -   |
| Q              | Direction of Movement Indicator                         | 4              | 4              | -              | -               | 4               | 4               | 4                | -               | -              | -              | -              | -               | 4              | 4                | Number in degrees or mils, such as 090 degrees or 1600 mils   |
| R              | Mobility Indicator; Towed Sonar Array Indicator         | -              | *              | -              | -               | -               | -               | *                | -               | -              | -              | -              | -               | -              | -                | SIDC positions 11- 12   |
| R2             | SIGINT Mobility Indicator                               | -              | -              | -              | 1               | -               | -               | -                | -               | -              | -              | -              | -               | -              | -                | -   |
| S              | Headquarters Staff Indicator/ Offset Location Indicator | *              | *              | *              | -               | *               | *               | *                | *               | -              | -              | -              | -               | -              | -                | -   |
| T              | Unique Designation                                      | 21             | 21             | 21             | 21              | 21              | 21              | 21               | 21              | 15             | 15             | 15             | 35              | 15             | 15               | -   |
| V              | Type  | -              | 24             | -              | 24              | -               | -               | 24               | -               | -              | -              | -              | -               | 20             | -                | -   |
| W <sup>6</sup> | Date-Time Group (DTG)                                   | 16             | 16             | 16             | 16              | 16              | 16              | 16               | 16              | 16             | 16             | 16             | -               | 16             | 16               | Alphanumeric field for DTG transmission in format:<br>DDHHMMSSZMONYY<br>YY or "O/O" for on order (see 5.5.2.6). |

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TABLE XIV. Transmission lengths for tactical symbols and tactical graphics - Continued.

| FIELD ID       | FIELD TITLE                         | U <sup>2</sup> | E <sup>2</sup> | I <sup>2</sup> | SI <sup>2</sup> | SO <sup>2</sup> | EU <sup>2</sup> | EEI <sup>2</sup> | EI <sup>2</sup> | P <sup>2</sup> | L <sup>2</sup> | A <sup>2</sup> | BL <sup>2</sup> | N <sup>2</sup> | B/C <sup>2</sup> | FORMAT   |
|----------------|-------------------------------------|----------------|----------------|----------------|-----------------|-----------------|-----------------|------------------|-----------------|----------------|----------------|----------------|-----------------|----------------|------------------|--|
| X              | Altitude/ Depth                     | 14             | 14             | 14             | -               | 14              | 14              | 14               | 14              | 14             | 14             | 14             | -               | 14             | 14               | See 5.5.2.5.   |
| Y <sup>7</sup> | Location                            | 19             | 19             | 19             | 19              | 19              | 19              | 19               | 19              | 19             | 19             | 19             | 19              | 19             | 19               | Conforms to decimal degrees format:<br>xx.dddddhyyy.ddddd where<br>xx = degrees latitude<br>yyy = degrees longitude<br>.dddd = decimal degrees<br>h = direction (N, E, S, W) |
| Z              | Speed                               | 8              | 8              | -              | -               | 8               | 8               | 8                | -               | -              | -              | -              | -               | -              | -                | -  |
| AA             | Special C <sup>2</sup> Headquarters | 9              | -              | -              | -               | 9               | -               | -                | -               | -              | -              | -              | -               | -              | -                | -  |
| AB             | Feint/Dummy Indicator               | *              | *              | *              | -               | *               | -               | -                | -               | -              | -              | -              | -               | -              | -                | SIDC positions 11-12   |
| AC             | Installation                        | *              | *              | *              | -               | *               | *               | *                | *               | -              | -              | -              | -               | -              | -                | SIDC positions 11-12   |
| AD             | Platform Type                       | -              | -              | -              | 6               | -               | -               | -                | -               | -              | -              | -              | -               | -              | -                | -  |
| AE             | Equipment Teardown Time             | -              | -              | -              | 3               | -               | -               | -                | -               | -              | -              | -              | -               | -              | -                | -  |
| AF             | Common Identifier                   | -              | -              | -              | 12              | -               | -               | -                | -               | -              | -              | -              | -               | -              | -                | -  |
| AG             | Auxiliary Equipment Indicator       | -              | 1              | -              | -               | -               | -               | -                | -               | -              | -              | -              | -               | -              | -                | -  |
| AL             | Operational Condition               | -              | *              | *              | *               | *               | -               | *                | *               | -              | -              | -              | -               | -              | -                | SIDC position 4  |
| AM             | Distance                            | -              | -              | -              | 6               | -               | -               | -                | -               | 6              | 6              | 6              | -               | -              | -                | 0 - 999,999 meters   |
| AN             | Azimuth                             | -              | -              | -              | 3               | -               | -               | -                | -               | 3              | 3              | 3              | -               | -              | -                | 0 - 359 degrees  |
| AO             | Engagement Bar                      | 8              | 8              | 8              | -               | -               | -               | -                | -               | -              | -              | -              | -               | -              | -                | -  |

- Notes:
- The transmission lengths shown in Table XIV are in ASCII format.
  - Column headings: U = units, E = equipment, I = installations, SI = signals intelligence (SIGINT), SO = stability operations, EU = EMS units, EE = EMS equipment and incidents, EI = EMS installations, P = points, L = lines, A = areas, BL = boundary lines, N = nuclear, and B/C = bio/chem.
  - An asterisk (\*) indicates that the value is contained in the symbol ID code. Numeric entry indicates the number of alphanumeric characters in transmission fields. A dash (-) indicates non-applicable.
  - Tactical symbols require function ID, symbol ID code positions 5 - 10. Tactical graphics require category and function ID, symbol ID code positions 3, 5-10.
  - Field J: See FM 34-3, Intelligence Analysis, March 1990, pages 2-13 through 2-17 for complete definitions of evaluation ratings.
  - Field W: D = day, H = hour, M = minute, S = second, Z = time zone suffix, MON = month, and Y = year.
  - Field Y: WGS-84 (MIL-STD-2401) is a mandated standard (see CJCSI 3900.1), which allows an unambiguous representation of positional information. Many mapping, charting, and geodetic products produced by other agencies and governments are not referred to in WGS-84. Parameters to transform these products to WGS-84 are part of this standard.

5.9 Compliance criteria. If common warfighting 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 assembly and parsing of SIDC, and the interpretation and generation of symbol representations. Each category of compliance criteria is described below.

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

- a. The frame shape in a tactical symbol indicates the standard identity, battle dimension, and status of a warfighting object as defined in this MIL-STD.
- b. If color is used in a tactical symbol, it indicates the standard identity of a warfighting object 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 about a warfighting object whenever the objects for which icons are provided are displayed in a tactical symbol.
- e. If text and/or graphic modifiers are included in a tactical symbol, they conform to the field definitions and display lengths defined in this MIL-STD.
- 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 hierarchy defined in this MIL-STD.
- h. Any temporary features added to a tactical symbol conform to the display rules in this MIL-STD.

5.9.2 Appearance of tactical graphics. The following compliance criteria apply to the appearance of tactical graphics:

- a. The icons in this MIL-STD are used to provide information for battlefield planning and management whenever the objects for which icons are provided are displayed in a tactical graphic.
- b. The standard identity and status of a tactical graphic are displayed using color and/or text as defined in this MIL-STD.
- c. If text and/or graphic modifiers are included in a tactical graphic, they conform to the field definitions and display lengths defined in this MIL-STD.
- d. Tactical graphic components and modifiers are sized and positioned as defined in this MIL-STD.

**5.9.3 Assembly and parsing of SIDC.** The following compliance criteria apply to the assembly and parsing of SIDC codes:

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

**SIDC:**

sfgpewrh--mtusg (i.e., a heavy US machine gun with a friend frame) with C = 200, G = “for reinforcements”, H = “added support for JJ”, Q = 0450, R = mt (mobility rail), V = “machine gun”, W = “30140000ZSEP97”, Y = “0900000.0E570306.0N”

**Symbol representation:**

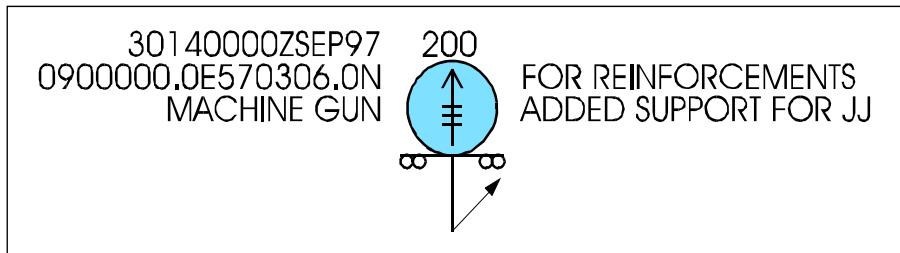


FIGURE 13. Example of proper tactical symbol representation.

## 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 warfighting interoperability by providing sets of C2 symbols, a coding scheme for symbol automation and information transfer, and technical details to support C2 symbology systems.

**6.2 Subject term (key word) listing.**

C2 Symbology: Tactical Graphics  
 C2 Symbology: UEI  
 C2  
 Graphic  
 Interoperability  
 METOC  
 Operations  
 SIGINT  
 SOF  
 Stability Operations  
 Symbol  
 Tactical Graphics  
 Warfighter

**6.3 Changes from previous issue.** Marginal notations are not used in this revision to identify changes with respect to the previous issue due to the extent of the changes.

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## C2 SYMOLOGY: UNITS, EQUIPMENT, AND INSTALLATIONS

### A.1 SCOPE

A.1.1 Scope. This appendix addresses tactical symbols that support units, equipment, and installations (UEI) in the C2 domain. The tables in this appendix present the icons for space, air, ground, sea surface, sea subsurface, and special operations forces (SOF). This appendix is a mandatory part of the standard. The information contained herein is intended for compliance.

### A.2 APPLICABLE DOCUMENTS

Specific documents in 2.2.2 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. The purpose of warfighting symbology is to convey information about objects in the warfighter operational environment. This appendix contains the technical specifications, symbol coding scheme, symbology hierarchy, and the tactical symbols for the C2 Symbology: UEI symbology set.

### A.5 DETAILED REQUIREMENTS

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

A.5.2 Symbol identification coding scheme. A SIDC is a 15-character alphanumeric identifier that provides the information necessary to display or transmit a tactical symbol between MIL-STD-2525 compliant systems.

A.5.2.1 Code positions. The positions of the SIDC are described below. Since many symbols do not have an entry in every code position, a dash (-) is used to fill each unused position. An asterisk (\*) indicates positions that are user-defined based on specific symbol circumstances, such as standard identity or echelon/mobility. Table A-I identifies the fields of information included in a SIDC and the position each occupies in the 15-character identifier. The values in each field are filled from left to right unless otherwise specified.

- a. Position 1, coding scheme, indicates to which overall symbology set a symbol belongs.
- b. Position 2, standard identity, indicates the symbol's standard identity.
- c. Position 3, battle dimension, indicates the symbol's battle dimension.

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- d. Position 4, status, indicates the symbol's planned or present status.
- e. Positions 5 through 10, function ID, identifies a symbol's function. Each position indicates an increasing level of detail and specialization.
- f. Positions 11 and 12, symbol modifier indicator, identify indicators present on the symbol such as echelon, feint/dummy, installation, task force, headquarters staff, and equipment mobility. Table A-II contains the specific values used in this field.
- g. Positions 13 and 14, country code, identifies the country with which a symbol is associated. Country code identifiers are listed in ISO 3166-1.
- h. Position 15, order of battle, provides additional information about the role of a symbol in the operational environment. For example, a bomber that has nuclear weapons on board may be designated as strategic force related.

**TABLE A-I. SIDC positions and categories.**

| CODING SCHEME (1)<br>(POSITION 1)    | STANDARD IDENTITY/EXERCISE<br>AMPLIFYING DESCRIPTOR (1)<br>(POSITION 2)   | BATTLE DIMENSION (1)<br>(POSITION 3)  | STATUS/OPERATIONAL<br>CONDITION (1)<br>(POSITION 4)  |
|--------------------------------------|---|---|--|
| S - WARFIGHTING                      | P - PENDING<br>U - UNKNOWN<br>A - ASSUMED FRIEND<br>F - FRIEND<br>N - NEUTRAL<br>S - SUSPECT<br>H - HOSTILE<br>G - EXERCISE PENDING<br>W - EXERCISE UNKNOWN<br>M - EXERCISE ASSUMED FRIEND<br>D - EXERCISE FRIEND<br>L - EXERCISE NEUTRAL<br>J - JOKER<br>K - FAKER | P - SPACE<br>A - AIR<br>G - GROUND<br>S - SEA SURFACE<br>U - SEA SUBSURFACE<br>F - SOF<br>X - OTHER (No frame)<br>Z - UNKNOWN | A - ANTICIPATED/PLANNED<br>P - PRESENT (Units only)<br>C - PRESENT/FULLY<br>CAPABLE<br>D - PRESENT/DAMAGED<br>X - PRESENT/DESTROYED<br>F - PRESENT/FULL TO<br>CAPACITY |
| FUNCTION ID (6)<br>(POSITION 5 - 10) | SYMBOL MODIFIER (2)<br>(POSITION 11, 12)  | COUNTRY CODE (2)<br>(POSITION 13, 14)   | ORDER OF BATTLE (1)<br>(POSITION 15)   |
| See table A-III for specific values. | See table A-II for specific values.   | See ISO 3166-1.   | A - AIR OB<br>E - ELECTRONIC OB<br>C - CIVILIAN OB<br>G - GROUND OB<br>N - MARITIME OB<br>S - STRATEGIC FORCE RELATED  |

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TABLE A-II. Symbol modifier codes.

| CODE | DESCRIPTION                       | CODE | DESCRIPTION                 |
|------|-----------------------------------|------|-----------------------------|
| --   | NULL                              | - A  | TEAM/CREW                   |
| - B  | SQUAD                             | - C  | SECTION                     |
| - D  | PLATOON/DETACHMENT                | - E  | COMPANY/BATTERY/TROOP       |
| - F  | BATTALION/SQUADRON                | - G  | REGIMENT/GROUP              |
| - H  | BRIGADE                           | - I  | DIVISION                    |
| - J  | CORPS/MEF                         | - K  | ARMY                        |
| - L  | ARMY GROUP/FRONT                  | - M  | REGION                      |
| - N  | COMMAND                           |      |                             |
| A -  | HEADQUARTERS (HQ)                 | AA   | HQ TEAM/CREW                |
| AB   | HQ SQUAD                          | AC   | HQ SECTION                  |
| AD   | HQ PLATOON/DETACHMENT             | AE   | HQ COMPANY/BATTERY/TROOP    |
| AF   | HQ BATTALION/SQUADRON             | AG   | HQ REGIMENT/GROUP           |
| AH   | HQ BRIGADE                        | AI   | HQ DIVISION                 |
| AJ   | HQ CORPS/MEF                      | AK   | HQ ARMY                     |
| AL   | HQ ARMY GROUP/FRONT               | AM   | HQ REGION                   |
| AN   | HQ COMMAND                        |      |                             |
| B -  | TASK FORCE (TF) HQ                | BA   | TF HQ TEAM/CREW             |
| BB   | TF HQ SQUAD                       | BC   | TF HQ SECTION               |
| BD   | TF HQ PLATOON/DETACHMENT          | BE   | TF HQ COMPANY/BATTERY/TROOP |
| BF   | TF HQ BATTALION/SQUADRON          | BG   | TF HQ REGIMENT/GROUP        |
| BH   | TF HQ BRIGADE                     | BI   | TF HQ DIVISION              |
| BJ   | TF HQ CORPS/MEF                   | BK   | TF HQ ARMY                  |
| BL   | TF HQ ARMY GROUP/FRONT            | BM   | TF HQ REGION                |
| BN   | TF HQ COMMAND                     |      |                             |
| C -  | FEINT DUMMY (FD) HQ               | CA   | FD HQ TEAM/CREW             |
| CB   | FD HQ SQUAD                       | CC   | FD HQ SECTION               |
| CD   | FD HQ PLATOON/DETACHMENT          | CE   | FD HQ COMPANY/BATTERY/TROOP |
| CF   | FD HQ BATTALION/SQUADRON          | CG   | FD HQ REGIMENT/GROUP        |
| CH   | FD HQ BRIGADE                     | CI   | FD HQ DIVISION              |
| CJ   | FD HQ CORPS/MEF                   | CK   | FD HQ ARMY                  |
| CL   | FD HQ ARMY GROUP/FRONT            | CM   | FD HQ REGION                |
| CN   | FD HQ COMMAND                     |      |                             |
| D -  | FEINT DUMMY/TASK FORCE (FD/TF) HQ | DA   | FD/TF HQ TEAM/CREW          |
| DB   | FD/TF HQ SQUAD                    | DC   | FD/TF HQ SECTION            |

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**TABLE A-II. Symbol modifier codes - Continued.**

| CODE | DESCRIPTION                            | CODE | DESCRIPTION                              |
|------|--|------|--|
| DD   | FD/TF HQ PLATOON/DETACHMENT            | DE   | FD/TF HQ COMPANY/BATTERY/TROOP           |
| DF   | FD/TF HQ BATTALION/SQUADRON            | DG   | FD/TF HQ REGIMENT/GROUP                  |
| DH   | FD/TF HQ BRIGADE                       | DI   | FD/TF HQ DIVISION                        |
| DJ   | FD/TF HQ CORPS/MEF                     | DK   | FD/TF HQ ARMY                            |
| DL   | FD/TF HQ ARMY GROUP/FRONT              | DM   | FD/TF HQ REGION                          |
| DN   | FD/TF HQ COMMAND                       |      |  |
| E -  | TASK FORCE (TF)                        | EA   | TF TEAM/CREW                             |
| EB   | TF SQUAD                               | EC   | TF SECTION                               |
| ED   | TF PLATOON/DETACHMENT                  | EE   | TF COMPANY/BATTERY/TROOP                 |
| EF   | TF BATTALION/SQUADRON                  | EG   | TF REGIMENT/GROUP                        |
| EH   | TF BRIGADE                             | EI   | TF DIVISION                              |
| EJ   | TF CORPS/MEF                           | EK   | TF ARMY                                  |
| EL   | TF ARMY GROUP/FRONT                    | EM   | TF REGION                                |
| EN   | TF COMMAND                             |      |  |
| F -  | FEINT DUMMY (FD)                       | FA   | FD TEAM/CREW                             |
| FB   | FD SQUAD                               | FC   | FD SECTION                               |
| FD   | FD PLATOON/DETACHMENT                  | FE   | FD COMPANY/BATTERY/TROOP                 |
| FF   | FD BATTALION/SQUADRON                  | FG   | FD REGIMENT/GROUP                        |
| FH   | FD BRIGADE                             | FI   | FD DIVISION                              |
| FJ   | FD CORPS/MEF                           | FK   | FD ARMY                                  |
| FL   | FD ARMY GROUP/FRONT                    | FM   | FD REGION                                |
| FN   | FD COMMAND                             |      |  |
| G -  | FEINT DUMMY/TASK FORCE (FD/TF)         | GA   | FD/TF TEAM/CREW                          |
| GB   | FD/TF SQUAD                            | GC   | FD/TF SECTION                            |
| GD   | FD/TF PLATOON/DETACHMENT               | GE   | FD/TF COMPANY/BATTERY/TROOP              |
| GF   | FD/TF BATTALION/SQUADRON               | GG   | FD/TF REGIMENT/GROUP                     |
| GH   | FD/TF BRIGADE                          | GI   | FD/TF DIVISION                           |
| GJ   | FD/TF CORPS/MEF                        | GK   | FD/TF ARMY                               |
| GL   | FD/TF ARMY GROUP/FRONT                 | GM   | FD/TF REGION                             |
| GN   | FD/TF COMMAND                          |      |  |
| H -  | INSTALLATION                           | HB   | FEINT DUMMY INSTALLATION                 |
| MO   | MOBILITY WHEELED/LIMITED CROSS COUNTRY | MP   | MOBILITY CROSS COUNTRY                   |
| MQ   | MOBILITY TRACKED                       | MR   | MOBILITY WHEELED AND TRACKED COMBINATION |

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TABLE A-II. Symbol modifier codes - Continued.

| CODE | DESCRIPTION            | CODE | DESCRIPTION        |
|------|------------------------|------|--------------------|
| MS   | MOBILITY TOWED         | MT   | MOBILITY RAIL      |
| MU   | MOBILITY OVER THE SNOW | MV   | MOBILITY SLED      |
| MW   | MOBILITY PACK ANIMALS  | MX   | MOBILITY BARGE     |
| MY   | MOBILITY AMPHIBIOUS    |      |                    |
| NS   | TOWED ARRAY (SHORT)    | NL   | TOWED ARRAY (LONG) |

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A.5.2.2 SIDC table. The following table lists the codes for space, air, ground, sea surface, sea subsurface, and special operations symbols, respectively. As stated in A.5.2.1, a dash (-) is used to fill each unused position. An asterisk (\*) indicates positions that are user-defined based on specific symbol circumstances, such as standard identity or echelon/mobility.

TABLE A-III. SIDC table.

| HIERARCHY                      |   |   |   | FUNCTION ID |    |    | ORDER OF BATTLE |  | DESCRIPTION               |
|--------------------------------|---|---|---|-------------|----|----|-----------------|--|---------------------------|
|                                |   |   |   |             |    |    | COUNTRY CODE    |  |                           |
|                                |   |   |   |             |    |    | SIZE/MOBILITY   |  |                           |
| WAR                            | S | - | - | -- -- --    | ** | ** | *               |  | WARFIGHTING SYMBOLS       |
| WAR.SPC                        | S | * | P | * -- -- --  | ** | ** | *               |  | SPACE TRACK               |
| WAR.SPC.SAT                    | S | * | P | * S- -- --  | ** | ** | *               |  | SATELLITE                 |
| WAR.SPC.CSV                    | S | * | P | * V- -- --  | ** | ** | *               |  | CREWED SPACE VEHICLE      |
| WAR.SPC.SST                    | S | * | P | * T- -- --  | ** | ** | *               |  | SPACE STATION             |
| WAR.SPC.SLV                    | S | * | P | * L- -- --  | ** | ** | *               |  | SPACE LAUNCH VEHICLE      |
| WAR.AIRTRK                     | S | * | A | * -- -- --  | ** | ** | *               |  | AIR TRACK                 |
| WAR.AIRTRK.MIL                 | S | * | A | * M- -- --  | ** | ** | *               |  | MILITARY                  |
| WAR.AIRTRK.MIL.FIXD            | S | * | A | * MF -- --  | ** | ** | *               |  | FIXED WING                |
| WAR.AIRTRK.MIL.FIXD.BMB        | S | * | A | * MF B- --  | ** | ** | *               |  | BOMBER                    |
| WAR.AIRTRK.MIL.FIXD.FTR        | S | * | A | * MF F- --  | ** | ** | *               |  | FIGHTER                   |
| WAR.AIRTRK.MIL.FIXD.FTR.INCR   | S | * | A | * MF FI --  | ** | ** | *               |  | INTERCEPTOR               |
| WAR.AIRTRK.MIL.FIXD.TNE        | S | * | A | * MF T- --  | ** | ** | *               |  | TRAINER                   |
| WAR.AIRTRK.MIL.FIXD.ATK        | S | * | A | * MF A- --  | ** | ** | *               |  | ATTACK/STRIKE             |
| WAR.AIRTRK.MIL.FIXD.VSTOL      | S | * | A | * MF L- --  | ** | ** | *               |  | V/STOL                    |
| WAR.AIRTRK.MIL.FIXD.TNK        | S | * | A | * MF K- --  | ** | ** | *               |  | TANKER                    |
| WAR.AIRTRK.MIL.FIXD.TNK.BOOM   | S | * | A | * MF KB --  | ** | ** | *               |  | TANKER BOOM-ONLY          |
| WAR.AIRTRK.MIL.FIXD.TNK.DROG   | S | * | A | * MF KD --  | ** | ** | *               |  | TANKER DROGUE-ONLY        |
| WAR.AIRTRK.MIL.FIXD.CGOALT     | S | * | A | * MF C- --  | ** | ** | *               |  | CARGO AIRLIFT (TRANSPORT) |
| WAR.AIRTRK.MIL.FIXD.CGOALT.LIT | S | * | A | * MF CL --  | ** | ** | *               |  | CARGO AIRLIFT (LIGHT)     |
| WAR.AIRTRK.MIL.FIXD.CGOALT.MDM | S | * | A | * MF CM --  | ** | ** | *               |  | CARGO AIRLIFT (MEDIUM)    |

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APPENDIX A

TABLE A-III. SIDC table - Continued.

| HIERARCHY                       |   |   |   | FUNCTION ID      |          |    | ORDER OF BATTLE |               | DESCRIPTION                             |
|---------------------------------|---|---|---|------------------|----------|----|-----------------|---------------|---|
|                                 |   |   |   | BATTLE DIMENSION | STATUS   |    | COUNTRY CODE    | SIZE/MOBILITY |   |
|                                 |   |   |   |                  |          |    |                 |               |   |
| WAR.AIRTRK.MIL.FIXD.CGOALT.HVY  | S | * | A | *                | MF CH -- | ** | **              | *             | CARGO AIRLIFT (HEAVY)                   |
| WAR.AIRTRK.MIL.FIXD.ECM         | S | * | A | *                | MF J- -- | ** | **              | *             | ELECTRONIC COUNTERMEASURES (ECM/JAMMER) |
| WAR.AIRTRK.MIL.FIXD.MEDV        | S | * | A | *                | MF O- -- | ** | **              | *             | MEDICAL EVACUATION (MEDEVAC)            |
| WAR.AIRTRK.MIL.FIXD.RECON       | S | * | A | *                | MF R- -- | ** | **              | *             | RECONNAISSANCE                          |
| WAR.AIRTRK.MIL.FIXD.RECON.ABNEW | S | * | A | *                | MF RW -- | ** | **              | *             | AIRBORNE EARLY WARNING (AEW)            |
| WAR.AIRTRK.MIL.FIXD.RECON.ESM   | S | * | A | *                | MF RZ -- | ** | **              | *             | ELECTRONIC SURVEILLANCE MEASURES        |
| WAR.AIRTRK.MIL.FIXD.RECON.PHG   | S | * | A | *                | MF RX -- | ** | **              | *             | PHOTOGRAPHIC                            |
| WAR.AIRTRK.MIL.FIXD.PAT         | S | * | A | *                | MF P- -- | ** | **              | *             | PATROL                                  |
| WAR.AIRTRK.MIL.FIXD.PAT.ASUW    | S | * | A | *                | MF PN -- | ** | **              | *             | ANTISURFACE WARFARE (ASUW)              |
| WAR.AIRTRK.MIL.FIXD.PAT.MNECM   | S | * | A | *                | MF PM -- | ** | **              | *             | MINE COUNTERMEASURES                    |
| WAR.AIRTRK.MIL.FIXD.UTY         | S | * | A | *                | MF U- -- | ** | **              | *             | UTILITY                                 |
| WAR.AIRTRK.MIL.FIXD.UTY.LIT     | S | * | A | *                | MF UL -- | ** | **              | *             | UTILITY (LIGHT)                         |
| WAR.AIRTRK.MIL.FIXD.UTY.MDM     | S | * | A | *                | MF UM -- | ** | **              | *             | UTILITY (MEDIUM)                        |
| WAR.AIRTRK.MIL.FIXD.UTY.HVY     | S | * | A | *                | MF UH -- | ** | **              | *             | UTILITY (HEAVY)                         |
| WAR.AIRTRK.MIL.FIXD.COMM        | S | * | A | *                | MF Y- -- | ** | **              | *             | COMMUNICATIONS                          |
| WAR.AIRTRK.MIL.FIXD.CSAR        | S | * | A | *                | MF H- -- | ** | **              | *             | COMBAT SEARCH AND RESCUE (CSAR)         |
| WAR.AIRTRK.MIL.FIXD.ABNCP       | S | * | A | *                | MF D- -- | ** | **              | *             | AIRBORNE COMMAND POST (C2)              |
| WAR.AIRTRK.MIL.FIXD.DRN         | S | * | A | *                | MF Q- -- | ** | **              | *             | DRONE (RPV/UA)                          |
| WAR.AIRTRK.MIL.FIXD.DRN.ATK     | S | * | A | *                | MF QA -- | ** | **              | *             | ATTACK                                  |
| WAR.AIRTRK.MIL.FIXD.DRN.BMB     | S | * | A | *                | MF QB -- | ** | **              | *             | BOMBER                                  |
| WAR.AIRTRK.MIL.FIXD.DRN.CGO     | S | * | A | *                | MF QC -- | ** | **              | *             | CARGO                                   |
| WAR.AIRTRK.MIL.FIXD.DRN.ABNCP   | S | * | A | *                | MF QD -- | ** | **              | *             | AIRBORNE COMMAND POST                   |
| WAR.AIRTRK.MIL.FIXD.DRN.FTR     | S | * | A | *                | MF QF -- | ** | **              | *             | FIGHTER                                 |
| WAR.AIRTRK.MIL.FIXD.DRN.CSAR    | S | * | A | *                | MF QH -- | ** | **              | *             | SEARCH & RESCUE (CSAR)                  |
| WAR.AIRTRK.MIL.FIXD.DRN.ECM     | S | * | A | *                | MF QJ -- | ** | **              | *             | ELECTRONIC COUNTERMEASURES (JAMMER)     |

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APPENDIX A

TABLE A-III. SIDC table - Continued.

| HIERARCHY                           |   |   | FUNCTION ID |   |                 | DESCRIPTION |   |
|-------------------------------------|---|---|-------------|---|-----------------|-------------|---|
|                                     |   |   |             |   | ORDER OF BATTLE |             |   |
|                                     |   |   |             |   | COUNTRY CODE    |             |   |
|                                     |   |   |             |   |                 |             |   |
| WAR.AIRTRK.MIL.FIXD.DRN.TNK         | S | * | A           | * | MF QK --        | ** ** *     | TANKER                                    |
| WAR.AIRTRK.MIL.FIXD.DRN.VSTOL       | S | * | A           | * | MF QL --        | ** ** *     | V/STOL                                    |
| WAR.AIRTRK.MIL.FIXD.DRN.SOF         | S | * | A           | * | MF QM --        | ** ** *     | SPECIAL OPERATIONS FORCES (SOF)           |
| WAR.AIRTRK.MIL.FIXD.DRN.MNECM       | S | * | A           | * | MF QI --        | ** ** *     | MINE COUNTERMEASURES                      |
| WAR.AIRTRK.MIL.FIXD.DRN.ASUW        | S | * | A           | * | MF QN --        | ** ** *     | ANTISURFACE WARFARE (ASUW)                |
| WAR.AIRTRK.MIL.FIXD.DRN.PAT         | S | * | A           | * | MF QP --        | ** ** *     | PATROL                                    |
| WAR.AIRTRK.MIL.FIXD.DRN.RECON       | S | * | A           | * | MF QR --        | ** ** *     | RECONNAISSANCE                            |
| WAR.AIRTRK.MIL.FIXD.DRN.RECON.ABNEW | S | * | A           | * | MF QR W-        | ** ** *     | AIRBORNE EARLY WARNING (AEW)              |
| WAR.AIRTRK.MIL.FIXD.DRN.RECON.ESM   | S | * | A           | * | MF QR Z-        | ** ** *     | ELECTRONIC SURVEILLANCE MEASURES          |
| WAR.AIRTRK.MIL.FIXD.DRN.RECON.PHG   | S | * | A           | * | MF QR X-        | ** ** *     | PHOTOGRAPHIC                              |
| WAR.AIRTRK.MIL.FIXD.DRN.ASBW        | S | * | A           | * | MF QS --        | ** ** *     | ANTISUBMARINE WARFARE (ASW)               |
| WAR.AIRTRK.MIL.FIXD.DRN.TNE         | S | * | A           | * | MF QT --        | ** ** *     | TRAINER                                   |
| WAR.AIRTRK.MIL.FIXD.DRN.UTY         | S | * | A           | * | MF QU --        | ** ** *     | UTILITY                                   |
| WAR.AIRTRK.MIL.FIXD.DRN.COMM        | S | * | A           | * | MF QY --        | ** ** *     | COMMUNICATIONS                            |
| WAR.AIRTRK.MIL.FIXD.DRN.MEDV        | S | * | A           | * | MF QO --        | ** ** *     | MEDEVAC                                   |
| WAR.AIRTRK.MIL.FIXD.ASBWCB          | S | * | A           | * | MF S- --        | ** ** *     | ANTISUBMARINE WARFARE (ASW) CARRIER BASED |
| WAR.AIRTRK.MIL.FIXD.SOF             | S | * | A           | * | MF M- --        | ** ** *     | SPECIAL OPERATIONS FORCES (SOF)           |
| WAR.AIRTRK.MIL.ROT                  | S | * | A           | * | MH -- --        | ** ** *     | ROTARY WING                               |
| WAR.AIRTRK.MIL.ROT.ATK              | S | * | A           | * | MH A- --        | ** ** *     | ATTACK                                    |
| WAR.AIRTRK.MIL.ROT.ASBW             | S | * | A           | * | MH S- --        | ** ** *     | ANTISUBMARINE WARFARE/MPA                 |
| WAR.AIRTRK.MIL.ROT.UTY              | S | * | A           | * | MH U- --        | ** ** *     | UTILITY                                   |
| WAR.AIRTRK.MIL.ROT.UTY.LIT          | S | * | A           | * | MH UL --        | ** ** *     | UTILITY (LIGHT)                           |
| WAR.AIRTRK.MIL.ROT.UTY.MDM          | S | * | A           | * | MH UM --        | ** ** *     | UTILITY (MEDIUM)                          |
| WAR.AIRTRK.MIL.ROT.UTY.HVY          | S | * | A           | * | MH UH --        | ** ** *     | UTILITY (HEAVY)                           |
| WAR.AIRTRK.MIL.ROT.MNECM            | S | * | A           | * | MH I- --        | ** ** *     | MINE COUNTERMEASURES                      |

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APPENDIX A

TABLE A-III. SIDC table - Continued.

| HIERARCHY                     |   |   |   | FUNCTION ID      |                   |    | ORDER OF BATTLE |               | DESCRIPTION                             |
|-------------------------------|---|---|---|------------------|-------------------|----|-----------------|---------------|---|
|                               |   |   |   | BATTLE DIMENSION | STATUS            |    | COUNTRY CODE    | SIZE/MOBILITY |   |
|                               |   |   |   | CODE SCHEME      | STANDARD IDENTITY |    |                 |               |   |
| WAR.AIRTRK.MIL.ROT.CSAR       | S | * | A | *                | MH H--            | ** | **              | *             | COMBAT SEARCH AND RESCUE (CSAR)         |
| WAR.AIRTRK.MIL.ROT.RECON      | S | * | A | *                | MH R--            | ** | **              | *             | RECONNAISSANCE                          |
| WAR.AIRTRK.MIL.ROT.DRN        | S | * | A | *                | MH Q--            | ** | **              | *             | DRONE (RPV/UA)                          |
| WAR.AIRTRK.MIL.ROT.CGOALT     | S | * | A | *                | MH C--            | ** | **              | *             | CARGO AIRLIFT (TRANSPORT)               |
| WAR.AIRTRK.MIL.ROT.CGOALT.LIT | S | * | A | *                | MH CL--           | ** | **              | *             | CARGO AIRLIFT (LIGHT)                   |
| WAR.AIRTRK.MIL.ROT.CGOALT.MDM | S | * | A | *                | MH CM--           | ** | **              | *             | CARGO AIRLIFT (MEDIUM)                  |
| WAR.AIRTRK.MIL.ROT.CGOALT.HVY | S | * | A | *                | MH CH--           | ** | **              | *             | CARGO AIRLIFT (HEAVY)                   |
| WAR.AIRTRK.MIL.ROT.TNE        | S | * | A | *                | MH T--            | ** | **              | *             | TRAINER                                 |
| WAR.AIRTRK.MIL.ROT.MEDV       | S | * | A | *                | MH O--            | ** | **              | *             | MEDEVAC                                 |
| WAR.AIRTRK.MIL.ROT.SOF        | S | * | A | *                | MH M--            | ** | **              | *             | SPECIAL OPERATIONS FORCES (SOF)         |
| WAR.AIRTRK.MIL.ROT.ABNCP      | S | * | A | *                | MH D--            | ** | **              | *             | AIRBORNE COMMAND POST (C2)              |
| WAR.AIRTRK.MIL.ROT.TNK        | S | * | A | *                | MH K--            | ** | **              | *             | TANKER                                  |
| WAR.AIRTRK.MIL.ROT.ECM        | S | * | A | *                | MH J--            | ** | **              | *             | ELECTRONIC COUNTERMEASURES (ECM/JAMMER) |
| WAR.AIRTRK.MIL.LTA            | S | * | A | *                | ML --             | -- | **              | **            | LIGHTER THAN AIR                        |
| WAR.AIRTRK.MIL.VIP            | S | * | A | *                | MV --             | -- | **              | **            | VERY IMPORTANT PERSON (VIP)             |
| WAR.AIRTRK.MIL.ESCORT         | S | * | A | *                | ME --             | -- | **              | **            | ESCORT                                  |
| WAR.AIRTRK.WPN                | S | * | A | *                | W--               | -- | **              | **            | WEAPON                                  |
| WAR.AIRTRK.WPN.MSLIF          | S | * | A | *                | WM --             | -- | **              | **            | MISSILE IN FLIGHT                       |
| WAR.AIRTRK.WPN.MSLIF.SLM      | S | * | A | *                | WM S--            | -- | **              | **            | SURFACE LAUNCHED MISSILE                |
| WAR.AIRTRK.WPN.MSLIF.SLM.SSM  | S | * | A | *                | WM SS--           | -- | **              | **            | SURFACE-TO-SURFACE MISSILE (SSM)        |
| WAR.AIRTRK.WPN.MSLIF.SLM.SAM  | S | * | A | *                | WM SA--           | -- | **              | **            | SURFACE-TO-AIR MISSILE (SAM)            |
| WAR.AIRTRK.WPN.MSLIF.SLM.SSUM | S | * | A | *                | WM SU--           | -- | **              | **            | SURFACE-TO-SUBSURFACE MISSILE           |
| WAR.AIRTRK.WPN.MSLIF.SLM.ABM  | S | * | A | *                | WM SB--           | -- | **              | **            | ANTIBALLISTIC MISSILE (ABM)             |
| WAR.AIRTRK.WPN.MSLIF.ALM      | S | * | A | *                | WM A--            | -- | **              | **            | AIR LAUNCHED MISSILE                    |
| WAR.AIRTRK.WPN.MSLIF.ALM.ASM  | S | * | A | *                | WM AS--           | -- | **              | **            | AIR-TO-SURFACE MISSILE (ASM)            |

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## APPENDIX A

TABLE A-III. SIDC table - Continued.

| HIERARCHY                          |   |   | FUNCTION ID |    |                 | DESCRIPTION                             |
|------------------------------------|---|---|-------------|----|-----------------|---|
|                                    |   |   |             |    | ORDER OF BATTLE |   |
|                                    |   |   |             |    | COUNTRY CODE    |   |
| WAR.AIRTRK.WPN.MSLIF.ALM.AAM       | S | * | WM AA --    | ** | **              | AIR-TO-AIR MISSILE (AAM)                |
| WAR.AIRTRK.WPN.MSLIF.ALM.ASPC      | S | * | WM AP --    | ** | **              | AIR-TO-SPACE MISSILE                    |
| WAR.AIRTRK.WPN.MSLIF.SBSM          | S | * | WM U- --    | ** | **              | SUBSURFACE-TO-SURFACE MISSILE (S/SSM)   |
| WAR.AIRTRK.WPN.MSLIF.CM            | S | * | WM CM --    | ** | **              | CRUISE MISSILE                          |
| WAR.AIRTRK.WPN.MSLIF.BLST          | S | * | WM B- --    | ** | **              | BALLISTIC MISSILE                       |
| WAR.AIRTRK.WPN.BM                  | S | * | WB -- --    | ** | **              | BOMB                                    |
| WAR.AIRTRK.WPN.DCY                 | S | * | WD -- --    | ** | **              | DECOY                                   |
| WAR.AIRTRK.CVL                     | S | * | C- -- --    | ** | **              | CIVIL AIRCRAFT                          |
| WAR.AIRTRK.CVL.FIXD                | S | * | CF -- --    | ** | **              | FIXED WING                              |
| WAR.AIRTRK.CVL.ROT                 | S | * | CH -- --    | ** | **              | ROTARY WING                             |
| WAR.AIRTRK.CVL.LTA                 | S | * | CL -- --    | ** | **              | LIGHTER THAN AIR                        |
| WAR.GRDTRK                         | S | * | G -- -- --  | ** | **              | GROUND TRACK                            |
| WAR.GRDTRK.UNT                     | S | * | G U- -- --  | ** | **              | UNIT                                    |
| WAR.GRDTRK.UNT.CBT                 | S | * | G UC -- --  | ** | **              | COMBAT                                  |
| WAR.GRDTRK.UNT.CBT.ADF             | S | * | G UC D- --  | ** | **              | AIR DEFENSE                             |
| WAR.GRDTRK.UNT.CBT.ADF.SHTR        | S | * | G UC DS --  | ** | **              | SHORT RANGE                             |
| WAR.GRDTRK.UNT.CBT.ADF.SHTR.CPL    | S | * | G UC DS C-  | ** | **              | CHAPARRAL                               |
| WAR.GRDTRK.UNT.CBT.ADF.SHTR.STG    | S | * | G UC DS S-  | ** | **              | STINGER                                 |
| WAR.GRDTRK.UNT.CBT.ADF.SHTR.VUL    | S | * | G UC DS V-  | ** | **              | VULCAN                                  |
| WAR.GRDTRK.UNT.CBT.ADF.MSL         | S | * | G UC DM --  | ** | **              | AIR DEFENSE MISSILE                     |
| WAR.GRDTRK.UNT.CBT.ADF.MSL.LIT     | S | * | G UC DM L-  | ** | **              | AIR DEFENSE MISSILE LIGHT               |
| WAR.GRDTRK.UNT.CBT.ADF.MSL.LIT.MOT | S | * | G UC DM LA  | ** | **              | AIR DEFENSE MISSILE MOTORIZED (AVENGER) |
| WAR.GRDTRK.UNT.CBT.ADF.MSL.MDM     | S | * | G UC DM M-  | ** | **              | AIR DEFENSE MISSILE MEDIUM              |
| WAR.GRDTRK.UNT.CBT.ADF.MSL.HVY     | S | * | G UC DM H-  | ** | **              | AIR DEFENSE MISSILE HEAVY               |
| WAR.GRDTRK.UNT.CBT.ADF.MSL.HMAD    | S | * | G UC DH --  | ** | **              | H/MAD                                   |

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## APPENDIX A

TABLE A-III. SIDC table - Continued.

| HIERARCHY                            |   |   |   | FUNCTION ID      |          |    | ORDER OF BATTLE |   | DESCRIPTION                        |
|--------------------------------------|---|---|---|------------------|----------|----|-----------------|---|------------------------------------|
|                                      |   |   |   | BATTLE DIMENSION |          |    | COUNTRY CODE    |   |                                    |
|                                      |   |   |   | STATUS           |          |    | SIZE/MOBILITY   |   |                                    |
|                                      |   |   |   |                  |          |    |                 |   |                                    |
| WAR.GRDTRK.UNT.CBT.ADF.MSL.HMAD.HWK  | S | * | G | *                | UC DH H- | ** | **              | * | HAWK                               |
| WAR.GRDTRK.UNT.CBT.ADF.MSL.HMAD.PATT | S | * | G | *                | UC DH P- | ** | **              | * | PATRIOT                            |
| WAR.GRDTRK.UNT.CBT.ADF.GUNUNT        | S | * | G | *                | UC DG -- | ** | **              | * | GUN UNIT                           |
| WAR.GRDTRK.UNT.CBT.ADF.CMPS          | S | * | G | *                | UC DC -- | ** | **              | * | COMPOSITE                          |
| WAR.GRDTRK.UNT.CBT.ADF.TGTGUT        | S | * | G | *                | UC DT -- | ** | **              | * | TARGETING UNIT                     |
| WAR.GRDTRK.UNT.CBT.ADF.TMDU          | S | * | G | *                | UC DO -- | ** | **              | * | THEATER MISSILE DEFENSE UNIT       |
| WAR.GRDTRK.UNT.CBT.ARM               | S | * | G | *                | UC A--   | ** | **              | * | ARMOR                              |
| WAR.GRDTRK.UNT.CBT.ARM.TRK           | S | * | G | *                | UC AT -- | ** | **              | * | ARMOR TRACK                        |
| WAR.GRDTRK.UNT.CBT.ARM.TRK.ABN       | S | * | G | *                | UC AT A- | ** | **              | * | ARMOR TRACK AIRBORNE               |
| WAR.GRDTRK.UNT.CBT.ARM.TRK.AMP       | S | * | G | *                | UC AT W- | ** | **              | * | ARMOR TRACK AMPHIBIOUS             |
| WAR.GRDTRK.UNT.CBT.ARM.TRK.AMP.RCY   | S | * | G | *                | UC AT WR | ** | **              | * | ARMOR TRACK AMPHIBIOUS RECOVERY    |
| WAR.GRDTRK.UNT.CBT.ARM.TRK.LIT       | S | * | G | *                | UC AT L- | ** | **              | * | ARMOR TRACK, LIGHT                 |
| WAR.GRDTRK.UNT.CBT.ARM.TRK.MDM       | S | * | G | *                | UC AT M- | ** | **              | * | ARMOR TRACK, MEDIUM                |
| WAR.GRDTRK.UNT.CBT.ARM.TRK.HVY       | S | * | G | *                | UC AT H- | ** | **              | * | ARMOR TRACK, HEAVY                 |
| WAR.GRDTRK.UNT.CBT.ARM.TRK.RCY       | S | * | G | *                | UC AT R- | ** | **              | * | ARMOR TRACK, RECOVERY              |
| WAR.GRDTRK.UNT.CBT.ARM.WHD           | S | * | G | *                | UC AW -- | ** | **              | * | ARMOR, WHEELED                     |
| WAR.GRDTRK.UNT.CBT.ARM.WHD.AAST      | S | * | G | *                | UC AW S- | ** | **              | * | ARMOR, WHEELED AIR ASSAULT         |
| WAR.GRDTRK.UNT.CBT.ARM.WHD.ABN       | S | * | G | *                | UC AW A- | ** | **              | * | ARMOR, WHEELED AIRBORNE            |
| WAR.GRDTRK.UNT.CBT.ARM.WHD.AMP       | S | * | G | *                | UC AW W- | ** | **              | * | ARMOR, WHEELED AMPHIBIOUS          |
| WAR.GRDTRK.UNT.CBT.ARM.WHD.AMP.RCY   | S | * | G | *                | UC AW WR | ** | **              | * | ARMOR, WHEELED AMPHIBIOUS RECOVERY |
| WAR.GRDTRK.UNT.CBT.ARM.WHD.LIT       | S | * | G | *                | UC AW L- | ** | **              | * | ARMOR, WHEELED LIGHT               |
| WAR.GRDTRK.UNT.CBT.ARM.WHD.MDM       | S | * | G | *                | UC AW M- | ** | **              | * | ARMOR, WHEELED MEDIUM              |
| WAR.GRDTRK.UNT.CBT.ARM.WHD.HVY       | S | * | G | *                | UC AW H- | ** | **              | * | ARMOR, WHEELED HEAVY               |
| WAR.GRDTRK.UNT.CBT.ARM.WHD.RCY       | S | * | G | *                | UC AW R- | ** | **              | * | ARMOR, WHEELED RECOVERY            |
| WAR.GRDTRK.UNT.CBT.AARM              | S | * | G | *                | UC AA -- | ** | **              | * | ANTIARMOR                          |

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## APPENDIX A

TABLE A-III. SIDC table - Continued.

| HIERARCHY                          |   |   |   | FUNCTION ID |          |    | ORDER OF BATTLE |   | DESCRIPTION                       |
|------------------------------------|---|---|---|-------------|----------|----|-----------------|---|-----------------------------------|
|                                    |   |   |   |             |          |    |                 |   |                                   |
|                                    |   |   |   |             |          |    |                 |   |                                   |
| WAR.GRDTRK.UNT.CBT.AARM.DMD        | S | * | G | *           | UC AA D- | ** | **              | * | ANTIARMOR DISMOUNTED              |
| WAR.GRDTRK.UNT.CBT.AARM.LIT        | S | * | G | *           | UC AA L- | ** | **              | * | ANTIARMOR LIGHT                   |
| WAR.GRDTRK.UNT.CBT.AARM.ABN        | S | * | G | *           | UC AA M- | ** | **              | * | ANTIARMOR AIRBORNE                |
| WAR.GRDTRK.UNT.CBT.AARM.AAST       | S | * | G | *           | UC AA S- | ** | **              | * | ANTIARMOR AIR ASSAULT             |
| WAR.GRDTRK.UNT.CBT.AARM.MNT        | S | * | G | *           | UC AA U- | ** | **              | * | ANTIARMOR MOUNTAIN                |
| WAR.GRDTRK.UNT.CBT.AARM.ARC        | S | * | G | *           | UC AA C- | ** | **              | * | ANTIARMOR ARCTIC                  |
| WAR.GRDTRK.UNT.CBT.AARM.ARMD       | S | * | G | *           | UC AA A- | ** | **              | * | ANTIARMOR ARMORED                 |
| WAR.GRDTRK.UNT.CBT.AARM.ARMD.TKD   | S | * | G | *           | UC AA AT | ** | **              | * | ANTIARMOR ARMORED TRACKED         |
| WAR.GRDTRK.UNT.CBT.AARM.ARMD.WHD   | S | * | G | *           | UC AA AW | ** | **              | * | ANTIARMOR ARMORED WHEELED         |
| WAR.GRDTRK.UNT.CBT.AARM.ARMD.AAST  | S | * | G | *           | UC AA AS | ** | **              | * | ANTIARMOR ARMORED AIR ASSAULT     |
| WAR.GRDTRK.UNT.CBT.AARM.MOT        | S | * | G | *           | UC AA O- | ** | **              | * | ANTIARMOR MOTORIZED               |
| WAR.GRDTRK.UNT.CBT.AARM.MOT.AAST   | S | * | G | *           | UC AA OS | ** | **              | * | ANTIARMOR MOTORIZED AIR ASSAULT   |
| WAR.GRDTRK.UNT.CBT.AVN             | S | * | G | *           | UC V- -- | ** | **              | * | AVIATION                          |
| WAR.GRDTRK.UNT.CBT.AVN.FIXD        | S | * | G | *           | UC VF -- | ** | **              | * | FIXED WING                        |
| WAR.GRDTRK.UNT.CBT.AVN.FIXD.UTY    | S | * | G | *           | UC VF U- | ** | **              | * | UTILITY FIXED WING                |
| WAR.GRDTRK.UNT.CBT.AVN.FIXD.ATK    | S | * | G | *           | UC VF A- | ** | **              | * | ATTACK FIXED WING                 |
| WAR.GRDTRK.UNT.CBT.AVN.FIXD.RECON  | S | * | G | *           | UC VF R- | ** | **              | * | RECON FIXED WING                  |
| WAR.GRDTRK.UNT.CBT.AVN.ROT         | S | * | G | *           | UC VR -- | ** | **              | * | ROTARY WING                       |
| WAR.GRDTRK.UNT.CBT.AVN.ROT.ATK     | S | * | G | *           | UC VR A- | ** | **              | * | ATTACK ROTARY WING                |
| WAR.GRDTRK.UNT.CBT.AVN.ROT.SCUT    | S | * | G | *           | UC VR S- | ** | **              | * | SCOUT ROTARY WING                 |
| WAR.GRDTRK.UNT.CBT.AVN.ROT.ASBW    | S | * | G | *           | UC VR W- | ** | **              | * | ANTISUBMARINE WARFARE ROTARY WING |
| WAR.GRDTRK.UNT.CBT.AVN.ROT.UTY     | S | * | G | *           | UC VR U- | ** | **              | * | UTILITY ROTARY WING               |
| WAR.GRDTRK.UNT.CBT.AVN.ROT.UTY.LIT | S | * | G | *           | UC VR UL | ** | **              | * | LIGHT UTILITY ROTARY WING         |
| WAR.GRDTRK.UNT.CBT.AVN.ROT.UTY.MDM | S | * | G | *           | UC VR UM | ** | **              | * | MEDIUM UTILITY ROTARY WING        |
| WAR.GRDTRK.UNT.CBT.AVN.ROT.UTY.HVY | S | * | G | *           | UC VR UH | ** | **              | * | HEAVY UTILITY ROTARY WING         |

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APPENDIX A

TABLE A-III. SIDC table - Continued.

| HIERARCHY                        |   |   |   | FUNCTION ID |          |    | ORDER OF BATTLE |   | DESCRIPTION   |
|----------------------------------|---|---|---|-------------|----------|----|-----------------|---|---|
|                                  |   |   |   |             |          |    |                 |   |   |
|                                  |   |   |   |             |          |    |                 |   |   |
| WAR.GRDTRK.UNT.CBT.AVN.ROT.C2    | S | * | G | *           | UC VR UC | ** | **              | * | C2 ROTARY WING  |
| WAR.GRDTRK.UNT.CBT.AVN.ROT.MEDV  | S | * | G | *           | UC VR UE | ** | **              | * | MEDEVAC ROTARY WING   |
| WAR.GRDTRK.UNT.CBT.AVN.ROT.MNECM | S | * | G | *           | UC VR M- | ** | **              | * | MINE COUNTERMEASURE ROTARY WING                             |
| WAR.GRDTRK.UNT.CBT.AVN.SAR       | S | * | G | *           | UC VS -- | ** | **              | * | SEARCH AND RESCUE   |
| WAR.GRDTRK.UNT.CBT.AVN.CMPS      | S | * | G | *           | UC VC -- | ** | **              | * | COMPOSITE   |
| WAR.GRDTRK.UNT.CBT.AVN.VSTOL     | S | * | G | *           | UC VV -- | ** | **              | * | VERTICAL AND/OR SHORT TAKEOFF AND LANDING AIRCRAFT (V/STOL) |
| WAR.GRDTRK.UNT.CBT.AVN.UA        | S | * | G | *           | UC VU -- | ** | **              | * | UNMANNED AIRCRAFT   |
| WAR.GRDTRK.UNT.CBT.AVN.UA.FIXD   | S | * | G | *           | UC VU F- | ** | **              | * | UNMANNED AIRCRAFT FIXED WING                                |
| WAR.GRDTRK.UNT.CBT.AVN.UA.ROT    | S | * | G | *           | UC VU R- | ** | **              | * | UNMANNED AIRCRAFT ROTARY WING                               |
| WAR.GRDTRK.UNT.CBT.INF           | S | * | G | *           | UC I- -- | ** | **              | * | INFANTRY  |
| WAR.GRDTRK.UNT.CBT.INF.LIT       | S | * | G | *           | UC IL -- | ** | **              | * | INFANTRY LIGHT  |
| WAR.GRDTRK.UNT.CBT.INF.MOT       | S | * | G | *           | UC IM -- | ** | **              | * | INFANTRY MOTORIZED  |
| WAR.GRDTRK.UNT.CBT.INF.MNT       | S | * | G | *           | UC IO -- | ** | **              | * | INFANTRY MOUNTAIN   |
| WAR.GRDTRK.UNT.CBT.INF.ABN       | S | * | G | *           | UC IA -- | ** | **              | * | INFANTRY AIRBORNE   |
| WAR.GRDTRK.UNT.CBT.INF.AAST      | S | * | G | *           | UC IS -- | ** | **              | * | INFANTRY AIR ASSAULT  |
| WAR.GRDTRK.UNT.CBT.INF.MECH      | S | * | G | *           | UC IZ -- | ** | **              | * | INFANTRY MECHANIZED   |
| WAR.GRDTRK.UNT.CBT.INF.NAV       | S | * | G | *           | UC IN -- | ** | **              | * | INFANTRY NAVAL  |
| WAR.GRDTRK.UNT.CBT.INF.INFFV     | S | * | G | *           | UC II -- | ** | **              | * | INFANTRY FIGHTING VEHICLE                                   |
| WAR.GRDTRK.UNT.CBT.INF.ARC       | S | * | G | *           | UC IC -- | ** | **              | * | INFANTRY ARCTIC   |
| WAR.GRDTRK.UNT.CBT.ENG           | S | * | G | *           | UC E- -- | ** | **              | * | ENGINEER  |
| WAR.GRDTRK.UNT.CBT.ENG.CBT       | S | * | G | *           | UC EC -- | ** | **              | * | ENGINEER COMBAT   |
| WAR.GRDTRK.UNT.CBT.ENG.CBT.AAST  | S | * | G | *           | UC EC S- | ** | **              | * | ENGINEER COMBAT AIR ASSAULT                                 |
| WAR.GRDTRK.UNT.CBT.ENG.CBT.ABN   | S | * | G | *           | UC EC A- | ** | **              | * | ENGINEER COMBAT AIRBORNE                                    |
| WAR.GRDTRK.UNT.CBT.ENG.CBT.ARC   | S | * | G | *           | UC EC C- | ** | **              | * | ENGINEER COMBAT ARCTIC                                      |

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APPENDIX A

TABLE A-III. SIDC table - Continued.

| HIERARCHY                               |   |   |   | FUNCTION ID |          |    | ORDER OF BATTLE |   | DESCRIPTION                        |
|---|---|---|---|-------------|----------|----|-----------------|---|------------------------------------|
|   |   |   |   |             |          |    | COUNTRY CODE    |   |                                    |
|   |   |   |   |             |          |    | SIZE/MOBILITY   |   |                                    |
| WAR.GRDTRK.UNT.CBT.ENG.CBT.LIT          | S | * | G | *           | UC EC L- | ** | **              | * | ENGINEER COMBAT LIGHT (SAPPER)     |
| WAR.GRDTRK.UNT.CBT.ENG.CBT.MDM          | S | * | G | *           | UC EC M- | ** | **              | * | ENGINEER COMBAT MEDIUM             |
| WAR.GRDTRK.UNT.CBT.ENG.CBT.HVY          | S | * | G | *           | UC EC H- | ** | **              | * | ENGINEER COMBAT HEAVY              |
| WAR.GRDTRK.UNT.CBT.ENG.CBT.MECH         | S | * | G | *           | UC EC T- | ** | **              | * | ENGINEER COMBAT MECHANIZED (TRACK) |
| WAR.GRDTRK.UNT.CBT.ENG.CBT.MOT          | S | * | G | *           | UC EC W- | ** | **              | * | ENGINEER COMBAT MOTORIZED          |
| WAR.GRDTRK.UNT.CBT.ENG.CBT.MNT          | S | * | G | *           | UC EC O- | ** | **              | * | ENGINEER COMBAT MOUNTAIN           |
| WAR.GRDTRK.UNT.CBT.ENG.CBT.RECON        | S | * | G | *           | UC EC R- | ** | **              | * | ENGINEER COMBAT RECON              |
| WAR.GRDTRK.UNT.CBT.ENG.CSN              | S | * | G | *           | UC EN -- | ** | **              | * | ENGINEER CONSTRUCTION              |
| WAR.GRDTRK.UNT.CBT.ENG.CSN.NAV          | S | * | G | *           | UC EN N- | ** | **              | * | ENGINEER NAVAL CONSTRUCTION        |
| WAR.GRDTRK.UNT.CBT.FLDART               | S | * | G | *           | UC F- -- | ** | **              | * | FIELD ARTILLERY                    |
| WAR.GRDTRK.UNT.CBT.FLDART.HOW           | S | * | G | *           | UC FH -- | ** | **              | * | HOWITZER/GUN                       |
| WAR.GRDTRK.UNT.CBT.FLDART.HOW.SPD       | S | * | G | *           | UC FH E- | ** | **              | * | SELF-PROPELLED                     |
| WAR.GRDTRK.UNT.CBT.FLDART.HOW.AAST      | S | * | G | *           | UC FH S- | ** | **              | * | AIR ASSAULT                        |
| WAR.GRDTRK.UNT.CBT.FLDART.HOW.ABN       | S | * | G | *           | UC FH A- | ** | **              | * | AIRBORNE                           |
| WAR.GRDTRK.UNT.CBT.FLDART.HOW.ARC       | S | * | G | *           | UC FH C- | ** | **              | * | ARCTIC                             |
| WAR.GRDTRK.UNT.CBT.FLDART.HOW.MNT       | S | * | G | *           | UC FH O- | ** | **              | * | MOUNTAIN                           |
| WAR.GRDTRK.UNT.CBT.FLDART.HOW.LIT       | S | * | G | *           | UC FH L- | ** | **              | * | LIGHT                              |
| WAR.GRDTRK.UNT.CBT.FLDART.HOW.MDM       | S | * | G | *           | UC FH M- | ** | **              | * | MEDIUM                             |
| WAR.GRDTRK.UNT.CBT.FLDART.HOW.HVY       | S | * | G | *           | UC FH H- | ** | **              | * | HEAVY                              |
| WAR.GRDTRK.UNT.CBT.FLDART.HOW.AMP       | S | * | G | *           | UC FH X- | ** | **              | * | AMPHIBIOUS                         |
| WAR.GRDTRK.UNT.CBT.FLDART.ROC           | S | * | G | *           | UC FR -- | ** | **              | * | ROCKET                             |
| WAR.GRDTRK.UNT.CBT.FLDART.ROC.SRL       | S | * | G | *           | UC FR S- | ** | **              | * | SINGLE ROCKET LAUNCHER             |
| WAR.GRDTRK.UNT.CBT.FLDART.ROC.SRL.SRSPD | S | * | G | *           | UC FR SS | ** | **              | * | SINGLE ROCKET SELF-PROPELLED       |
| WAR.GRDTRK.UNT.CBT.FLDART.ROC.SRL.SRTRK | S | * | G | *           | UC FR SR | ** | **              | * | SINGLE ROCKET TRUCK                |
| WAR.GRDTRK.UNT.CBT.FLDART.ROC.SRL.SRTOW | S | * | G | *           | UC FR ST | ** | **              | * | SINGLE ROCKET TOWED                |

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## APPENDIX A

TABLE A-III. SIDC table - Continued.

| HIERARCHY                               |   |   |   | FUNCTION ID |          |    |    | DESCRIPTION                          |
|---|---|---|---|-------------|----------|----|----|--------------------------------------|
|   |   |   |   |             |          |    |    |                                      |
|   |   |   |   |             |          |    |    |                                      |
| WAR.GRDTRK.UNT.CBT.FLDART.ROC.MRL       | S | * | G | *           | UC FR M- | ** | ** | * MULTIPLE ROCKET LAUNCHER           |
| WAR.GRDTRK.UNT.CBT.FLDART.ROC.MRL.MRSPD | S | * | G | *           | UC FR MS | ** | ** | * MULTIPLE ROCKET SELF-PROPELLED     |
| WAR.GRDTRK.UNT.CBT.FLDART.ROC.MRL.MRTRK | S | * | G | *           | UC FR MR | ** | ** | * MULTIPLE ROCKET TRUCK              |
| WAR.GRDTRK.UNT.CBT.FLDART.ROC.MRL.MRTOW | S | * | G | *           | UC FR MT | ** | ** | * MULTIPLE ROCKET TOWED              |
| WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ         | S | * | G | *           | UC FT -- | ** | ** | * TARGET ACQUISITION                 |
| WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ.RAD     | S | * | G | *           | UC FT R- | ** | ** | * RADAR                              |
| WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ.SND     | S | * | G | *           | UC FT S- | ** | ** | * SOUND                              |
| WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ.FLH     | S | * | G | *           | UC FT F- | ** | ** | * FLASH (OPTICAL)                    |
| WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ.CLT     | S | * | G | *           | UC FT C- | ** | ** | * COLT/FIST                          |
| WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ.CLT.DMD | S | * | G | *           | UC FT CD | ** | ** | * DISMOUNTED COLT/FIST               |
| WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ.CLT.TKD | S | * | G | *           | UC FT CM | ** | ** | * TRACKED COLT/FIST                  |
| WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ.ANG     | S | * | G | *           | UC FT A- | ** | ** | * ANGLICO                            |
| WAR.GRDTRK.UNT.CBT.FLDART.MORT          | S | * | G | *           | UC FM -- | ** | ** | * MORTAR                             |
| WAR.GRDTRK.UNT.CBT.FLDART.MORT.SPDTRK   | S | * | G | *           | UC FM S- | ** | ** | * SELF-PROPELLED (SP) TRACKED MORTAR |
| WAR.GRDTRK.UNT.CBT.FLDART.MORT.SPDWHD   | S | * | G | *           | UC FM W- | ** | ** | * SP WHEELED MORTAR                  |
| WAR.GRDTRK.UNT.CBT.FLDART.MORT.TOW      | S | * | G | *           | UC FM T- | ** | ** | * TOWED MORTAR                       |
| WAR.GRDTRK.UNT.CBT.FLDART.MORT.TOW.ABN  | S | * | G | *           | UC FM TA | ** | ** | * TOWED AIRBORNE MORTAR              |
| WAR.GRDTRK.UNT.CBT.FLDART.MORT.TOW.AAST | S | * | G | *           | UC FM TS | ** | ** | * TOWED AIR ASSAULT MORTAR           |
| WAR.GRDTRK.UNT.CBT.FLDART.MORT.TOW.ARC  | S | * | G | *           | UC FM TC | ** | ** | * TOWED ARCTIC MORTAR                |
| WAR.GRDTRK.UNT.CBT.FLDART.MORT.TOW.MNT  | S | * | G | *           | UC FM TO | ** | ** | * TOWED MOUNTAIN MORTAR              |
| WAR.GRDTRK.UNT.CBT.FLDART.MORT.AMP      | S | * | G | *           | UC FM L- | ** | ** | * AMPHIBIOUS MORTAR                  |
| WAR.GRDTRK.UNT.CBT.FLDART.ARTSVY        | S | * | G | *           | UC FS -- | ** | ** | * ARTILLERY SURVEY                   |
| WAR.GRDTRK.UNT.CBT.FLDART.ARTSVY.AAST   | S | * | G | *           | UC FS S- | ** | ** | * AIR ASSAULT                        |
| WAR.GRDTRK.UNT.CBT.FLDART.ARTSVY.ABN    | S | * | G | *           | UC FS A- | ** | ** | * AIRBORNE                           |
| WAR.GRDTRK.UNT.CBT.FLDART.ARTSVY.LIT    | S | * | G | *           | UC FS L- | ** | ** | * LIGHT                              |

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APPENDIX A

TABLE A-III. SIDC table - Continued.

| HIERARCHY                            |   |   |   |   | FUNCTION ID |    |    |   | DESCRIPTION   |
|--------------------------------------|---|---|---|---|-------------|----|----|---|---|
|                                      |   |   |   |   |             |    |    |   |   |
|                                      |   |   |   |   |             |    |    |   |   |
| WAR.GRDTRK.UNT.CBT.FLDART.ARTSVY.MNT | S | * | G | * | UC FS O-    | ** | ** | * | MOUNTAIN  |
| WAR.GRDTRK.UNT.CBT.FLDART.METO       | S | * | G | * | UC FO --    | ** | ** | * | METEOROLOGICAL  |
| WAR.GRDTRK.UNT.CBT.FLDART.METO.AAST  | S | * | G | * | UC FO S-    | ** | ** | * | AIR ASSAULT METEOROLOGICAL                                  |
| WAR.GRDTRK.UNT.CBT.FLDART.METO.ABN   | S | * | G | * | UC FO A-    | ** | ** | * | AIRBORNE METEOROLOGICAL                                     |
| WAR.GRDTRK.UNT.CBT.FLDART.METO.LIT   | S | * | G | * | UC FO L-    | ** | ** | * | LIGHT METEOROLOGICAL  |
| WAR.GRDTRK.UNT.CBT.FLDART.METO.MNT   | S | * | G | * | UC FO O-    | ** | ** | * | MOUNTAIN METEOROLOGICAL                                     |
| WAR.GRDTRK.UNT.CBT.RECON             | S | * | G | * | UC R--      | ** | ** | * | RECONNAISSANCE  |
| WAR.GRDTRK.UNT.CBT.RECON.HRE         | S | * | G | * | UC RH --    | ** | ** | * | RECONNAISSANCE HORSE  |
| WAR.GRDTRK.UNT.CBT.RECON.CVY         | S | * | G | * | UC RV --    | ** | ** | * | RECONNAISSANCE CAVALRY                                      |
| WAR.GRDTRK.UNT.CBT.RECON.CVY.ARMD    | S | * | G | * | UC RV A-    | ** | ** | * | RECONNAISSANCE CAVALRY ARMORED                              |
| WAR.GRDTRK.UNT.CBT.RECON.CVY.MOT     | S | * | G | * | UC RV M-    | ** | ** | * | RECONNAISSANCE CAVALRY MOTORIZED                            |
| WAR.GRDTRK.UNT.CBT.RECON.CVY.GRD     | S | * | G | * | UC RV G-    | ** | ** | * | RECONNAISSANCE CAVALRY GROUND                               |
| WAR.GRDTRK.UNT.CBT.RECON.CVY.AIR     | S | * | G | * | UC RV O-    | ** | ** | * | RECONNAISSANCE CAVALRY AIR                                  |
| WAR.GRDTRK.UNT.CBT.RECON.ARC         | S | * | G | * | UC RC --    | ** | ** | * | RECONNAISSANCE ARCTIC                                       |
| WAR.GRDTRK.UNT.CBT.RECON.AAST        | S | * | G | * | UC RS --    | ** | ** | * | RECONNAISSANCE AIR ASSAULT                                  |
| WAR.GRDTRK.UNT.CBT.RECON.ABN         | S | * | G | * | UC RA --    | ** | ** | * | RECONNAISSANCE AIRBORNE                                     |
| WAR.GRDTRK.UNT.CBT.RECON.MNT         | S | * | G | * | UC RO --    | ** | ** | * | RECONNAISSANCE MOUNTAIN                                     |
| WAR.GRDTRK.UNT.CBT.RECON.LIT         | S | * | G | * | UC RL --    | ** | ** | * | RECONNAISSANCE LIGHT  |
| WAR.GRDTRK.UNT.CBT.RECON.MAR         | S | * | G | * | UC RR --    | ** | ** | * | RECONNAISSANCE MARINE                                       |
| WAR.GRDTRK.UNT.CBT.RECON.MAR.DIV     | S | * | G | * | UC RR D-    | ** | ** | * | RECONNAISSANCE MARINE DIVISION                              |
| WAR.GRDTRK.UNT.CBT.RECON.MAR.FOR     | S | * | G | * | UC RR F-    | ** | ** | * | RECONNAISSANCE MARINE FORCE                                 |
| WAR.GRDTRK.UNT.CBT.RECON.MAR.LAR     | S | * | G | * | UC RR L-    | ** | ** | * | RECONNAISSANCE MARINE LIGHT ARMORED<br>RECONNAISSNACE (LAR) |
| WAR.GRDTRK.UNT.CBT.RECON.LRS         | S | * | G | * | UC RX --    | ** | ** | * | RECONNAISSANCE LONG RANGE SURVEILLANCE (LRS)                |
| WAR.GRDTRK.UNT.CBT.MSL               | S | * | G | * | UC M--      | ** | ** | * | MISSILE (SURF-SURF)   |

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## APPENDIX A

TABLE A-III. SIDC table - Continued.

| HIERARCHY                               |   |   |   | FUNCTION ID |          |    |    | ORDER OF BATTLE |  | DESCRIPTION |
|---|---|---|---|-------------|----------|----|----|-----------------|--|-------------|
|   |   |   |   |             |          |    |    |                 |  |             |
|   |   |   |   |             |          |    |    |                 |  |             |
| WAR.GRDTRK.UNT.CBT.MSL.TAC              | S | * | G | *           | UC MT -- | ** | ** | *               | MISSILE (SURF-SURF) TACTICAL                                 |             |
| WAR.GRDTRK.UNT.CBT.MSL.STGC             | S | * | G | *           | UC MS -- | ** | ** | *               | MISSILE (SURF-SURF) STRATEGIC                                |             |
| WAR.GRDTRK.UNT.CBT.ISF                  | S | * | G | *           | UC S- -- | ** | ** | *               | INTERNAL SECURITY FORCES                                     |             |
| WAR.GRDTRK.UNT.CBT.ISF.RIV              | S | * | G | *           | UC SW -- | ** | ** | *               | RIVERINE   |             |
| WAR.GRDTRK.UNT.CBT.ISF.GRD              | S | * | G | *           | UC SG -- | ** | ** | *               | GROUND   |             |
| WAR.GRDTRK.UNT.CBT.ISF.GRD.DMD          | S | * | G | *           | UC SG D- | ** | ** | *               | DISMOUNTED GROUND  |             |
| WAR.GRDTRK.UNT.CBT.ISF.GRD.MOT          | S | * | G | *           | UC SG M- | ** | ** | *               | MOTORIZED GROUND   |             |
| WAR.GRDTRK.UNT.CBT.ISF.GRD.MECH         | S | * | G | *           | UC SG A- | ** | ** | *               | MECHANIZED GROUND  |             |
| WAR.GRDTRK.UNT.CBT.ISF.WHMECH           | S | * | G | *           | UC SM -- | ** | ** | *               | WHEELED MECHANIZED   |             |
| WAR.GRDTRK.UNT.CBT.ISF.RALRD            | S | * | G | *           | UC SR -- | ** | ** | *               | RAILROAD   |             |
| WAR.GRDTRK.UNT.CBT.ISF.AVN              | S | * | G | *           | UC SA -- | ** | ** | *               | AVIATION   |             |
| WAR.GRDTRK.UNT.CS                       | S | * | G | *           | UU -- -- | ** | ** | *               | COMBAT SUPPORT   |             |
| WAR.GRDTRK.UNT.CS.CBRN                  | S | * | G | *           | UU A- -- | ** | ** | *               | COMBAT SUPPORT CBRN  |             |
| WAR.GRDTRK.UNT.CS.CBRN.CML              | S | * | G | *           | UU AC -- | ** | ** | *               | CHEMICAL   |             |
| WAR.GRDTRK.UNT.CS.CBRN.CML.SMKDEC       | S | * | G | *           | UU AC C- | ** | ** | *               | SMOKE/DECON  |             |
| WAR.GRDTRK.UNT.CS.CBRN.CML.SMKDEC.MECH  | S | * | G | *           | UU AC CK | ** | ** | *               | MECHANIZED SMOKE/DECON                                       |             |
| WAR.GRDTRK.UNT.CS.CBRN.CML.SMKDEC.MOT   | S | * | G | *           | UU AC CM | ** | ** | *               | MOTORIZED SMOKE/DECON  |             |
| WAR.GRDTRK.UNT.CS.CBRN.CML.SMK          | S | * | G | *           | UU AC S- | ** | ** | *               | SMOKE  |             |
| WAR.GRDTRK.UNT.CS.CBRN.CML.SMK.MOT      | S | * | G | *           | UU AC SM | ** | ** | *               | MOTORIZED SMOKE  |             |
| WAR.GRDTRK.UNT.CS.CBRN.CML.SMK.ARM      | S | * | G | *           | UU AC SA | ** | ** | *               | ARMOR SMOKE  |             |
| WAR.GRDTRK.UNT.CS.CBRN.CML.RECON        | S | * | G | *           | UU AC R- | ** | ** | *               | CHEMICAL RECON   |             |
| WAR.GRDTRK.UNT.CS.CBRN.CML.RECON.WARMVH | S | * | G | *           | UU AC RW | ** | ** | *               | CHEMICAL WHEELED ARMORED VEHICLE                             |             |
| WAR.GRDTRK.UNT.CS.CBRN.CML.RECON.WAVS   | S | * | G | *           | UU AC RS | ** | ** | *               | CHEMICAL WHEELED ARMORED VEHICLE RECONNAISSANCE SURVEILLANCE |             |
| WAR.GRDTRK.UNT.CS.CBRN.NUC              | S | * | G | *           | UU AN -- | ** | ** | *               | NUCLEAR  |             |

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TABLE A-III. SIDC table - Continued.

| HIERARCHY                                  |   |   |   | FUNCTION ID |          |    | COUNTRY CODE | ORDER OF BATTLE | DESCRIPTION                  |
|--|---|---|---|-------------|----------|----|--------------|-----------------|------------------------------|
|  |   |   |   |             |          |    |              |                 |                              |
|  |   |   |   |             |          |    |              |                 |                              |
| WAR.GRDTRK.UNT.CS.CBRN.BIO                 | S | * | G | *           | UU AB -- | ** | **           | *               | BIOLOGICAL                   |
| WAR.GRDTRK.UNT.CS.CBRN.BIO.RECEQP          | S | * | G | *           | UU AB R- | ** | **           | *               | RECON EQUIPPED               |
| WAR.GRDTRK.UNT.CS.CBRN.DECON               | S | * | G | *           | UU AD -- | ** | **           | *               | DECONTAMINATION              |
| WAR.GRDTRK.UNT.CS.MILINT                   | S | * | G | *           | UU M- -- | ** | **           | *               | MILITARY INTELLIGENCE        |
| WAR.GRDTRK.UNT.CS.MILINT.AEREXP            | S | * | G | *           | UU MA -- | ** | **           | *               | AERIAL EXPLOITATION          |
| WAR.GRDTRK.UNT.CS.MILINT.SIGINT            | S | * | G | *           | UU MS -- | ** | **           | *               | SIGNAL INTELLIGENCE (SIGINT) |
| WAR.GRDTRK.UNT.CS.MILINT.SIGINT.ECW        | S | * | G | *           | UU MS E- | ** | **           | *               | ELECTRONIC WARFARE           |
| WAR.GRDTRK.UNT.CS.MILINT.SIGINT.ECW.ARMWVH | S | * | G | *           | UU MS EA | ** | **           | *               | ARMORED WHEELED VEHICLE      |
| WAR.GRDTRK.UNT.CS.MILINT.SIGINT.ECW.DFN    | S | * | G | *           | UU MS ED | ** | **           | *               | DIRECTION FINDING            |
| WAR.GRDTRK.UNT.CS.MILINT.SIGINT.ECW.INC    | S | * | G | *           | UU MS EI | ** | **           | *               | INTERCEPT                    |
| WAR.GRDTRK.UNT.CS.MILINT.SIGINT.ECW.JMG    | S | * | G | *           | UU MS EJ | ** | **           | *               | JAMMING                      |
| WAR.GRDTRK.UNT.CS.MILINT.SIGINT.ECW.THT    | S | * | G | *           | UU MS ET | ** | **           | *               | THEATER                      |
| WAR.GRDTRK.UNT.CS.MILINT.SIGINT.ECW.CRP    | S | * | G | *           | UU MS EC | ** | **           | *               | CORPS                        |
| WAR.GRDTRK.UNT.CS.MILINT.CINT              | S | * | G | *           | UU MC -- | ** | **           | *               | COUNTERINTELLIGENCE          |
| WAR.GRDTRK.UNT.CS.MILINT.SVL               | S | * | G | *           | UU MR -- | ** | **           | *               | SURVEILLANCE                 |
| WAR.GRDTRK.UNT.CS.MILINT.SVL.GRDSR         | S | * | G | *           | UU MR G- | ** | **           | *               | GROUND SURVEILLANCE RADAR    |
| WAR.GRDTRK.UNT.CS.MILINT.SVL.SNS           | S | * | G | *           | UU MR S- | ** | **           | *               | SENSOR                       |
| WAR.GRDTRK.UNT.CS.MILINT.SVL.SNS.SCM       | S | * | G | *           | UU MR SS | ** | **           | *               | SENSOR SCM                   |
| WAR.GRDTRK.UNT.CS.MILINT.SVL.GRDSM         | S | * | G | *           | UU MR X- | ** | **           | *               | GROUND STATION MODULE        |
| WAR.GRDTRK.UNT.CS.MILINT.SVL.METO          | S | * | G | *           | UU MM O- | ** | **           | *               | METEOROLOGICAL               |
| WAR.GRDTRK.UNT.CS.MILINT.OPN               | S | * | G | *           | UU MO -- | ** | **           | *               | OPERATIONS                   |
| WAR.GRDTRK.UNT.CS.MILINT.TACEXP            | S | * | G | *           | UU MT -- | ** | **           | *               | TACTICAL EXPLOIT             |
| WAR.GRDTRK.UNT.CS.MILINT.INTGN             | S | * | G | *           | UU MQ -- | ** | **           | *               | INTERROGATION                |
| WAR.GRDTRK.UNT.CS.MILINT.JINTCT            | S | * | G | *           | UU MJ -- | ** | **           | *               | JOINT INTELLIGENCE CENTER    |
| WAR.GRDTRK.UNT.CS.LAWENU                   | S | * | G | *           | UU L- -- | ** | **           | *               | LAW ENFORCEMENT UNIT         |

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APPENDIX A

TABLE A-III. SIDC table - Continued.

| HIERARCHY                              |   |   |   | FUNCTION ID       |          |    |    | ORDER OF BATTLE |               | DESCRIPTION                                   |
|--|---|---|---|-------------------|----------|----|----|-----------------|---------------|---|
|  |   |   |   | BATTLE DIMENSION  | STATUS   |    |    | COUNTRY CODE    | SIZE/MOBILITY |   |
|  |   |   |   | STANDARD IDENTITY |          |    |    |                 |               |   |
|  |   |   |   | CODE SCHEME       |          |    |    |                 |               |   |
| WAR.GRDTRK.UNT.CS.LAWENU.SHRPAT        | S | * | G | *                 | UU LS -- | ** | ** | *               | *             | SHORE PATROL                                  |
| WAR.GRDTRK.UNT.CS.LAWENU.MILP          | S | * | G | *                 | UU LM -- | ** | ** | *               | *             | MILITARY POLICE                               |
| WAR.GRDTRK.UNT.CS.LAWENU.CLE           | S | * | G | *                 | UU LC -- | ** | ** | *               | *             | CIVILIAN LAW ENFORCEMENT                      |
| WAR.GRDTRK.UNT.CS.LAWENU.SECPOL        | S | * | G | *                 | UU LF -- | ** | ** | *               | *             | SECURITY POLICE (AIR)                         |
| WAR.GRDTRK.UNT.CS.LAWENU.CID           | S | * | G | *                 | UU LD -- | ** | ** | *               | *             | CENTRAL INTELLIGENCE DIVISION (CID)           |
| WAR.GRDTRK.UNT.CS.SIGUNT               | S | * | G | *                 | UU S- -- | ** | ** | *               | *             | SIGNAL UNIT                                   |
| WAR.GRDTRK.UNT.CS.SIGUNT.ARA           | S | * | G | *                 | UU SA -- | ** | ** | *               | *             | AREA  |
| WAR.GRDTRK.UNT.CS.SIGUNT.COMCP         | S | * | G | *                 | UU SC -- | ** | ** | *               | *             | COMMUNICATION CONFIGURED PACKAGE              |
| WAR.GRDTRK.UNT.CS.SIGUNT.COMCP.LCCP    | S | * | G | *                 | UU SC L- | ** | ** | *               | *             | LARGE COMMUNICATION CONFIGURED PACKAGE (LCCP) |
| WAR.GRDTRK.UNT.CS.SIGUNT.CMDOPN        | S | * | G | *                 | UU SO -- | ** | ** | *               | *             | COMMAND OPERATIONS                            |
| WAR.GRDTRK.UNT.CS.SIGUNT.FWDCOM        | S | * | G | *                 | UU SF -- | ** | ** | *               | *             | FORWARD COMMUNICATIONS                        |
| WAR.GRDTRK.UNT.CS.SIGUNT.MSE           | S | * | G | *                 | UU SM -- | ** | ** | *               | *             | MULTIPLE SUBSCRIBER ELEMENT                   |
| WAR.GRDTRK.UNT.CS.SIGUNT.MSE.SEN       | S | * | G | *                 | UU SM S- | ** | ** | *               | *             | SMALL EXTENSION NODE                          |
| WAR.GRDTRK.UNT.CS.SIGUNT.MSE.LEN       | S | * | G | *                 | UU SM L- | ** | ** | *               | *             | LARGE EXTENSION NODE                          |
| WAR.GRDTRK.UNT.CS.SIGUNT.MSE.NODCTR    | S | * | G | *                 | UU SM N- | ** | ** | *               | *             | NODE CENTER                                   |
| WAR.GRDTRK.UNT.CS.SIGUNT.RDOUNT        | S | * | G | *                 | UU SR -- | ** | ** | *               | *             | RADIO UNIT                                    |
| WAR.GRDTRK.UNT.CS.SIGUNT.RDOUNT.TACSAT | S | * | G | *                 | UU SR S- | ** | ** | *               | *             | TACTICAL SATELLITE                            |
| WAR.GRDTRK.UNT.CS.SIGUNT.RDOUNT.TTYCTR | S | * | G | *                 | UU SR T- | ** | ** | *               | *             | TELETYPE CENTER                               |
| WAR.GRDTRK.UNT.CS.SIGUNT.RDOUNT.RLY    | S | * | G | *                 | UU SR W- | ** | ** | *               | *             | RELAY   |
| WAR.GRDTRK.UNT.CS.SIGUNT.SIGSUP        | S | * | G | *                 | UU SS -- | ** | ** | *               | *             | SIGNAL SUPPORT                                |
| WAR.GRDTRK.UNT.CS.SIGUNT.PHOSWT        | S | * | G | *                 | UU SW -- | ** | ** | *               | *             | TELEPHONE SWITCH                              |
| WAR.GRDTRK.UNT.CS.SIGUNT.ECRG          | S | * | G | *                 | UU SX -- | ** | ** | *               | *             | ELECTRONIC RANGING                            |
| WAR.GRDTRK.UNT.CS.IWU                  | S | * | G | *                 | UU I- -- | ** | ** | *               | *             | INFORMATION WARFARE UNIT                      |
| WAR.GRDTRK.UNT.CS.LNDSUP               | S | * | G | *                 | UU P- -- | ** | ** | *               | *             | LANDING SUPPORT                               |
| WAR.GRDTRK.UNT.CS.EOD                  | S | * | G | *                 | UU E- -- | ** | ** | *               | *             | EXPLOSIVE ORDNANCE DISPOSAL                   |

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## APPENDIX A

TABLE A-III. SIDC table - Continued.

| HIERARCHY                           |   |   | FUNCTION ID |   |          | ORDER OF BATTLE |    | DESCRIPTION                        |
|-------------------------------------|---|---|-------------|---|----------|-----------------|----|------------------------------------|
|                                     |   |   |             |   |          |                 |    |                                    |
|                                     |   |   |             |   |          |                 |    |                                    |
| WAR.GRDTRK.UNT.CSS                  | S | * | G           | * | US -- -- | **              | ** | * COMBAT SERVICE SUPPORT           |
| WAR.GRDTRK.UNT.CSS.ADMIN            | S | * | G           | * | US A- -- | **              | ** | * ADMINISTRATIVE (ADMIN)           |
| WAR.GRDTRK.UNT.CSS.ADMIN.THT        | S | * | G           | * | US AT -- | **              | ** | * ADMIN THEATER                    |
| WAR.GRDTRK.UNT.CSS.ADMIN.CRP        | S | * | G           | * | US AC -- | **              | ** | * ADMIN CORPS                      |
| WAR.GRDTRK.UNT.CSS.ADMIN.JAG        | S | * | G           | * | US AJ -- | **              | ** | * JUDGE ADVOCATE GENERAL (JAG)     |
| WAR.GRDTRK.UNT.CSS.ADMIN.JAG.THT    | S | * | G           | * | US AJ T- | **              | ** | * JAG THEATER                      |
| WAR.GRDTRK.UNT.CSS.ADMIN.JAG.CRP    | S | * | G           | * | US AJ C- | **              | ** | * JAG CORPS                        |
| WAR.GRDTRK.UNT.CSS.ADMIN.PST        | S | * | G           | * | US AO -- | **              | ** | * POSTAL                           |
| WAR.GRDTRK.UNT.CSS.ADMIN.PST.THT    | S | * | G           | * | US AO T- | **              | ** | * POSTAL THEATER                   |
| WAR.GRDTRK.UNT.CSS.ADMIN.PST.CRP    | S | * | G           | * | US AO C- | **              | ** | * POSTAL CORPS                     |
| WAR.GRDTRK.UNT.CSS.ADMIN.FIN        | S | * | G           | * | US AF -- | **              | ** | * FINANCE                          |
| WAR.GRDTRK.UNT.CSS.ADMIN.FIN.THT    | S | * | G           | * | US AF T- | **              | ** | * FINANCE THEATER                  |
| WAR.GRDTRK.UNT.CSS.ADMIN.FIN.CRP    | S | * | G           | * | US AF C- | **              | ** | * FINANCE CORPS                    |
| WAR.GRDTRK.UNT.CSS.ADMIN.PERSVC     | S | * | G           | * | US AS -- | **              | ** | * PERSONNEL SERVICES               |
| WAR.GRDTRK.UNT.CSS.ADMIN.PERSVC.THT | S | * | G           | * | US AS T- | **              | ** | * PERSONNEL THEATER                |
| WAR.GRDTRK.UNT.CSS.ADMIN.PERSVC.CRP | S | * | G           | * | US AS C- | **              | ** | * PERSONNEL CORPS                  |
| WAR.GRDTRK.UNT.CSS.ADMIN.MTRY       | S | * | G           | * | US AM -- | **              | ** | * MORTUARY/GRAVES REGISTRY         |
| WAR.GRDTRK.UNT.CSS.ADMIN.MTRY.THT   | S | * | G           | * | US AM T- | **              | ** | * MORTUARY/GRAVES REGISTRY THEATER |
| WAR.GRDTRK.UNT.CSS.ADMIN.MTRY.CRP   | S | * | G           | * | US AM C- | **              | ** | * MORTUARY/GRAVES REGISTRY CORPS   |
| WAR.GRDTRK.UNT.CSS.ADMIN.RELG       | S | * | G           | * | US AR -- | **              | ** | * RELIGIOUS/CHAPLAIN               |
| WAR.GRDTRK.UNT.CSS.ADMIN.RELG.THT   | S | * | G           | * | US AR T- | **              | ** | * RELIGIOUS/CHAPLAIN THEATER       |
| WAR.GRDTRK.UNT.CSS.ADMIN.RELG.CRP   | S | * | G           | * | US AR C- | **              | ** | * RELIGIOUS/CHAPLAIN CORPS         |
| WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF     | S | * | G           | * | US AP -- | **              | ** | * PUBLIC AFFAIRS                   |
| WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF.THT | S | * | G           | * | US AP T- | **              | ** | * PUBLIC AFFAIRS THEATER           |
| WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF.CRP | S | * | G           | * | US AP C- | **              | ** | * PUBLIC AFFAIRS CORPS             |

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## APPENDIX A

TABLE A-III. SIDC table - Continued.

| HIERARCHY                                |   |   |   | FUNCTION ID |          |    | ORDER OF BATTLE |   | DESCRIPTION                                   |
|--|---|---|---|-------------|----------|----|-----------------|---|---|
|  |   |   |   |             |          |    |                 |   |   |
|  |   |   |   |             |          |    |                 |   |   |
| WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF.BRCT     | S | * | G | *           | US AP B- | ** | **              | * | PUBLIC AFFAIRS BROADCAST                      |
| WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF.BRCT.THT | S | * | G | *           | US AP BT | ** | **              | * | PUBLIC AFFAIRS BROADCAST THEATER              |
| WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF.BRCT.CRP | S | * | G | *           | US AP BC | ** | **              | * | PUBLIC AFFAIRS BROADCAST CORPS                |
| WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF.JIB      | S | * | G | *           | US AP M- | ** | **              | * | PUBLIC AFFAIRS JOINT INFORMATION BUREAU (JIB) |
| WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF.JIB.THT  | S | * | G | *           | US AP MT | ** | **              | * | PUBLIC AFFAIRS JIB THEATER                    |
| WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF.JIB.CRP  | S | * | G | *           | US AP MC | ** | **              | * | PUBLIC AFFAIRS JIB CORPS                      |
| WAR.GRDTRK.UNT.CSS.ADMIN.RHU             | S | * | G | *           | US AX -- | ** | **              | * | REPLACEMENT HOLDING UNIT (RHU)                |
| WAR.GRDTRK.UNT.CSS.ADMIN.RHU.THT         | S | * | G | *           | US AX T- | ** | **              | * | RHU THEATER                                   |
| WAR.GRDTRK.UNT.CSS.ADMIN.RHU.CRP         | S | * | G | *           | US AX C- | ** | **              | * | RHU CORPS                                     |
| WAR.GRDTRK.UNT.CSS.ADMIN.LBR             | S | * | G | *           | US AL -- | ** | **              | * | LABOR   |
| WAR.GRDTRK.UNT.CSS.ADMIN.LBR.THT         | S | * | G | *           | US AL T- | ** | **              | * | LABOR THEATER                                 |
| WAR.GRDTRK.UNT.CSS.ADMIN.LBR.CRP         | S | * | G | *           | US AL C- | ** | **              | * | LABOR CORPS                                   |
| WAR.GRDTRK.UNT.CSS.ADMIN.MWR             | S | * | G | *           | US AW -- | ** | **              | * | MORALE, WELFARE, RECREATION (MWR)             |
| WAR.GRDTRK.UNT.CSS.ADMIN.MWR.THT         | S | * | G | *           | US AW T- | ** | **              | * | MWR THEATER                                   |
| WAR.GRDTRK.UNT.CSS.ADMIN.MWR.CRP         | S | * | G | *           | US AW C- | ** | **              | * | MWR CORPS                                     |
| WAR.GRDTRK.UNT.CSS.ADMIN.SUPPLY          | S | * | G | *           | US AQ -- | ** | **              | * | QUARTERMASTER (SUPPLY)                        |
| WAR.GRDTRK.UNT.CSS.ADMIN.SUPPLY.THT      | S | * | G | *           | US AQ T- | ** | **              | * | QUARTERMASTER (SUPPLY) THEATER                |
| WAR.GRDTRK.UNT.CSS.ADMIN.SUPPLY.CRP      | S | * | G | *           | US AQ C- | ** | **              | * | QUARTERMASTER (SUPPLY) CORPS                  |
| WAR.GRDTRK.UNT.CSS.MED                   | S | * | G | *           | US M--   | ** | **              | * | MEDICAL                                       |
| WAR.GRDTRK.UNT.CSS.MED.THT               | S | * | G | *           | US MT -- | ** | **              | * | MEDICAL THEATER                               |
| WAR.GRDTRK.UNT.CSS.MED.CRP               | S | * | G | *           | US MC -- | ** | **              | * | MEDICAL CORPS                                 |
| WAR.GRDTRK.UNT.CSS.MED.MEDTF             | S | * | G | *           | US MM -- | ** | **              | * | MEDICAL TREATMENT FACILITY                    |
| WAR.GRDTRK.UNT.CSS.MED.MEDTF.THT         | S | * | G | *           | US MM T- | ** | **              | * | MEDICAL TREATMENT FACILITY THEATER            |
| WAR.GRDTRK.UNT.CSS.MED.MEDTF.CRP         | S | * | G | *           | US MM C- | ** | **              | * | MEDICAL TREATMENT FACILITY CORPS              |
| WAR.GRDTRK.UNT.CSS.MED.VNY               | S | * | G | *           | US MV -- | ** | **              | * | MEDICAL VETERINARY                            |

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## APPENDIX A

TABLE A-III. SIDC table - Continued.

| HIERARCHY                           |   |   | FUNCTION ID |   |              | DESCRIPTION     |                                   |
|-------------------------------------|---|---|-------------|---|--------------|-----------------|-----------------------------------|
|                                     |   |   |             |   |              | ORDER OF BATTLE |                                   |
|                                     |   |   |             |   | COUNTRY CODE |                 |                                   |
|                                     |   |   |             |   |              |                 |                                   |
| WAR.GRDTRK.UNT.CSS.MED.VNY.THT      | S | * | G           | * | US MV T-     | **              | MEDICAL VETERINARY THEATER        |
| WAR.GRDTRK.UNT.CSS.MED.VNY.CRP      | S | * | G           | * | US MV C-     | **              | MEDICAL VETERINARY CORPS          |
| WAR.GRDTRK.UNT.CSS.MED.DEN          | S | * | G           | * | US MD --     | **              | MEDICAL DENTAL                    |
| WAR.GRDTRK.UNT.CSS.MED.DEN.THT      | S | * | G           | * | US MD T-     | **              | MEDICAL DENTAL THEATER            |
| WAR.GRDTRK.UNT.CSS.MED.DEN.CRP      | S | * | G           | * | US MD C-     | **              | MEDICAL DENTAL CORPS              |
| WAR.GRDTRK.UNT.CSS.MED.PSY          | S | * | G           | * | US MP --     | **              | MEDICAL PSYCHOLOGICAL             |
| WAR.GRDTRK.UNT.CSS.MED.PSY.THT      | S | * | G           | * | US MP T-     | **              | MEDICAL PSYCHOLOGICAL THEATER     |
| WAR.GRDTRK.UNT.CSS.MED.PSY.CRP      | S | * | G           | * | US MP C-     | **              | MEDICAL PSYCHOLOGICAL CORPS       |
| WAR.GRDTRK.UNT.CSS.SLP              | S | * | G           | * | US S- --     | **              | SUPPLY                            |
| WAR.GRDTRK.UNT.CSS.SLP.THT          | S | * | G           | * | US ST --     | **              | SUPPLY THEATER                    |
| WAR.GRDTRK.UNT.CSS.SLP.CRP          | S | * | G           | * | US SC --     | **              | SUPPLY CORPS                      |
| WAR.GRDTRK.UNT.CSS.SLP.CLS1         | S | * | G           | * | US S1 --     | **              | SUPPLY CLASS I                    |
| WAR.GRDTRK.UNT.CSS.SLP.CLS1.THT     | S | * | G           | * | US S1 T-     | **              | SUPPLY CLASS I THEATER            |
| WAR.GRDTRK.UNT.CSS.SLP.CLS1.CRP     | S | * | G           | * | US S1 C-     | **              | SUPPLY CLASS I CORPS              |
| WAR.GRDTRK.UNT.CSS.SLP.CLS2         | S | * | G           | * | US S2 --     | **              | SUPPLY CLASS II                   |
| WAR.GRDTRK.UNT.CSS.SLP.CLS2.THT     | S | * | G           | * | US S2 T-     | **              | SUPPLY CLASS II THEATER           |
| WAR.GRDTRK.UNT.CSS.SLP.CLS2.CRP     | S | * | G           | * | US S2 C-     | **              | SUPPLY CLASS II CORPS             |
| WAR.GRDTRK.UNT.CSS.SLP.CLS3         | S | * | G           | * | US S3 --     | **              | SUPPLY CLASS III                  |
| WAR.GRDTRK.UNT.CSS.SLP.CLS3.THT     | S | * | G           | * | US S3 T-     | **              | SUPPLY CLASS III THEATER          |
| WAR.GRDTRK.UNT.CSS.SLP.CLS3.CRP     | S | * | G           | * | US S3 C-     | **              | SUPPLY CLASS III CORPS            |
| WAR.GRDTRK.UNT.CSS.SLP.CLS3.AVN     | S | * | G           | * | US S3 A-     | **              | SUPPLY CLASS III AVIATION         |
| WAR.GRDTRK.UNT.CSS.SLP.CLS3.AVN.THT | S | * | G           | * | US S3 AT     | **              | SUPPLY CLASS III AVIATION THEATER |
| WAR.GRDTRK.UNT.CSS.SLP.CLS3.AVN.CRP | S | * | G           | * | US S3 AC     | **              | SUPPLY CLASS III AVIATION CORPS   |
| WAR.GRDTRK.UNT.CSS.SLP.CLS4         | S | * | G           | * | US S4 --     | **              | SUPPLY CLASS IV                   |
| WAR.GRDTRK.UNT.CSS.SLP.CLS4.THT     | S | * | G           | * | US S4 T-     | **              | SUPPLY CLASS IV THEATER           |

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TABLE A-III. SIDC table - Continued.

| HIERARCHY                        |   |   |   |   | FUNCTION ID |    |    |   | ORDER OF BATTLE |  | DESCRIPTION                 |
|----------------------------------|---|---|---|---|-------------|----|----|---|-----------------|--|-----------------------------|
|                                  |   |   |   |   |             |    |    |   |                 |  |                             |
|                                  |   |   |   |   |             |    |    |   |                 |  |                             |
| WAR.GRDTRK.UNT.CSS.SLP.CLS4.CRP  | S | * | G | * | US S4 C-    | ** | ** | * |                 |  | SUPPLY CLASS IV CORPS       |
| WAR.GRDTRK.UNT.CSS.SLP.CLS5      | S | * | G | * | US S5 --    | ** | ** | * |                 |  | SUPPLY CLASS V              |
| WAR.GRDTRK.UNT.CSS.SLP.CLS5.THT  | S | * | G | * | US S5 T-    | ** | ** | * |                 |  | SUPPLY CLASS V THEATER      |
| WAR.GRDTRK.UNT.CSS.SLP.CLS5.CRP  | S | * | G | * | US S5 C-    | ** | ** | * |                 |  | SUPPLY CLASS V CORPS        |
| WAR.GRDTRK.UNT.CSS.SLP.CLS6      | S | * | G | * | US S6 --    | ** | ** | * |                 |  | SUPPLY CLASS VI             |
| WAR.GRDTRK.UNT.CSS.SLP.CLS6.THT  | S | * | G | * | US S6 T-    | ** | ** | * |                 |  | SUPPLY CLASS VI THEATER     |
| WAR.GRDTRK.UNT.CSS.SLP.CLS6.CRP  | S | * | G | * | US S6 C-    | ** | ** | * |                 |  | SUPPLY CLASS VI CORPS       |
| WAR.GRDTRK.UNT.CSS.SLP.CLS7      | S | * | G | * | US S7 --    | ** | ** | * |                 |  | SUPPLY CLASS VII            |
| WAR.GRDTRK.UNT.CSS.SLP.CLS7.THT  | S | * | G | * | US S7 T-    | ** | ** | * |                 |  | SUPPLY CLASS VII THEATER    |
| WAR.GRDTRK.UNT.CSS.SLP.CLS7.CRP  | S | * | G | * | US S7 C-    | ** | ** | * |                 |  | SUPPLY CLASS VII CORPS      |
| WAR.GRDTRK.UNT.CSS.SLP.CLS8      | S | * | G | * | US S8 --    | ** | ** | * |                 |  | SUPPLY CLASS VIII           |
| WAR.GRDTRK.UNT.CSS.SLP.CLS8.THT  | S | * | G | * | US S8 T-    | ** | ** | * |                 |  | SUPPLY CLASS VIII THEATER   |
| WAR.GRDTRK.UNT.CSS.SLP.CLS8.CRP  | S | * | G | * | US S8 C-    | ** | ** | * |                 |  | SUPPLY CLASS VIII CORPS     |
| WAR.GRDTRK.UNT.CSS.SLP.CLS9      | S | * | G | * | US S9 --    | ** | ** | * |                 |  | SUPPLY CLASS IX             |
| WAR.GRDTRK.UNT.CSS.SLP.CLS9.THT  | S | * | G | * | US S9 T-    | ** | ** | * |                 |  | SUPPLY CLASS IX THEATER     |
| WAR.GRDTRK.UNT.CSS.SLP.CLS9.CRP  | S | * | G | * | US S9 C-    | ** | ** | * |                 |  | SUPPLY CLASS IX CORPS       |
| WAR.GRDTRK.UNT.CSS.SLP.CLS10     | S | * | G | * | US SX --    | ** | ** | * |                 |  | SUPPLY CLASS X              |
| WAR.GRDTRK.UNT.CSS.SLP.CLS10.THT | S | * | G | * | US SX T-    | ** | ** | * |                 |  | SUPPLY CLASS X THEATER      |
| WAR.GRDTRK.UNT.CSS.SLP.CLS10.CRP | S | * | G | * | US SX C-    | ** | ** | * |                 |  | SUPPLY CLASS X CORPS        |
| WAR.GRDTRK.UNT.CSS.SLP.LDY       | S | * | G | * | US SL --    | ** | ** | * |                 |  | SUPPLY LAUNDRY/BATH         |
| WAR.GRDTRK.UNT.CSS.SLP.LDY.THT   | S | * | G | * | US SL T-    | ** | ** | * |                 |  | SUPPLY LAUNDRY/BATH THEATER |
| WAR.GRDTRK.UNT.CSS.SLP.LDY.CRP   | S | * | G | * | US SL C-    | ** | ** | * |                 |  | SUPPLY LAUNDRY/BATH CORPS   |
| WAR.GRDTRK.UNT.CSS.SLP.H2O       | S | * | G | * | US SW --    | ** | ** | * |                 |  | SUPPLY WATER                |
| WAR.GRDTRK.UNT.CSS.SLP.H2O.THT   | S | * | G | * | US SW T-    | ** | ** | * |                 |  | SUPPLY WATER THEATER        |
| WAR.GRDTRK.UNT.CSS.SLP.H2O.CRP   | S | * | G | * | US SW C-    | ** | ** | * |                 |  | SUPPLY WATER CORPS          |

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TABLE A-III. SIDC table - Continued.

| HIERARCHY                          |   |   |   | FUNCTION ID |          |    | ORDER OF BATTLE |   | DESCRIPTION                       |
|------------------------------------|---|---|---|-------------|----------|----|-----------------|---|-----------------------------------|
|                                    |   |   |   |             |          |    |                 |   |                                   |
|                                    |   |   |   |             |          |    |                 |   |                                   |
| WAR.GRDTRK.UNT.CSS.SLP.H2O.PUR     | S | * | G | *           | US SW P- | ** | **              | * | SUPPLY WATER PURIFICATION         |
| WAR.GRDTRK.UNT.CSS.SLP.H2O.PUR.THT | S | * | G | *           | US SW PT | ** | **              | * | SUPPLY WATER PURIFICATION THEATER |
| WAR.GRDTRK.UNT.CSS.SLP.H2O.PUR.CRP | S | * | G | *           | US SW PC | ** | **              | * | SUPPLY WATER PURIFICATION CORPS   |
| WAR.GRDTRK.UNT.CSS.TPT             | S | * | G | *           | US T- -- | ** | **              | * | TRANSPORTATION                    |
| WAR.GRDTRK.UNT.CSS.TPT.THT         | S | * | G | *           | US TT -- | ** | **              | * | TRANSPORTATION THEATER            |
| WAR.GRDTRK.UNT.CSS.TPT.CRP         | S | * | G | *           | US TC -- | ** | **              | * | TRANSPORTATION CORPS              |
| WAR.GRDTRK.UNT.CSS.TPT.MCC         | S | * | G | *           | US TM -- | ** | **              | * | MOVEMENT CONTROL CENTER (MCC)     |
| WAR.GRDTRK.UNT.CSS.TPT.MCC.THT     | S | * | G | *           | US TM T- | ** | **              | * | MCC THEATER                       |
| WAR.GRDTRK.UNT.CSS.TPT.MCC.CRP     | S | * | G | *           | US TM C- | ** | **              | * | MCC CORPS                         |
| WAR.GRDTRK.UNT.CSS.TPT.RHD         | S | * | G | *           | US TR -- | ** | **              | * | RAILHEAD                          |
| WAR.GRDTRK.UNT.CSS.TPT.RHD.THT     | S | * | G | *           | US TR T- | ** | **              | * | RAILHEAD THEATER                  |
| WAR.GRDTRK.UNT.CSS.TPT.RHD.CRP     | S | * | G | *           | US TR C- | ** | **              | * | RAILHEAD CORPS                    |
| WAR.GRDTRK.UNT.CSS.TPT.SPOD        | S | * | G | *           | US TS -- | ** | **              | * | SPOD/SPOE                         |
| WAR.GRDTRK.UNT.CSS.TPT.SPOD.THT    | S | * | G | *           | US TS T- | ** | **              | * | SPOD/SPOE THEATER                 |
| WAR.GRDTRK.UNT.CSS.TPT.SPOD.CRP    | S | * | G | *           | US TS C- | ** | **              | * | SPOD/SPOE CORPS                   |
| WAR.GRDTRK.UNT.CSS.TPT.APOD        | S | * | G | *           | US TA -- | ** | **              | * | APOD/APOE                         |
| WAR.GRDTRK.UNT.CSS.TPT.APOD.THT    | S | * | G | *           | US TA T- | ** | **              | * | APOD/APOE THEATER                 |
| WAR.GRDTRK.UNT.CSS.TPT.APOD.CRP    | S | * | G | *           | US TA C- | ** | **              | * | APOD/APOE CORPS                   |
| WAR.GRDTRK.UNT.CSS.TPT.MSL         | S | * | G | *           | US TI -- | ** | **              | * | MISSILE                           |
| WAR.GRDTRK.UNT.CSS.TPT.MSL.THT     | S | * | G | *           | US TI T- | ** | **              | * | MISSILE THEATER                   |
| WAR.GRDTRK.UNT.CSS.TPT.MSL.CRP     | S | * | G | *           | US TI C- | ** | **              | * | MISSILE CORPS                     |
| WAR.GRDTRK.UNT.CSS.MAINT           | S | * | G | *           | US X- -- | ** | **              | * | MAINTENANCE                       |
| WAR.GRDTRK.UNT.CSS.MAINT.THT       | S | * | G | *           | US XT -- | ** | **              | * | MAINTENANCE THEATER               |
| WAR.GRDTRK.UNT.CSS.MAINT.CRP       | S | * | G | *           | US XC -- | ** | **              | * | MAINTENANCE CORPS                 |
| WAR.GRDTRK.UNT.CSS.MAINT.HVY       | S | * | G | *           | US XH -- | ** | **              | * | MAINTENANCE HEAVY                 |

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## APPENDIX A

TABLE A-III. SIDC table - Continued.

| HIERARCHY                                 |   |   |   | FUNCTION ID |          |    | ORDER OF BATTLE | DESCRIPTION                                      |
|---|---|---|---|-------------|----------|----|-----------------|--|
|   |   |   |   |             |          |    |                 |  |
|   |   |   |   |             |          |    |                 |  |
| WAR.GRDTRK.UNT.CSS.MAINT.HVY.THT          | S | * | G | *           | US XH T- | ** | **              | * MAINTENANCE HEAVY THEATER                      |
| WAR.GRDTRK.UNT.CSS.MAINT.HVY.CRP          | S | * | G | *           | US XH C- | ** | **              | * MAINTENANCE HEAVY CORPS                        |
| WAR.GRDTRK.UNT.CSS.MAINT.RCY              | S | * | G | *           | US XR -- | ** | **              | * MAINTENANCE RECOVERY                           |
| WAR.GRDTRK.UNT.CSS.MAINT.RCY.THT          | S | * | G | *           | US XR T- | ** | **              | * MAINTENANCE RECOVERY THEATER                   |
| WAR.GRDTRK.UNT.CSS.MAINT.RCY.CRP          | S | * | G | *           | US XR C- | ** | **              | * MAINTENANCE RECOVERY CORPS                     |
| WAR.GRDTRK.UNT.CSS.MAINT.ORD              | S | * | G | *           | US XO -- | ** | **              | * ORDNANCE                                       |
| WAR.GRDTRK.UNT.CSS.MAINT.ORD.THT          | S | * | G | *           | US XO T- | ** | **              | * ORDNANCE THEATER                               |
| WAR.GRDTRK.UNT.CSS.MAINT.ORD.CRP          | S | * | G | *           | US XO C- | ** | **              | * ORDNANCE CORPS                                 |
| WAR.GRDTRK.UNT.CSS.MAINT.ORD.MSL          | S | * | G | *           | US XO M- | ** | **              | * ORDNANCE MISSILE                               |
| WAR.GRDTRK.UNT.CSS.MAINT.ORD.MSL.THT      | S | * | G | *           | US XO MT | ** | **              | * ORDNANCE MISSILE THEATER                       |
| WAR.GRDTRK.UNT.CSS.MAINT.ORD.MSL.CRP      | S | * | G | *           | US XO MC | ** | **              | * ORDNANCE MISSILE CORPS                         |
| WAR.GRDTRK.UNT.CSS.MAINT.EOP              | S | * | G | *           | US XE -- | ** | **              | * ELECTRO-OPTICAL                                |
| WAR.GRDTRK.UNT.CSS.MAINT.EOP.THT          | S | * | G | *           | US XE T- | ** | **              | * ELECTRO-OPTICAL THEATER                        |
| WAR.GRDTRK.UNT.CSS.MAINT.EOP.CRP          | S | * | G | *           | US XE C- | ** | **              | * ELECTRO-OPTICAL CORPS                          |
| WAR.GRDTRK.UNT.C2HQ                       | S | * | G | *           | UH -- -- | ** | **              | * SPECIAL C2 HEADQUARTERS COMPONENT              |
| WAR.GRDTRK.EQT                            | S | * | G | *           | E- -- -- | ** | **              | * GROUND TRACK EQUIPMENT                         |
| WAR.GRDTRK.EQT.WPN                        | S | * | G | *           | EW -- -- | ** | **              | * WEAPON   |
| WAR.GRDTRK.EQT.WPN.MSLL                   | S | * | G | *           | EW M--   | ** | **              | * MISSILE LAUNCHER                               |
| WAR.GRDTRK.EQT.WPN.MSLL.ADFAD             | S | * | G | *           | EW MA -- | ** | **              | * AIR DEFENSE (AD) MISSILE LAUNCHER              |
| WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.SHTR        | S | * | G | *           | EW MA S- | ** | **              | * SHORT RANGE AD MISSILE LAUNCHER                |
| WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.SHTR.TLAR   | S | * | G | *           | EW MA SR | ** | **              | * TRANSPORTER LAUNCHER AND RADAR (TLAR)          |
| WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.SHTR.TELAR  | S | * | G | *           | EW MA SE | ** | **              | * TRANSPORTER ERECTOR LAUNCHER AND RADAR (TELAR) |
| WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.INTMR       | S | * | G | *           | EW MA I- | ** | **              | * INTERMEDIATE RANGE AD MISSILE LAUNCHER         |
| WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.INTMR.TLAR  | S | * | G | *           | EW MA IR | ** | **              | * TRANSPORTER LAUNCHER AND RADAR (TLAR)          |
| WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.INTMR.TELAR | S | * | G | *           | EW MA IE | ** | **              | * TRANSPORTER ERECTOR LAUNCHER AND RADAR (TELAR) |

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TABLE A-III. SIDC table - Continued.

| HIERARCHY                                |   |   |   | FUNCTION ID |          |    |    | DESCRIPTION                                      |
|--|---|---|---|-------------|----------|----|----|--|
|  |   |   |   |             |          |    |    |  |
|  |   |   |   |             |          |    |    |  |
| WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.LNGR       | S | * | G | *           | EW MA L- | ** | ** | * LONG RANGE AD MISSILE LAUNCHER                 |
| WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.LNGR.TLAR  | S | * | G | *           | EW MA LR | ** | ** | * TRANSPORTER LAUNCHER AND RADAR (TLAR)          |
| WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.LNGR.TELAR | S | * | G | *           | EW MA LE | ** | ** | * TRANSPORTER ERECTOR LAUNCHER AND RADAR (TELAR) |
| WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.THT        | S | * | G | *           | EW MA T- | ** | ** | * AD MISSILE LAUNCHER THEATER                    |
| WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.THT.TLAR   | S | * | G | *           | EW MA TR | ** | ** | * TRANSPORTER LAUNCHER AND RADAR (TLAR)          |
| WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.THT.TELAR  | S | * | G | *           | EW MA TE | ** | ** | * TRANSPORTER ERECTOR LAUNCHER AND RADAR (TELAR) |
| WAR.GRDTRK.EQT.WPN.MSLL.SUF              | S | * | G | *           | EW MS -- | ** | ** | * SURF-SURF (SS) MISSILE LAUNCHER                |
| WAR.GRDTRK.EQT.WPN.MSLL.SUF.SHTR         | S | * | G | *           | EW MS S- | ** | ** | * SHORT RANGE SS MISSILE LAUNCHER                |
| WAR.GRDTRK.EQT.WPN.MSLL.SUF.INTMR        | S | * | G | *           | EW MS I- | ** | ** | * INTERMEDIATE RANGE SS MISSILE LAUNCHER         |
| WAR.GRDTRK.EQT.WPN.MSLL.SUF.LNGR         | S | * | G | *           | EW MS L- | ** | ** | * LONG RANGE SS MISSILE LAUNCHER                 |
| WAR.GRDTRK.EQT.WPN.MSLL.AT               | S | * | G | *           | EW MT -- | ** | ** | * MISSILE LAUNCHER ANTITANK (AT)                 |
| WAR.GRDTRK.EQT.WPN.MSLL.AT.LIT           | S | * | G | *           | EW MT L- | ** | ** | * MISSILE LAUNCHER AT LIGHT                      |
| WAR.GRDTRK.EQT.WPN.MSLL.AT.MDM           | S | * | G | *           | EW MT M- | ** | ** | * MISSILE LAUNCHER AT MEDIUM                     |
| WAR.GRDTRK.EQT.WPN.MSLL.AT.HVY           | S | * | G | *           | EW MT H- | ** | ** | * MISSILE LAUNCHER AT HEAVY                      |
| WAR.GRDTRK.EQT.WPN.SRL                   | S | * | G | *           | EW S--   | ** | ** | * SINGLE ROCKET LAUNCHER                         |
| WAR.GRDTRK.EQT.WPN.SRL.LIT               | S | * | G | *           | EW SL -- | ** | ** | * SINGLE ROCKET LAUNCHER LIGHT                   |
| WAR.GRDTRK.EQT.WPN.SRL.MDM               | S | * | G | *           | EW SM -- | ** | ** | * SINGLE ROCKET LAUNCHER MEDIUM                  |
| WAR.GRDTRK.EQT.WPN.SRL.HVY               | S | * | G | *           | EW SH -- | ** | ** | * SINGLE ROCKET LAUNCHER HEAVY                   |
| WAR.GRDTRK.EQT.WPN.MRL                   | S | * | G | *           | EW X--   | ** | ** | * MULTIPLE ROCKET LAUNCHER                       |
| WAR.GRDTRK.EQT.WPN.MRL.LIT               | S | * | G | *           | EW XL -- | ** | ** | * MULTIPLE ROCKET LAUNCHER LIGHT                 |
| WAR.GRDTRK.EQT.WPN.MRL.MDM               | S | * | G | *           | EW XM -- | ** | ** | * MULTIPLE ROCKET LAUNCHER MEDIUM                |
| WAR.GRDTRK.EQT.WPN.MRL.HVY               | S | * | G | *           | EW XH -- | ** | ** | * MULTIPLE ROCKET LAUNCHER HEAVY                 |
| WAR.GRDTRK.EQT.WPN.ATRL                  | S | * | G | *           | EW T--   | ** | ** | * ANTITANK ROCKET LAUNCHER                       |
| WAR.GRDTRK.EQT.WPN.ATRL.LIT              | S | * | G | *           | EW TL -- | ** | ** | * ANTITANK ROCKET LAUNCHER LIGHT                 |
| WAR.GRDTRK.EQT.WPN.ATRL.MDM              | S | * | G | *           | EW TM -- | ** | ** | * ANTITANK ROCKET LAUNCHER MEDIUM                |

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## APPENDIX A

TABLE A-III. SIDC table - Continued.

| HIERARCHY                      |   |   |   | FUNCTION ID |          |    |    | DESCRIPTION                      |
|--------------------------------|---|---|---|-------------|----------|----|----|----------------------------------|
|                                |   |   |   |             |          |    |    |                                  |
|                                |   |   |   |             |          |    |    |                                  |
| WAR.GRDTRK.EQT.WPN.ATRL.HVY    | S | * | G | *           | EW TH -- | ** | ** | * ANTITANK ROCKET LAUNCHER HEAVY |
| WAR.GRDTRK.EQT.WPN.RIFWPN      | S | * | G | *           | EW R- -- | ** | ** | * RIFLE/AUTOMATIC WEAPON         |
| WAR.GRDTRK.EQT.WPN.RIFWPN.RIF  | S | * | G | *           | EW RR -- | ** | ** | * RIFLE                          |
| WAR.GRDTRK.EQT.WPN.RIFWPN.LMG  | S | * | G | *           | EW RL -- | ** | ** | * LIGHT MACHINE GUN              |
| WAR.GRDTRK.EQT.WPN.RIFWPN.HMG  | S | * | G | *           | EW RH -- | ** | ** | * HEAVY MACHINE GUN              |
| WAR.GRDTRK.EQT.WPN.GREL        | S | * | G | *           | EW Z- -- | ** | ** | * GRENADE LAUNCHER               |
| WAR.GRDTRK.EQT.WPN.GREL.LIT    | S | * | G | *           | EW ZL -- | ** | ** | * GRENADE LAUNCHER LIGHT         |
| WAR.GRDTRK.EQT.WPN.GREL.MDM    | S | * | G | *           | EW ZM -- | ** | ** | * GRENADE LAUNCHER MEDIUM        |
| WAR.GRDTRK.EQT.WPN.GREL.HVY    | S | * | G | *           | EW ZH -- | ** | ** | * GRENADE LAUNCHER HEAVY         |
| WAR.GRDTRK.EQT.WPN.MORT        | S | * | G | *           | EW O- -- | ** | ** | * MORTAR                         |
| WAR.GRDTRK.EQT.WPN.MORT.LIT    | S | * | G | *           | EW OL -- | ** | ** | * MORTAR LIGHT                   |
| WAR.GRDTRK.EQT.WPN.MORT.MDM    | S | * | G | *           | EW OM -- | ** | ** | * MORTAR MEDIUM                  |
| WAR.GRDTRK.EQT.WPN.MORT.HVY    | S | * | G | *           | EW OH -- | ** | ** | * MORTAR HEAVY                   |
| WAR.GRDTRK.EQT.WPN.HOW         | S | * | G | *           | EW H- -- | ** | ** | * HOWITZER                       |
| WAR.GRDTRK.EQT.WPN.HOW.LIT     | S | * | G | *           | EW HL -- | ** | ** | * HOWITZER LIGHT                 |
| WAR.GRDTRK.EQT.WPN.HOW.LIT.SPD | S | * | G | *           | EW HL S- | ** | ** | * HOWITZER LIGHT SELF-PROPELLED  |
| WAR.GRDTRK.EQT.WPN.HOW.MDM     | S | * | G | *           | EW HM -- | ** | ** | * HOWITZER MEDIUM                |
| WAR.GRDTRK.EQT.WPN.HOW.MDM.SPD | S | * | G | *           | EW HM S- | ** | ** | * HOWITZER MEDIUM SELF-PROPELLED |
| WAR.GRDTRK.EQT.WPN.HOW.HVY     | S | * | G | *           | EW HH -- | ** | ** | * HOWITZER HEAVY                 |
| WAR.GRDTRK.EQT.WPN.HOW.HVY.SPD | S | * | G | *           | EW HH S- | ** | ** | * HOWITZER HEAVY SELF-PROPELLED  |
| WAR.GRDTRK.EQT.WPN.ATG         | S | * | G | *           | EW G- -- | ** | ** | * ANTITANK GUN                   |
| WAR.GRDTRK.EQT.WPN.ATG.LIT     | S | * | G | *           | EW GL -- | ** | ** | * ANTITANK GUN LIGHT             |
| WAR.GRDTRK.EQT.WPN.ATG.MDM     | S | * | G | *           | EW GM -- | ** | ** | * ANTITANK GUN MEDIUM            |
| WAR.GRDTRK.EQT.WPN.ATG.HVY     | S | * | G | *           | EW GH -- | ** | ** | * ANTITANK GUN HEAVY             |
| WAR.GRDTRK.EQT.WPN.ATG.RECL    | S | * | G | *           | EW GR -- | ** | ** | * ANTITANK GUN RECOILLESS        |

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APPENDIX A

TABLE A-III. SIDC table - Continued.

| HIERARCHY                               |   |   |   | FUNCTION ID |          |              |                 | DESCRIPTION                             |
|---|---|---|---|-------------|----------|--------------|-----------------|---|
|   |   |   |   |             |          |              | ORDER OF BATTLE |   |
|   |   |   |   |             |          | COUNTRY CODE |                 |   |
|   |   |   |   |             |          |              |                 |   |
| WAR.GRDTRK.EQT.WPN.DFG                  | S | * | G | *           | EW D- -- | **           | **              | * DIRECT FIRE GUN                       |
| WAR.GRDTRK.EQT.WPN.DFG.LIT              | S | * | G | *           | EW DL -- | **           | **              | * DIRECT FIRE GUN LIGHT                 |
| WAR.GRDTRK.EQT.WPN.DFG.LIT.SPD          | S | * | G | *           | EW DL S- | **           | **              | * DIRECT FIRE GUN LIGHT SELF-PROPELLED  |
| WAR.GRDTRK.EQT.WPN.DFG.MDM              | S | * | G | *           | EW DM -- | **           | **              | * DIRECT FIRE GUN MEDIUM                |
| WAR.GRDTRK.EQT.WPN.DFG.MDM.SPD          | S | * | G | *           | EW DM S- | **           | **              | * DIRECT FIRE GUN MEDIUM SELF-PROPELLED |
| WAR.GRDTRK.EQT.WPN.DFG.HVY              | S | * | G | *           | EW DH -- | **           | **              | * DIRECT FIRE GUN HEAVY                 |
| WAR.GRDTRK.EQT.WPN.DFG.HVY.SPD          | S | * | G | *           | EW DH S- | **           | **              | * DIRECT FIRE GUN HEAVY SELF-PROPELLED  |
| WAR.GRDTRK.EQT.WPN.ADFG                 | S | * | G | *           | EW A- -- | **           | **              | * AIR DEFENSE GUN                       |
| WAR.GRDTRK.EQT.WPN.ADFG.LIT             | S | * | G | *           | EW AL -- | **           | **              | * AIR DEFENSE GUN LIGHT                 |
| WAR.GRDTRK.EQT.WPN.ADFG.MDM             | S | * | G | *           | EW AM -- | **           | **              | * AIR DEFENSE GUN MEDIUM                |
| WAR.GRDTRK.EQT.WPN.ADFG.HVY             | S | * | G | *           | EW AH -- | **           | **              | * AIR DEFENSE GUN HEAVY                 |
| WAR.GRDTRK.EQT.GRDVEH                   | S | * | G | *           | EV -- -- | **           | **              | * GROUND VEHICLE                        |
| WAR.GRDTRK.EQT.GRDVEH.ARMD              | S | * | G | *           | EV A- -- | **           | **              | * ARMORED VEHICLE                       |
| WAR.GRDTRK.EQT.GRDVEH.ARMD.TANK         | S | * | G | *           | EV AT -- | **           | **              | * TANK                                  |
| WAR.GRDTRK.EQT.GRDVEH.ARMD.TANK.LIT     | S | * | G | *           | EV AT L- | **           | **              | * TANK LIGHT                            |
| WAR.GRDTRK.EQT.GRDVEH.ARMD.TANK.LIT.RCY | S | * | G | *           | EV AT LR | **           | **              | * TANK LIGHT RECOVERY                   |
| WAR.GRDTRK.EQT.GRDVEH.ARMD.TANK.MDM     | S | * | G | *           | EV AT M- | **           | **              | * TANK MEDIUM                           |
| WAR.GRDTRK.EQT.GRDVEH.ARMD.TANK.MDM.RCY | S | * | G | *           | EV AT MR | **           | **              | * TANK MEDIUM RECOVERY                  |
| WAR.GRDTRK.EQT.GRDVEH.ARMD.TANK.HVY     | S | * | G | *           | EV AT H- | **           | **              | * TANK HEAVY                            |
| WAR.GRDTRK.EQT.GRDVEH.ARMD.TANK.HVY.RCY | S | * | G | *           | EV AT HR | **           | **              | * TANK HEAVY RECOVERY                   |
| WAR.GRDTRK.EQT.GRDVEH.ARMD.ARMP         | S | * | G | *           | EV AA -- | **           | **              | * ARMORED PERSONNEL CARRIER             |
| WAR.GRDTRK.EQT.GRDVEH.ARMD.ARMP.RCY     | S | * | G | *           | EV AA R- | **           | **              | * ARMORED PERSONNEL CARRIER RECOVERY    |
| WAR.GRDTRK.EQT.GRDVEH.ARMD.ARMINF       | S | * | G | *           | EV AI -- | **           | **              | * ARMORED INFANTRY                      |
| WAR.GRDTRK.EQT.GRDVEH.ARMD.C2V          | S | * | G | *           | EV AC -- | **           | **              | * C2V/ACV                               |
| WAR.GRDTRK.EQT.GRDVEH.ARMD.CSSVEH       | S | * | G | *           | EV AS -- | **           | **              | * COMBAT SERVICE SUPPORT VEHICLE        |

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APPENDIX A

TABLE A-III. SIDC table - Continued.

| HIERARCHY                                 |   |   |   | FUNCTION ID      |          |    | ORDER OF BATTLE |   | DESCRIPTION                           |
|---|---|---|---|------------------|----------|----|-----------------|---|---------------------------------------|
|   |   |   |   | BATTLE DIMENSION |          |    | COUNTRY CODE    |   |                                       |
|   |   |   |   | STATUS           |          |    | SIZE/MOBILITY   |   |                                       |
|   |   |   |   |                  |          |    |                 |   |                                       |
| WAR.GRDTRK.EQT.GRDVEH.ARMD.LARMVH         | S | * | G | *                | EV AL -- | ** | **              | * | LIGHT ARMORED VEHICLE                 |
| WAR.GRDTRK.EQT.GRDVEH.UTYVEH              | S | * | G | *                | EV U- -- | ** | **              | * | UTILITY VEHICLE                       |
| WAR.GRDTRK.EQT.GRDVEH.UTYVEH.BUS          | S | * | G | *                | EV UB -- | ** | **              | * | BUS                                   |
| WAR.GRDTRK.EQT.GRDVEH.UTYVEH.SEMI         | S | * | G | *                | EV US -- | ** | **              | * | SEMI                                  |
| WAR.GRDTRK.EQT.GRDVEH.UTYVEH.SEMI.LIT     | S | * | G | *                | EV US L- | ** | **              | * | SEMI LIGHT                            |
| WAR.GRDTRK.EQT.GRDVEH.UTYVEH.SEMI.MDM     | S | * | G | *                | EV US M- | ** | **              | * | SEMI MEDIUM                           |
| WAR.GRDTRK.EQT.GRDVEH.UTYVEH.SEMI.HVY     | S | * | G | *                | EV US H- | ** | **              | * | SEMI HEAVY                            |
| WAR.GRDTRK.EQT.GRDVEH.UTYVEH.LCCTRK       | S | * | G | *                | EV UL -- | ** | **              | * | LIMITED CROSS-COUNTRY TRUCK           |
| WAR.GRDTRK.EQT.GRDVEH.UTYVEH.CCTRK        | S | * | G | *                | EV UX -- | ** | **              | * | CROSS-COUNTRY TRUCK                   |
| WAR.GRDTRK.EQT.GRDVEH.UTYVEH.H2OCRT       | S | * | G | *                | EV UR -- | ** | **              | * | WATER CRAFT                           |
| WAR.GRDTRK.EQT.GRDVEH.UTYVEH.TOWTRK       | S | * | G | *                | EV UT -- | ** | **              | * | TOW TRUCK                             |
| WAR.GRDTRK.EQT.GRDVEH.UTYVEH.TOWTRK.LIT   | S | * | G | *                | EV UT L- | ** | **              | * | TOW TRUCK LIGHT                       |
| WAR.GRDTRK.EQT.GRDVEH.UTYVEH.TOWTRK.HVY   | S | * | G | *                | EV UT H- | ** | **              | * | TOW TRUCK HEAVY                       |
| WAR.GRDTRK.EQT.GRDVEH.UTYVEH.AMBLNC       | S | * | G | *                | EV UA -- | ** | **              | * | AMBULANCE                             |
| WAR.GRDTRK.EQT.GRDVEH.UTYVEH.AMBLNC.ARMD  | S | * | G | *                | EV UA A- | ** | **              | * | ARMORED AMBULANCE                     |
| WAR.GRDTRK.EQT.GRDVEH.ENGEVH              | S | * | G | *                | EV E- -- | ** | **              | * | ENGINEER VEHICLE                      |
| WAR.GRDTRK.EQT.GRDVEH.ENGEVH.BRG          | S | * | G | *                | EV EB -- | ** | **              | * | BRIDGE                                |
| WAR.GRDTRK.EQT.GRDVEH.ENGEVH.ERHMR        | S | * | G | *                | EV EE -- | ** | **              | * | EARTHTMOVER                           |
| WAR.GRDTRK.EQT.GRDVEH.ENGEVH.CSNVEH       | S | * | G | *                | EV EC -- | ** | **              | * | CONSTRUCTION VEHICLE                  |
| WAR.GRDTRK.EQT.GRDVEH.ENGEVH.MLVEH        | S | * | G | *                | EV EM -- | ** | **              | * | MINE LAYING VEHICLE                   |
| WAR.GRDTRK.EQT.GRDVEH.ENGEVH.MLVEH.ARMCV  | S | * | G | *                | EV EM V- | ** | **              | * | ARMORED CARRIER WITH VOLCANO          |
| WAR.GRDTRK.EQT.GRDVEH.ENGEVH.MLVEH.TRKMOV | S | * | G | *                | EV EM L- | ** | **              | * | TRUCK MOUNTED WITH VOLCANO            |
| WAR.GRDTRK.EQT.GRDVEH.ENGEVH.MCVEH        | S | * | G | *                | EV EA -- | ** | **              | * | MINE CLEARING VEHICLE                 |
| WAR.GRDTRK.EQT.GRDVEH.ENGEVH.MCVEH.ARVMV  | S | * | G | *                | EV EA A- | ** | **              | * | ARMORED MOUNTED MINE CLEARING VEHICLE |
| WAR.GRDTRK.EQT.GRDVEH.ENGEVH.MCVEH.TM     | S | * | G | *                | EV EA T- | ** | **              | * | TRAILER MOUNTED MINE CLEARING VEHICLE |

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APPENDIX A

TABLE A-III. SIDC table - Continued.

| HIERARCHY                                |   |   |   | FUNCTION ID |          |    | ORDER OF BATTLE |   | DESCRIPTION                                  |
|--|---|---|---|-------------|----------|----|-----------------|---|--|
|  |   |   |   |             |          |    |                 |   |  |
|  |   |   |   |             |          |    |                 |   |  |
| WAR.GRDTRK.EQT.GRDVEH.ENGEVH.DZR         | S | * | G | *           | EV ED -- | ** | **              | * | DOZER  |
| WAR.GRDTRK.EQT.GRDVEH.ENGEVH.DZR.ARMD    | S | * | G | *           | EV ED A- | ** | **              | * | ARMORED DOZER                                |
| WAR.GRDTRK.EQT.GRDVEH.ENGEVH.AST         | S | * | G | *           | EV ES -- | ** | **              | * | ARMORED ASSAULT                              |
| WAR.GRDTRK.EQT.GRDVEH.ENGEVH.ARMERV      | S | * | G | *           | EV ER -- | ** | **              | * | ARMORED ENGINEER RECON VEHICLE (AERV)        |
| WAR.GRDTRK.EQT.GRDVEH.ENGEVH.BH          | S | * | G | *           | EV EH -- | ** | **              | * | BACKHOE                                      |
| WAR.GRDTRK.EQT.GRDVEH.ENGEVH.FRYTSP      | S | * | G | *           | EV EF -- | ** | **              | * | FERRY TRANSPORTER                            |
| WAR.GRDTRK.EQT.GRDVEH.TRLCO              | S | * | G | *           | EV T- -- | ** | **              | * | TRAIN LOCOMOTIVE                             |
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH             | S | * | G | *           | EV C- -- | ** | **              | * | CIVILIAN VEHICLE                             |
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.AUT         | S | * | G | *           | EV CA -- | ** | **              | * | AUTOMOBILE                                   |
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.AUT.CPCT    | S | * | G | *           | EV CA L- | ** | **              | * | COMPACT AUTOMOBILE                           |
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.AUT.MDSZ    | S | * | G | *           | EV CA M- | ** | **              | * | MIDSIZE AUTOMOBILE                           |
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.AUT.SDN     | S | * | G | *           | EV CA H- | ** | **              | * | SEDAN AUTOMOBILE                             |
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.OBTRK       | S | * | G | *           | EV CO -- | ** | **              | * | OPEN-BED TRUCK                               |
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.OBTRK.PU    | S | * | G | *           | EV CO L- | ** | **              | * | PICKUP OPEN-BED TRUCK                        |
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.OBTRK.SMAL  | S | * | G | *           | EV CO M- | ** | **              | * | SMALL OPEN-BED TRUCK                         |
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.OBTRK.LRG   | S | * | G | *           | EV CO H- | ** | **              | * | LARGE OPEN-BED TRUCK                         |
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.MPV         | S | * | G | *           | EV CM -- | ** | **              | * | MULTIPLE PASSENGER VEHICLE                   |
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.MPV.VAN     | S | * | G | *           | EV CM L- | ** | **              | * | VAN MULTIPLE PASSENGER VEHICLE               |
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.MPV.SBUS    | S | * | G | *           | EV CM M- | ** | **              | * | SMALL BUS MULTIPLE PASSENGER VEHICLE         |
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.MPV.LBUS    | S | * | G | *           | EV CM H- | ** | **              | * | LARGE BUS MULTIPLE PASSENGER VEHICLE         |
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.UTYVEH      | S | * | G | *           | EV CU -- | ** | **              | * | UTILITY VEHICLE                              |
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.UTYVEH.SUV  | S | * | G | *           | EV CU L- | ** | **              | * | SPORT UTILITY VEHICLE (SUV), UTILITY VEHICLE |
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.UTYVEH.SBOX | S | * | G | *           | EV CU M- | ** | **              | * | SMALL BOX TRUCK, UTILITY VEHICLE             |
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.UTYVEH.LBOX | S | * | G | *           | EV CU H- | ** | **              | * | LARGE BOX TRUCK, UTILITY VEHICLE             |
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.JP          | S | * | G | *           | EV CJ -- | ** | **              | * | JEEP TYPE VEHICLE                            |

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APPENDIX A

TABLE A-III. SIDC table - Continued.

| HIERARCHY                                |   |                   |        |                  | FUNCTION ID |    |              |                 | DESCRIPTION  |
|--|---|-------------------|--------|------------------|-------------|----|--------------|-----------------|--|
|  |   |                   |        | BATTLE DIMENSION |             |    |              | ORDER OF BATTLE |  |
|  |   |                   | STATUS |                  |             |    | COUNTRY CODE |                 |  |
|  |   | STANDARD IDENTITY |        |                  |             |    |              |                 |  |
|  |   | CODE SCHEME       |        |                  |             |    |              |                 |  |
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.JP.SMAL     | S | *                 | G      | *                | EV CJ L-    | ** | **           | *               | SMALL/LIGHT JEEP TYPE VEHICLE                      |
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.JP.MDM      | S | *                 | G      | *                | EV CJ M-    | ** | **           | *               | MEDIUM JEEP TYPE VEHICLE                           |
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.JP.LRG      | S | *                 | G      | *                | EV CJ H-    | ** | **           | *               | LARGE/HEAVY JEEP TYPE VEHICLE                      |
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRL       | S | *                 | G      | *                | EV CT --    | ** | **           | *               | TRACTOR TRAILER TRUCK WITH BOX TRAILER             |
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRL.SMAL  | S | *                 | G      | *                | EV CT L-    | ** | **           | *               | SMALL/LIGHT BOX TRAILER, TRACTOR TRAILER TRUCK     |
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRL.MDM   | S | *                 | G      | *                | EV CT M-    | ** | **           | *               | MEDIUM BOX TRAILER, TRACTOR TRAILER TRUCK          |
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRL.LRG   | S | *                 | G      | *                | EV CT H-    | ** | **           | *               | LARGE/HEAVY BOX TRAILER, TRACTOR TRAILER TRUCK     |
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRLF      | S | *                 | G      | *                | EV CF --    | ** | **           | *               | TRACTOR TRAILER TRUCK WITH FLATBED TRAILER         |
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRLF.SMAL | S | *                 | G      | *                | EV CF L-    | ** | **           | *               | SMALL/LIGHT FLATBED TRAILER, TRACTOR TRAILER TRUCK |
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRLF.MDM  | S | *                 | G      | *                | EV CF M-    | ** | **           | *               | MEDIUM FLATBED TRAILER, TRACTOR TRAILER TRUCK      |
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRLF.LRG  | S | *                 | G      | *                | EV CF H-    | ** | **           | *               | LARGE/HEAVY FLATBED TRAILER, TRACTOR TRAILER TRUCK |
| WAR.GRDTRK.EQT.GRDVEH.PKAN               | S | *                 | G      | *                | EV M--      | ** | **           | *               | PACK ANIMAL(S)                                     |
| WAR.GRDTRK.EQT.GRDVEH.MSLSPPT            | S | *                 | G      | *                | EV S--      | ** | **           | *               | MISSILE SUPPORT VEHICLE                            |
| WAR.GRDTRK.EQT.GRDVEH.MSLSPPT.TLDR       | S | *                 | G      | *                | EV ST --    | ** | **           | *               | MISSILE SUPPORT VEHICLE TRANSLoader                |
| WAR.GRDTRK.EQT.GRDVEH.MSLSPPT.TPTR       | S | *                 | G      | *                | EV SR --    | ** | **           | *               | MISSILE SUPPORT VEHICLE TRANSPORTER                |
| WAR.GRDTRK.EQT.GRDVEH.MSLSPPT.CRN        | S | *                 | G      | *                | EV SC --    | ** | **           | *               | MISSILE SUPPORT VEHICLE CRANE/LOADING DEVICE       |
| WAR.GRDTRK.EQT.GRDVEH.MSLSPPT.PLNT       | S | *                 | G      | *                | EV SP --    | ** | **           | *               | MISSILE SUPPORT VEHICLE PROPELLANT TRANSPORTER     |
| WAR.GRDTRK.EQT.GRDVEH.MSLSPPT.WH         | S | *                 | G      | *                | EV SW --    | ** | **           | *               | MISSILE SUPPORT VEHICLE WARHEAD TRANSPORTER        |
| WAR.GRDTRK.EQT.SNS                       | S | *                 | G      | *                | ES -- --    | ** | **           | *               | SENSOR   |
| WAR.GRDTRK.EQT.SNS.RAD                   | S | *                 | G      | *                | ES R--      | ** | **           | *               | RADAR  |
| WAR.GRDTRK.EQT.SNS.EMP                   | S | *                 | G      | *                | ES E--      | ** | **           | *               | EMPLACED SENSOR                                    |
| WAR.GRDTRK.EQT.SPL                       | S | *                 | G      | *                | EX -- --    | ** | **           | *               | SPECIAL EQUIPMENT                                  |
| WAR.GRDTRK.EQT.SPL.IED                   | S | *                 | G      | *                | EX I--      | ** | **           | *               | IMPROVISED EXPLOSIVE DEVICE                        |
| WAR.GRDTRK.EQT.SPL.LSR                   | S | *                 | G      | *                | EX L--      | ** | **           | *               | LASER  |
| WAR.GRDTRK.EQT.SPL.CBRNEQ                | S | *                 | G      | *                | EX N--      | ** | **           | *               | CBRN EQUIPMENT                                     |

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APPENDIX A

TABLE A-III. SIDC table - Continued.

| HIERARCHY                     |   |   |   | FUNCTION ID |         |    | ORDER OF BATTLE |    | DESCRIPTION                         |
|-------------------------------|---|---|---|-------------|---------|----|-----------------|----|-------------------------------------|
|                               |   |   |   |             |         |    |                 |    |                                     |
|                               |   |   |   |             |         |    |                 |    |                                     |
| WAR.GRDTRK.EQT.SPL.FLMTHR     | S | * | G | *           | EX F--  | ** | **              | *  | FLAME THROWER                       |
| WAR.GRDTRK.EQT.SPL.LNDMNE     | S | * | G | *           | EX M--  | ** | **              | *  | LAND MINES                          |
| WAR.GRDTRK.EQT.SPL.LNDMNE.CLM | S | * | G | *           | EX MC-- | ** | **              | *  | CLAYMORE                            |
| WAR.GRDTRK.EQT.SPL.LNDMNE.LTL | S | * | G | *           | EX ML-- | ** | **              | *  | LESS THAN LETHAL                    |
| WAR.GRDTRK.INS                | S | * | G | *           | I--     | -- | H*              | ** | INSTALLATION                        |
| WAR.GRDTRK.INS.RMP            | S | * | G | *           | IR --   | -- | H*              | ** | RAW MATERIAL PRODUCTION/STORAGE     |
| WAR.GRDTRK.INS.RMP.MNE        | S | * | G | *           | IR M--  | -- | H*              | ** | MINE                                |
| WAR.GRDTRK.INS.RMP.PGO        | S | * | G | *           | IR P--  | -- | H*              | ** | PETROLEUM/GAS/OIL                   |
| WAR.GRDTRK.INS.RMP.CBRN       | S | * | G | *           | IR N--  | -- | H*              | ** | CBRN                                |
| WAR.GRDTRK.INS.RMP.CBRN.BIO   | S | * | G | *           | IR NB-- | -- | H*              | ** | BIOLOGICAL                          |
| WAR.GRDTRK.INS.RMP.CBRN.CML   | S | * | G | *           | IR NC-- | -- | H*              | ** | CHEMICAL                            |
| WAR.GRDTRK.INS.RMP.CBRN.NUC   | S | * | G | *           | IR NN-- | -- | H*              | ** | NUCLEAR                             |
| WAR.GRDTRK.INS.PF             | S | * | G | *           | IP --   | -- | H*              | ** | PROCESSING FACILITY                 |
| WAR.GRDTRK.INS.PF.DECON       | S | * | G | *           | IP D--  | -- | H*              | ** | DECONTAMINATION                     |
| WAR.GRDTRK.INS.EQTMNF         | S | * | G | *           | IE --   | -- | H*              | ** | EQUIPMENT MANUFACTURE               |
| WAR.GRDTRK.INS.SRUF           | S | * | G | *           | IU --   | -- | H*              | ** | SERVICE, RESEARCH, UTILITY FACILITY |
| WAR.GRDTRK.INS.SRUF.TRF       | S | * | G | *           | IU R--  | -- | H*              | ** | TECHNOLOGICAL RESEARCH FACILITY     |
| WAR.GRDTRK.INS.SRUF.TCF       | S | * | G | *           | IU T--  | -- | H*              | ** | TELECOMMUNICATIONS FACILITY         |
| WAR.GRDTRK.INS.SRUF.EPF       | S | * | G | *           | IU E--  | -- | H*              | ** | ELECTRIC POWER FACILITY             |
| WAR.GRDTRK.INS.SRUF.EPF.NPT   | S | * | G | *           | IU EN-- | -- | H*              | ** | NUCLEAR PLANT                       |
| WAR.GRDTRK.INS.SRUF.EPF.DAM   | S | * | G | *           | IU ED-- | -- | H*              | ** | DAM                                 |
| WAR.GRDTRK.INS.SRUF.EPF.FOSF  | S | * | G | *           | IU EF-- | -- | H*              | ** | FOSSIL FUEL                         |
| WAR.GRDTRK.INS.SRUF.PWS       | S | * | G | *           | IU P--  | -- | H*              | ** | PUBLIC WATER SERVICES               |
| WAR.GRDTRK.INS.MMF            | S | * | G | *           | IM --   | -- | H*              | ** | MILITARY MATERIEL FACILITY          |
| WAR.GRDTRK.INS.MMF.NENY       | S | * | G | *           | IM F--  | -- | H*              | ** | NUCLEAR ENERGY                      |

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APPENDIX A

TABLE A-III. SIDC table - Continued.

| HIERARCHY                         |   |   |   | FUNCTION ID |          |    | ORDER OF BATTLE |   | DESCRIPTION                              |
|-----------------------------------|---|---|---|-------------|----------|----|-----------------|---|--|
|                                   |   |   |   |             |          |    |                 |   |  |
|                                   |   |   |   |             |          |    |                 |   |  |
| WAR.GRDTRK.INS.MMF.NENY.ATMER     | S | * | G | *           | IM FA -- | H* | **              | * | ATOMIC ENERGY REACTOR                    |
| WAR.GRDTRK.INS.MMF.NENY.NMP       | S | * | G | *           | IM FP -- | H* | **              | * | NUCLEAR MATERIAL PRODUCTION              |
| WAR.GRDTRK.INS.MMF.NENY.NMP.WPNGR | S | * | G | *           | IM FP W- | H* | **              | * | WEAPONS GRADE                            |
| WAR.GRDTRK.INS.MMF.NENY.NMS       | S | * | G | *           | IM FS -- | H* | **              | * | NUCLEAR MATERIAL STORAGE                 |
| WAR.GRDTRK.INS.MMF.APA            | S | * | G | *           | IM A- -- | H* | **              | * | AIRCRAFT PRODUCTION & ASSEMBLY           |
| WAR.GRDTRK.INS.MMF.AMEP           | S | * | G | *           | IM E- -- | H* | **              | * | AMMUNITION AND EXPLOSIVES PRODUCTION     |
| WAR.GRDTRK.INS.MMF.AMTP           | S | * | G | *           | IM G- -- | H* | **              | * | ARMAMENT PRODUCTION                      |
| WAR.GRDTRK.INS.MMF.MILVP          | S | * | G | *           | IM V- -- | H* | **              | * | MILITARY VEHICLE PRODUCTION              |
| WAR.GRDTRK.INS.MMF.ENGEPE         | S | * | G | *           | IM N- -- | H* | **              | * | ENGINEERING EQUIPMENT PRODUCTION         |
| WAR.GRDTRK.INS.MMF.ENGEPE.BRG     | S | * | G | *           | IM NB -- | H* | **              | * | BRIDGE                                   |
| WAR.GRDTRK.INS.MMF.CBWP           | S | * | G | *           | IM C- -- | H* | **              | * | CHEMICAL & BIOLOGICAL WARFARE PRODUCTION |
| WAR.GRDTRK.INS.MMF.SHPCSN         | S | * | G | *           | IM S- -- | H* | **              | * | SHIP CONSTRUCTION                        |
| WAR.GRDTRK.INS.MMF.MSSP           | S | * | G | *           | IM M- -- | H* | **              | * | MISSILE & SPACE SYSTEM PRODUCTION        |
| WAR.GRDTRK.INS.GOVLDR             | S | * | G | *           | IG -- -- | H* | **              | * | GOVERNMENT LEADERSHIP                    |
| WAR.GRDTRK.INS.MILBF              | S | * | G | *           | IB -- -- | H* | **              | * | MILITARY BASE/FACILITY                   |
| WAR.GRDTRK.INS.MILBF.AB           | S | * | G | *           | IB A- -- | H* | **              | * | AIRPORT/AIRBASE                          |
| WAR.GRDTRK.INS.MILBF.SP           | S | * | G | *           | IB N- -- | H* | **              | * | SEAPORT/NAVAL BASE                       |
| WAR.GRDTRK.INS.TSPF               | S | * | G | *           | IT -- -- | H* | **              | * | TRANSPORT FACILITY                       |
| WAR.GRDTRK.INS.MEDF               | S | * | G | *           | IX -- -- | H* | **              | * | MEDICAL FACILITY                         |
| WAR.GRDTRK.INS.MEDF.HSP           | S | * | G | *           | IX H- -- | H* | **              | * | HOSPITAL                                 |
| WAR.SSUF                          | S | * | S | *           | -- -- -- | ** | **              | * | SEA SURFACE TRACK                        |
| WAR.SSUF.CBTT                     | S | * | S | *           | C- -- -- | ** | **              | * | COMBATANT                                |
| WAR.SSUF.CBTT.LNE                 | S | * | S | *           | CL -- -- | ** | **              | * | LINE                                     |
| WAR.SSUF.CBTT.LNE.CRR             | S | * | S | *           | CL CV -- | ** | **              | * | CARRIER                                  |
| WAR.SSUF.CBTT.LNE.BBS             | S | * | S | *           | CL BB -- | ** | **              | * | BATTLESHIP                               |

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APPENDIX A

TABLE A-III. SIDC table - Continued.

| HIERARCHY                       |   |   |   | FUNCTION ID |    |    | ORDER OF BATTLE |  | DESCRIPTION                           |
|---------------------------------|---|---|---|-------------|----|----|-----------------|--|---------------------------------------|
|                                 |   |   |   |             |    |    |                 |  |                                       |
|                                 |   |   |   |             |    |    |                 |  |                                       |
| WAR.SSUF.CBTT.LNE.CRU           | S | * | S | CL CC --    | ** | ** | *               |  | CRUISER                               |
| WAR.SSUF.CBTT.LNE.DD            | S | * | S | CL DD --    | ** | ** | *               |  | DESTROYER                             |
| WAR.SSUF.CBTT.LNE.FFR           | S | * | S | CL FF --    | ** | ** | *               |  | FRIGATE/CORVETTE                      |
| WAR.SSUF.CBTT.LNE.LL            | S | * | S | CL LL --    | ** | ** | *               |  | LITTORAL COMBATANT                    |
| WAR.SSUF.CBTT.LNE.LL.ASBW       | S | * | S | CL LL AS    | ** | ** | *               |  | ANTISUBMARINE WARFARE MISSION PACKAGE |
| WAR.SSUF.CBTT.LNE.LL.MNEW       | S | * | S | CL LL MI    | ** | ** | *               |  | MINE WARFARE MISSION PACKAGE          |
| WAR.SSUF.CBTT.LNE.LL.SUW        | S | * | S | CL LL SU    | ** | ** | *               |  | SURFACE WARFARE (SUW) MISSION PACKAGE |
| WAR.SSUF.CBTT.AMPWS             | S | * | S | CA -- --    | ** | ** | *               |  | AMPHIBIOUS WARFARE SHIP               |
| WAR.SSUF.CBTT.AMPWS.ASTVES      | S | * | S | CA LA --    | ** | ** | *               |  | ASSAULT VESSEL                        |
| WAR.SSUF.CBTT.AMPWS.LNDSHP      | S | * | S | CA LS --    | ** | ** | *               |  | LANDING SHIP                          |
| WAR.SSUF.CBTT.AMPWS.LNDSHP.MDM  | S | * | S | CA LS M-    | ** | ** | *               |  | LANDING SHIP MEDIUM                   |
| WAR.SSUF.CBTT.AMPWS.LNDSHP.TANK | S | * | S | CA LS T-    | ** | ** | *               |  | LANDING SHIP TANK                     |
| WAR.SSUF.CBTT.AMPWS.LNDCRT      | S | * | S | CA LC --    | ** | ** | *               |  | LANDING CRAFT                         |
| WAR.SSUF.CBTT.MNEWV             | S | * | S | CM -- --    | ** | ** | *               |  | MINE WARFARE VESSEL                   |
| WAR.SSUF.CBTT.MNEWV.MNELYR      | S | * | S | CM ML --    | ** | ** | *               |  | MINELAYER                             |
| WAR.SSUF.CBTT.MNEWV.MNESWE      | S | * | S | CM MS --    | ** | ** | *               |  | MINESWEEPER                           |
| WAR.SSUF.CBTT.MNEWV.MNEHNT      | S | * | S | CM MH --    | ** | ** | *               |  | MINEHUNTER                            |
| WAR.SSUF.CBTT.MNEWV.MCMSUP      | S | * | S | CM MA --    | ** | ** | *               |  | MCM SUPPORT                           |
| WAR.SSUF.CBTT.PAT               | S | * | S | CP -- --    | ** | ** | *               |  | PATROL                                |
| WAR.SSUF.CBTT.PAT.ASBW          | S | * | S | CP SB --    | ** | ** | *               |  | ANTISUBMARINE WARFARE                 |
| WAR.SSUF.CBTT.PAT.ASUW          | S | * | S | CP SU --    | ** | ** | *               |  | ANTISURFACE WARFARE                   |
| WAR.SSUF.CBTT.PAT.ASUW.ASMSL    | S | * | S | CP SU M-    | ** | ** | *               |  | ANTISHIP MISSILE PATROL CRAFT         |
| WAR.SSUF.CBTT.PAT.ASUW.TPD      | S | * | S | CP SU T-    | ** | ** | *               |  | TORPEDO PATROL CRAFT                  |
| WAR.SSUF.CBTT.PAT.ASUW.GUN      | S | * | S | CP SU G-    | ** | ** | *               |  | GUN PATROL CRAFT                      |
| WAR.SSUF.CBTT.HOV               | S | * | S | CH -- --    | ** | ** | *               |  | HOVERCRAFT                            |

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APPENDIX A

TABLE A-III. SIDC table - Continued.

| HIERARCHY                  |   |   |   | FUNCTION ID       |        |    | ORDER OF BATTLE |               | DESCRIPTION |   |                                     |
|----------------------------|---|---|---|-------------------|--------|----|-----------------|---------------|-------------|---|-------------------------------------|
|                            |   |   |   | BATTLE DIMENSION  | STATUS |    | COUNTRY CODE    | SIZE/MOBILITY |             |   |                                     |
|                            |   |   |   | STANDARD IDENTITY |        |    |                 |               |             |   |                                     |
|                            |   |   |   | CODE SCHEME       |        |    |                 |               |             |   |                                     |
| WAR.SSUF.CBTT.NAVGRP       | S | * | S | *                 | G-     | -- | --              | **            | **          | * | NAVY GROUP                          |
| WAR.SSUF.CBTT.NAVGRP.NAVTF | S | * | S | *                 | GT     | -- | --              | **            | **          | * | NAVY TASK FORCE                     |
| WAR.SSUF.CBTT.NAVGRP.NAVTG | S | * | S | *                 | GG     | -- | --              | **            | **          | * | NAVY TASK GROUP                     |
| WAR.SSUF.CBTT.NAVGRP.NAVTU | S | * | S | *                 | GU     | -- | --              | **            | **          | * | NAVY TASK UNIT                      |
| WAR.SSUF.CBTT.NAVGRP.CNY   | S | * | S | *                 | GC     | -- | --              | **            | **          | * | CONVOY                              |
| WAR.SSUF.CBTT.SUFDYC       | S | * | S | *                 | CD     | -- | --              | **            | **          | * | SURFACE DECOY                       |
| WAR.SSUF.CBTT.USV          | S | * | S | *                 | CU     | -- | --              | **            | **          | * | UNMANNED SURFACE VEHICLE            |
| WAR.SSUF.CBTT.USV.MNECM    | S | * | S | *                 | CU     | M- | --              | **            | **          | * | MINE COUNTERMEASURES SURFACE DRONE  |
| WAR.SSUF.CBTT.USV.ASBW     | S | * | S | *                 | CU     | S- | --              | **            | **          | * | ANTISUBMARINE WARFARE SURFACE DRONE |
| WAR.SSUF.CBTT.USV.ASUW     | S | * | S | *                 | CU     | N- | --              | **            | **          | * | ANTISURFACE WARFARE SURFACE DRONE   |
| WAR.SSUF.CBTT.USV.RMV      | S | * | S | *                 | CU     | R- | --              | **            | **          | * | REMOTE MULTIMISSION VEHICLE         |
| WAR.SSUF.NCBTT             | S | * | S | *                 | N-     | -- | --              | **            | **          | * | NONCOMBATANT                        |
| WAR.SSUF.NCBTT.UWRPM       | S | * | S | *                 | NR     | -- | --              | **            | **          | * | UNDERWAY REPLENISHMENT              |
| WAR.SSUF.NCBTT.FLTSUP      | S | * | S | *                 | NF     | -- | --              | **            | **          | * | FLEET SUPPORT                       |
| WAR.SSUF.NCBTT.INT         | S | * | S | *                 | NI     | -- | --              | **            | **          | * | INTELLIGENCE                        |
| WAR.SSUF.NCBTT.SSH         | S | * | S | *                 | NS     | -- | --              | **            | **          | * | SERVICE & SUPPORT HARBOR            |
| WAR.SSUF.NCBTT.HSPSHP      | S | * | S | *                 | NM     | -- | --              | **            | **          | * | HOSPITAL SHIP                       |
| WAR.SSUF.NCBTT.HOV         | S | * | S | *                 | NH     | -- | --              | **            | **          | * | HOVERCRAFT                          |
| WAR.SSUF.NMIL              | S | * | S | *                 | X-     | -- | --              | **            | **          | * | NON-MILITARY                        |
| WAR.SSUF.NMIL.MCT          | S | * | S | *                 | XM     | -- | --              | **            | **          | * | MERCHANT                            |
| WAR.SSUF.NMIL.MCT.CGO      | S | * | S | *                 | XM     | C- | --              | **            | **          | * | CARGO                               |
| WAR.SSUF.NMIL.MCT.RORO     | S | * | S | *                 | XM     | R- | --              | **            | **          | * | ROLL ON/ROLL OFF                    |
| WAR.SSUF.NMIL.MCT.OLR      | S | * | S | *                 | XM     | O- | --              | **            | **          | * | OILER/TANKER                        |
| WAR.SSUF.NMIL.MCT.TUG      | S | * | S | *                 | XM     | TU | --              | **            | **          | * | TUG                                 |
| WAR.SSUF.NMIL.MCT.FRY      | S | * | S | *                 | XM     | F- | --              | **            | **          | * | FERRY                               |

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APPENDIX A

TABLE A-III. SIDC table - Continued.

| HIERARCHY                  |   |   |   | FUNCTION ID      |                   |    | ORDER OF BATTLE |               | DESCRIPTION                           |
|----------------------------|---|---|---|------------------|-------------------|----|-----------------|---------------|---------------------------------------|
|                            |   |   |   | BATTLE DIMENSION | STATUS            |    | COUNTRY CODE    | SIZE/MOBILITY |                                       |
|                            |   |   |   | CODE SCHEME      | STANDARD IDENTITY |    |                 |               |                                       |
| WAR.SSUF.NMIL.MCT.PSG      | S | * | S | *                | XM P- --          | ** | **              | *             | PASSENGER                             |
| WAR.SSUF.NMIL.MCT.HAZMAT   | S | * | S | *                | XM H- --          | ** | **              | *             | HAZARDOUS MATERIALS (HAZMAT)          |
| WAR.SSUF.NMIL.MCT.TOWVES   | S | * | S | *                | XM TO --          | ** | **              | *             | TOWING VESSEL                         |
| WAR.SSUF.NMIL.FSG          | S | * | S | *                | XF -- --          | ** | **              | *             | FISHING                               |
| WAR.SSUF.NMIL.FSG.DRFT     | S | * | S | *                | XF DF --          | ** | **              | *             | DRIFTER                               |
| WAR.SSUF.NMIL.FSG.DRG      | S | * | S | *                | XF DR --          | ** | **              | *             | DREDGE                                |
| WAR.SSUF.NMIL.FSG.TRW      | S | * | S | *                | XF TR --          | ** | **              | *             | TRAWLER                               |
| WAR.SSUF.NMIL.LESCRT       | S | * | S | *                | XR -- --          | ** | **              | *             | LEISURE CRAFT                         |
| WAR.SSUF.NMIL.LAWENV       | S | * | S | *                | XL -- --          | ** | **              | *             | LAW ENFORCEMENT VESSEL                |
| WAR.SSUF.NMIL.HOV          | S | * | S | *                | XH -- --          | ** | **              | *             | HOVERCRAFT                            |
| WAR.SSUF.NMIL.FSTREC       | S | * | S | *                | XA -- --          | ** | **              | *             | FAST RECREATIONAL CRAFT               |
| WAR.SSUF.NMIL.FSTREC.RHIB  | S | * | S | *                | XA R- --          | ** | **              | *             | RIGID-HULL INFLATABLE BOAT            |
| WAR.SSUF.NMIL.FSTREC.SPDBT | S | * | S | *                | XA S- --          | ** | **              | *             | SPEED BOAT                            |
| WAR.SSUF.NMIL.PWC          | S | * | S | *                | XP -- --          | ** | **              | *             | PERSONAL WATERCRAFT                   |
| WAR.SSUF.OWN               | S | * | S | *                | O- -- --          | ** | **              | *             | OWN TRACK                             |
| WAR.SBSUF                  | S | * | U | *                | -- -- --          | ** | **              | *             | SUBSURFACE TRACK                      |
| WAR.SBSUF.SUB              | S | * | U | *                | S- -- --          | ** | **              | *             | SUBMARINE                             |
| WAR.SBSUF.SUB.SURF         | S | * | U | *                | SF -- --          | ** | **              | *             | SURFACED SUBMARINE                    |
| WAR.SBSUF.SUB.BOTTMD       | S | * | U | *                | SB -- --          | ** | **              | *             | BOTTOMED                              |
| WAR.SBSUF.SUB.CRT          | S | * | U | *                | SR -- --          | ** | **              | *             | CERTAIN SUBMARINE                     |
| WAR.SBSUF.SUB.NONSUB       | S | * | U | *                | SX -- --          | ** | **              | *             | NONSUBMARINE                          |
| WAR.SBSUF.SUB.NPRN         | S | * | U | *                | SN -- --          | ** | **              | *             | NUCLEAR PROPULSION                    |
| WAR.SBSUF.SUB.NPRN.SURF    | S | * | U | *                | SN F- --          | ** | **              | *             | SURFACED NUCLEAR PROPULSION SUBMARINE |
| WAR.SBSUF.SUB.NPRN.ATK     | S | * | U | *                | SN A- --          | ** | **              | *             | ATTACK SUBMARINE (SSN)                |
| WAR.SBSUF.SUB.NPRN.MSL     | S | * | U | *                | SN M- --          | ** | **              | *             | MISSILE SUBMARINE (TYPE UNKNOWN)      |

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APPENDIX A

TABLE A-III. SIDC table - Continued.

| HIERARCHY                    |   |   |   | FUNCTION ID      |                   |    | ORDER OF BATTLE |               | DESCRIPTION                               |
|------------------------------|---|---|---|------------------|-------------------|----|-----------------|---------------|---|
|                              |   |   |   | BATTLE DIMENSION | STATUS            |    | COUNTRY CODE    | SIZE/MOBILITY |   |
|                              |   |   |   | CODE SCHEME      | STANDARD IDENTITY |    |                 |               |   |
| WAR.SBSUF.SUB.NPRN.GDD       | S | * | U | *                | SN G- --          | ** | **              | *             | GUIDED MISSILE SUBMARINE (SSGN)           |
| WAR.SBSUF.SUB.NPRN.BLST      | S | * | U | *                | SN B- --          | ** | **              | *             | BALLISTIC MISSILE SUBMARINE (SSBN)        |
| WAR.SBSUF.SUB.CNVPRN         | S | * | U | *                | SC -- --          | ** | **              | *             | CONVENTIONAL PROPULSION                   |
| WAR.SBSUF.SUB.CNVPRN.SURF    | S | * | U | *                | SC F- --          | ** | **              | *             | SURFACE CONVENTIONAL PROPULSION SUBMARINE |
| WAR.SBSUF.SUB.CNVPRN.ATK     | S | * | U | *                | SC A- --          | ** | **              | *             | ATTACK SUBMARINE (SS)                     |
| WAR.SBSUF.SUB.CNVPRN.MSL     | S | * | U | *                | SC M- --          | ** | **              | *             | MISSILE SUBMARINE (TYPE UNKNOWN)          |
| WAR.SBSUF.SUB.CNVPRN.GDD     | S | * | U | *                | SC G- --          | ** | **              | *             | GUIDED MISSILE SUBMARINE (SSG)            |
| WAR.SBSUF.SUB.CNVPRN.BLST    | S | * | U | *                | SC B- --          | ** | **              | *             | BALLISTIC MISSILE SUBMARINE (SSB)         |
| WAR.SBSUF.SUB.OTH            | S | * | U | *                | SO -- --          | ** | **              | *             | OTHER SUBMERSIBLE                         |
| WAR.SBSUF.SUB.OTH.SURF       | S | * | U | *                | SO F- --          | ** | **              | *             | SURFACE OTHER SUBMERSIBLE                 |
| WAR.SBSUF.SUB.UUV            | S | * | U | *                | SU -- --          | ** | **              | *             | UNMANNED UNDERWATER VEHICLE (UUV)         |
| WAR.SBSUF.SUB.UUV.MNEW       | S | * | U | *                | SU M- --          | ** | **              | *             | MINE WARFARE SUBSURFACE DRONE             |
| WAR.SBSUF.SUB.UUV.ASBW       | S | * | U | *                | SU S- --          | ** | **              | *             | ANTISUBMARINE WARFARE SUBSURFACE DRONE    |
| WAR.SBSUF.SUB.UUV.ASUW       | S | * | U | *                | SU N- --          | ** | **              | *             | ANTISURFACE WARFARE SUBSURFACE DRONE      |
| WAR.SBSUF.SUB.POSS1          | S | * | U | *                | S1 -- --          | ** | **              | *             | POSSIBLE SUBMARINE 1                      |
| WAR.SBSUF.SUB.POSS2          | S | * | U | *                | S2 -- --          | ** | **              | *             | POSSIBLE SUBMARINE 2                      |
| WAR.SBSUF.SUB.POSS3          | S | * | U | *                | S3 -- --          | ** | **              | *             | POSSIBLE SUBMARINE 3                      |
| WAR.SBSUF.SUB.POSS4          | S | * | U | *                | S4 -- --          | ** | **              | *             | POSSIBLE SUBMARINE 4                      |
| WAR.SBSUF.SUB.PRBSUB         | S | * | U | *                | SL -- --          | ** | **              | *             | PROBABLE SUBMARINE                        |
| WAR.SBSUF.SUB.SNORKL         | S | * | U | *                | SK -- --          | ** | **              | *             | SNORKELING SUBMARINE                      |
| WAR.SBSUF.UH2WPN             | S | * | U | *                | W- -- --          | ** | **              | *             | UNDERWATER WEAPON                         |
| WAR.SBSUF.UH2WPN.TPD         | S | * | U | *                | WT -- --          | ** | **              | *             | TORPEDO                                   |
| WAR.SBSUF.UH2WPN.SMNE        | S | * | U | *                | WM -- --          | ** | **              | *             | SEA MINE                                  |
| WAR.SBSUF.UH2WPN.SMNE.NTRLZD | S | * | U | *                | WM D- --          | ** | **              | *             | SEA MINE NEUTRALIZED                      |
| WAR.SBSUF.UH2WPN.SMNE.SMG    | S | * | U | *                | WM G- --          | ** | **              | *             | SEA MINE (GROUND)                         |

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TABLE A-III. SIDC table - Continued.

| HIERARCHY                         |   |   |   | FUNCTION ID      |                   |    | ORDER OF BATTLE |   | DESCRIPTION                                |
|-----------------------------------|---|---|---|------------------|-------------------|----|-----------------|---|--|
|                                   |   |   |   | BATTLE DIMENSION | STATUS            |    | COUNTRY CODE    |   |  |
|                                   |   |   |   | CODE SCHEME      | STANDARD IDENTITY |    | SIZE/MOBILITY   |   |  |
| WAR.SBSUF.UH2WPN.SMNE.SMG.NTRLZD  | S | * | U | *                | WM GD --          | ** | **              | * | SEA MINE (GROUND) NEUTRALIZED              |
| WAR.SBSUF.UH2WPN.SMNE.SMG.EXER    | S | * | U | *                | WM GX --          | ** | **              | * | GROUND (BOTTOM) EXERCISE MINE              |
| WAR.SBSUF.UH2WPN.SMNE.SMG.MILEC   | S | * | U | *                | WM GE --          | ** | **              | * | GROUND (BOTTOM) MINE-LIKE ECHO (MILEC)     |
| WAR.SBSUF.UH2WPN.SMNE.SMG.MILCO   | S | * | U | *                | WM GC --          | ** | **              | * | GROUND (BOTTOM) MINE-LIKE CONTACT (MILCO)  |
| WAR.SBSUF.UH2WPN.SMNE.SMG.NGREAC  | S | * | U | *                | WM GR --          | ** | **              | * | GROUND (BOTTOM) NEGATIVE REACQUISITION     |
| WAR.SBSUF.UH2WPN.SMNE.SMG.NMMILCO | S | * | U | *                | WM GO --          | ** | **              | * | GROUND (BOTTOM) NON-MINE MINE-LIKE CONTACT |
| WAR.SBSUF.UH2WPN.SMNE.SMM         | S | * | U | *                | WM M--            | ** | **              | * | SEA MINE (MOORED)                          |
| WAR.SBSUF.UH2WPN.SMNE.SMM.NTRLZD  | S | * | U | *                | WM MD --          | ** | **              | * | SEA MINE (MOORED) NEUTRALIZED              |
| WAR.SBSUF.UH2WPN.SMNE.SMM.EXER    | S | * | U | *                | WM MX --          | ** | **              | * | MOORED EXERCISE MINE                       |
| WAR.SBSUF.UH2WPN.SMNE.SMM.MILEC   | S | * | U | *                | WM ME --          | ** | **              | * | MOORED MINE-LIKE ECHO                      |
| WAR.SBSUF.UH2WPN.SMNE.SMM.MILCO   | S | * | U | *                | WM MC --          | ** | **              | * | MOORED MINE-LIKE CONTACT                   |
| WAR.SBSUF.UH2WPN.SMNE.SMM.NGREAC  | S | * | U | *                | WM MR --          | ** | **              | * | MOORED NEGATIVE REACQUISITION              |
| WAR.SBSUF.UH2WPN.SMNE.SMM.NMMILCO | S | * | U | *                | WM MO --          | ** | **              | * | MOORED NON-MINE MINE-LIKE OBJECT           |
| WAR.SBSUF.UH2WPN.SMNE.SMF         | S | * | U | *                | WM F--            | ** | **              | * | SEA MINE (FLOATING)                        |
| WAR.SBSUF.UH2WPN.SMNE.SMF.NTRLZD  | S | * | U | *                | WM FD --          | ** | **              | * | SEA MINE (FLOATING) NEUTRALIZED            |
| WAR.SBSUF.UH2WPN.SMNE.SMF.EXER    | S | * | U | *                | WM FX --          | ** | **              | * | FLOATING EXERCISE MINE                     |
| WAR.SBSUF.UH2WPN.SMNE.SMF.MILEC   | S | * | U | *                | WM FE --          | ** | **              | * | FLOATING MINE-LIKE ECHO (MILEC)            |
| WAR.SBSUF.UH2WPN.SMNE.SMF.MILCO   | S | * | U | *                | WM FC --          | ** | **              | * | FLOATING MINE-LIKE CONTACT (MILCO)         |
| WAR.SBSUF.UH2WPN.SMNE.SMF.NGREAC  | S | * | U | *                | WM FR --          | ** | **              | * | FLOATING NEGATIVE REACQUISITION            |
| WAR.SBSUF.UH2WPN.SMNE.SMF.NMMILCO | S | * | U | *                | WM FO --          | ** | **              | * | FLOATING NON-MINE MINE-LIKE CONTACT        |
| WAR.SBSUF.UH2WPN.SMNE.SMOP        | S | * | U | *                | WM O--            | ** | **              | * | SEA MINE (OTHER POSITION)                  |
| WAR.SBSUF.UH2WPN.SMNE.SMOP.NTRLZD | S | * | U | *                | WM OD --          | ** | **              | * | SEA MINE (OTHER POSITION) NEUTRALIZED      |
| WAR.SBSUF.UH2WPN.SMNE.EXER        | S | * | U | *                | WM X--            | ** | **              | * | GENERAL EXERCISE MINE                      |
| WAR.SBSUF.UH2WPN.SMNE.MILEC       | S | * | U | *                | WM E--            | ** | **              | * | GENERAL MINE-LIKE ECHO (MILEC)             |
| WAR.SBSUF.UH2WPN.SMNE.ANCHOR      | S | * | U | *                | WM A--            | ** | **              | * | GENERAL MINE ANCHOR                        |

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TABLE A-III. SIDC table - Continued.

| HIERARCHY                           |   |   | FUNCTION ID |   |                 | DESCRIPTION |                                      |
|-------------------------------------|---|---|-------------|---|-----------------|-------------|--------------------------------------|
|                                     |   |   |             |   | ORDER OF BATTLE |             |                                      |
|                                     |   |   |             |   | COUNTRY CODE    |             |                                      |
| WAR.SBSUF.UH2WPN.SMNE.MILCO         | S | * | U           | * | WM C--          | ** ** *     | GENERAL MINE-LIKE CONTACT (MILCO)    |
| WAR.SBSUF.UH2WPN.SMNE.NGREAC        | S | * | U           | * | WM R--          | ** ** *     | GENERAL NEGATIVE REACQUISITION       |
| WAR.SBSUF.UH2WPN.SMNE.OBSTRC        | S | * | U           | * | WM B--          | ** ** *     | GENERAL OBSTRUCTOR                   |
| WAR.SBSUF.UH2WPN.SMNE.OBSTRC.NTRLZD | S | * | U           | * | WM BD--         | ** ** *     | GENERAL NEUTRALIZED OBSTRUCTOR       |
| WAR.SBSUF.UH2WPN.SMNE.NMMILCO       | S | * | U           | * | WM N--          | ** ** *     | GENERAL NON-MINE MINE-LIKE OBJECT    |
| WAR.SBSUF.UH2WPN.SMNE.RISING        | S | * | U           | * | WM S--          | ** ** *     | RISING MINE                          |
| WAR.SBSUF.UH2WPN.SMNE.RISING.EXER   | S | * | U           | * | WM SX--         | ** ** *     | RISING EXERCISE MINE                 |
| WAR.SBSUF.UH2WPN.SMNE.RISING.NTRLZD | S | * | U           | * | WM SD--         | ** ** *     | RISING NEUTRALIZED MINE              |
| WAR.SBSUF.UH2DCY                    | S | * | U           | * | WD --           | --          | UNDERWATER DECOY                     |
| WAR.SBSUF.UH2DCY.SMDCY              | S | * | U           | * | WD M--          | --          | SEA MINE DECOY                       |
| WAR.SBSUF.UH2DCY.SMDCY.GRND         | S | * | U           | * | WD MG--         | --          | GROUND (BOTTOM) DECOY                |
| WAR.SBSUF.UH2DCY.SMDCY.MOORED       | S | * | U           | * | WD MM--         | --          | MOORED DECOY                         |
| WAR.SBSUF.NSUB                      | S | * | U           | * | N--             | --          | NON-SUBMARINE                        |
| WAR.SBSUF.NSUB.DVR                  | S | * | U           | * | ND --           | --          | DIVER                                |
| WAR.SBSUF.ERL                       | S | * | U           | * | E--             | --          | ENVIRONMENTAL REPORT LOCATION        |
| WAR.SBSUF.DRL                       | S | * | U           | * | V--             | --          | DIVE REPORT LOCATION                 |
| WAR.SBSUF.UXO                       | S | * | U           | * | X--             | --          | UNEXPLODED ORDNANCE AREA             |
| WAR.SOFUNT                          | S | * | F           | * | --              | --          | SPECIAL OPERATIONS FORCES (SOF) UNIT |
| WAR.SOFUNT.AVN                      | S | * | F           | * | A--             | --          | SOF UNIT AVIATION                    |
| WAR.SOFUNT.AVN.FIXD                 | S | * | F           | * | AF --           | --          | SOF UNIT FIXED WING                  |
| WAR.SOFUNT.AVN.FIXD.ATK             | S | * | F           | * | AF A--          | --          | SOF UNIT ATTACK                      |
| WAR.SOFUNT.AVN.FIXD.RFE             | S | * | F           | * | AF K--          | --          | SOF UNIT REFUEL                      |
| WAR.SOFUNT.AVN.FIXD.UTY             | S | * | F           | * | AF U--          | --          | SOF UNIT UTILITY                     |
| WAR.SOFUNT.AVN.FIXD.UTY.LIT         | S | * | F           | * | AF UL--         | --          | SOF UNIT UTILITY (LIGHT)             |
| WAR.SOFUNT.AVN.FIXD.UTY.MDM         | S | * | F           | * | AF UM--         | --          | SOF UNIT UTILITY (MEDIUM)            |

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APPENDIX A

TABLE A-III. SIDC table - Continued.

| HIERARCHY                   |   |   |   | FUNCTION ID |          |    | ORDER OF BATTLE |   | DESCRIPTION                               |
|-----------------------------|---|---|---|-------------|----------|----|-----------------|---|---|
|                             |   |   |   |             |          |    | COUNTRY CODE    |   |   |
|                             |   |   |   |             |          |    | SIZE/MOBILITY   |   |   |
| WAR.SOFUNT.AVN.FIXD.UTY.HVY | S | * | F | *           | AF UH -- | ** | **              | * | SOF UNIT UTILITY (HEAVY)                  |
| WAR.SOFUNT.AVN.VSTOL        | S | * | F | *           | AV -- -- | ** | **              | * | SOF UNIT V/STOL                           |
| WAR.SOFUNT.AVN.ROT          | S | * | F | *           | AH -- -- | ** | **              | * | SOF UNIT ROTARY WING                      |
| WAR.SOFUNT.AVN.ROT.CSAR     | S | * | F | *           | AH H- -- | ** | **              | * | SOF UNIT COMBAT SEARCH AND RESCUE         |
| WAR.SOFUNT.AVN.ROT.ATK      | S | * | F | *           | AH A- -- | ** | **              | * | SOF UNIT ATTACK                           |
| WAR.SOFUNT.AVN.ROT.UTY      | S | * | F | *           | AH U- -- | ** | **              | * | SOF UNIT UTILITY                          |
| WAR.SOFUNT.AVN.ROT.UTY.LIT  | S | * | F | *           | AH UL -- | ** | **              | * | SOF UNIT UTILITY (LIGHT)                  |
| WAR.SOFUNT.AVN.ROT.UTY.MDM  | S | * | F | *           | AH UM -- | ** | **              | * | SOF UNIT UTILITY (MEDIUM)                 |
| WAR.SOFUNT.AVN.ROT.UTY.HVY  | S | * | F | *           | AH UH -- | ** | **              | * | SOF UNIT UTILITY (HEAVY)                  |
| WAR.SOFUNT.NAV              | S | * | F | *           | N- -- -- | ** | **              | * | SOF UNIT SOF UNIT NAVAL                   |
| WAR.SOFUNT.NAV.SEAL         | S | * | F | *           | NS -- -- | ** | **              | * | SOF UNIT SEAL                             |
| WAR.SOFUNT.NAV.UH2DML       | S | * | F | *           | NU -- -- | ** | **              | * | SOF UNIT UNDERWATER DEMOLITION TEAM       |
| WAR.SOFUNT.NAV.SBT          | S | * | F | *           | NB -- -- | ** | **              | * | SOF UNIT SPECIAL BOAT                     |
| WAR.SOFUNT.NAV.SSSNR        | S | * | F | *           | NN -- -- | ** | **              | * | SOF UNIT SPECIAL SSNR                     |
| WAR.SOFUNT.GRD              | S | * | F | *           | G- -- -- | ** | **              | * | SOF UNIT GROUND                           |
| WAR.SOFUNT.GRD.SOF          | S | * | F | *           | GS -- -- | ** | **              | * | SOF UNIT SPECIAL FORCES                   |
| WAR.SOFUNT.GRD.RGR          | S | * | F | *           | GR -- -- | ** | **              | * | SOF UNIT RANGER                           |
| WAR.SOFUNT.GRD.PSYOP        | S | * | F | *           | GP -- -- | ** | **              | * | SOF UNIT PSYCHOLOGICAL OPERATIONS (PSYOP) |
| WAR.SOFUNT.GRD.PSYOP.FIXAVN | S | * | F | *           | GP A- -- | ** | **              | * | SOF UNIT FIXED WING AVIATION              |
| WAR.SOFUNT.GRD.CVLAFF       | S | * | F | *           | GC -- -- | ** | **              | * | SOF UNIT CIVIL AFFAIRS                    |
| WAR.SOFUNT.SUP              | S | * | F | *           | B- -- -- | ** | **              | * | SOF UNIT SUPPORT                          |

**A.5.3 Symbology set.** The tables IV and V provide a graphic representation of each approved tactical symbol in the C2: UEI symbology set. In the following tables, the Symbol column provides a concise description of each tactical symbol using operational terminology including its unique identifier code and an indication of whether the icon is framed (F), unframed (U), or frame optional (FO). In the following tables, icons with an FO code are shown both framed and unframed. The SIDC portion of each standard identity column (unknown, friend, neutral, hostile) presents the 15-character alphanumeric identifier necessary for automated systems to create each specific icon. As indicated previously, an asterisk (\*) indicates a position that is defined by the user based on specific symbol circumstances, while a dash (-) indicates that no information is provided in the position.

TABLE A-IV. UEI symbols – unknown.

| SYMBOL  | IMAGES  |   |  |   |
|---|---|---|--|---|
| UNK<br>UNKNOWN/UNKNOWN<br>Hierarchy: 1.X<br>Framed: F | Unknown, Pending<br><br>SPZP-----*****   | Unknown, Unknown<br><br>SUZP-----*****  | Unknown, Assumed Friend<br><br>SAZP-----***** | Unknown, Neutral<br><br>SNZP-----***** |
|   | Unknown, Hostile<br><br>SHZP-----***** | Unknown, Friend<br><br>SFZP-----***** | Unknown, Suspect<br><br>SSZP-----*****      | N/A   |

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**TABLE A-V. UEI symbols.**

| SYMBOL   | UNKNOWN         | FRIEND          | NEUTRAL         | HOSTILE         |
|--|-----------------|-----------------|-----------------|-----------------|
| WAR  |                 |                 |                 |                 |
| WARFIGHTING SYMBOLS  | N/A             | N/A             | N/A             | N/A             |
| Hierarchy: 1.X   |                 |                 |                 |                 |
| WAR.SPC  |                 |                 |                 |                 |
| WARFIGHTING SYMBOLS<br>SPACE TRACK                         |                 |                 |                 |                 |
| Hierarchy: 1.X.1   |                 |                 |                 |                 |
| Framed: F  | SUPP-----*****  | SFPP-----*****  | SNPP-----*****  | SHPP-----*****  |
| WAR.SPC.SAT  |                 |                 |                 |                 |
| WARFIGHTING SYMBOLS<br>SPACE TRACK<br>SATELLITE            |                 |                 |                 |                 |
| Hierarchy: 1.X.1.1   |                 |                 |                 |                 |
| Framed: F  | SUPPS-----***** | SFPPS-----***** | SNPPS-----***** | SHPPS-----***** |
| WAR.SPC.CSV  |                 |                 |                 |                 |
| WARFIGHTING SYMBOLS<br>SPACE TRACK<br>CREWED SPACE VEHICLE |                 |                 |                 |                 |
| Hierarchy: 1.X.1.2   |                 |                 |                 |                 |
| Framed: F  | SUPPV-----***** | SFPPV-----***** | SNPPV-----***** | SHPPV-----***** |
| WAR.SPC.SST  |                 |                 |                 |                 |
| WARFIGHTING SYMBOLS<br>SPACE TRACK<br>SPACE STATION        |                 |                 |                 |                 |
| Hierarchy: 1.X.1.3   |                 |                 |                 |                 |
| Framed: F  | SUPPT-----***** | SFPPT-----***** | SNPPT-----***** | SHPPT-----***** |
| WAR.SPC.SLV  |                 |                 |                 |                 |
| WARFIGHTING SYMBOLS<br>SPACE TRACK<br>SPACE LAUNCH VEHICLE |                 |                 |                 |                 |
| Hierarchy: N/A   |                 |                 |                 |                 |
| Framed: F  | SUPPL-----***** | SFPL-----*****  | SNPL-----*****  | SHPL-----*****  |
| WAR.AIRTRK   |                 |                 |                 |                 |
| WARFIGHTING SYMBOLS<br>AIR TRACK                           |                 |                 |                 |                 |
| Hierarchy: 1.X.2   |                 |                 |                 |                 |
| Framed: F  | SUAP-----*****  | SFAP-----*****  | SNAP-----*****  | SHAP-----*****  |

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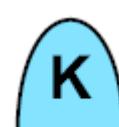
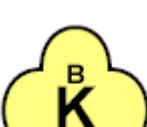
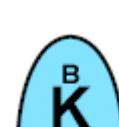
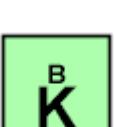
## APPENDIX A

TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN | FRIEND | NEUTRAL | HOSTILE |
|---|---------|--------|---------|---------|
| WAR.AIRTRK.MIL<br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>Hierarchy: 1.X.2.1<br>Framed: F   |         |        |         |         |
| WAR.AIRTRK.MIL.FIXD<br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>Hierarchy: 1.X.2.1.1<br>Framed: F  |         |        |         |         |
| WAR.AIRTRK.MIL.FIXD.BMB<br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>BOMBER<br>Hierarchy: 1.X.2.1.1.1<br>Framed: F                        |         |        |         |         |
| WAR.AIRTRK.MIL.FIXD.FTR<br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>FIGHTER<br>Hierarchy: 1.X.2.1.1.2<br>Framed: F                       |         |        |         |         |
| WAR.AIRTRK.MIL.FIXD.FTR.INCR<br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>FIGHTER<br>INTERCEPTOR<br>Hierarchy: 1.X.2.1.1.2.1<br>Framed: F |         |        |         |         |

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APPENDIX A

TABLE A-V. UEI symbols - Continued.

| <b>SYMBOL</b>  | <b>UNKNOWN</b>  | <b>FRIEND</b>  | <b>NEUTRAL</b>  | <b>HOSTILE</b>  |
|--|---|--|---|---|
| WAR.AIRTRK.MIL.FIXD.TNE<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>TRAINER<br><br>Hierarchy: 1.X.2.1.1.3<br><br>Framed: F          |    |    |    |    |
| SUAPMFT---<br>*****  | SFAPMFT---*****   | SNAPMFT---<br>*****  | SHAPMFT---<br>*****   |   |
| WAR.AIRTRK.MIL.FIXD.ATK<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>ATTACK/STRIKE<br><br>Hierarchy: 1.X.2.1.1.4<br><br>Framed: F    |    |    |    |    |
| SUAPMFA---<br>*****  | SFAPMFA---<br>*****   | SNAPMFA---<br>*****  | SHAPMFA---<br>*****   |   |
| WAR.AIRTRK.MIL.FIXD.VSTOL<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>V/STOL<br><br>Hierarchy: 1.X.2.1.1.5<br><br>Framed: F         |   |   |   |   |
| SUAPMFL---<br>*****  | SFAPMFL---*****   | SNAPMFL---<br>*****  | SHAPMFL---<br>*****   |   |
| WAR.AIRTRK.MIL.FIXD.TNK<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>TANKER<br><br>Hierarchy: 1.X.2.1.1.6<br><br>Framed: F           |  |  |  |  |
| SUAPMFK---<br>*****  | SFAPMFK---<br>*****   | SNAPMFK---<br>*****  | SHAPMFK---<br>*****   |   |
| WAR.AIRTRK.MIL.FIXD.TNK.BOOM<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>TANKER<br>BOOM-ONLY<br><br>Hierarchy: N/A<br><br>Framed: F |  |  |  |  |
| SUAPMFKB--<br>*****  | SFAPMFKB--<br>*****   | SNAPMFKB--<br>*****  | SHAPMFKB--<br>*****   |   |

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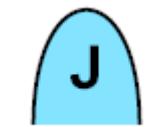
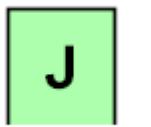
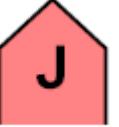
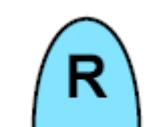
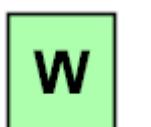
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TABLE A-V. UEI symbols - Continued.

| <b>SYMBOL</b>  | <b>UNKNOWN</b> | <b>FRIEND</b> | <b>NEUTRAL</b> | <b>HOSTILE</b> |
|--|----------------|---------------|----------------|----------------|
| WAR.AIRTRK.MIL.FIXD.TNK.DROG<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>TANKER<br>DROGUE-ONLY<br><br>Hierarchy: N/A<br><br>Framed: F                           |                |               |                |                |
| WAR.AIRTRK.MIL.FIXD.CGOALT<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>CARGO AIRLIFT (TRANSPORT)<br><br>Hierarchy: 1.X.2.1.1.7<br><br>Framed: F                 |                |               |                |                |
| WAR.AIRTRK.MIL.FIXD.CGOALT.LIT<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>CARGO AIRLIFT (TRANSPORT)<br>LIGHT<br><br>Hierarchy: 1.X.2.1.1.7.1<br><br>Framed: F  |                |               |                |                |
| WAR.AIRTRK.MIL.FIXD.CGOALT.MDM<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>CARGO AIRLIFT (TRANSPORT)<br>MEDIUM<br><br>Hierarchy: 1.X.2.1.1.7.2<br><br>Framed: F |                |               |                |                |
| WAR.AIRTRK.MIL.FIXD.CGOALT.HVY<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>CARGO AIRLIFT (TRANSPORT)<br>HEAVY<br><br>Hierarchy: 1.X.2.1.1.7.3<br><br>Framed: F  |                |               |                |                |

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**APPENDIX A**

**TABLE A-V. UEI symbols - Continued.**

| <b>SYMBOL</b>  | <b>UNKNOWN</b>  | <b>FRIEND</b>  | <b>NEUTRAL</b>  | <b>HOSTILE</b>  |
|--|---|--|---|---|
| WAR.AIRTRK.MIL.FIXD.ECM  |   |  |   |   |
| WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>ELECTRONIC COUNTERMEASURES<br>(ECM/JAMMER)         |    |    |    |    |
| Hierarchy: 1.X.2.1.1.8   | SUAPMFJ---****  | SFAPMFJ---****   | SNAPMFJ---****  | SHAPMFJ---****  |
| Framed: F  |   |  |   |   |
| WAR.AIRTRK.MIL.FIXD.MEDV   |   |  |   |   |
| WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>MEDICAL EVACUATION (MEDEVAC)                       |    |    |    |    |
| Hierarchy: 1.X.2.1.1.9   | SUAPMFO---****  | SFAPMFO---****   | SNAPMFO---****  | SHAPMFO---****  |
| Framed: F  |   |  |   |   |
| WAR.AIRTRK.MIL.FIXD.RECON  |   |  |   |   |
| WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>RECONNAISSANCE                                     |   |   |   |   |
| Hierarchy: 1.X.2.1.1.10  | SUAPMFR---****  | SFAPMFR---****   | SNAPMFR---****  | SHAPMFR---****  |
| Framed: F  |   |  |   |   |
| WAR.AIRTRK.MIL.FIXD.RECON.ABNEW  |   |  |   |   |
| WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>RECONNAISSANCE<br>AIRBORNE EARLY WARNING (AEW)     |  |  |  |  |
| Hierarchy: 1.X.2.1.1.10.1  | SUAPMFRW--****  | SFAPMFRW--****   | SNAPMFRW--****  | SHAPMFRW--****  |
| Framed: F  |   |  |   |   |
| WAR.AIRTRK.MIL.FIXD.RECON.ESM  |   |  |   |   |
| WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>RECONNAISSANCE<br>ELECTRONIC SURVEILLANCE MEASURES |  |  |  |  |
| Hierarchy: 1.X.2.1.1.10.2  | SUAPMFRZ--****  | SFAPMFRZ--****   | SNAPMFRZ--****  | SHAPMFRZ--****  |
| Framed: F  |   |  |   |   |

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## APPENDIX A

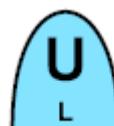
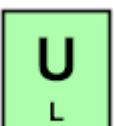
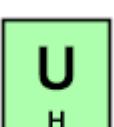
TABLE A-V. UEI symbols - Continued.

| <b>SYMBOL</b>  | <b>UNKNOWN</b>      | <b>FRIEND</b>       | <b>NEUTRAL</b>      | <b>HOSTILE</b> |
|--|---------------------|---------------------|---------------------|----------------|
| WAR.AIRTRK.MIL.FIXD.RECON.PHG<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>RECONNAISSANCE<br>PHOTOGRAPHIC<br><br>Hierarchy: 1.X.2.1.1.10.3<br><br>Framed: F      |                     |                     |                     |                |
| SUAPMFRX--<br>*****  | SFAPMFRX--<br>***** | SNAPMFRX--<br>***** | SHAPMFRX--<br>***** |                |
| WAR.AIRTRK.MIL.FIXD.PAT<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>PATROL<br><br>Hierarchy: 1.X.2.1.1.11<br><br>Framed: F                                      |                     |                     |                     |                |
| SUAPMFP---<br>*****  | SFAPMFP---<br>***** | SNAPMFP---<br>***** | SHAPMFP---<br>***** |                |
| WAR.AIRTRK.MIL.FIXD.PAT.ASUW<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>PATROL<br>ANTISURFACE WARFARE (ASUW)<br><br>Hierarchy: 1.X.2.1.1.11.1<br><br>Framed: F |                     |                     |                     |                |
| SUAPMFPN--<br>*****  | SFAPMFPN--<br>***** | SNAPMFPN--<br>***** | SHAPMFPN--<br>***** |                |
| WAR.AIRTRK.MIL.FIXD.PAT.MNECM<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>PATROL<br>MINE COUNTERMEASURES<br><br>Hierarchy: 1.X.2.1.1.11.2<br><br>Framed: F      |                     |                     |                     |                |
| SUAPMFP--<br>*****   | SFAPMFP--<br>*****  | SNAPMFP--<br>*****  | SHAPMFP--<br>*****  |                |
| WAR.AIRTRK.MIL.FIXD.UTY<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>UTILITY<br><br>Hierarchy: 1.X.2.1.1.12<br><br>Framed: F                                     |                     |                     |                     |                |
| SUAPMFU--<br>*****   | SFAPMFU--<br>*****  | SNAPMFU--<br>*****  | SHAPMFU--<br>*****  |                |

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## APPENDIX A

TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN   | FRIEND   | NEUTRAL   | HOSTILE   |
|---|---|--|---|---|
| WAR.AIRTRK.MIL.FIXD.UTY.LIT<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>UTILITY<br>LIGHT<br><br>Hierarchy: 1.X.2.1.1.12.1<br><br>Framed: F           |    |    |    |    |
| SUAPMFUL--<br>*****   | SFAPMFUL--<br>*****   | SNAPMFUL--<br>*****  | SHAPMFUL--<br>*****   |   |
| WAR.AIRTRK.MIL.FIXD.UTY.MDM<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>UTILITY<br>MEDIUM<br><br>Hierarchy: 1.X.2.1.1.12.2<br><br>Framed: F          |    |    |    |    |
| SUAPMFUM--<br>*****   | SFAPMFUM--<br>*****   | SNAPMFUM--<br>*****  | SHAPMFUM--<br>*****   |   |
| WAR.AIRTRK.MIL.FIXD.UTY.HVY<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>UTILITY<br>HEAVY<br><br>Hierarchy: 1.X.2.1.1.12.3<br><br>Framed: F           |   |   |   |   |
| SUAPMFUH--<br>*****   | SFAPMFUH--<br>*****   | SNAPMFUH--<br>*****  | SHAPMFUH--<br>*****   |   |
| WAR.AIRTRK.MIL.FIXD.COMM<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>COMMUNICATIONS<br><br>Hierarchy: 1.X.2.1.1.13<br><br>Framed: F                  |  |  |  |  |
| SUAPMFY---<br>*****   | SFAPMFY---<br>*****   | SNAPMFY---<br>*****  | SHAPMFY---<br>*****   |   |
| WAR.AIRTRK.MIL.FIXD.CSAR<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>COMBAT SEARCH AND RESCUE (CSAR)<br><br>Hierarchy: 1.X.2.1.1.14<br><br>Framed: F |  |  |  |  |
| SUAPMFH---<br>*****   | SFAPMFH---<br>*****   | SNAPMFH---<br>*****  | SHAPMFH---<br>*****   |   |

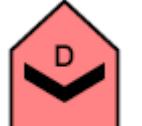
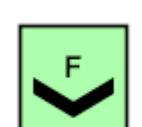
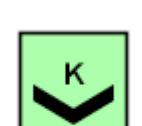
**MIL-STD-2525C**  
**APPENDIX A**

**TABLE A-V. UEI symbols - Continued.**

| <b>SYMBOL</b>   | <b>UNKNOWN</b> | <b>FRIEND</b> | <b>NEUTRAL</b> | <b>HOSTILE</b> |
|---|----------------|---------------|----------------|----------------|
| WAR.AIRTRK.MIL.FIXD.ABNCP<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>AIRBORNE COMMAND POST (C2)<br><br>Hierarchy: 1.X.2.1.1.15<br><br>Framed: F   |                |               |                |                |
| WAR.AIRTRK.MIL.FIXD.DRN<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>DRONE (RPV/UA)<br><br>Hierarchy: 1.X.2.1.1.16<br><br>Framed: F                 |                |               |                |                |
| WAR.AIRTRK.MIL.FIXD.DRN.ATK<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>DRONE (RPV/UA)<br>ATTACK<br><br>Hierarchy: 1.X.2.1.1.16.1<br><br>Framed: F |                |               |                |                |
| WAR.AIRTRK.MIL.FIXD.DRN.BMB<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>DRONE (RPV/UA)<br>BOMBER<br><br>Hierarchy: 1.X.2.1.1.16.2<br><br>Framed: F |                |               |                |                |
| WAR.AIRTRK.MIL.FIXD.DRN.CGO<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>DRONE (RPV/UA)<br>CARGO<br><br>Hierarchy: 1.X.2.1.1.16.3<br><br>Framed: F  |                |               |                |                |

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**APPENDIX A**

**TABLE A-V. UEI symbols - Continued.**

| <b>SYMBOL</b>   | <b>UNKNOWN</b>  | <b>FRIEND</b>  | <b>NEUTRAL</b>  | <b>HOSTILE</b>  |
|---|---|--|---|---|
| WAR.AIRTRK.MIL.FIXD.DRN.ABNCP<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>DRONE (RPV/UA)<br>AIRBORNE COMMAND POST<br><br>Hierarchy: 1.X.2.1.1.16.4<br><br>Framed: F                |    |    |    |    |
| SUAPMFQD--<br>*****   | SFAPMFQD--<br>*****   | SNAPMFQD--<br>*****  | SHAPMFQD--<br>*****   |   |
| WAR.AIRTRK.MIL.FIXD.DRN.FTR<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>DRONE (RPV/UA)<br>FIGHTER<br><br>Hierarchy: 1.X.2.1.1.16.5<br><br>Framed: F                                |    |    |    |    |
| SUAPMFQF--<br>*****   | SFAPMFQF--<br>*****   | SNAPMFQF--<br>*****  | SHAPMFQF--<br>*****   |   |
| WAR.AIRTRK.MIL.FIXD.DRN.CSAR<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>DRONE (RPV/UA)<br>SEARCH & RESCUE (CSAR)<br><br>Hierarchy: 1.X.2.1.1.16.6<br><br>Framed: F                |   |   |   |   |
| SUAPMFQH--<br>*****   | SFAPMFQH--<br>*****   | SNAPMFQH--<br>*****  | SHAPMFQH--<br>*****   |   |
| WAR.AIRTRK.MIL.FIXD.DRN.ECM<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>DRONE (RPV/UA)<br>ELECTRONIC COUNTERMEASURES<br>(JAMMER)<br><br>Hierarchy: 1.X.2.1.1.16.7<br><br>Framed: F |  |  |  |  |
| SUAPMFQJ--<br>*****   | SFAPMFQJ--<br>*****   | SNAPMFQJ--<br>*****  | SHAPMFQJ--<br>*****   |   |
| WAR.AIRTRK.MIL.FIXD.DRN.TNK<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>DRONE (RPV/UA)<br>TANKER<br><br>Hierarchy: 1.X.2.1.1.16.8<br><br>Framed: F                                 |  |  |  |  |
| SUAPMFQK--<br>*****   | SFAPMFQK--<br>*****   | SNAPMFQK--<br>*****  | SHAPMFQK--<br>*****   |   |

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**APPENDIX A**

**TABLE A-V. UEI symbols - Continued.**

| <b>SYMBOL</b>   | <b>UNKNOWN</b>      | <b>FRIEND</b>       | <b>NEUTRAL</b>      | <b>HOSTILE</b> |
|---|---------------------|---------------------|---------------------|----------------|
| WAR.AIRTRK.MIL.FIXD.DRN.VSTOL<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>DRONE (RPV/UA)<br>V/STOL<br><br>Hierarchy: 1.X.2.1.1.16.9<br><br>Framed: F                         |                     |                     |                     |                |
| SUAPMFQL--<br>*****   | SFAPMFQL--<br>***** | SNAPMFQL--<br>***** | SHAPMFQL--<br>***** |                |
| WAR.AIRTRK.MIL.FIXD.DRN.SOF<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>DRONE (RPV/UA)<br>SPECIAL OPERATIONS FORCES (SOF)<br><br>Hierarchy: 1.X.2.1.1.16.10<br><br>Framed: F |                     |                     |                     |                |
| SUAPMFQM--<br>*****   | SFAPMFQM--<br>***** | SNAPMFQM--<br>***** | SHAPMFQM--<br>***** |                |
| WAR.AIRTRK.MIL.FIXD.DRN.MNECM<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>DRONE (RPV/UA)<br>MINE COUNTERMEASURES<br><br>Hierarchy: 1.X.2.1.1.16.11<br><br>Framed: F          |                     |                     |                     |                |
| SUAPMFQI--<br>*****   | SFAPMFQI--<br>***** | SNAPMFQI--<br>***** | SHAPMFQI--<br>***** |                |
| WAR.AIRTRK.MIL.FIXD.DRN.ASUW<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>DRONE (RPV/UA)<br>ANTISURFACE WARFARE (ASUW)<br><br>Hierarchy: 1.X.2.1.1.16.12<br><br>Framed: F     |                     |                     |                     |                |
| SUAPMFQN--<br>*****   | SFAPMFQN--<br>***** | SNAPMFQN--<br>***** | SHAPMFQN--<br>***** |                |
| WAR.AIRTRK.MIL.FIXD.DRN.PAT<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>DRONE (RPV/UA)<br>PATROL<br><br>Hierarchy: 1.X.2.1.1.16.13<br><br>Framed: F                          |                     |                     |                     |                |
| SUAPMFQP--<br>*****   | SFAPMFQP--<br>***** | SNAPMFQP--<br>***** | SHAPMFQP--<br>***** |                |

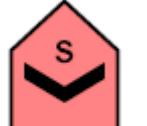
**MIL-STD-2525C**  
**APPENDIX A**

**TABLE A-V. UEI symbols - Continued.**

| <b>SYMBOL</b>  | <b>UNKNOWN</b>      | <b>FRIEND</b>       | <b>NEUTRAL</b>      | <b>HOSTILE</b>      |
|--|---------------------|---------------------|---------------------|---------------------|
| WAR.AIRTRK.MIL.FIXD.DRN.RECON  |                     |                     |                     |                     |
| WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>DRONE (RPV/UA)<br>RECONNAISSANCE                                     |                     |                     |                     |                     |
| Hierarchy: 1.X.2.1.1.16.14   | SUAPMFQR--<br>***** | SFAPMFQR--<br>***** | SNAPMFQR--<br>***** | SHAPMFQR--<br>***** |
| Framed: F  |                     |                     |                     |                     |
| WAR.AIRTRK.MIL.FIXD.DRN.RECON.ABNEW  |                     |                     |                     |                     |
| WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>DRONE (RPV/UA)<br>RECONNAISSANCE<br>AIRBORNE EARLY WARNING (AEW)     |                     |                     |                     |                     |
| Hierarchy: 1.X.2.1.1.16.14.1   | SUAPMFQRW-<br>***** | SFAPMFQRW-<br>***** | SNAPMFQRW-<br>***** | SHAPMFQRW-<br>***** |
| Framed: F  |                     |                     |                     |                     |
| WAR.AIRTRK.MIL.FIXD.DRN.RECON.ESM  |                     |                     |                     |                     |
| WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>DRONE (RPV/UA)<br>RECONNAISSANCE<br>ELECTRONIC SURVEILLANCE MEASURES |                     |                     |                     |                     |
| Hierarchy: 1.X.2.1.1.16.14.2   | SUAPMFQRZ-<br>***** | SFAPMFQRZ-<br>***** | SNAPMFQRZ-<br>***** | SHAPMFQRZ-<br>***** |
| Framed: F  |                     |                     |                     |                     |
| WAR.AIRTRK.MIL.FIXD.DRN.RECON.PHG  |                     |                     |                     |                     |
| WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>DRONE (RPV/UA)<br>RECONNAISSANCE<br>PHOTOGRAPHIC                     |                     |                     |                     |                     |
| Hierarchy: 1.X.2.1.1.16.14.3   | SUAPMFQRX-<br>***** | SFAPMFQRX-<br>***** | SNAPMFQRX-<br>***** | SHAPMFQRX-<br>***** |
| Framed: F  |                     |                     |                     |                     |

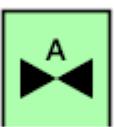
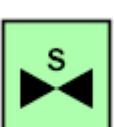
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**APPENDIX A**

**TABLE A-V. UEI symbols - Continued.**

| <b>SYMBOL</b>  | <b>UNKNOWN</b>  | <b>FRIEND</b>  | <b>NEUTRAL</b>  | <b>HOSTILE</b>  |
|--|---|--|---|---|
| WAR.AIRTRK.MIL.FIXD.DRN.ASBW<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>DRONE (RPV/UA)<br>ANTISUBMARINE WARFARE (ASW)<br><br>Hierarchy: 1.X.2.1.1.16.15<br><br>Framed: F |    |    |    |    |
| WAR.AIRTRK.MIL.FIXD.DRN.TNE<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>DRONE (RPV/UA)<br>TRAINER<br><br>Hierarchy: 1.X.2.1.1.16.16<br><br>Framed: F                      |    |    |    |    |
| WAR.AIRTRK.MIL.FIXD.DRN.UTY<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>DRONE (RPV/UA)<br>UTILITY<br><br>Hierarchy: 1.X.2.1.1.16.17<br><br>Framed: F                      |   |   |   |   |
| WAR.AIRTRK.MIL.FIXD.DRN.COMM<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>DRONE (RPV/UA)<br>COMMUNICATIONS<br><br>Hierarchy: 1.X.2.1.1.16.18<br><br>Framed: F              |  |  |  |  |
| WAR.AIRTRK.MIL.FIXD.DRN.MEDV<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>DRONE (RPV/UA)<br>MEDEVAC<br><br>Hierarchy: 1.X.2.1.1.16.19<br><br>Framed: F                     |  |  |  |  |

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APPENDIX A

TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN   | FRIEND   | NEUTRAL   | HOSTILE   |
|--|---|--|---|---|
| WAR.AIRTRK.MIL.FIXD.ASBWCB<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>ANTISUBMARINE WARFARE (ASW)<br>CARRIER BASED |    |    |    |    |
| Hierarchy: 1.X.2.1.1.17<br><br>Framed: F   | SUAPMFS---<br>*****   | SFAPMFS---<br>*****  | SNAPMFS---<br>*****   | SHAPMFS---<br>*****   |
| WAR.AIRTRK.MIL.FIXD.SOF<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>FIXED WING<br>SPECIAL OPERATIONS FORCES (SOF)                 |    |    |    |    |
| Hierarchy: 1.X.2.1.1.18<br><br>Framed: F   | SUAPMFM---<br>*****   | SFAPMFM---<br>*****  | SNAPMFM---<br>*****   | SHAPMFM---<br>*****   |
| WAR.AIRTRK.MIL.ROT<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>ROTARY WING  |   |   |   |   |
| Hierarchy: 1.X.2.1.2<br><br>Framed: F  | SUAPMH---<br>*****  | SFAPMH---<br>*****   | SNAPMH---<br>*****  | SHAPMH---<br>*****  |
| WAR.AIRTRK.MIL.ROT.ATK<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>ROTARY WING<br>ATTACK  |  |  |  |  |
| Hierarchy: 1.X.2.1.2.1<br><br>Framed: F  | SUAPMHA---<br>*****   | SFAPMHA---<br>*****  | SNAPMHA---<br>*****   | SHAPMHA---<br>*****   |
| WAR.AIRTRK.MIL.ROT.ASBW<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>ROTARY WING<br>ANTISUBMARINE WARFARE/MPA                      |  |  |  |  |
| Hierarchy: 1.X.2.1.2.2<br><br>Framed: F  | SUAPMHS---<br>*****   | SFAPMHS---<br>*****  | SNAPMHS---<br>*****   | SHAPMHS---<br>*****   |

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**APPENDIX A**

**TABLE A-V. UEI symbols - Continued.**

| SYMBOL  | UNKNOWN             | FRIEND              | NEUTRAL             | HOSTILE             |
|---|---------------------|---------------------|---------------------|---------------------|
| WAR.AIRTRK.MIL.ROT.UTY<br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>ROTARY WING<br>UTILITY                |                     |                     |                     |                     |
| Hierarchy: 1.X.2.1.2.3<br>Framed: F   | SUAPMHU---<br>***** | SFAPMHU---<br>***** | SNAPMHU---<br>***** | SHAPMHU---<br>***** |
| WAR.AIRTRK.MIL.ROT.UTY.LIT<br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>ROTARY WING<br>UTILITY<br>LIGHT   |                     |                     |                     |                     |
| Hierarchy: 1.X.2.1.2.3.1<br>Framed: F   | SUAPMHUL--<br>***** | SFAPMHUL--<br>***** | SNAPMHUL--<br>***** | SHAPMHUL--<br>***** |
| WAR.AIRTRK.MIL.ROT.UTY.MDM<br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>ROTARY WING<br>UTILITY<br>MEDIUM  |                     |                     |                     |                     |
| Hierarchy: 1.X.2.1.2.3.2<br>Framed: F   | SUAPMHUM--<br>***** | SFAPMHUM--<br>***** | SNAPMHUM--<br>***** | SHAPMHUM--<br>***** |
| WAR.AIRTRK.MIL.ROT.UTY.HVY<br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>ROTARY WING<br>UTILITY<br>HEAVY   |                     |                     |                     |                     |
| Hierarchy: 1.X.2.1.2.3.3<br>Framed: F   | SUAPMHUH--<br>***** | SFAPMHUH--<br>***** | SNAPMHUH--<br>***** | SHAPMHUH--<br>***** |
| WAR.AIRTRK.MIL.ROT.MNECM<br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>ROTARY WING<br>MINE COUNTERMEASURES |                     |                     |                     |                     |
| Hierarchy: 1.X.2.1.2.4<br>Framed: F   | SUAPMHI---<br>***** | SFAPMHI---<br>***** | SNAPMHI---<br>***** | SHAPMHI---<br>***** |

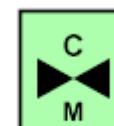
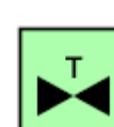
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APPENDIX A

TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN | FRIEND     | NEUTRAL | HOSTILE    |       |            |       |
|---|---------|------------|---------|------------|-------|------------|-------|
| WAR.AIRTRK.MIL.ROT.CSAR<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>ROTARY WING<br>COMBAT SEARCH AND RESCUE (CSAR)<br><br>Hierarchy: 1.X.2.1.2.5<br><br>Framed: F            |         |            |         |            |       |            |       |
| SUAPMH---   | *****   | SFAPMH---  | *****   | SNAPMH---  | ***** | SHAPMH---  | ***** |
| WAR.AIRTRK.MIL.ROT.RECON<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>ROTARY WING<br>RECONNAISSANCE<br><br>Hierarchy: 1.X.2.1.2.6<br><br>Framed: F                            |         |            |         |            |       |            |       |
| SUAPMHR---  | *****   | SFAPMHR--- | *****   | SNAPMHR--- | ***** | SHAPMHR--- | ***** |
| WAR.AIRTRK.MIL.ROT.DRN<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>ROTARY WING<br>DRONE (RPV/UA)<br><br>Hierarchy: 1.X.2.1.2.7<br><br>Framed: F                              |         |            |         |            |       |            |       |
| SUAPMHQ---  | *****   | SFAPMHQ--- | *****   | SNAPMHQ--- | ***** | SHAPMHQ--- | ***** |
| WAR.AIRTRK.MIL.ROT.CGOALT<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>ROTARY WING<br>CARGO AIRLIFT (TRANSPORT)<br><br>Hierarchy: 1.X.2.1.2.8<br><br>Framed: F                |         |            |         |            |       |            |       |
| SUAPMHC---  | *****   | SFAPMHC--- | *****   | SNAPMHC--- | ***** | SHAPMHC--- | ***** |
| WAR.AIRTRK.MIL.ROT.CGOALT.LIT<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>ROTARY WING<br>CARGO AIRLIFT (TRANSPORT)<br>LIGHT<br><br>Hierarchy: 1.X.2.1.2.8.1<br><br>Framed: F |         |            |         |            |       |            |       |
| SUAPMHCL--  | *****   | SFAPMHCL-- | *****   | SNAPMHCL-- | ***** | SHAPMHCL-- | ***** |

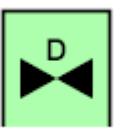
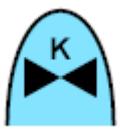
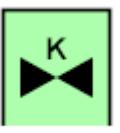
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APPENDIX A

TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN   | FRIEND   | NEUTRAL   | HOSTILE   |
|---|---|--|---|---|
| WAR.AIRTRK.MIL.ROT.CGOALT.MDM<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>ROTARY WING<br>CARGO AIRLIFT (TRANSPORT)<br>MEDIUM |    |    |    |    |
| Hierarchy: 1.X.2.1.2.8.2<br><br>Framed: F   | SUAPMHCM--<br>*****   | SFAPMHCM--<br>*****  | SNAPMHCM--<br>*****   | SHAPMHCM--<br>*****   |
| WAR.AIRTRK.MIL.ROT.CGOALT.HVY<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>ROTARY WING<br>CARGO AIRLIFT (TRANSPORT)<br>HEAVY  |    |    |    |    |
| Hierarchy: 1.X.2.1.2.8.3<br><br>Framed: F   | SUAPMHCH--<br>*****   | SFAPMHCH--<br>*****  | SNAPMHCH--<br>*****   | SHAPMHCH--<br>*****   |
| WAR.AIRTRK.MIL.ROT.TNE<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>ROTARY WING<br>TRAINER                                    |   |   |   |   |
| Hierarchy: 1.X.2.1.2.9<br><br>Framed: F   | SUAPMHT---<br>*****   | SFAPMHT---<br>*****  | SNAPMHT---<br>*****   | SHAPMHT---<br>*****   |
| WAR.AIRTRK.MIL.ROT.MEDV<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>ROTARY WING<br>MEDEVAC                                   |  |  |  |  |
| Hierarchy: 1.X.2.1.2.10<br><br>Framed: F  | SUAPMHO---<br>*****   | SFAPMHO---<br>*****  | SNAPMHO---<br>*****   | SHAPMHO---<br>*****   |
| WAR.AIRTRK.MIL.ROT.SOF<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>ROTARY WING<br>SPECIAL OPERATIONS FORCES (SOF)            |  |  |  |  |
| Hierarchy: 1.X.2.1.2.11<br><br>Framed: F  | SUAPMHM---<br>*****   | SFAPMHM---<br>*****  | SNAPMHM---<br>*****   | SHAPMHM---<br>*****   |

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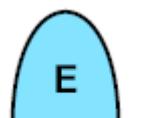
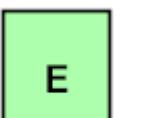
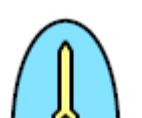
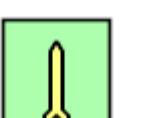
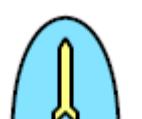
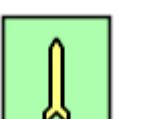
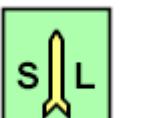
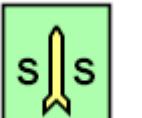
TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN   | FRIEND   | NEUTRAL   | HOSTILE   |
|---|---|--|---|---|
| WAR.AIRTRK.MIL.ROT.ABNCP<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>ROTARY WING<br>AIRBORNE COMMAND POST (C2)<br><br>Hierarchy: 1.X.2.1.2.12<br><br>Framed: F               |    |    |    |    |
| SUAPMHD---<br>*****   | SFAPMHD---<br>*****   | SNAPMHD---<br>*****  | SHAPMHD---<br>*****   |   |
| WAR.AIRTRK.MIL.ROT.TNK<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>ROTARY WING<br>TANKER<br><br>Hierarchy: 1.X.2.1.2.13<br><br>Framed: F                                     |    |    |    |    |
| SUAPMHK---<br>*****   | SFAPMHK---<br>*****   | SNAPMHK---<br>*****  | SHAPMHK---<br>*****   |   |
| WAR.AIRTRK.MIL.ROT.ECM<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>ROTARY WING<br>ELECTRONIC COUNTERMEASURES<br>(ECM/JAMMER)<br><br>Hierarchy: 1.X.2.1.2.14<br><br>Framed: F |   |   |   |   |
| SUAPMHJ---<br>*****   | SFAPMHJ---<br>*****   | SNAPMHJ---<br>*****  | SHAPMHJ---<br>*****   |   |
| WAR.AIRTRK.MIL.LTA<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>LIGHTER THAN AIR<br><br>Hierarchy: 1.X.2.1.3<br><br>Framed: F   |  |  |  |  |
| SUAPML---<br>*****  | SFAPML---<br>*****  | SNAPML---<br>*****   | SHAPML---<br>*****  |   |
| WAR.AIRTRK.MIL.VIP<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>VIP<br><br>Hierarchy: N/A<br><br>Framed: F  |  |  |  |  |
| SUAPMV---<br>*****  | SFAPMV---<br>*****  | SNAPMV---<br>*****   | SHAPMV---<br>*****  |   |

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## APPENDIX A

TABLE A-V. UEI symbols - Continued.

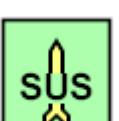
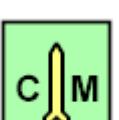
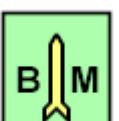
| SYMBOL  | UNKNOWN   | FRIEND   | NEUTRAL   | HOSTILE   |
|---|---|--|---|---|
| WAR.AIRTRK.MIL.ESCORT   |    |    |    |    |
| WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>ESCORT  |   |  |   |   |
| Hierarchy: N/A  | SUAPME----*****   | SFAPME----*****  | SNAPME----*****   | SHAPME----*****   |
| Framed: F   |   |  |   |   |
| WAR.AIRTRK.WPN  |    |    |    |    |
| WARFIGHTING SYMBOLS<br>AIR TRACK<br>WEAPON  |   |  |   |   |
| Hierarchy: 1.X.2.2  | SUAPW----*****  | SFAPW----*****   | SNAPW----*****  | SHAPW----*****  |
| Framed: F   |   |  |   |   |
| WAR.AIRTRK.WPN.MSLIF  |    |    |    |    |
| WARFIGHTING SYMBOLS<br>AIR TRACK<br>WEAPON<br>MISSILE IN FLIGHT   |   |  |   |   |
| Hierarchy: 1.X.2.2.1  | SUAPWM---<br>*****  | SFAPWM---<br>*****   | SNAPWM---<br>*****  | SHAPWM---<br>*****  |
| Framed: F   |   |  |   |   |
| WAR.AIRTRK.WPN.MSLIF.SLM  |  |  |  |  |
| WARFIGHTING SYMBOLS<br>AIR TRACK<br>WEAPON<br>MISSILE IN FLIGHT<br>SURFACE LAUNCHED MISSILE                                     |   |  |   |   |
| Hierarchy: 1.X.2.2.1.1  | SUAPWMS---<br>*****   | SFAPWMS---<br>*****  | SNAPWMS---<br>*****   | SHAPWMS---<br>*****   |
| Framed: F   |   |  |   |   |
| WAR.AIRTRK.WPN.MSLIF.SLM.SSM  |  |  |  |  |
| WARFIGHTING SYMBOLS<br>AIR TRACK<br>WEAPON<br>MISSILE IN FLIGHT<br>SURFACE LAUNCHED MISSILE<br>SURFACE-TO-SURFACE MISSILE (SSM) |   |  |   |   |
| Hierarchy: 1.X.2.2.1.1.1  | SUAPWMSS--<br>*****   | SFAPWMSS--<br>*****  | SNAPWMSS--<br>*****   | SHAPWMSS--<br>*****   |
| Framed: F   |   |  |   |   |

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APPENDIX A

TABLE A-V. UEI symbols - Continued.

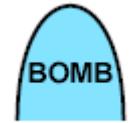
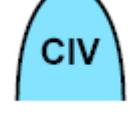
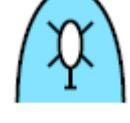
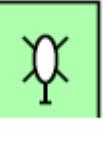
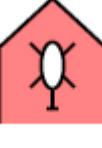
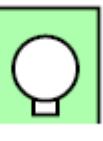
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|--|---|--|---|---|
| WAR.AIRTRK.WPN.MSLIF.SLM.SAM<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>WEAPON<br>MISSILE IN FLIGHT<br>SURFACE LAUNCHED MISSILE<br>SURFACE-TO-AIR MISSILE (SAM)<br><br>Hierarchy: 1.X.2.2.1.1.2<br><br>Framed: F |    |    |    |    |
| SUAPWMSA--<br>*****  | SFAPWMSA--<br>*****   | SNAPWMSA--<br>*****  | SHAPWMSA--<br>*****   |   |
| WAR.AIRTRK.WPN.MSLIF.SLM.SSUM<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>WEAPON<br>MISSILE IN FLIGHT<br>SURFACE LAUNCHED MISSILE<br>SURFACE-TO-SUBSURFACE MISSILE<br><br>Hierarchy: N/A<br><br>Framed: F         |    |    |    |    |
| SUAPWMSU--<br>*****  | SFAPWMSU--<br>*****   | SNAPWMSU--<br>*****  | SHAPWMSU--<br>*****   |   |
| WAR.AIRTRK.WPN.MSLIF.SLM.ABM<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>WEAPON<br>MISSILE IN FLIGHT<br>SURFACE LAUNCHED MISSILE<br>ANTIBALLISTIC MISSILE (ABM)<br><br>Hierarchy: N/A<br><br>Framed: F            |   |   |   |   |
| SUAPWMSB--<br>*****  | SFAPWMSB--<br>*****   | SNAPWMSB--<br>*****  | SHAPWMSB--<br>*****   |   |
| WAR.AIRTRK.WPN.MSLIF.ALM<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>WEAPON<br>MISSILE IN FLIGHT<br>AIR LAUNCHED MISSILE<br><br>Hierarchy: 1.X.2.2.1.2<br><br>Framed: F   |  |  |  |  |
| SUAPWMA---<br>*****  | SFAPWMA---<br>*****   | SNAPWMA---<br>*****  | SHAPWMA---<br>*****   |   |
| WAR.AIRTRK.WPN.MSLIF.ALM.ASM<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>WEAPON<br>MISSILE IN FLIGHT<br>AIR LAUNCHED MISSILE<br>AIR-TO-SURFACE MISSILE (ASM)<br><br>Hierarchy: 1.X.2.2.1.2.1<br><br>Framed: F     |  |  |  |  |
| SUAPWMAS--<br>*****  | SFAPWMAS--<br>*****   | SNAPWMAS--<br>*****  | SHAPWMAS--<br>*****   |   |

TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN   | FRIEND   | NEUTRAL   | HOSTILE   |
|--|---|--|---|---|
| WAR.AIRTRK.WPN.MSLIF.ALM.AAM<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>WEAPON<br>MISSILE IN FLIGHT<br>AIR LAUNCHED MISSILE<br>AIR-TO-AIR MISSILE (AAM)<br><br>Hierarchy: 1.X.2.2.1.2.2<br><br>Framed: F |    |    |    |    |
| WAR.AIRTRK.WPN.MSLIF.ALM.ASPC<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>WEAPON<br>MISSILE IN FLIGHT<br>AIR LAUNCHED MISSILE<br>AIR-TO-SPACE MISSILE<br><br>Hierarchy: N/A<br><br>Framed: F              |    |    |    |    |
| WAR.AIRTRK.WPN.MSLIF.SBSM<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>WEAPON<br>MISSILE IN FLIGHT<br>SUBSURFACE-TO-SURFACE MISSILE (S/<br>SSM)<br><br>Hierarchy: 1.X.2.2.1.3<br><br>Framed: F             |   |   |   |   |
| WAR.AIRTRK.WPN.MSLIF.CM<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>WEAPON<br>MISSILE IN FLIGHT<br>CRUISE MISSILE<br><br>Hierarchy: 1.X.2.2.1.4<br><br>Framed: F  |  |  |  |  |
| WAR.AIRTRK.WPN.MSLIF.BLST<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>WEAPON<br>MISSILE IN FLIGHT<br>BALLISTIC MISSILE<br><br>Hierarchy: N/A<br><br>Framed: F   |  |  |  |  |

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**APPENDIX A**

**TABLE A-V. UEI symbols - Continued.**

| SYMBOL   | UNKNOWN  | FRIEND  | NEUTRAL  | HOSTILE  |
|--|--|---|--|--|
| WAR.AIRTRK.WPN.BM<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>WEAPON<br>BOMB<br><br>Hierarchy: N/A<br>Framed: F                   | <br>SUAPWB----<br>*****   | <br>SFAPWB----<br>*****   | <br>SNAPWB----<br>*****   | <br>SHAPWB----<br>*****   |
| WAR.AIRTRK.WPN.DCY<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>WEAPON<br>DECOY<br><br>Hierarchy: 1.X.2.2.2<br>Framed: F           | <br>SUAPWD----<br>*****   | <br>SFAPWD----<br>*****   | <br>SNAPWD----<br>*****   | <br>SHAPWD----<br>*****   |
| WAR.AIRTRK.CVL<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>CIVIL<br><br>Hierarchy: 1.X.2.3<br>Framed: F                           | <br>SUAPC----<br>*****    | <br>SFAPC----<br>*****   | <br>SNAPC----<br>*****   | <br>SHAPC----<br>*****   |
| WAR.AIRTRK.CVL.FIXD<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>CIVIL<br>FIXED WING<br><br>Hierarchy: 1.X.2.3.1<br>Framed: F      | <br>SUAPCF----<br>***** | <br>SFAPCF----<br>***** | <br>SNAPCF----<br>***** | <br>SHAPCF----<br>***** |
| WAR.AIRTRK.CVL.ROT<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>CIVIL<br>ROTARY WING<br><br>Hierarchy: 1.X.2.3.2<br>Framed: F      | <br>SUAPCH----<br>***** | <br>SFAPCH----<br>***** | <br>SNAPCH----<br>***** | <br>SHAPCH----<br>***** |
| WAR.AIRTRK.CVL.LTA<br><br>WARFIGHTING SYMBOLS<br>AIR TRACK<br>CIVIL<br>LIGHTER THAN AIR<br><br>Hierarchy: 1.X.2.3.3<br>Framed: F | <br>SUAPCL----<br>***** | <br>SFAPCL----<br>***** | <br>SNAPCL----<br>***** | <br>SHAPCL----<br>***** |

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## APPENDIX A

TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN | FRIEND | NEUTRAL | HOSTILE |
|---|---------|--------|---------|---------|
| WAR.GRDTRK<br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>Hierarchy: 1.X.3<br>Framed: F  |         |        |         |         |
| WAR.GRDTRK.UNT<br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>Hierarchy: 1.X.3.1<br>Framed: F  |         |        |         |         |
| WAR.GRDTRK.UNT.CBT<br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>Hierarchy: 1.X.3.1.1<br>Framed: F  |         |        |         |         |
| WAR.GRDTRK.UNT.CBT.ADF<br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>AIR DEFENSE<br>Hierarchy: 1.X.3.1.1.1<br>Framed: F                       |         |        |         |         |
| WAR.GRDTRK.UNT.CBT.ADF.SHTR<br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>AIR DEFENSE<br>SHORT RANGE<br>Hierarchy: 1.X.3.1.1.1.1<br>Framed: F |         |        |         |         |

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**APPENDIX A**

**TABLE A-V. UEI symbols - Continued.**

| <b>SYMBOL</b>  | <b>UNKNOWN</b> | <b>FRIEND</b> | <b>NEUTRAL</b> | <b>HOSTILE</b> |
|--|----------------|---------------|----------------|----------------|
| WAR.GRDTRK.UNT.CBT.ADF.SHTR.CPL<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>AIR DEFENSE<br>SHORT RANGE<br>CHAPARRAL<br><br>Hierarchy: 1.X.3.1.1.1.1<br><br>Framed: F |                |               |                |                |
| WAR.GRDTRK.UNT.CBT.ADF.SHTR.STG<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>AIR DEFENSE<br>SHORT RANGE<br>STINGER<br><br>Hierarchy: 1.X.3.1.1.1.1.2<br><br>Framed: F |                |               |                |                |
| WAR.GRDTRK.UNT.CBT.ADF.SHTR.VUL<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>AIR DEFENSE<br>SHORT RANGE<br>VULCAN<br><br>Hierarchy: 1.X.3.1.1.1.1.3<br><br>Framed: F  |                |               |                |                |
| WAR.GRDTRK.UNT.CBT.ADF.MSL<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>AIR DEFENSE<br>MISSILE<br><br>Hierarchy: 1.X.3.1.1.1.2<br><br>Framed: F                       |                |               |                |                |

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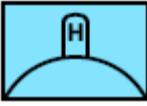
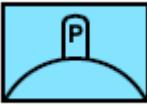
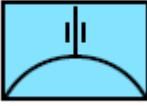
TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN | FRIEND | NEUTRAL | HOSTILE |
|--|---------|--------|---------|---------|
| WAR.GRDTRK.UNT.CBT.ADF.MSL.LIT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>AIR DEFENSE<br>MISSILE<br>LIGHT<br><br>Hierarchy: 1.X.3.1.1.1.2.1<br><br>Framed: F                              |         |        |         |         |
| WAR.GRDTRK.UNT.CBT.ADF.MSL.LIT.MOT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>AIR DEFENSE<br>MISSILE<br>LIGHT<br>MOTORIZED (AVENGER)<br><br>Hierarchy: 1.X.3.1.1.1.2.1.1<br><br>Framed: F |         |        |         |         |
| WAR.GRDTRK.UNT.CBT.ADF.MSL.MDM<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>AIR DEFENSE<br>MISSILE<br>MEDIUM<br><br>Hierarchy: 1.X.3.1.1.1.2.2<br><br>Framed: F                             |         |        |         |         |
| WAR.GRDTRK.UNT.CBT.ADF.MSL.HVY<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>AIR DEFENSE<br>MISSILE<br>HEAVY<br><br>Hierarchy: 1.X.3.1.1.1.2.3<br><br>Framed: F                              |         |        |         |         |

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## APPENDIX A

TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN   | FRIEND   | NEUTRAL   | HOSTILE   |
|---|---|--|---|---|
| WAR.GRDTRK.UNT.CBT.ADF.MSL.HMAD<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>AIR DEFENSE<br>MISSILE<br>H/MAD                 |    |    |    |    |
| Hierarchy: 1.X.3.1.1.1.2.4<br><br>Framed: F   | SUGPUCDH--<br>*****   | SFGPUCDH--<br>*****  | SNGPUCDH--<br>*****   | SHGPUCDH--<br>*****   |
| WAR.GRDTRK.UNT.CBT.ADF.MSL.HMAD.HWK<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>AIR DEFENSE<br>MISSILE<br>H/MAD<br>HAWK     |    |    |    |    |
| Hierarchy: 1.X.3.1.1.1.2.4.1<br><br>Framed: F   | SUGPUCDHH--<br>*****  | SFGPUCDHH--<br>*****   | SNGPUCDHH--<br>*****  | SHGPUCDHH--<br>*****  |
| WAR.GRDTRK.UNT.CBT.ADF.MSL.HMAD.PATT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>AIR DEFENSE<br>MISSILE<br>H/MAD<br>PATRIOT |  |  |  |  |
| Hierarchy: 1.X.3.1.1.1.2.4.2<br><br>Framed: F   | SUGPUCDHP--<br>*****  | SFGPUCDHP--<br>*****   | SNGPUCDHP--<br>*****  | SHGPUCDHP--<br>*****  |
| WAR.GRDTRK.UNT.CBT.ADF.GUNUNT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>AIR DEFENSE<br>GUN UNIT                           |  |  |  |  |
| Hierarchy: 1.X.3.1.1.1.3<br><br>Framed: F   | SUGPUCDG--<br>*****   | SFGPUCDG--<br>*****  | SNGPUCDG--<br>*****   | SHGPUCDG--<br>*****   |

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**TABLE A-V. UEI symbols - Continued.**

| <b>SYMBOL</b>  | <b>UNKNOWN</b>      | <b>FRIEND</b>       | <b>NEUTRAL</b>      | <b>HOSTILE</b> |
|--|---------------------|---------------------|---------------------|----------------|
| WAR.GRDTRK.UNT.CBT.ADF.CMPS<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>AIR DEFENSE<br>COMPOSITE<br><br>Hierarchy: 1.X.3.1.1.1.4<br><br>Framed: F                    |                     |                     |                     |                |
| SUGPUCDC--<br>*****  | SFGPUCDC--<br>***** | SNGPUCDC--<br>***** | SHGPUCDC--<br>***** |                |
| WAR.GRDTRK.UNT.CBT.ADF.TGTGUT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>AIR DEFENSE<br>TARGETING UNIT<br><br>Hierarchy: 1.X.3.1.1.1.5<br><br>Framed: F             |                     |                     |                     |                |
| SUGPUCDT--<br>*****  | SFGPUCDT--<br>***** | SNGPUCDT--<br>***** | SHGPUCDT--<br>***** |                |
| WAR.GRDTRK.UNT.CBT.ADF.TMDU<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>AIR DEFENSE<br>THEATER MISSILE DEFENSE UNIT<br><br>Hierarchy: 1.X.3.1.1.1.6<br><br>Framed: F |                     |                     |                     |                |
| SUGPUCDO--<br>*****  | SFGPUCDO--<br>***** | SNGPUCDO--<br>***** | SHGPUCDO--<br>***** |                |
| WAR.GRDTRK.UNT.CBT.ARM<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>ARMOR<br><br>Hierarchy: 1.X.3.1.1.2<br><br>Framed: F  |                     |                     |                     |                |
| SUGPUCA---<br>*****  | SFGPUCA---<br>***** | SNGPUCA---<br>***** | SHGPUCA---<br>***** |                |
| WAR.GRDTRK.UNT.CBT.ARM.TRK<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>ARMOR<br>TRACK<br><br>Hierarchy: 1.X.3.1.1.2.1<br><br>Framed: F                               |                     |                     |                     |                |
| SUGPUCAT--<br>*****  | SFGPUCAT--<br>***** | SNGPUCAT--<br>***** | SHGPUCAT--<br>***** |                |

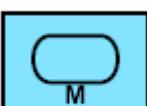
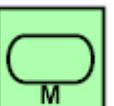
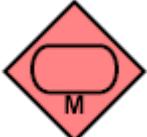
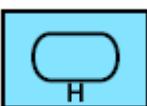
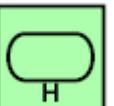
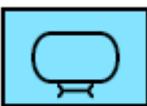
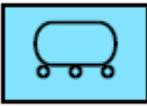
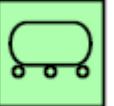
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APPENDIX A

TABLE A-V. UEI symbols - Continued.

| <u>SYMBOL</u>  | <u>UNKNOWN</u> | <u>FRIEND</u> | <u>NEUTRAL</u> | <u>HOSTILE</u> |
|--|----------------|---------------|----------------|----------------|
| WAR.GRDTRK.UNT.CBT.ARM.TRK.ABN<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>ARMOR<br>TRACK<br>AIRBORNE<br><br>Hierarchy: 1.X.3.1.1.2.1.1<br><br>Framed: F                     |                |               |                |                |
| WAR.GRDTRK.UNT.CBT.ARM.TRK.AMP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>ARMOR<br>TRACK<br>AMPHIBIOUS<br><br>Hierarchy: 1.X.3.1.1.2.1.2<br><br>Framed: F                   |                |               |                |                |
| WAR.GRDTRK.UNT.CBT.ARM.TRK.AMP.RCY<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>ARMOR<br>TRACK<br>AMPHIBIOUS<br>RECOVERY<br><br>Hierarchy: 1.X.3.1.1.2.1.2.1<br><br>Framed: F |                |               |                |                |
| WAR.GRDTRK.UNT.CBT.ARM.TRK.LIT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>ARMOR<br>TRACK<br>LIGHT<br><br>Hierarchy: 1.X.3.1.1.2.1.3<br><br>Framed: F                        |                |               |                |                |

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TABLE A-V. UEI symbols - Continued.

| <u>SYMBOL</u>  | <u>UNKNOWN</u>  | <u>FRIEND</u>  | <u>NEUTRAL</u>  | <u>HOSTILE</u>  |
|--|---|--|---|---|
| WAR.GRDTRK.UNT.CBT.ARM.TRK.MDM<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>ARMOR<br>TRACK<br>MEDIUM<br><br>Hierarchy: 1.X.3.1.1.2.1.4<br><br>Framed: F   |    |    |    |    |
| WAR.GRDTRK.UNT.CBT.ARM.TRK.HVY<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>ARMOR<br>TRACK<br>HEAVY<br><br>Hierarchy: 1.X.3.1.1.2.1.5<br><br>Framed: F    |    |    |    |    |
| WAR.GRDTRK.UNT.CBT.ARM.TRK.RCY<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>ARMOR<br>TRACK<br>RECOVERY<br><br>Hierarchy: 1.X.3.1.1.2.1.6<br><br>Framed: F |  |  |  |  |
| WAR.GRDTRK.UNT.CBT.ARM.WHD<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>ARMOR<br>WHEELED<br><br>Hierarchy: 1.X.3.1.1.2.2<br><br>Framed: F                 |  |  |  |  |

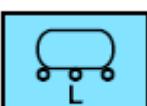
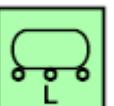
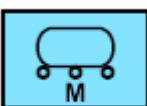
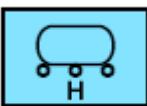
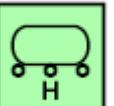
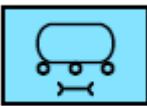
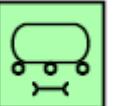
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APPENDIX A

TABLE A-V. UEI symbols - Continued.

| <u>SYMBOL</u>  | <u>UNKNOWN</u> | <u>FRIEND</u> | <u>NEUTRAL</u> | <u>HOSTILE</u> |
|--|----------------|---------------|----------------|----------------|
| WAR.GRDTRK.UNT.CBT.ARM.WHD.AAST<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>ARMOR<br>WHEELED<br>AIR ASSAULT<br><br>Hierarchy: 1.X.3.1.1.2.2.1<br><br>Framed: F                 |                |               |                |                |
| WAR.GRDTRK.UNT.CBT.ARM.WHD.ABN<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>ARMOR<br>WHEELED<br>AIRBORNE<br><br>Hierarchy: 1.X.3.1.1.2.2.2<br><br>Framed: F                     |                |               |                |                |
| WAR.GRDTRK.UNT.CBT.ARM.WHD.AMP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>ARMOR<br>WHEELED<br>AMPHIBIOUS<br><br>Hierarchy: 1.X.3.1.1.2.2.3<br><br>Framed: F                   |                |               |                |                |
| WAR.GRDTRK.UNT.CBT.ARM.WHD.AMP.RCY<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>ARMOR<br>WHEELED<br>AMPHIBIOUS<br>RECOVERY<br><br>Hierarchy: 1.X.3.1.1.2.2.3.1<br><br>Framed: F |                |               |                |                |

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APPENDIX A

TABLE A-V. UEI symbols - Continued.

| <u>SYMBOL</u>  | <u>UNKNOWN</u>   | <u>FRIEND</u>   | <u>NEUTRAL</u>   | <u>HOSTILE</u>   |
|--|--|---|--|--|
| WAR.GRDTRK.UNT.CBT.ARM.WHD.LIT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>ARMOR<br>WHEELED<br>LIGHT<br><br>Hierarchy: 1.X.3.1.1.2.2.4<br><br>Framed: F    | <br><br>SUGPUCAWL-<br>*****   | <br><br>SFGPUCAWL-<br>*****   | <br><br>SNGPUCAWL-<br>*****   | <br><br>SHGPUCAWL-<br>*****   |
| WAR.GRDTRK.UNT.CBT.ARM.WHD.MDM<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>ARMOR<br>WHEELED<br>MEDIUM<br><br>Hierarchy: 1.X.3.1.1.2.2.5<br><br>Framed: F   | <br><br>SUGPUCAWM-<br>*****   | <br><br>SFGPUCAWM-<br>*****   | <br><br>SNGPUCAWM-<br>*****   | <br><br>SHGPUCAWM-<br>*****   |
| WAR.GRDTRK.UNT.CBT.ARM.WHD.HVY<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>ARMOR<br>WHEELED<br>HEAVY<br><br>Hierarchy: 1.X.3.1.1.2.2.6<br><br>Framed: F    | <br><br>SUGPUCAWH-<br>***** | <br><br>SFGPUCAWH-<br>***** | <br><br>SNGPUCAWH-<br>***** | <br><br>SHGPUCAWH-<br>***** |
| WAR.GRDTRK.UNT.CBT.ARM.WHD.RCY<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>ARMOR<br>WHEELED<br>RECOVERY<br><br>Hierarchy: 1.X.3.1.1.2.2.7<br><br>Framed: F | <br><br>SUGPUCAWR-<br>***** | <br><br>SFGPUCAWR-<br>***** | <br><br>SNGPUCAWR-<br>***** | <br><br>SHGPUCAWR-<br>***** |

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**TABLE A-V. UEI symbols - Continued.**

| <b>SYMBOL</b>  | <b>UNKNOWN</b>       | <b>FRIEND</b>        | <b>NEUTRAL</b>       | <b>HOSTILE</b> |
|--|----------------------|----------------------|----------------------|----------------|
| WAR.GRDTRK.UNT.CBT.AARM<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>ANTIARMOR<br><br>Hierarchy: 1.X.3.1.1.3<br><br>Framed: F                       |                      |                      |                      |                |
| SUGPUCAA--<br>*****  | SFGPUCAA--<br>*****  | SNGPUCAA--<br>*****  | SHGPUCAA--<br>*****  |                |
| WAR.GRDTRK.UNT.CBT.AARM.DMD<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>ANTIARMOR<br>DISMOUNTED<br><br>Hierarchy: 1.X.3.1.1.3.1<br><br>Framed: F   |                      |                      |                      |                |
| SUGPUCAAD--<br>*****   | SFGPUCAAD--<br>***** | SNGPUCAAD--<br>***** | SHGPUCAAD--<br>***** |                |
| WAR.GRDTRK.UNT.CBT.AARM.LIT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>ANTIARMOR<br>LIGHT<br><br>Hierarchy: 1.X.3.1.1.3.2<br><br>Framed: F        |                      |                      |                      |                |
| SUGPUCAAL--<br>*****   | SFGPUCAAL--<br>***** | SNGPUCAAL--<br>***** | SHGPUCAAL--<br>***** |                |
| WAR.GRDTRK.UNT.CBT.AARM.ABN<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>ANTIARMOR<br>AIRBORNE<br><br>Hierarchy: 1.X.3.1.1.3.3<br><br>Framed: F     |                      |                      |                      |                |
| SUGPUCAAM--<br>*****   | SFGPUCAAM--<br>***** | SNGPUCAAM--<br>***** | SHGPUCAAM--<br>***** |                |
| WAR.GRDTRK.UNT.CBT.AARM.AAST<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>ANTIARMOR<br>AIR ASSAULT<br><br>Hierarchy: 1.X.3.1.1.3.4<br><br>Framed: F |                      |                      |                      |                |
| SUGPUCAAS--<br>*****   | SFGPUCAAS--<br>***** | SNGPUCAAS--<br>***** | SHGPUCAAS--<br>***** |                |

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## APPENDIX A

TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN            | FRIEND             | NEUTRAL            | HOSTILE |
|---|--------------------|--------------------|--------------------|---------|
| WAR.GRDTRK.UNT.CBT.AARM.MNT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>ANTIARMOR<br>MOUNTAIN<br><br>Hierarchy: 1.X.3.1.1.3.5<br><br>Framed: F                  |                    |                    |                    |         |
| SUGPUAAU-<br>*****  | SFGPUAAU-<br>***** | SNGPUAAU-<br>***** | SHGPUAAU-<br>***** |         |
| WAR.GRDTRK.UNT.CBT.AARM.ARC<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>ANTIARMOR<br>ARCTIC<br><br>Hierarchy: 1.X.3.1.1.3.6<br><br>Framed: F                    |                    |                    |                    |         |
| SUGPUAAC-<br>*****  | SFGPUAAC-<br>***** | SNGPUAAC-<br>***** | SHGPUAAC-<br>***** |         |
| WAR.GRDTRK.UNT.CBT.AARM.ARMD<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>ANTIARMOR<br>ARMORED<br><br>Hierarchy: 1.X.3.1.1.3.7<br><br>Framed: F                  |                    |                    |                    |         |
| SUGPUAAA-<br>*****  | SFGPUAAA-<br>***** | SNGPUAAA-<br>***** | SHGPUAAA-<br>***** |         |
| WAR.GRDTRK.UNT.CBT.AARM.ARMD.TKD<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>ANTIARMOR<br>ARMORED<br>TRACKED<br><br>Hierarchy: 1.X.3.1.1.3.7.1<br><br>Framed: F |                    |                    |                    |         |
| SUGPUAAAT**<br>***  | SFGPUAAAT**<br>*** | SNGPUAAAT**<br>*** | SHGPUAAAT**<br>*** |         |

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## APPENDIX A

TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN | FRIEND | NEUTRAL | HOSTILE |
|---|---------|--------|---------|---------|
| WAR.GRDTRK.UNT.CBT.AARM.ARMD.WHD<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>ANTIARMOR<br>ARMORED<br>WHEELED<br><br>Hierarchy: 1.X.3.1.1.3.7.2<br><br>Framed: F       |         |        |         |         |
| WAR.GRDTRK.UNT.CBT.AARM.ARMD.AAST<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>ANTIARMOR<br>ARMORED<br>AIR ASSAULT<br><br>Hierarchy: 1.X.3.1.1.3.7.3<br><br>Framed: F  |         |        |         |         |
| WAR.GRDTRK.UNT.CBT.AARM.MOT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>ANTIARMOR<br>MOTORIZED<br><br>Hierarchy: 1.X.3.1.1.3.8<br><br>Framed: F                       |         |        |         |         |
| WAR.GRDTRK.UNT.CBT.AARM.MOT.AAST<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>ANTIARMOR<br>MOTORIZED<br>AIR ASSAULT<br><br>Hierarchy: 1.X.3.1.1.3.8.1<br><br>Framed: F |         |        |         |         |

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APPENDIX A

TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN             | FRIEND              | NEUTRAL             | HOSTILE |
|--|---------------------|---------------------|---------------------|---------|
| WAR.GRDTRK.UNT.CBT.AVN<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>AVIATION<br><br>Hierarchy: 1.X.3.1.1.4<br><br>Framed: F                                       |                     |                     |                     |         |
| SUGPUCV---<br>*****  | SFGPUCV---<br>***** | SNGPUCV---<br>***** | SHGPUCV---<br>***** |         |
| WAR.GRDTRK.UNT.CBT.AVN.FIXD<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>AVIATION<br>FIXED WING<br><br>Hierarchy: 1.X.3.1.1.4.1<br><br>Framed: F                  |                     |                     |                     |         |
| SUGPUCVF--<br>*****  | SFGPUCVF--<br>***** | SNGPUCVF--<br>***** | SHGPUCVF--<br>***** |         |
| WAR.GRDTRK.UNT.CBT.AVN.FIXD.UTY<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>AVIATION<br>FIXED WING<br>UTILITY<br><br>Hierarchy: 1.X.3.1.1.4.1.1<br><br>Framed: F |                     |                     |                     |         |
| SUGPUCVFU-<br>*****  | SFGPUCVFU-<br>***** | SNGPUCVFU-<br>***** | SHGPUCVFU-<br>***** |         |
| WAR.GRDTRK.UNT.CBT.AVN.FIXD.ATK<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>AVIATION<br>FIXED WING<br>ATTACK<br><br>Hierarchy: 1.X.3.1.1.4.1.2<br><br>Framed: F  |                     |                     |                     |         |
| SUGPUCVFA-<br>*****  | SFGPUCVFA-<br>***** | SNGPUCVFA-<br>***** | SHGPUCVFA-<br>***** |         |

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## APPENDIX A

TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN | FRIEND | NEUTRAL | HOSTILE |
|--|---------|--------|---------|---------|
| WAR.GRDTRK.UNT.CBT.AVN.FIXD.RECON<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>AVIATION<br>FIXED WING<br>RECON<br><br>Hierarchy: 1.X.3.1.1.4.1.3<br><br>Framed: F |         |        |         |         |
| WAR.GRDTRK.UNT.CBT.AVN.ROT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>AVIATION<br>ROTARY WING<br><br>Hierarchy: 1.X.3.1.1.4.2<br><br>Framed: F                  |         |        |         |         |
| WAR.GRDTRK.UNT.CBT.AVN.ROT.ATK<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>AVIATION<br>ROTARY WING<br>ATTACK<br><br>Hierarchy: 1.X.3.1.1.4.2.1<br><br>Framed: F  |         |        |         |         |
| WAR.GRDTRK.UNT.CBT.AVN.ROT.SCUT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>AVIATION<br>ROTARY WING<br>SCOUT<br><br>Hierarchy: 1.X.3.1.1.4.2.2<br><br>Framed: F  |         |        |         |         |

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APPENDIX A

TABLE A-V. UEI symbols - Continued.

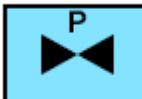
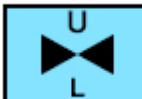
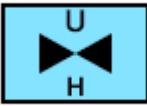
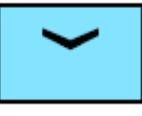
| SYMBOL   | UNKNOWN   | FRIEND   | NEUTRAL   | HOSTILE   |
|--|---|--|---|---|
| WAR.GRDTRK.UNT.CBT.AVN.ROT.ASBW<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>AVIATION<br>ROTARY WING<br>ANTISUBMARINE WARFARE<br><br>Hierarchy: 1.X.3.1.1.4.2.3<br><br>Framed: F  |    |    |    |    |
| WAR.GRDTRK.UNT.CBT.AVN.ROT.UTY<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>AVIATION<br>ROTARY WING<br>UTILITY<br><br>Hierarchy: 1.X.3.1.1.4.2.4<br><br>Framed: F                 |    |    |    |    |
| WAR.GRDTRK.UNT.CBT.AVN.ROT.UTY.LIT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>AVIATION<br>ROTARY WING<br>UTILITY<br>LIGHT<br><br>Hierarchy: 1.X.3.1.1.4.2.4.1<br><br>Framed: F  |  |  |  |  |
| WAR.GRDTRK.UNT.CBT.AVN.ROT.UTY.MDM<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>AVIATION<br>ROTARY WING<br>UTILITY<br>MEDIUM<br><br>Hierarchy: 1.X.3.1.1.4.2.4.2<br><br>Framed: F |  |  |  |  |

TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN  | FRIEND  | NEUTRAL  | HOSTILE  |
|---|--|---|--|--|
| WAR.GRDTRK.UNT.CBT.AVN.ROT.UTY.HVY<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>AVIATION<br>ROTARY WING<br>UTILITY<br>HEAVY<br><br>Hierarchy: 1.X.3.1.1.4.2.4.3<br><br>Framed: F | <br>SUGPUCVRUH**<br>***   | <br>SFGPUCVRUH**<br>***   | <br>SNGPUCVRUH**<br>***   | <br>SHGPUCVRUH**<br>***   |
| WAR.GRDTRK.UNT.CBT.AVN.ROT.C2<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>AVIATION<br>ROTARY WING<br>C2<br><br>Hierarchy: 1.X.3.1.1.4.2.5<br><br>Framed: F                      | <br>SUGPUCVRUC**<br>***   | <br>SFGPUCVRUC**<br>***   | <br>SNGPUCVRUC**<br>***   | <br>SHGPUCVRUC**<br>***   |
| WAR.GRDTRK.UNT.CBT.AVN.ROT.MEDV<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>AVIATION<br>ROTARY WING<br>MEDEVAC<br><br>Hierarchy: 1.X.3.1.1.4.2.6<br><br>Framed: F               | <br>SUGPUCVRUE**<br>*** | <br>SFGPUCVRUE**<br>*** | <br>SNGPUCVRUE**<br>*** | <br>SHGPUCVRUE**<br>*** |
| WAR.GRDTRK.UNT.CBT.AVN.ROT.MNECM<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>AVIATION<br>ROTARY WING<br>MINE COUNTERMEASURE<br><br>Hierarchy: 1.X.3.1.1.4.2.7<br><br>Framed: F  | <br>SUGPUCVRM-<br>***** | <br>SFGPUCVRM-<br>***** | <br>SNGPUCVRM-<br>***** | <br>SHGPUCVRM-<br>***** |

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**APPENDIX A**

**TABLE A-V. UEI symbols - Continued.**

| <b>SYMBOL</b>  | <b>UNKNOWN</b>   | <b>FRIEND</b>   | <b>NEUTRAL</b>   | <b>HOSTILE</b>   |
|--|--|---|--|--|
| WAR.GRDTRK.UNT.CBT.AVN.SAR<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>AVIATION<br>SEARCH AND RESCUE<br><br>Hierarchy: 1.X.3.1.1.4.3<br><br>Framed: F  | <br>SUGPUCVS--<br>*****   | <br>SFGPUCVS--<br>*****   | <br>SNGPUCVS--<br>*****   | <br>SHGPUCVS--<br>*****   |
| WAR.GRDTRK.UNT.CBT.AVN.CMPS<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>AVIATION<br>COMPOSITE<br><br>Hierarchy: 1.X.3.1.1.4.4<br><br>Framed: F   | <br>SUGPUCVC--<br>*****   | <br>SFGPUCVC--<br>*****   | <br>SNGPUCVC--<br>*****   | <br>SHGPUCVC--<br>*****   |
| WAR.GRDTRK.UNT.CBT.AVN.VSTOL<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>AVIATION<br>VERTICAL AND/OR SHORT TAKEOFF AND<br>LANDING AIRCRAFT (V/STOL)<br><br>Hierarchy: 1.X.3.1.1.4.5<br><br>Framed: F | <br>SUGPUCVV--<br>***** | <br>SFGPUCVV--<br>***** | <br>SNGPUCVV--<br>***** | <br>SHGPUCVV--<br>***** |
| WAR.GRDTRK.UNT.CBT.AVN.UA<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>AVIATION<br>UNMANNED AIRCRAFT<br><br>Hierarchy: 1.X.3.1.1.4.6<br><br>Framed: F   | <br>SUGPUCVU--<br>***** | <br>SFGPUCVU--<br>***** | <br>SNGPUCVU--<br>***** | <br>SHGPUCVU--<br>***** |

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APPENDIX A

TABLE A-V. UEI symbols - Continued.

| <b>SYMBOL</b>   | <b>UNKNOWN</b> | <b>FRIEND</b> | <b>NEUTRAL</b> | <b>HOSTILE</b> |
|---|----------------|---------------|----------------|----------------|
| WAR.GRDTRK.UNT.CBT.AVN.UA.FIXD<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>AVIATION<br>UNMANNED AIRCRAFT<br>FIXED WING<br><br>Hierarchy: 1.X.3.1.1.4.6.1<br><br>Framed: F |                |               |                |                |
| WAR.GRDTRK.UNT.CBT.AVN.UA.ROT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>AVIATION<br>UNMANNED AIRCRAFT<br>ROTARY WING<br><br>Hierarchy: 1.X.3.1.1.4.6.2<br><br>Framed: F |                |               |                |                |
| WAR.GRDTRK.UNT.CBT.INF<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>INFANTRY<br><br>Hierarchy: 1.X.3.1.1.5<br><br>Framed: F  |                |               |                |                |
| WAR.GRDTRK.UNT.CBT.INF.LIT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>INFANTRY<br>LIGHT<br><br>Hierarchy: 1.X.3.1.1.5.1<br><br>Framed: F                                 |                |               |                |                |
| WAR.GRDTRK.UNT.CBT.INF.MOT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>INFANTRY<br>MOTORIZED<br><br>Hierarchy: 1.X.3.1.1.5.2<br><br>Framed: F                             |                |               |                |                |

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APPENDIX A

TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN             | FRIEND              | NEUTRAL             | HOSTILE |
|--|---------------------|---------------------|---------------------|---------|
| WAR.GRDTRK.UNT.CBT.INF.MNT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>INFANTRY<br>MOUNTAIN<br><br>Hierarchy: 1.X.3.1.1.5.3<br><br>Framed: F     |                     |                     |                     |         |
| SUGPUCIO--<br>*****  | SFGPUCIO--<br>***** | SNGPUCIO--<br>***** | SHGPUCIO--<br>***** |         |
| WAR.GRDTRK.UNT.CBT.INF.ABN<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>INFANTRY<br>AIRBORNE<br><br>Hierarchy: 1.X.3.1.1.5.4<br><br>Framed: F     |                     |                     |                     |         |
| SUGPUCIA--<br>*****  | SFGPUCIA--<br>***** | SNGPUCIA--<br>***** | SHGPUCIA--<br>***** |         |
| WAR.GRDTRK.UNT.CBT.INF.AAST<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>INFANTRY<br>AIR ASSAULT<br><br>Hierarchy: 1.X.3.1.1.5.5<br><br>Framed: F |                     |                     |                     |         |
| SUGPUCIS--<br>*****  | SFGPUCIS--<br>***** | SNGPUCIS--<br>***** | SHGPUCIS--<br>***** |         |
| WAR.GRDTRK.UNT.CBT.INF.MECH<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>INFANTRY<br>MECHANIZED<br><br>Hierarchy: 1.X.3.1.1.5.6<br><br>Framed: F  |                     |                     |                     |         |
| SUGPUCIZ--<br>*****  | SFGPUCIZ--<br>***** | SNGPUCIZ--<br>***** | SHGPUCIZ--<br>***** |         |
| WAR.GRDTRK.UNT.CBT.INF.NAV<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>INFANTRY<br>NAVAL<br><br>Hierarchy: 1.X.3.1.1.5.7<br><br>Framed: F        |                     |                     |                     |         |
| SUGPUCIN--<br>*****  | SFGPUCIN--<br>***** | SNGPUCIN--<br>***** | SHGPUCIN--<br>***** |         |

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## APPENDIX A

TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN | FRIEND | NEUTRAL | HOSTILE |
|--|---------|--------|---------|---------|
| WAR.GRDTRK.UNT.CBT.INF.INFFV<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>INFANTRY<br>INFANTRY FIGHTING VEHICLE<br><br>Hierarchy: 1.X.3.1.1.5.8<br><br>Framed: F  |         |        |         |         |
| WAR.GRDTRK.UNT.CBT.INF.ARC<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>INFANTRY<br>ARCTIC<br><br>Hierarchy: 1.X.3.1.1.5.9<br><br>Framed: F                       |         |        |         |         |
| WAR.GRDTRK.UNT.CBT.ENG<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>ENGINEER<br><br>Hierarchy: 1.X.3.1.1.6<br><br>Framed: F                                       |         |        |         |         |
| WAR.GRDTRK.UNT.CBT.ENG.CBT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>ENGINEER<br>COMBAT<br><br>Hierarchy: 1.X.3.1.1.6.1<br><br>Framed: F                       |         |        |         |         |
| WAR.GRDTRK.UNT.CBT.ENG.CBT.AAST<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>ENGINEER<br>COMBAT<br>AIR ASSAULT<br><br>Hierarchy: 1.X.3.1.1.6.1.1<br><br>Framed: F |         |        |         |         |

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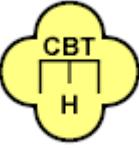
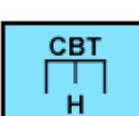
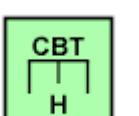
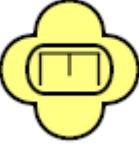
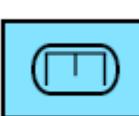
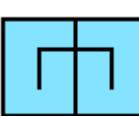
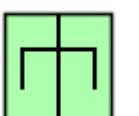
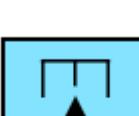
## APPENDIX A

TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN | FRIEND | NEUTRAL | HOSTILE |
|--|---------|--------|---------|---------|
| WAR.GRDTRK.UNT.CBT.ENG.CBT.ABN<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>ENGINEER<br>COMBAT<br>COMBAT<br>AIRBORNE<br><br>Hierarchy: 1.X.3.1.1.6.1.2<br><br>Framed: F       |         |        |         |         |
| WAR.GRDTRK.UNT.CBT.ENG.CBT.ARC<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>ENGINEER<br>COMBAT<br>ARCTIC<br><br>Hierarchy: 1.X.3.1.1.6.1.3<br><br>Framed: F                   |         |        |         |         |
| WAR.GRDTRK.UNT.CBT.ENG.CBT.LIT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>ENGINEER<br>COMBAT<br>COMBAT<br>LIGHT (SAPPER)<br><br>Hierarchy: 1.X.3.1.1.6.1.4<br><br>Framed: F |         |        |         |         |
| WAR.GRDTRK.UNT.CBT.ENG.CBT.MDM<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>ENGINEER<br>COMBAT<br>COMBAT<br>MEDIUM<br><br>Hierarchy: 1.X.3.1.1.6.1.5<br><br>Framed: F         |         |        |         |         |

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APPENDIX A

TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN   | FRIEND   | NEUTRAL   | HOSTILE   |
|---|---|--|---|---|
| WAR.GRDTRK.UNT.CBT.ENG.CBT.HVY<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>ENGINEER<br>COMBAT<br>HEAVY<br><br>Hierarchy: 1.X.3.1.1.6.1.6<br><br>Framed: F               |    |    |    |    |
| WAR.GRDTRK.UNT.CBT.ENG.CBT.MECH<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>ENGINEER<br>COMBAT<br>MECHANIZED (TRACK)<br><br>Hierarchy: 1.X.3.1.1.6.1.7<br><br>Framed: F |    |    |    |    |
| WAR.GRDTRK.UNT.CBT.ENG.CBT.MOT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>ENGINEER<br>COMBAT<br>MOTORIZED<br><br>Hierarchy: 1.X.3.1.1.6.1.8<br><br>Framed: F           |  |  |  |  |
| WAR.GRDTRK.UNT.CBT.ENG.CBT.MNT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>ENGINEER<br>COMBAT<br>MOUNTAIN<br><br>Hierarchy: 1.X.3.1.1.6.1.9<br><br>Framed: F            |  |  |  |  |

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**APPENDIX A**

**TABLE A-V. UEI symbols - Continued.**

| <b>SYMBOL</b>   | <b>UNKNOWN</b> | <b>FRIEND</b> | <b>NEUTRAL</b> | <b>HOSTILE</b> |
|---|----------------|---------------|----------------|----------------|
| WAR.GRDTRK.UNT.CBT.ENG.CBT.RECON<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>ENGINEER<br>COMBAT<br>RECON<br><br>Hierarchy: 1.X.3.1.1.6.1.10<br><br>Framed: F    |                |               |                |                |
| WAR.GRDTRK.UNT.CBT.ENG.CSN<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>ENGINEER<br>CONSTRUCTION<br><br>Hierarchy: 1.X.3.1.1.6.2<br><br>Framed: F                |                |               |                |                |
| WAR.GRDTRK.UNT.CBT.ENG.CSN.NAV<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>ENGINEER<br>CONSTRUCTION<br>NAVAL<br><br>Hierarchy: 1.X.3.1.1.6.2.1<br><br>Framed: F |                |               |                |                |
| WAR.GRDTRK.UNT.CBT.FLDART<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>FIELD ARTILLERY<br><br>Hierarchy: 1.X.3.1.1.7<br><br>Framed: F                            |                |               |                |                |
| WAR.GRDTRK.UNT.CBT.FLDART.HOW<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>FIELD ARTILLERY<br>HOWITZER/GUN<br><br>Hierarchy: 1.X.3.1.1.7.1<br><br>Framed: F      |                |               |                |                |

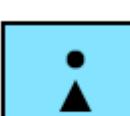
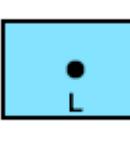
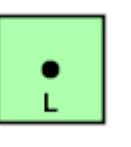
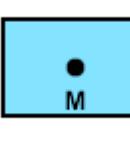
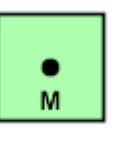
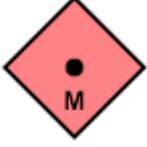
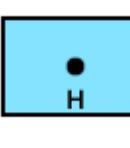
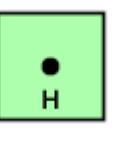
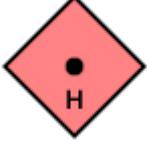
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APPENDIX A

TABLE A-V. UEI symbols - Continued.

| <b>SYMBOL</b>  | <b>UNKNOWN</b> | <b>FRIEND</b> | <b>NEUTRAL</b> | <b>HOSTILE</b> |
|--|----------------|---------------|----------------|----------------|
| WAR.GRDTRK.UNT.CBT.FLDART.HOW.SPD<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>FIELD ARTILLERY<br>HOWITZER/GUN<br>SELF-PROPELLED<br><br>Hierarchy: 1.X.3.1.1.7.1.1<br><br>Framed: F |                |               |                |                |
| WAR.GRDTRK.UNT.CBT.FLDART.HOW.AAST<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>FIELD ARTILLERY<br>HOWITZER/GUN<br>AIR ASSAULT<br><br>Hierarchy: 1.X.3.1.1.7.1.2<br><br>Framed: F   |                |               |                |                |
| WAR.GRDTRK.UNT.CBT.FLDART.HOW.ABN<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>FIELD ARTILLERY<br>HOWITZER/GUN<br>AIRBORNE<br><br>Hierarchy: 1.X.3.1.1.7.1.3<br><br>Framed: F       |                |               |                |                |
| WAR.GRDTRK.UNT.CBT.FLDART.HOW.ARC<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>FIELD ARTILLERY<br>HOWITZER/GUN<br>ARCTIC<br><br>Hierarchy: 1.X.3.1.1.7.1.4<br><br>Framed: F         |                |               |                |                |

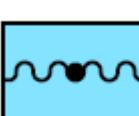
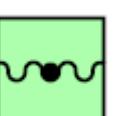
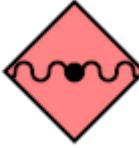
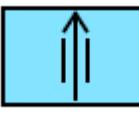
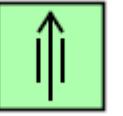
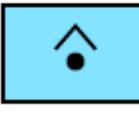
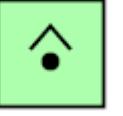
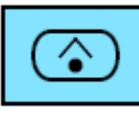
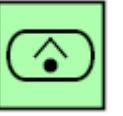
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APPENDIX A

TABLE A-V. UEI symbols - Continued.

| <b>SYMBOL</b>  | <b>UNKNOWN</b>  | <b>FRIEND</b>  | <b>NEUTRAL</b>  | <b>HOSTILE</b>  |
|--|---|--|---|---|
| WAR.GRDTRK.UNT.CBT.FLDART.HOW.MNT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>FIELD ARTILLERY<br>HOWITZER/GUN<br>MOUNTAIN<br><br>Hierarchy: 1.X.3.1.1.7.1.5<br><br>Framed: F |    |    |    |    |
| WAR.GRDTRK.UNT.CBT.FLDART.HOW.LIT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>FIELD ARTILLERY<br>HOWITZER/GUN<br>LIGHT<br><br>Hierarchy: 1.X.3.1.1.7.1.6<br><br>Framed: F    |    |    |    |    |
| WAR.GRDTRK.UNT.CBT.FLDART.HOW.MDM<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>FIELD ARTILLERY<br>HOWITZER/GUN<br>MEDIUM<br><br>Hierarchy: 1.X.3.1.1.7.1.7<br><br>Framed: F   |  |  |  |  |
| WAR.GRDTRK.UNT.CBT.FLDART.HOW.HVY<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>FIELD ARTILLERY<br>HOWITZER/GUN<br>HEAVY<br><br>Hierarchy: 1.X.3.1.1.7.1.8<br><br>Framed: F    |  |  |  |  |

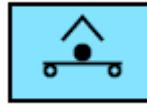
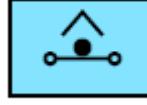
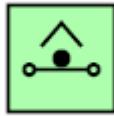
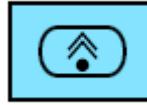
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APPENDIX A

TABLE A-V. UEI symbols - Continued.

| <b>SYMBOL</b>  | <b>UNKNOWN</b>  | <b>FRIEND</b>  | <b>NEUTRAL</b>  | <b>HOSTILE</b>  |
|--|---|--|---|---|
| WAR.GRDTRK.UNT.CBT.FLDART.HOW.AMP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>FIELD ARTILLERY<br>HOWITZER/GUN<br>AMPHIBIOUS<br><br>Hierarchy: 1.X.3.1.1.7.1.9<br><br>Framed: F   |    |    |    |    |
| WAR.GRDTRK.UNT.CBT.FLDART.ROC<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>FIELD ARTILLERY<br>ROCKET<br><br>Hierarchy: 1.X.3.1.1.7.2<br><br>Framed: F   |    |    |    |    |
| WAR.GRDTRK.UNT.CBT.FLDART.ROC.SRL<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>FIELD ARTILLERY<br>ROCKET<br>SINGLE ROCKET LAUNCHER<br><br>Hierarchy: 1.X.3.1.1.7.2.1<br><br>Framed: F   |  |  |  |  |
| WAR.GRDTRK.UNT.CBT.FLDART.ROC.SRL.SRSPD<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>FIELD ARTILLERY<br>ROCKET<br>SINGLE ROCKET LAUNCHER<br>SINGLE ROCKET SELF-PROPELLED<br><br>Hierarchy: 1.X.3.1.1.7.2.1.1<br><br>Framed: F |  |  |  |  |

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APPENDIX A

TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN   | FRIEND   | NEUTRAL   | HOSTILE   |
|--|---|--|---|---|
| WAR.GRDTRK.UNT.CBT.FLDART.ROC.SRL.SRTRK<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>FIELD ARTILLERY<br>ROCKET<br>SINGLE ROCKET LAUNCHER<br>SINGLE ROCKET TRUCK<br><br>Hierarchy: 1.X.3.1.1.7.2.1.2<br><br>Framed: F                  |    |    |    |    |
| SUGPUCFRSR***<br>**<br><br>SFGPUCFRSR***<br>**<br><br>SNGPUCFRSR***<br>**<br><br>SHGPUCFRSR***<br>**   |   |  |   |   |
| WAR.GRDTRK.UNT.CBT.FLDART.ROC.SRL.SRTOW<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>FIELD ARTILLERY<br>ROCKET<br>SINGLE ROCKET LAUNCHER<br>SINGLE ROCKET TOWED<br><br>Hierarchy: 1.X.3.1.1.7.2.1.3<br><br>Framed: F                  |    |    |    |    |
| SUGPUCFRST***<br>**<br><br>SFGPUCFRST***<br>**<br><br>SNGPUCFRST***<br>**<br><br>SHGPUCFRST***<br>**   |   |  |   |   |
| WAR.GRDTRK.UNT.CBT.FLDART.ROC.MRL<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>FIELD ARTILLERY<br>ROCKET<br>MULTIPLE ROCKET LAUNCHER<br><br>Hierarchy: 1.X.3.1.1.7.2.2<br><br>Framed: F   |  |  |  |  |
| SUGPUCFRM-<br>*****<br><br>SFGPUCFRM-<br>*****<br><br>SNGPUCFRM-<br>*****<br><br>SHGPUCFRM-<br>*****   |   |  |   |   |
| WAR.GRDTRK.UNT.CBT.FLDART.ROC.MRL.MRS<br>PD<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>FIELD ARTILLERY<br>ROCKET<br>MULTIPLE ROCKET LAUNCHER<br>MULTIPLE ROCKET SELF-PROPELLED<br><br>Hierarchy: 1.X.3.1.1.7.2.2.1<br><br>Framed: F |  |  |  |  |
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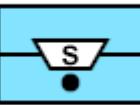
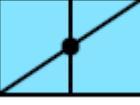
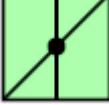
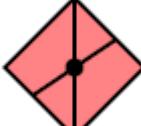
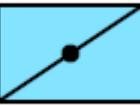
## APPENDIX A

TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN              | FRIEND               | NEUTRAL              | HOSTILE              |
|---|----------------------|----------------------|----------------------|----------------------|
| WAR.GRDTRK.UNT.CBT.FLDART.ROC.MRL.MRT<br>RK   |                      |                      |                      |                      |
| WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>FIELD ARTILLERY<br>ROCKET<br>MULTIPLE ROCKET LAUNCHER<br>MULTIPLE ROCKET TRUCK |                      |                      |                      |                      |
| Hierarchy: 1.X.3.1.1.7.2.2.2  | SUGPUCFRMR**<br>***  | SFGPUCFRMR**<br>***  | SNGPUCFRMR**<br>***  | SHGPUCFRMR**<br>***  |
| Framed: F   |                      |                      |                      |                      |
| WAR.GRDTRK.UNT.CBT.FLDART.ROC.MRL.MRT<br>OW   |                      |                      |                      |                      |
| WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>FIELD ARTILLERY<br>ROCKET<br>MULTIPLE ROCKET LAUNCHER<br>MULTIPLE ROCKET TOWED |                      |                      |                      |                      |
| Hierarchy: 1.X.3.1.1.7.2.2.3  | SUGPUCFRMT**<br>***  | SFGPUCFRMT**<br>***  | SNGPUCFRMT**<br>***  | SHGPUCFRMT**<br>***  |
| Framed: F   |                      |                      |                      |                      |
| WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ   |                      |                      |                      |                      |
| WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>FIELD ARTILLERY<br>TARGET ACQUISITION  |                      |                      |                      |                      |
| Hierarchy: 1.X.3.1.1.7.3  | SUGPUCFT--<br>*****  | SFGPUCFT--<br>*****  | SNGPUCFT--<br>*****  | SHGPUCFT--<br>*****  |
| Framed: F   |                      |                      |                      |                      |
| WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ.RAD   |                      |                      |                      |                      |
| WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>FIELD ARTILLERY<br>TARGET ACQUISITION<br>RADAR                                 |                      |                      |                      |                      |
| Hierarchy: 1.X.3.1.1.7.3.1  | SUGPUCFTR--<br>***** | SFGPUCFTR--<br>***** | SNGPUCFTR--<br>***** | SHGPUCFTR--<br>***** |
| Framed: F   |                      |                      |                      |                      |

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TABLE A-V. UEI symbols - Continued.

| <b>SYMBOL</b>   | <b>UNKNOWN</b>  | <b>FRIEND</b>  | <b>NEUTRAL</b>  | <b>HOSTILE</b>  |
|---|---|--|---|---|
| WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ.SND<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>FIELD ARTILLERY<br>TARGET ACQUISITION<br>SOUND<br><br>Hierarchy: 1.X.3.1.1.7.3.2<br><br>Framed: F                             |    |    |    |    |
| WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ.FLH<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>FIELD ARTILLERY<br>TARGET ACQUISITION<br>FLASH (OPTICAL)<br><br>Hierarchy: 1.X.3.1.1.7.3.3<br><br>Framed: F                   |    |    |    |    |
| WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ.CLT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>FIELD ARTILLERY<br>TARGET ACQUISITION<br>COLT/FIST<br><br>Hierarchy: 1.X.3.1.1.7.3.4<br><br>Framed: F                         |  |  |  |  |
| WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ.CLT.D<br>MD<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>FIELD ARTILLERY<br>TARGET ACQUISITION<br>COLT/FIST<br>DISMOUNTED<br><br>Hierarchy: 1.X.3.1.1.7.3.4.1<br><br>Framed: F |  |  |  |  |

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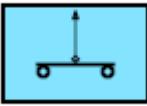
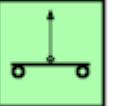
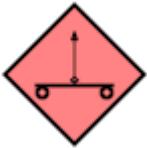
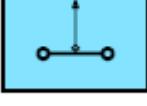
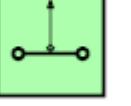
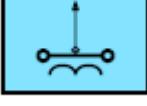
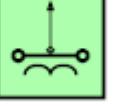
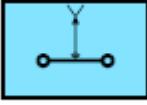
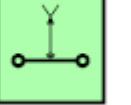
TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN | FRIEND | NEUTRAL | HOSTILE |
|--|---------|--------|---------|---------|
| WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ.CLT.T<br>KD<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>FIELD ARTILLERY<br>TARGET ACQUISITION<br>COLT/FIST<br>TRACKED<br><br>Hierarchy: 1.X.3.1.1.7.3.4.2<br><br>Framed: F |         |        |         |         |
| WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ.ANG<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>FIELD ARTILLERY<br>TARGET ACQUISITION<br>ANGLICO<br><br>Hierarchy: 1.X.3.1.1.7.3.5<br><br>Framed: F                        |         |        |         |         |
| WAR.GRDTRK.UNT.CBT.FLDART.MORT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>FIELD ARTILLERY<br>MORTAR<br><br>Hierarchy: 1.X.3.1.1.7.4<br><br>Framed: F  |         |        |         |         |
| WAR.GRDTRK.UNT.CBT.FLDART.MORT.SPDTR<br>K<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>FIELD ARTILLERY<br>MORTAR<br>SELF-PROPELLED TRACKED<br><br>Hierarchy: 1.X.3.1.1.7.4.1<br><br>Framed: F               |         |        |         |         |

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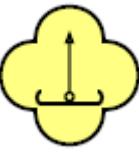
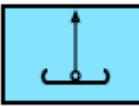
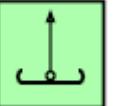
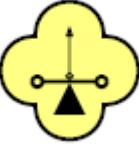
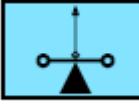
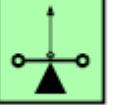
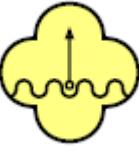
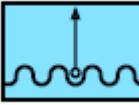
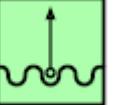
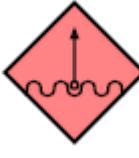
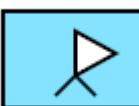
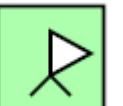
TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN   | FRIEND   | NEUTRAL   | HOSTILE   |
|--|---|--|---|---|
| WAR.GRDTRK.UNT.CBT.FLDART.MORT.SPDWH<br>D<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>FIELD ARTILLERY<br>MORTAR<br>SELF-PROPELLED WHEELED<br><br>Hierarchy: 1.X.3.1.1.7.4.2<br><br>Framed: F   |    |    |    |    |
| WAR.GRDTRK.UNT.CBT.FLDART.MORT.TOW<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>FIELD ARTILLERY<br>MORTAR<br>TOWED<br><br>Hierarchy: 1.X.3.1.1.7.4.3<br><br>Framed: F                           |    |    |    |    |
| WAR.GRDTRK.UNT.CBT.FLDART.MORT.TOW.A<br>BN<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>FIELD ARTILLERY<br>MORTAR<br>TOWED<br>AIRBORNE<br><br>Hierarchy: 1.X.3.1.1.7.4.3.1<br><br>Framed: F     |  |  |  |  |
| WAR.GRDTRK.UNT.CBT.FLDART.MORT.TOW.A<br>AST<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>FIELD ARTILLERY<br>MORTAR<br>TOWED<br>AIR ASSAULT<br><br>Hierarchy: 1.X.3.1.1.7.4.3.2<br><br>Framed: F |  |  |  |  |

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## APPENDIX A

TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN   | FRIEND   | NEUTRAL   | HOSTILE   |
|--|---|--|---|---|
| WAR.GRDTRK.UNT.CBT.FLDART.MORT.TOW.AR<br>C<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>FIELD ARTILLERY<br>MORTAR<br>TOWED<br>ARCTIC<br><br>Hierarchy: 1.X.3.1.1.7.4.3.3<br><br>Framed: F |    |    |    |    |
| WAR.GRDTRK.UNT.CBT.FLDART.MORT.TOW.MNT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>FIELD ARTILLERY<br>MORTAR<br>TOWED<br>MOUNTAIN<br><br>Hierarchy: 1.X.3.1.1.7.4.3.4<br><br>Framed: F   |    |    |    |    |
| WAR.GRDTRK.UNT.CBT.FLDART.MORT.AMP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>FIELD ARTILLERY<br>MORTAR<br>AMPHIBIOUS<br><br>Hierarchy: 1.X.3.1.1.7.4.4<br><br>Framed: F                |  |  |  |  |
| WAR.GRDTRK.UNT.CBT.FLDART.ARTSVY<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>FIELD ARTILLERY<br>ARTILLERY SURVEY<br><br>Hierarchy: 1.X.3.1.1.7.5<br><br>Framed: F                        |  |  |  |  |

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TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN | FRIEND | NEUTRAL | HOSTILE |
|---|---------|--------|---------|---------|
| WAR.GRDTRK.UNT.CBT.FLDART.ARTSVY.AAST<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>FIELD ARTILLERY<br>ARTILLERY SURVEY<br>AIR ASSAULT<br><br>Hierarchy: 1.X.3.1.1.7.5.1<br><br>Framed: F |         |        |         |         |
| WAR.GRDTRK.UNT.CBT.FLDART.ARTSVY.ABN<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>FIELD ARTILLERY<br>ARTILLERY SURVEY<br>AIRBORNE<br><br>Hierarchy: 1.X.3.1.1.7.5.2<br><br>Framed: F     |         |        |         |         |
| WAR.GRDTRK.UNT.CBT.FLDART.ARTSVY.LIT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>FIELD ARTILLERY<br>ARTILLERY SURVEY<br>LIGHT<br><br>Hierarchy: 1.X.3.1.1.7.5.3<br><br>Framed: F        |         |        |         |         |
| WAR.GRDTRK.UNT.CBT.FLDART.ARTSVY.MNT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>FIELD ARTILLERY<br>ARTILLERY SURVEY<br>MOUNTAIN<br><br>Hierarchy: 1.X.3.1.1.7.5.4<br><br>Framed: F     |         |        |         |         |

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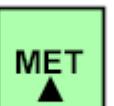
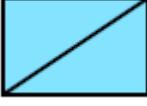
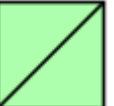
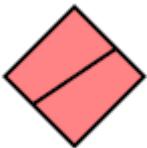
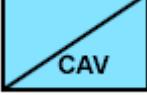
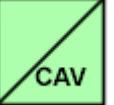
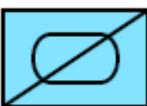
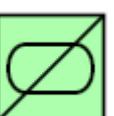
TABLE A-V. UEI symbols - Continued.

| <b>SYMBOL</b>   | <b>UNKNOWN</b>   | <b>FRIEND</b>   | <b>NEUTRAL</b>   | <b>HOSTILE</b>   |
|---|--|---|--|--|
| WAR.GRDTRK.UNT.CBT.FLDART.METO<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>FIELD ARTILLERY<br>METEOROLOGICAL<br><br>Hierarchy: 1.X.3.1.1.7.6<br><br>Framed: F                       | <br><br>SUGPUCFO--<br>*****   | <br><br>SFGPUCFO--<br>*****   | <br><br>SNGPUCFO--<br>*****   | <br><br>SHGPUCFO--<br>*****   |
| WAR.GRDTRK.UNT.CBT.FLDART.METO.AAST<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>FIELD ARTILLERY<br>METEOROLOGICAL<br>AIR ASSAULT<br><br>Hierarchy: 1.X.3.1.1.7.6.1<br><br>Framed: F | <br><br>SUGPUCFOS-<br>*****   | <br><br>SFGPUCFOS-<br>*****   | <br><br>SNGPUCFOS-<br>*****   | <br><br>SHGPUCFOS-<br>*****   |
| WAR.GRDTRK.UNT.CBT.FLDART.METO.ABN<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>FIELD ARTILLERY<br>METEOROLOGICAL<br>AIRBORNE<br><br>Hierarchy: 1.X.3.1.1.7.6.2<br><br>Framed: F     | <br><br>SUGPUCFOA-<br>***** | <br><br>SFGPUCFOA-<br>***** | <br><br>SNGPUCFOA-<br>***** | <br><br>SHGPUCFOA-<br>***** |
| WAR.GRDTRK.UNT.CBT.FLDART.METO.LIT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>FIELD ARTILLERY<br>METEOROLOGICAL<br>LIGHT<br><br>Hierarchy: 1.X.3.1.1.7.6.3<br><br>Framed: F        | <br><br>SUGPUCFOL-<br>***** | <br><br>SFGPUCFOL-<br>***** | <br><br>SNGPUCFOL-<br>***** | <br><br>SHGPUCFOL-<br>***** |

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## APPENDIX A

TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN   | FRIEND   | NEUTRAL   | HOSTILE   |
|---|---|--|---|---|
| WAR.GRDTRK.UNT.CBT.FLDART.METO.MNT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>FIELD ARTILLERY<br>METEOROLOGICAL<br>MOUNTAIN<br><br>Hierarchy: 1.X.3.1.1.7.6.4<br><br>Framed: F |    |    |    |    |
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| WAR.GRDTRK.UNT.CBT.RECON<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>RECONNAISSANCE<br><br>Hierarchy: 1.X.3.1.1.8<br><br>Framed: F  |    |    |    |    |
| SUGPUCR---<br>*****   | SFGPUCR---<br>*****   | SNGPUCR---<br>*****  | SHGPUCR---<br>*****   |   |
| WAR.GRDTRK.UNT.CBT.RECON.HRE<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>RECONNAISSANCE<br>HORSE<br><br>Hierarchy: 1.X.3.1.1.8.1<br><br>Framed: F                               |   |  |  |   |
| SUGPUCRH--<br>*****   | SFGPUCRH--<br>*****   | SNGPUCRH--<br>*****  | SHGPUCRH--<br>*****   |   |
| WAR.GRDTRK.UNT.CBT.RECON.CVY<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>RECONNAISSANCE<br>CAVALRY<br><br>Hierarchy: 1.X.3.1.1.8.2<br><br>Framed: F                             |  |  |  |  |
| SUGPUCRV--<br>*****   | SFGPUCRV--<br>*****   | SNGPUCRV--<br>*****  | SHGPUCRV--<br>*****   |   |
| WAR.GRDTRK.UNT.CBT.RECON.CVY.ARMD<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>RECONNAISSANCE<br>CAVALRY<br>ARMORED<br><br>Hierarchy: 1.X.3.1.1.8.2.1<br><br>Framed: F           |  |  |  |  |
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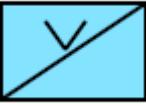
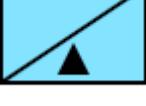
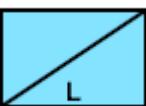
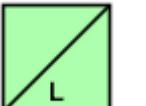
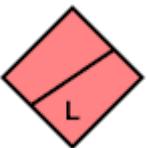
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TABLE A-V. UEI symbols - Continued.

| <b>SYMBOL</b>  | <b>UNKNOWN</b> | <b>FRIEND</b> | <b>NEUTRAL</b> | <b>HOSTILE</b> |
|--|----------------|---------------|----------------|----------------|
| WAR.GRDTRK.UNT.CBT.RECON.CVY.MOT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>RECONNAISSANCE<br>CAVALRY<br>MOTORIZED<br><br>Hierarchy: 1.X.3.1.1.8.2.2<br><br>Framed: F |                |               |                |                |
| WAR.GRDTRK.UNT.CBT.RECON.CVY.GRD<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>RECONNAISSANCE<br>CAVALRY<br>GROUND<br><br>Hierarchy: 1.X.3.1.1.8.2.3<br><br>Framed: F    |                |               |                |                |
| WAR.GRDTRK.UNT.CBT.RECON.CVY.AIR<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>RECONNAISSANCE<br>CAVALRY<br>AIR<br><br>Hierarchy: 1.X.3.1.1.8.2.4<br><br>Framed: F       |                |               |                |                |
| WAR.GRDTRK.UNT.CBT.RECON.ARC<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>RECONNAISSANCE<br>ARCTIC<br><br>Hierarchy: 1.X.3.1.1.8.3<br><br>Framed: F                     |                |               |                |                |

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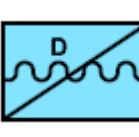
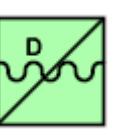
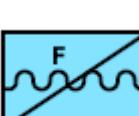
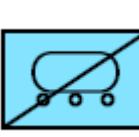
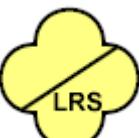
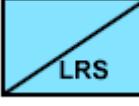
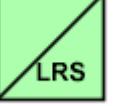
**TABLE A-V. UEI symbols - Continued.**

| <b>SYMBOL</b>  | <b>UNKNOWN</b>   | <b>FRIEND</b>   | <b>NEUTRAL</b>   | <b>HOSTILE</b>   |
|--|--|---|--|--|
| WAR.GRDTRK.UNT.CBT.RECON.AAST<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>RECONNAISSANCE<br>AIR ASSAULT<br><br>Hierarchy: 1.X.3.1.1.8.4<br><br>Framed: F | <br>SUGPUCRS--<br>*****   | <br>SFGPUCRS--<br>*****   | <br>SNGPUCRS--<br>*****   | <br>SHGPUCRS--<br>*****   |
| WAR.GRDTRK.UNT.CBT.RECON.ABN<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>RECONNAISSANCE<br>AIRBORNE<br><br>Hierarchy: 1.X.3.1.1.8.5<br><br>Framed: F     | <br>SUGPUCRA--<br>*****   | <br>SFGPUCRA--<br>*****   | <br>SNGPUCRA--<br>*****   | <br>SHGPUCRA--<br>*****   |
| WAR.GRDTRK.UNT.CBT.RECON.MNT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>RECONNAISSANCE<br>MOUNTAIN<br><br>Hierarchy: 1.X.3.1.1.8.6<br><br>Framed: F     | <br>SUGPUCRO--<br>***** | <br>SFGPUCRO--<br>***** | <br>SNGPUCRO--<br>***** | <br>SHGPUCRO--<br>***** |
| WAR.GRDTRK.UNT.CBT.RECON.LIT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>RECONNAISSANCE<br>LIGHT<br><br>Hierarchy: 1.X.3.1.1.8.7<br><br>Framed: F        | <br>SUGPUCRL--<br>***** | <br>SFGPUCRL--<br>***** | <br>SNGPUCRL--<br>***** | <br>SHGPUCRL--<br>***** |
| WAR.GRDTRK.UNT.CBT.RECON.MAR<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>RECONNAISSANCE<br>MARINE<br><br>Hierarchy: 1.X.3.1.1.8.8<br><br>Framed: F       | <br>SUGPUCRR--<br>***** | <br>SFGPUCRR--<br>***** | <br>SNGPUCRR--<br>***** | <br>SHGPUCRR--<br>***** |

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TABLE A-V. UEI symbols - Continued.

| <b>SYMBOL</b>   | <b>UNKNOWN</b>  | <b>FRIEND</b>  | <b>NEUTRAL</b>  | <b>HOSTILE</b>  |
|---|---|--|---|---|
| WAR.GRDTRK.UNT.CBT.RECON.MAR.DIV<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>RECONNAISSANCE<br>MARINE<br>DIVISION<br><br>Hierarchy: 1.X.3.1.1.8.8.1<br><br>Framed: F                              |    |    |    |    |
| WAR.GRDTRK.UNT.CBT.RECON.MAR.FOR<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>RECONNAISSANCE<br>MARINE<br>FORCE<br><br>Hierarchy: 1.X.3.1.1.8.8.2<br><br>Framed: F                                 |    |    |    |    |
| WAR.GRDTRK.UNT.CBT.RECON.MAR.LAR<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>RECONNAISSANCE<br>MARINE<br>LIGHT ARMORED RECONNAISSNACE<br>(LAR)<br><br>Hierarchy: 1.X.3.1.1.8.8.3<br><br>Framed: F |  |  |  |  |
| WAR.GRDTRK.UNT.CBT.RECON.LRS<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>RECONNAISSANCE<br>LONG RANGE SURVEILLANCE (LRS)<br><br>Hierarchy: 1.X.3.1.1.8.9<br><br>Framed: F                         |  |  |  |  |

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**APPENDIX A**

**TABLE A-V. UEI symbols - Continued.**

| <b>SYMBOL</b>   | <b>UNKNOWN</b>      | <b>FRIEND</b>       | <b>NEUTRAL</b>      | <b>HOSTILE</b>      |
|---|---------------------|---------------------|---------------------|---------------------|
| WAR.GRDTRK.UNT.CBT.MSL<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>MISSILE (SURF-SURF)                      |                     |                     |                     |                     |
| Hierarchy: 1.X.3.1.1.9<br><br>Framed: F   | SUGPUCM---<br>***** | SFGPUCM---<br>***** | SNGPUCM---<br>***** | SHGPUCM---<br>***** |
| WAR.GRDTRK.UNT.CBT.MSL.TAC<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>MISSILE (SURF-SURF)<br>TACTICAL      |                     |                     |                     |                     |
| Hierarchy: 1.X.3.1.1.9.1<br><br>Framed: F   | SUGPUCMT--<br>***** | SFGPUCMT--<br>***** | SNGPUCMT--<br>***** | SHGPUCMT--<br>***** |
| WAR.GRDTRK.UNT.CBT.MSL.STGC<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>MISSILE (SURF-SURF)<br>STRATEGIC    |                     |                     |                     |                     |
| Hierarchy: 1.X.3.1.1.9.2<br><br>Framed: F   | SUGPUCMS--<br>***** | SFGPUCMS--<br>***** | SNGPUCMS--<br>***** | SHGPUCMS--<br>***** |
| WAR.GRDTRK.UNT.CBT.ISF<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>INTERNAL SECURITY FORCES                 |                     |                     |                     |                     |
| Hierarchy: 1.X.3.1.1.10<br><br>Framed: F  | SUGPUCS---<br>***** | SFGPUCS---<br>***** | SNGPUCS---<br>***** | SHGPUCS---<br>***** |
| WAR.GRDTRK.UNT.CBT.ISF.RIV<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>INTERNAL SECURITY FORCES<br>RIVERINE |                     |                     |                     |                     |
| Hierarchy: 1.X.3.1.1.10.1<br><br>Framed: F  | SUGPUCSW--<br>***** | SFGPUCSW--<br>***** | SNGPUCSW--<br>***** | SHGPUCSW--<br>***** |

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**TABLE A-V. UEI symbols - Continued.**

| <b>SYMBOL</b>  | <b>UNKNOWN</b>       | <b>FRIEND</b>        | <b>NEUTRAL</b>       | <b>HOSTILE</b> |
|--|----------------------|----------------------|----------------------|----------------|
| WAR.GRDTRK.UNT.CBT.ISF.GRD<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>INTERNAL SECURITY FORCES<br>GROUND<br><br>Hierarchy: 1.X.3.1.1.10.2<br><br>Framed: F                      |                      |                      |                      |                |
| SUGPUCSG--<br>*****  | SFGPUCSG--<br>*****  | SNGPUCSG--<br>*****  | SHGPUCSG--<br>*****  |                |
| WAR.GRDTRK.UNT.CBT.ISF.GRD.DMD<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>INTERNAL SECURITY FORCES<br>GROUND<br>DISMOUNTED<br><br>Hierarchy: 1.X.3.1.1.10.2.1<br><br>Framed: F  |                      |                      |                      |                |
| SUGPUCSGD--<br>*****   | SFGPUCSGD--<br>***** | SNGPUCSGD--<br>***** | SHGPUCSGD--<br>***** |                |
| WAR.GRDTRK.UNT.CBT.ISF.GRD.MOT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>INTERNAL SECURITY FORCES<br>GROUND<br>MOTORIZED<br><br>Hierarchy: 1.X.3.1.1.10.2.2<br><br>Framed: F   |                      |                      |                      |                |
| SUGPUCSGM--<br>*****   | SFGPUCSGM--<br>***** | SNGPUCSGM--<br>***** | SHGPUCSGM--<br>***** |                |
| WAR.GRDTRK.UNT.CBT.ISF.GRD.MECH<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>INTERNAL SECURITY FORCES<br>GROUND<br>MECHANIZED<br><br>Hierarchy: 1.X.3.1.1.10.2.3<br><br>Framed: F |                      |                      |                      |                |
| SUGPUCSGA--<br>*****   | SFGPUCSGA--<br>***** | SNGPUCSGA--<br>***** | SHGPUCSGA--<br>***** |                |

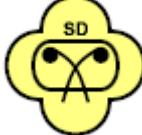
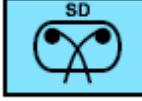
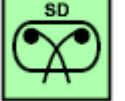
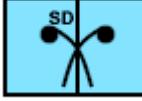
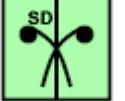
**MIL-STD-2525C**  
**APPENDIX A**

**TABLE A-V. UEI symbols - Continued.**

| <b>SYMBOL</b>  | <b>UNKNOWN</b>      | <b>FRIEND</b>       | <b>NEUTRAL</b>      | <b>HOSTILE</b> |
|--|---------------------|---------------------|---------------------|----------------|
| WAR.GRDTRK.UNT.CBT.ISF.WHMECH<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>INTERNAL SECURITY FORCES<br>WHEELED MECHANIZED<br><br>Hierarchy: 1.X.3.1.1.10.3<br><br>Framed: F |                     |                     |                     |                |
| SUGPUCSM--<br>*****  | SFGPUCSM--<br>***** | SNGPUCSM--<br>***** | SHGPUCSM--<br>***** |                |
| WAR.GRDTRK.UNT.CBT.ISF.RALRD<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>INTERNAL SECURITY FORCES<br>RAILROAD<br><br>Hierarchy: 1.X.3.1.1.10.4<br><br>Framed: F            |                     |                     |                     |                |
| SUGPUCSR--<br>*****  | SFGPUCSR--<br>***** | SNGPUCSR--<br>***** | SHGPUCSR--<br>***** |                |
| WAR.GRDTRK.UNT.CBT.ISF.AVN<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT<br>INTERNAL SECURITY FORCES<br>AVIATION<br><br>Hierarchy: 1.X.3.1.1.10.5<br><br>Framed: F              |                     |                     |                     |                |
| SUGPUCSA--<br>*****  | SFGPUCSA--<br>***** | SNGPUCSA--<br>***** | SHGPUCSA--<br>***** |                |
| WAR.GRDTRK.UNT.CS<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br><br>Hierarchy: 1.X.3.1.2<br><br>Framed: F  |                     |                     |                     |                |
| SUGPUU----*****  | SFGPUU----*****     | SNGPUU----*****     | SHGPUU----*****     |                |
| WAR.GRDTRK.UNT.CS.CBRN<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>CBRN<br><br>Hierarchy: 1.X.3.1.2.1<br><br>Framed: F   |                     |                     |                     |                |
| SUGPUUA---<br>*****  | SFGPUUA---<br>***** | SNGPUUA---<br>***** | SHGPUUA---<br>***** |                |

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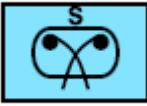
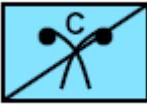
**TABLE A-V. UEI symbols - Continued.**

| <b>SYMBOL</b>   | <b>UNKNOWN</b>  | <b>FRIEND</b>  | <b>NEUTRAL</b>  | <b>HOSTILE</b>  |
|---|---|--|---|---|
| WAR.GRDTRK.UNT.CS.CBRN.CML<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>CBRN<br>CHEMICAL<br><br>Hierarchy: 1.X.3.1.2.1.1<br><br>Framed: F  |    |    |    |    |
| WAR.GRDTRK.UNT.CS.CBRN.CML.SMKDEC<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>CBRN<br>CHEMICAL<br>SMOKE/DECON<br><br>Hierarchy: 1.X.3.1.2.1.1.1<br><br>Framed: F                          |    |    |    |    |
| WAR.GRDTRK.UNT.CS.CBRN.CML.SMKDEC.ME<br>CH<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>CBRN<br>CHEMICAL<br>SMOKE/DECON<br>MECHANIZED<br><br>Hierarchy: 1.X.3.1.2.1.1.1.1<br><br>Framed: F |  |  |  |  |
| WAR.GRDTRK.UNT.CS.CBRN.CML.SMKDEC.MO<br>T<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>CBRN<br>CHEMICAL<br>SMOKE/DECON<br>MOTORIZED<br><br>Hierarchy: 1.X.3.1.2.1.1.1.2<br><br>Framed: F   |  |  |  |  |

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## APPENDIX A

TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN   | FRIEND   | NEUTRAL   | HOSTILE   |
|--|---|--|---|---|
| WAR.GRDTRK.UNT.CS.CBRN.CML.SMK<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>CBRN<br>CHEMICAL<br>SMOKE<br><br>Hierarchy: 1.X.3.1.2.1.1.2<br><br>Framed: F                    |    |    |    |    |
| WAR.GRDTRK.UNT.CS.CBRN.CML.SMK.MOT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>CBRN<br>CHEMICAL<br>SMOKE<br>MOTORIZED<br><br>Hierarchy: 1.X.3.1.2.1.1.2.1<br><br>Framed: F |    |    |    |    |
| WAR.GRDTRK.UNT.CS.CBRN.CML.SMK.ARM<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>CBRN<br>CHEMICAL<br>SMOKE<br>ARMOR<br><br>Hierarchy: 1.X.3.1.2.1.1.2.2<br><br>Framed: F     |  |  |  |  |
| WAR.GRDTRK.UNT.CS.CBRN.CML.RECON<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>CBRN<br>CHEMICAL<br>RECON<br><br>Hierarchy: 1.X.3.1.2.1.1.3<br><br>Framed: F                  |  |  |  |  |

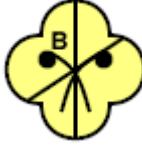
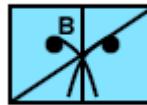
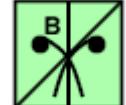
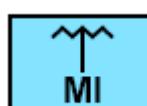
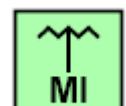
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APPENDIX A

TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN             | FRIEND              | NEUTRAL             | HOSTILE |
|---|---------------------|---------------------|---------------------|---------|
| WAR.GRDTRK.UNT.CS.CBRN.CML.RECON.WAR<br>MVH<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>CBRN<br>CHEMICAL<br>RECON<br>WHEELED ARMORED VEHICLE<br><br>Hierarchy: 1.X.3.1.2.1.1.3.1<br><br>Framed: F               |                     |                     |                     |         |
| SUGPUUACRW*<br>****   | SFGPUUACRW**<br>*** | SNGPUUACRW*<br>**** | SHGPUUACRW*<br>**** |         |
| WAR.GRDTRK.UNT.CS.CBRN.CML.RECON.WAV<br>S<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>CBRN<br>CHEMICAL<br>RECON<br>WHEELED ARMORED VEHICLE<br>SURVEILLANCE<br><br>Hierarchy: 1.X.3.1.2.1.1.3.2<br><br>Framed: F |                     |                     |                     |         |
| SUGPUUACRS**<br>***   | SFGPUUACRS***<br>** | SNGPUUACRS**<br>*** | SHGPUUACRS**<br>*** |         |
| WAR.GRDTRK.UNT.CS.CBRN.NUC<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>CBRN<br>NUCLEAR<br><br>Hierarchy: 1.X.3.1.2.1.2<br><br>Framed: F   |                     |                     |                     |         |
| SUGPUUAN--<br>*****   | SFGPUUAN--<br>***** | SNGPUUAN--<br>***** | SHGPUUAN--<br>***** |         |
| WAR.GRDTRK.UNT.CS.CBRN.BIO<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>CBRN<br>BIOLOGICAL<br><br>Hierarchy: 1.X.3.1.2.1.3<br><br>Framed: F  |                     |                     |                     |         |
| SUGPUUAB--<br>*****   | SFGPUUAB--<br>***** | SNGPUUAB--<br>***** | SHGPUUAB--<br>***** |         |

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**APPENDIX A**

**TABLE A-V. UEI symbols - Continued.**

| <b>SYMBOL</b>  | <b>UNKNOWN</b>  | <b>FRIEND</b>  | <b>NEUTRAL</b>  | <b>HOSTILE</b>  |
|--|---|--|---|---|
| WAR.GRDTRK.UNT.CS.CBRN.BIO.RECEQP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>CBRN<br>BIOLOGICAL<br>RECON EQUIPPED<br><br>Hierarchy: 1.X.3.1.2.1.3.1<br><br>Framed: F              |    |    |    |    |
| WAR.GRDTRK.UNT.CS.CBRN.DECON<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>CBRN<br>DECONTAMINATION<br><br>Hierarchy: 1.X.3.1.2.1.4<br><br>Framed: F                                  |    |    |    |    |
| WAR.GRDTRK.UNT.CS.MILINT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>MILITARY INTELLIGENCE<br><br>Hierarchy: 1.X.3.1.2.2<br><br>Framed: F  |  |  |  |  |
| WAR.GRDTRK.UNT.CS.MILINT.AEREXP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>MILITARY INTELLIGENCE<br>AERIAL EXPLOITATION<br><br>Hierarchy: 1.X.3.1.2.2.1<br><br>Framed: F          |  |  |  |  |
| WAR.GRDTRK.UNT.CS.MILINT.SIGINT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>MILITARY INTELLIGENCE<br>SIGNAL INTELLIGENCE (SIGINT)<br><br>Hierarchy: 1.X.3.1.2.2.2<br><br>Framed: F |  |  |  |  |

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TABLE A-V. UEI symbols - Continued.

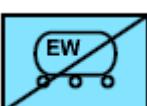
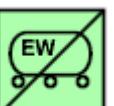
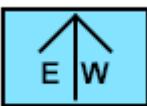
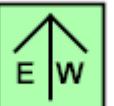
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|--|--|---|--|--|
| WAR.GRDTRK.UNT.CS.MILINT.SIGINT.ECW<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>MILITARY INTELLIGENCE<br>SIGNAL INTELLIGENCE (SIGINT)<br>ELECTRONIC WARFARE<br><br>Hierarchy: 1.X.3.1.2.2.2.1<br><br>Framed: F   | <br>SUGPUUMSE-<br>*****   | <br>SFGPUUMSE-<br>*****   | <br>SNGPUUMSE-<br>*****   | <br>SHGPUUMSE-<br>*****   |
| WAR.GRDTRK.UNT.CS.MILINT.SIGINT.ECW.AR<br>MWVH<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>MILITARY INTELLIGENCE<br>SIGNAL INTELLIGENCE (SIGINT)<br>ELECTRONIC WARFARE<br>ARMORED WHEELED VEHICLE<br><br>Hierarchy: 1.X.3.1.2.2.2.1.1<br><br>Framed: F | <br>SUGPUUMSEA**<br>***   | <br>SFGPUUMSEA**<br>***   | <br>SNGPUUMSEA**<br>***   | <br>SHGPUUMSEA**<br>***   |
| WAR.GRDTRK.UNT.CS.MILINT.SIGINT.ECW.DFN<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>MILITARY INTELLIGENCE<br>SIGNAL INTELLIGENCE (SIGINT)<br>ELECTRONIC WARFARE<br>DIRECTION FINDING<br><br>Hierarchy: 1.X.3.1.2.2.2.1.2<br><br>Framed: F              | <br>SUGPUUMSED**<br>*** | <br>SFGPUUMSED**<br>*** | <br>SNGPUUMSED**<br>*** | <br>SHGPUUMSED**<br>*** |
| WAR.GRDTRK.UNT.CS.MILINT.SIGINT.ECW.INC<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>MILITARY INTELLIGENCE<br>SIGNAL INTELLIGENCE (SIGINT)<br>ELECTRONIC WARFARE<br>INTERCEPT<br><br>Hierarchy: 1.X.3.1.2.2.2.1.3<br><br>Framed: F                      | <br>SUGPUUMSEI***<br>** | <br>SFGPUUMSEI***<br>** | <br>SNGPUUMSEI***<br>** | <br>SHGPUUMSEI***<br>** |

TABLE A-V. UEI symbols - Continued.

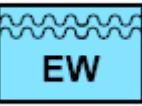
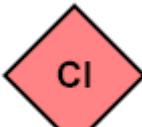
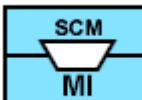
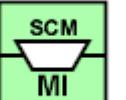
| SYMBOL  | UNKNOWN  | FRIEND  | NEUTRAL  | HOSTILE  |
|---|--|---|--|--|
| WAR.GRDTRK.UNT.CS.MILINT.SIGINT.ECW.JMG<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>MILITARY INTELLIGENCE<br>SIGNAL INTELLIGENCE (SIGINT)<br>ELECTRONIC WARFARE<br>JAMMING<br><br>Hierarchy: 1.X.3.1.2.2.2.1.4<br><br>Framed: F | <br><br>SUGPUUMSEJ***<br>**   | <br><br>SFGPUUMSEJ***<br>**   | <br><br>SNGPUUMSEJ***<br>**   | <br><br>SHGPUUMSEJ***<br>**   |
| WAR.GRDTRK.UNT.CS.MILINT.SIGINT.ECW.THT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>MILITARY INTELLIGENCE<br>SIGNAL INTELLIGENCE (SIGINT)<br>ELECTRONIC WARFARE<br>THEATER<br><br>Hierarchy: 1.X.3.1.2.2.2.1.5<br><br>Framed: F | <br><br>SUGPUUMSET**<br>***   | <br><br>SFGPUUMSET**<br>***   | <br><br>SNGPUUMSET**<br>***   | <br><br>SHGPUUMSET**<br>***   |
| WAR.GRDTRK.UNT.CS.MILINT.SIGINT.ECW.CRP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>MILITARY INTELLIGENCE<br>SIGNAL INTELLIGENCE (SIGINT)<br>ELECTRONIC WARFARE<br>CORPS<br><br>Hierarchy: 1.X.3.1.2.2.2.1.6<br><br>Framed: F   | <br><br>SUGPUUMSEC**<br>*** | <br><br>SFGPUUMSEC**<br>*** | <br><br>SNGPUUMSEC**<br>*** | <br><br>SHGPUUMSEC**<br>*** |
| WAR.GRDTRK.UNT.CS.MILINT.CINT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>MILITARY INTELLIGENCE<br>COUNTERINTELLIGENCE<br><br>Hierarchy: 1.X.3.1.2.2.3<br><br>Framed: F   | <br><br>SUGPUUMC--<br>***** | <br><br>SFGPUUMC--<br>***** | <br><br>SNGPUUMC--<br>***** | <br><br>SHGPUUMC--<br>***** |

TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN   | FRIEND   | NEUTRAL   | HOSTILE   |
|--|---|--|---|---|
| WAR.GRDTRK.UNT.CS.MILINT.SVL<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>MILITARY INTELLIGENCE<br>SURVEILLANCE<br><br>Hierarchy: 1.X.3.1.2.2.4<br><br>Framed: F                                      |    |    |    |    |
| SUGPUUMR--<br>*****  | SFGPUUMR--<br>*****   | SNGPUUMR--<br>*****  | SHGPUUMR--<br>*****   |   |
| WAR.GRDTRK.UNT.CS.MILINT.SVL.GRDSR<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>MILITARY INTELLIGENCE<br>SURVEILLANCE<br>GROUND SURVEILLANCE RADAR<br><br>Hierarchy: 1.X.3.1.2.2.4.1<br><br>Framed: F |    |    |    |    |
| SUGPUUMRG-<br>*****  | SFGPUUMRG-<br>*****   | SNGPUUMRG-<br>*****  | SHGPUUMRG-<br>*****   |   |
| WAR.GRDTRK.UNT.CS.MILINT.SVL.SNS<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>MILITARY INTELLIGENCE<br>SURVEILLANCE<br>SENSOR<br><br>Hierarchy: 1.X.3.1.2.2.4.2<br><br>Framed: F                      |  |  |  |  |
| SUGPUUMRS-<br>*****  | SFGPUUMRS-<br>*****   | SNGPUUMRS-<br>*****  | SHGPUUMRS-<br>*****   |   |
| WAR.GRDTRK.UNT.CS.MILINT.SVL.SNS.SCM<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>MILITARY INTELLIGENCE<br>SURVEILLANCE<br>SENSOR<br>SCM<br><br>Hierarchy: 1.X.3.1.2.2.4.2.1<br><br>Framed: F         |  |  |  |  |
| SUGPUUMRSS**<br>***  | SFGPUUMRSS**<br>***   | SNGPUUMRSS**<br>***  | SHGPUUMRSS**<br>***   |   |

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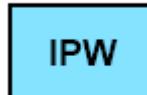
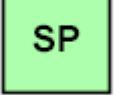
TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN  | FRIEND  | NEUTRAL  | HOSTILE  |
|--|--|---|--|--|
| WAR.GRDTRK.UNT.CS.MILINT.SVL.GRDSM<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>MILITARY INTELLIGENCE<br>SURVEILLANCE<br>GROUND STATION MODULE<br><br>Hierarchy: 1.X.3.1.2.2.4.3<br><br>Framed: F | <br><br>SUGPUUMRX-<br>*****   | <br><br>SFGPUUMRX-<br>*****   | <br><br>SNGPUUMRX-<br>*****   | <br><br>SHGPUUMRX-<br>*****   |
| WAR.GRDTRK.UNT.CS.MILINT.SVL.METO<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>MILITARY INTELLIGENCE<br>SURVEILLANCE<br>METEOROLOGICAL<br><br>Hierarchy: 1.X.3.1.2.2.4.4<br><br>Framed: F         | <br><br>SUGPUUMMO-<br>*****   | <br><br>SFGPUUMMO-<br>*****   | <br><br>SNGPUUMMO-<br>*****   | <br><br>SHGPUUMMO-<br>*****   |
| WAR.GRDTRK.UNT.CS.MILINT.OPN<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>MILITARY INTELLIGENCE<br>OPERATIONS<br><br>Hierarchy: 1.X.3.1.2.2.5<br><br>Framed: F                                    | <br><br>SUGPUUMO--<br>***** | <br><br>SFGPUUMO--<br>***** | <br><br>SNGPUUMO--<br>***** | <br><br>SHGPUUMO--<br>***** |
| WAR.GRDTRK.UNT.CS.MILINT.TACEXP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>MILITARY INTELLIGENCE<br>TACTICAL EXPLOIT<br><br>Hierarchy: 1.X.3.1.2.2.6<br><br>Framed: F                           | <br><br>SUGPUUMT--<br>***** | <br><br>SFGPUUMT--<br>***** | <br><br>SNGPUUMT--<br>***** | <br><br>SHGPUUMT--<br>***** |

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TABLE A-V. UEI symbols - Continued.

| <b>SYMBOL</b>   | <b>UNKNOWN</b>   | <b>FRIEND</b>   | <b>NEUTRAL</b>   | <b>HOSTILE</b>   |
|---|--|---|--|--|
| WAR.GRDTRK.UNT.CS.MILINT.INTGN<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>MILITARY INTELLIGENCE<br>INTERROGATION<br><br>Hierarchy: 1.X.3.1.2.2.7<br><br>Framed: F              | <br><br>SUGPUUMQ--<br>*****   | <br><br>SFGPUUMQ--<br>*****   | <br><br>SNGPUUMQ--<br>*****   | <br><br>SHGPUUMQ--<br>*****   |
| WAR.GRDTRK.UNT.CS.MILINT.JINTCT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>MILITARY INTELLIGENCE<br>JOINT INTELLIGENCE CENTER<br><br>Hierarchy: 1.X.3.1.2.2.8<br><br>Framed: F | <br><br>SUGPUUMJ--<br>*****   | <br><br>SFGPUUMJ--<br>*****   | <br><br>SNGPUUMJ--<br>*****   | <br><br>SHGPUUMJ--<br>*****   |
| WAR.GRDTRK.UNT.CS.LAWENU<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>LAW ENFORCEMENT UNIT<br><br>Hierarchy: 1.X.3.1.2.3<br><br>Framed: F  | <br><br>SUGPUUL---<br>*****  | <br><br>SFGPUUL---<br>***** | <br><br>SNGPUUL---<br>*****  | <br><br>SHGPUUL---<br>*****  |
| WAR.GRDTRK.UNT.CS.LAWENU.SHRPAT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>LAW ENFORCEMENT UNIT<br>SHORE PATROL<br><br>Hierarchy: 1.X.3.1.2.3.1<br><br>Framed: F               | <br><br>SUGPUULS--<br>***** | <br><br>SFGPUULS--<br>***** | <br><br>SNGPUULS--<br>***** | <br><br>SHGPUULS--<br>***** |
| WAR.GRDTRK.UNT.CS.LAWENU.MILP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>LAW ENFORCEMENT UNIT<br>MILITARY POLICE<br><br>Hierarchy: 1.X.3.1.2.3.2<br><br>Framed: F              | <br><br>SUGPUULM--<br>***** | <br><br>SFGPUULM--<br>***** | <br><br>SNGPUULM--<br>***** | <br><br>SHGPUULM--<br>***** |

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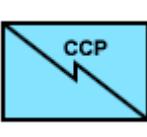
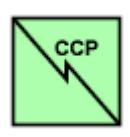
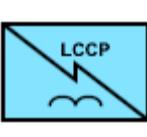
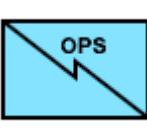
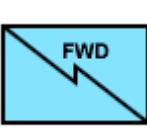
TABLE A-V. UEI symbols - Continued.

| <b>SYMBOL</b>   | <b>UNKNOWN</b>      | <b>FRIEND</b>       | <b>NEUTRAL</b>      | <b>HOSTILE</b> |
|---|---------------------|---------------------|---------------------|----------------|
| WAR.GRDTRK.UNT.CS.LAWENU.CLE<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>LAW ENFORCEMENT UNIT<br>CIVILIAN LAW ENFORCEMENT<br><br>Hierarchy: 1.X.3.1.2.3.3<br><br>Framed: F            |                     |                     |                     |                |
| SUGPUULC--<br>*****   | SFGPUULC--<br>***** | SNGPUULC--<br>***** | SHGPUULC--<br>***** |                |
| WAR.GRDTRK.UNT.CS.LAWENU.SECPOL<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>LAW ENFORCEMENT UNIT<br>SECURITY POLICE (AIR)<br><br>Hierarchy: 1.X.3.1.2.3.4<br><br>Framed: F            |                     |                     |                     |                |
| SUGPUULF--<br>*****   | SFGPUULF--<br>***** | SNGPUULF--<br>***** | SHGPUULF--<br>***** |                |
| WAR.GRDTRK.UNT.CS.LAWENU.CID<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>LAW ENFORCEMENT UNIT<br>CENTRAL INTELLIGENCE DIVISION (CID)<br><br>Hierarchy: 1.X.3.1.2.3.5<br><br>Framed: F |                     |                     |                     |                |
| SUGPUULD--<br>*****   | SFGPUULD--<br>***** | SNGPUULD--<br>***** | SHGPUULD--<br>***** |                |
| WAR.GRDTRK.UNT.CS.SIGUNT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>SIGNAL UNIT<br><br>Hierarchy: 1.X.3.1.2.4<br><br>Framed: F   |                     |                     |                     |                |
| SUGPUUS---<br>*****   | SFGPUUS---<br>***** | SNGPUUS---<br>***** | SHGPUUS---<br>***** |                |
| WAR.GRDTRK.UNT.CS.SIGUNT.ARA<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>SIGNAL UNIT<br>AREA<br><br>Hierarchy: 1.X.3.1.2.4.1<br><br>Framed: F   |                     |                     |                     |                |
| SUGPUUSA--<br>*****   | SFGPUUSA--<br>***** | SNGPUUSA--<br>***** | SHGPUUSA--<br>***** |                |

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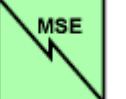
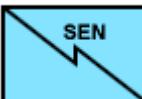
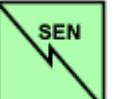
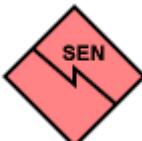
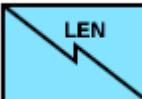
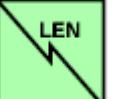
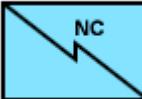
## APPENDIX A

TABLE A-V. UEI symbols - Continued.

| <b>SYMBOL</b>  | <b>UNKNOWN</b>   | <b>FRIEND</b>   | <b>NEUTRAL</b>   | <b>HOSTILE</b>   |
|--|--|---|--|--|
| WAR.GRDTRK.UNT.CS.SIGUNT.COMCP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>SIGNAL UNIT<br>COMMUNICATION CONFIGURED<br>PACKAGE<br><br>Hierarchy: 1.X.3.1.2.4.2<br><br>Framed: F   | <br><br>SUGPUUSC--<br>*****   | <br><br>SFGPUUSC--<br>*****   | <br><br>SNGPUUSC--<br>*****   | <br><br>SHGPUUSC--<br>*****   |
| WAR.GRDTRK.UNT.CS.SIGUNT.COMCP.LCCP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>SIGNAL UNIT<br>COMMUNICATION CONFIGURED PACKAGE<br>LARGE COMMUNICATION CONFIGURED<br>PACKAGE (LCCP)<br><br>Hierarchy: 1.X.3.1.2.4.2.1<br><br>Framed: F | <br><br>SUGPUUSCL--<br>*****  | <br><br>SFGPUUSCL--<br>*****  | <br><br>SNGPUUSCL--<br>*****  | <br><br>SHGPUUSCL--<br>*****  |
| WAR.GRDTRK.UNT.CS.SIGUNT.CMDOPN<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>SIGNAL UNIT<br>COMMAND OPERATIONS<br><br>Hierarchy: 1.X.3.1.2.4.3<br><br>Framed: F   | <br><br>SUGPUUSO--<br>***** | <br><br>SFGPUUSO--<br>***** | <br><br>SNGPUUSO--<br>***** | <br><br>SHGPUUSO--<br>***** |
| WAR.GRDTRK.UNT.CS.SIGUNT.FWDCOM<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>SIGNAL UNIT<br>FORWARD COMMUNICATIONS<br><br>Hierarchy: 1.X.3.1.2.4.4<br><br>Framed: F   | <br><br>SUGPUUSF--<br>***** | <br><br>SFGPUUSF--<br>***** | <br><br>SNGPUUSF--<br>***** | <br><br>SHGPUUSF--<br>***** |

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**TABLE A-V. UEI symbols - Continued.**

| <b>SYMBOL</b>  | <b>UNKNOWN</b>   | <b>FRIEND</b>   | <b>NEUTRAL</b>   | <b>HOSTILE</b>   |
|--|--|---|--|--|
| WAR.GRDTRK.UNT.CS.SIGUNT.MSE<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>SIGNAL UNIT<br>MULTIPLE SUBSCRIBER ELEMENT<br><br>Hierarchy: 1.X.3.1.2.4.5<br><br>Framed: F                               | <br>SUGPUUSM--<br>*****   | <br>SFGPUUSM--<br>*****   | <br>SNGPUUSM--<br>*****   | <br>SHGPUUSM--<br>*****   |
| WAR.GRDTRK.UNT.CS.SIGUNT.MSE.SEN<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>SIGNAL UNIT<br>MULTIPLE SUBSCRIBER ELEMENT<br>SMALL EXTENSION NODE<br><br>Hierarchy: 1.X.3.1.2.4.5.1<br><br>Framed: F | <br>SUGPUUSMS-<br>*****   | <br>SFGPUUSMS-<br>*****   | <br>SNGPUUSMS-<br>*****   | <br>SHGPUUSMS-<br>*****   |
| WAR.GRDTRK.UNT.CS.SIGUNT.MSE.LEN<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>SIGNAL UNIT<br>MULTIPLE SUBSCRIBER ELEMENT<br>LARGE EXTENSION NODE<br><br>Hierarchy: 1.X.3.1.2.4.5.2<br><br>Framed: F | <br>SUGPUUSML-<br>***** | <br>SFGPUUSML-<br>***** | <br>SNGPUUSML-<br>***** | <br>SHGPUUSML-<br>***** |
| WAR.GRDTRK.UNT.CS.SIGUNT.MSE.NODCTR<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>SIGNAL UNIT<br>MULTIPLE SUBSCRIBER ELEMENT<br>NODE CENTER<br><br>Hierarchy: 1.X.3.1.2.4.5.3<br><br>Framed: F       | <br>SUGPUUSMN-<br>***** | <br>SFGPUUSMN-<br>***** | <br>SNGPUUSMN-<br>***** | <br>SHGPUUSMN-<br>***** |

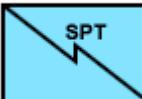
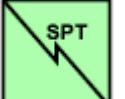
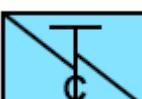
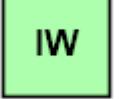
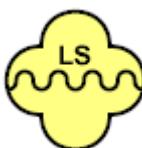
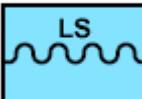
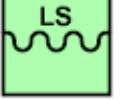
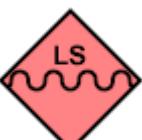
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APPENDIX A

TABLE A-V. UEI symbols - Continued.

| <b>SYMBOL</b>   | <b>UNKNOWN</b> | <b>FRIEND</b> | <b>NEUTRAL</b> | <b>HOSTILE</b> |
|---|----------------|---------------|----------------|----------------|
| WAR.GRDTRK.UNT.CS.SIGUNT.RDOUNT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>SIGNAL UNIT<br>RADIO UNIT<br><br>Hierarchy: 1.X.3.1.2.4.6<br><br>Framed: F                                    |                |               |                |                |
| WAR.GRDTRK.UNT.CS.SIGUNT.RDOUNT.TACSA<br>T<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>SIGNAL UNIT<br>RADIO UNIT<br>TACTICAL SATELLITE<br><br>Hierarchy: 1.X.3.1.2.4.6.1<br><br>Framed: F |                |               |                |                |
| WAR.GRDTRK.UNT.CS.SIGUNT.RDOUNT.TTYCT<br>R<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>SIGNAL UNIT<br>RADIO UNIT<br>TELETYPE CENTER<br><br>Hierarchy: 1.X.3.1.2.4.6.2<br><br>Framed: F    |                |               |                |                |
| WAR.GRDTRK.UNT.CS.SIGUNT.RDOUNT.RLY<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>SIGNAL UNIT<br>RADIO UNIT<br>RELAY<br><br>Hierarchy: 1.X.3.1.2.4.6.3<br><br>Framed: F                     |                |               |                |                |

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**TABLE A-V. UEI symbols - Continued.**

| <b>SYMBOL</b>  | <b>UNKNOWN</b>   | <b>FRIEND</b>   | <b>NEUTRAL</b>   | <b>HOSTILE</b>   |
|--|--|---|--|--|
| WAR.GRDTRK.UNT.CS.SIGUNT.SIGSUP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>SIGNAL UNIT<br>SIGNAL SUPPORT<br><br>Hierarchy: 1.X.3.1.2.4.7<br><br>Framed: F   | <br><br>SUGPUUSS--<br>*****   | <br><br>SFGPUUSS--<br>*****   | <br><br>SNGPUUSS--<br>*****   | <br><br>SHGPUUSS--<br>*****   |
| WAR.GRDTRK.UNT.CS.SIGUNT.PHOSWT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>SIGNAL UNIT<br>TELEPHONE SWITCH<br><br>Hierarchy: 1.X.3.1.2.4.8<br><br>Framed: F | <br><br>SUGPUUSW--<br>*****   | <br><br>SFGPUUSW--<br>*****   | <br><br>SNGPUUSW--<br>*****   | <br><br>SHGPUUSW--<br>*****   |
| WAR.GRDTRK.UNT.CS.SIGUNT.ECRG<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>SIGNAL UNIT<br>ELECTRONIC RANGING<br><br>Hierarchy: 1.X.3.1.2.4.9<br><br>Framed: F | <br><br>SUGPUUSX--<br>*****  | <br><br>SFGPUUSX--<br>***** | <br><br>SNGPUUSX--<br>***** | <br><br>SHGPUUSX--<br>*****  |
| WAR.GRDTRK.UNT.CS.IWU<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>INFORMATION WARFARE UNIT<br><br>Hierarchy: 1.X.3.1.2.5<br><br>Framed: F                    | <br><br>SUGPUUI---<br>***** | <br><br>SFGPUUI---<br>***** | <br><br>SNGPUUI---<br>***** | <br><br>SHGPUUI---<br>***** |
| WAR.GRDTRK.UNT.CS.LNDSUP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>LANDING SUPPORT<br><br>Hierarchy: 1.X.3.1.2.6<br><br>Framed: F                          | <br><br>SUGPUUP---<br>***** | <br><br>SFGPUUP---<br>***** | <br><br>SNGPUUP---<br>***** | <br><br>SHGPUUP---<br>***** |

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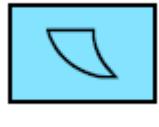
## APPENDIX A

TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN             | FRIEND              | NEUTRAL             | HOSTILE |
|---|---------------------|---------------------|---------------------|---------|
| WAR.GRDTRK.UNT.CS.EOD<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>EXPLOSIVE ORDNANCE DISPOSAL<br><br>Hierarchy: 1.X.3.1.2.7<br><br>Framed: F                        |                     |                     |                     |         |
| SUGPUUE---<br>*****   | SFGPUUE---*****     | SNGPUUE---<br>***** | SHGPUUE---<br>***** |         |
| WAR.GRDTRK.UNT.CSS<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br><br>Hierarchy: 1.X.3.1.3<br><br>Framed: F  |                     |                     |                     |         |
| SUGPUS---*****  | SFGPUS---*****      | SNGPUS---*****      | SHGPUS---*****      |         |
| WAR.GRDTRK.UNT.CSS.ADMIN<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>ADMINISTRATIVE (ADMIN)<br><br>Hierarchy: 1.X.3.1.3.1<br><br>Framed: F                  |                     |                     |                     |         |
| SUGPUSA---<br>*****   | SFGPUSA---*****     | SNGPUSA---<br>***** | SHGPUSA---<br>***** |         |
| WAR.GRDTRK.UNT.CSS.ADMIN.THT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>ADMINISTRATIVE (ADMIN)<br>THEATER<br><br>Hierarchy: 1.X.3.1.3.1.1<br><br>Framed: F |                     |                     |                     |         |
| SUGPUSAT--<br>*****   | SFGPUSAT--<br>***** | SNGPUSAT--<br>***** | SHGPUSAT--<br>***** |         |
| WAR.GRDTRK.UNT.CSS.ADMIN.CRP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>ADMINISTRATIVE (ADMIN)<br>CORPS<br><br>Hierarchy: 1.X.3.1.3.1.2<br><br>Framed: F   |                     |                     |                     |         |
| SUGPUSAC--<br>*****   | SFGPUSAC--<br>***** | SNGPUSAC--<br>***** | SHGPUSAC--<br>***** |         |

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TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN  | FRIEND  | NEUTRAL  | HOSTILE  |
|---|--|---|--|--|
| WAR.GRDTRK.UNT.CSS.ADMIN.JAG<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>ADMINISTRATIVE (ADMIN)<br>JUDGE ADVOCATE GENERAL (JAG)<br><br>Hierarchy: 1.X.3.1.3.1.3<br>Framed: F                  | <br>SUGPUSAJ--<br>*****   | <br>SFGPUSAJ--<br>*****   | <br>SNGPUSAJ--<br>*****   | <br>SHGPUSAJ--<br>*****   |
| WAR.GRDTRK.UNT.CSS.ADMIN.JAG.THT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>ADMINISTRATIVE (ADMIN)<br>JUDGE ADVOCATE GENERAL (JAG)<br>THEATER<br><br>Hierarchy: 1.X.3.1.3.1.3.1<br>Framed: F | <br>SUGPUSAJT-<br>*****   | <br>SFGPUSAJT-<br>*****   | <br>SNGPUSAJT-<br>*****   | <br>SHGPUSAJT-<br>*****   |
| WAR.GRDTRK.UNT.CSS.ADMIN.JAG.CRP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>ADMINISTRATIVE (ADMIN)<br>JUDGE ADVOCATE GENERAL (JAG)<br>CORPS<br><br>Hierarchy: 1.X.3.1.3.1.3.2<br>Framed: F   | <br>SUGPUSAJC-<br>***** | <br>SFGPUSAJC-<br>***** | <br>SNGPUSAJC-<br>***** | <br>SHGPUSAJC-<br>***** |
| WAR.GRDTRK.UNT.CSS.ADMIN.PST<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>ADMINISTRATIVE (ADMIN)<br>POSTAL<br><br>Hierarchy: 1.X.3.1.3.1.4<br>Framed: F  | <br>SUGPUSAO--<br>***** | <br>SFGPUSAO--<br>***** | <br>SNGPUSAO--<br>***** | <br>SHGPUSAO--<br>***** |

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**TABLE A-V. UEI symbols - Continued.**

| <b>SYMBOL</b>  | <b>UNKNOWN</b> | <b>FRIEND</b> | <b>NEUTRAL</b> | <b>HOSTILE</b> |
|--|----------------|---------------|----------------|----------------|
| WAR.GRDTRK.UNT.CSS.ADMIN.PST.THT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>ADMINISTRATIVE (ADMIN)<br>POSTAL<br>THEATER<br><br>Hierarchy: 1.X.3.1.3.1.4.1<br><br>Framed: F  |                |               |                |                |
| WAR.GRDTRK.UNT.CSS.ADMIN.PST.CRP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>ADMINISTRATIVE (ADMIN)<br>POSTAL<br>CORPS<br><br>Hierarchy: 1.X.3.1.3.1.4.2<br><br>Framed: F    |                |               |                |                |
| WAR.GRDTRK.UNT.CSS.ADMIN.FIN<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>ADMINISTRATIVE (ADMIN)<br>FINANCE<br><br>Hierarchy: 1.X.3.1.3.1.5<br><br>Framed: F                  |                |               |                |                |
| WAR.GRDTRK.UNT.CSS.ADMIN.FIN.THT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>ADMINISTRATIVE (ADMIN)<br>FINANCE<br>THEATER<br><br>Hierarchy: 1.X.3.1.3.1.5.1<br><br>Framed: F |                |               |                |                |

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**TABLE A-V. UEI symbols - Continued.**

| <b>SYMBOL</b>  | <b>UNKNOWN</b> | <b>FRIEND</b> | <b>NEUTRAL</b> | <b>HOSTILE</b> |
|--|----------------|---------------|----------------|----------------|
| WAR.GRDTRK.UNT.CSS.ADMIN.FIN.CRP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>ADMINISTRATIVE (ADMIN)<br>FINANCE<br>CORPS<br><br>Hierarchy: 1.X.3.1.3.1.5.2<br><br>Framed: F                 |                |               |                |                |
| WAR.GRDTRK.UNT.CSS.ADMIN.PERSVC<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>ADMINISTRATIVE (ADMIN)<br>PERSONNEL SERVICES<br><br>Hierarchy: 1.X.3.1.3.1.6<br><br>Framed: F                  |                |               |                |                |
| WAR.GRDTRK.UNT.CSS.ADMIN.PERSVC.THT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>ADMINISTRATIVE (ADMIN)<br>PERSONNEL SERVICES<br>THEATER<br><br>Hierarchy: 1.X.3.1.3.1.6.1<br><br>Framed: F |                |               |                |                |
| WAR.GRDTRK.UNT.CSS.ADMIN.PERSVC.CRP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>ADMINISTRATIVE (ADMIN)<br>PERSONNEL SERVICES<br>CORPS<br><br>Hierarchy: 1.X.3.1.3.1.6.2<br><br>Framed: F   |                |               |                |                |

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TABLE A-V. UEI symbols - Continued.

| <b>SYMBOL</b>  | <b>UNKNOWN</b> | <b>FRIEND</b> | <b>NEUTRAL</b> | <b>HOSTILE</b> |
|--|----------------|---------------|----------------|----------------|
| WAR.GRDTRK.UNT.CSS.ADMIN.MTRY<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>ADMINISTRATIVE (ADMIN)<br>MORTUARY/GRAVES REGISTRY<br><br>Hierarchy: 1.X.3.1.3.1.7<br><br>Framed: F                  |                |               |                |                |
| WAR.GRDTRK.UNT.CSS.ADMIN.MTRY.THT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>ADMINISTRATIVE (ADMIN)<br>MORTUARY/GRAVES REGISTRY<br>THEATER<br><br>Hierarchy: 1.X.3.1.3.1.7.1<br><br>Framed: F |                |               |                |                |
| WAR.GRDTRK.UNT.CSS.ADMIN.MTRY.CRP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>ADMINISTRATIVE (ADMIN)<br>MORTUARY/GRAVES REGISTRY<br>CORPS<br><br>Hierarchy: 1.X.3.1.3.1.7.2<br><br>Framed: F   |                |               |                |                |
| WAR.GRDTRK.UNT.CSS.ADMIN.RELG<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>ADMINISTRATIVE (ADMIN)<br>RELIGIOUS/CHAPLAIN<br><br>Hierarchy: 1.X.3.1.3.1.8<br><br>Framed: F                        |                |               |                |                |

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TABLE A-V. UEI symbols - Continued.

| <b>SYMBOL</b>  | <b>UNKNOWN</b> | <b>FRIEND</b> | <b>NEUTRAL</b> | <b>HOSTILE</b> |
|--|----------------|---------------|----------------|----------------|
| WAR.GRDTRK.UNT.CSS.ADMIN.RELG.THT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>ADMINISTRATIVE (ADMIN)<br>RELIGIOUS/CHAPLAIN<br>THEATER<br><br>Hierarchy: 1.X.3.1.3.1.8.1<br><br>Framed: F |                |               |                |                |
| WAR.GRDTRK.UNT.CSS.ADMIN.RELG.CRP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>ADMINISTRATIVE (ADMIN)<br>RELIGIOUS/CHAPLAIN<br>CORPS<br><br>Hierarchy: 1.X.3.1.3.1.8.2<br><br>Framed: F   |                |               |                |                |
| WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>ADMINISTRATIVE (ADMIN)<br>PUBLIC AFFAIRS<br><br>Hierarchy: 1.X.3.1.3.1.9<br><br>Framed: F                    |                |               |                |                |
| WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF.THT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>ADMINISTRATIVE (ADMIN)<br>PUBLIC AFFAIRS<br>THEATER<br><br>Hierarchy: 1.X.3.1.3.1.9.1<br><br>Framed: F   |                |               |                |                |

TABLE A-V. UEI symbols - Continued.

| <b>SYMBOL</b>  | <b>UNKNOWN</b> | <b>FRIEND</b> | <b>NEUTRAL</b> | <b>HOSTILE</b> |
|--|----------------|---------------|----------------|----------------|
| WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF.CRP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>ADMINISTRATIVE (ADMIN)<br>PUBLIC AFFAIRS<br>CORPS<br><br>Hierarchy: 1.X.3.1.3.1.9.2<br><br>Framed: F                       |                |               |                |                |
| WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF.BRCT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>ADMINISTRATIVE (ADMIN)<br>PUBLIC AFFAIRS<br>BROADCAST<br><br>Hierarchy: 1.X.3.1.3.1.9.3<br><br>Framed: F                  |                |               |                |                |
| WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF.BRCT.THT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>ADMINISTRATIVE (ADMIN)<br>PUBLIC AFFAIRS<br>BROADCAST<br>THEATER<br><br>Hierarchy: 1.X.3.1.3.1.9.3.1<br><br>Framed: F |                |               |                |                |
| WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF.BRCT.CRP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>ADMINISTRATIVE (ADMIN)<br>PUBLIC AFFAIRS<br>BROADCAST<br>CORPS<br><br>Hierarchy: 1.X.3.1.3.1.9.3.2<br><br>Framed: F   |                |               |                |                |

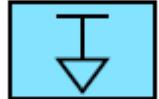
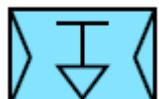
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TABLE A-V. UEI symbols - Continued.

| <b>SYMBOL</b>  | <b>UNKNOWN</b>   | <b>FRIEND</b>   | <b>NEUTRAL</b>   | <b>HOSTILE</b>   |
|--|--|---|--|--|
| WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF.JIB<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>ADMINISTRATIVE (ADMIN)<br>PUBLIC AFFAIRS<br>JOINT INFORMATION BUREAU (JIB)<br><br>Hierarchy: 1.X.3.1.3.1.9.4<br><br>Framed: F                      | <br><br>SUGPUSAPM-<br>****    | <br><br>SFGPUSAPM-<br>****    | <br><br>SNGPUSAPM-<br>****    | <br><br>SHGPUSAPM-<br>****    |
| WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF.JIB.TH<br>T<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>ADMINISTRATIVE (ADMIN)<br>PUBLIC AFFAIRS<br>JOINT INFORMATION BUREAU (JIB)<br>THEATER<br><br>Hierarchy: 1.X.3.1.3.1.9.4.1<br><br>Framed: F | <br><br>SUGPUSAPMT**<br>***   | <br><br>SFGPUSAPMT**<br>**    | <br><br>SNGPUSAPMT**<br>***   | <br><br>SHGPUSAPMT**<br>***   |
| WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF.JIB.CRP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>ADMINISTRATIVE (ADMIN)<br>PUBLIC AFFAIRS<br>JOINT INFORMATION BUREAU (JIB)<br>CORPS<br><br>Hierarchy: 1.X.3.1.3.1.9.4.2<br><br>Framed: F       | <br><br>SUGPUSAPMC**<br>*** | <br><br>SFGPUSAPMC**<br>*** | <br><br>SNGPUSAPMC**<br>*** | <br><br>SHGPUSAPMC**<br>*** |
| WAR.GRDTRK.UNT.CSS.ADMIN.RHU<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>ADMINISTRATIVE (ADMIN)<br>REPLACEMENT HOLDING UNIT (RHU)<br><br>Hierarchy: 1.X.3.1.3.1.10<br><br>Framed: F  | <br><br>SUGPUSAX--<br>****  | <br><br>SFGPUSAX--<br>****  | <br><br>SNGPUSAX--<br>****  | <br><br>SHGPUSAX--<br>****  |

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TABLE A-V. UEI symbols - Continued.

| <u>SYMBOL</u>  | UNKNOWN  | FRIEND  | NEUTRAL  | HOSTILE  |
|--|--|---|--|--|
| WAR.GRDTRK.UNT.CSS.ADMIN.RHU.THT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>ADMINISTRATIVE (ADMIN)<br>REPLACEMENT HOLDING UNIT (RHU)<br>THEATER<br><br>Hierarchy: 1.X.3.1.3.1.10.1<br><br>Framed: F | <br>SUGPUSAXT-<br>*****   | <br>SFGPUSAXT-<br>*****   | <br>SNGPUSAXT-<br>*****   | <br>SHGPUSAXT-<br>*****   |
| WAR.GRDTRK.UNT.CSS.ADMIN.RHU.CRP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>ADMINISTRATIVE (ADMIN)<br>REPLACEMENT HOLDING UNIT (RHU)<br>CORPS<br><br>Hierarchy: 1.X.3.1.3.1.10.2<br><br>Framed: F   | <br>SUGPUSAXC-<br>*****   | <br>SFGPUSAXC-<br>*****   | <br>SNGPUSAXC-<br>*****   | <br>SHGPUSAXC-<br>*****   |
| WAR.GRDTRK.UNT.CSS.ADMIN.LBR<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>ADMINISTRATIVE (ADMIN)<br>LABOR<br><br>Hierarchy: 1.X.3.1.3.1.11<br><br>Framed: F   | <br>SUGPUSAL--<br>***** | <br>SFGPUSAL--<br>***** | <br>SNGPUSAL--<br>***** | <br>SHGPUSAL--<br>***** |
| WAR.GRDTRK.UNT.CSS.ADMIN.LBR.THT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>ADMINISTRATIVE (ADMIN)<br>LABOR<br>THEATER<br><br>Hierarchy: 1.X.3.1.3.1.11.1<br><br>Framed: F                          | <br>SUGPUSALT-<br>***** | <br>SFGPUSALT-<br>***** | <br>SNGPUSALT-<br>***** | <br>SHGPUSALT-<br>***** |

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APPENDIX A

TABLE A-V. UEI symbols - Continued.

| <b>SYMBOL</b>   | <b>UNKNOWN</b> | <b>FRIEND</b> | <b>NEUTRAL</b> | <b>HOSTILE</b> |
|---|----------------|---------------|----------------|----------------|
| WAR.GRDTRK.UNT.CSS.ADMIN.LBR.CRP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>ADMINISTRATIVE (ADMIN)<br>LABOR<br>CORPS<br><br>Hierarchy: 1.X.3.1.3.1.11.2<br><br>Framed: F                               |                |               |                |                |
| WAR.GRDTRK.UNT.CSS.ADMIN.MWR<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>ADMINISTRATIVE (ADMIN)<br>MORALE, WELFARE, RECREATION<br>(MWR)<br><br>Hierarchy: 1.X.3.1.3.1.12<br><br>Framed: F               |                |               |                |                |
| WAR.GRDTRK.UNT.CSS.ADMIN.MWR.THT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>ADMINISTRATIVE (ADMIN)<br>MORALE, WELFARE, RECREATION (MWR)<br>THEATER<br><br>Hierarchy: 1.X.3.1.3.1.12.1<br><br>Framed: F |                |               |                |                |
| WAR.GRDTRK.UNT.CSS.ADMIN.MWR.CRP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>ADMINISTRATIVE (ADMIN)<br>MORALE, WELFARE, RECREATION (MWR)<br>CORPS<br><br>Hierarchy: 1.X.3.1.3.1.12.2<br><br>Framed: F   |                |               |                |                |

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**APPENDIX A**

**TABLE A-V. UEI symbols - Continued.**

| <b>SYMBOL</b>   | <b>UNKNOWN</b> | <b>FRIEND</b> | <b>NEUTRAL</b> | <b>HOSTILE</b> |
|---|----------------|---------------|----------------|----------------|
| WAR.GRDTRK.UNT.CSS.ADMIN.SUPPLY<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>ADMINISTRATIVE (ADMIN)<br>QUARTERMASTER (SUPPLY)<br><br>Hierarchy: 1.X.3.1.3.1.13<br><br>Framed: F                  |                |               |                |                |
| WAR.GRDTRK.UNT.CSS.ADMIN.SUPPLY.THT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>ADMINISTRATIVE (ADMIN)<br>QUARTERMASTER (SUPPLY)<br>THEATER<br><br>Hierarchy: 1.X.3.1.3.1.13.1<br><br>Framed: F |                |               |                |                |
| WAR.GRDTRK.UNT.CSS.ADMIN.SUPPLY.CRP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>ADMINISTRATIVE (ADMIN)<br>QUARTERMASTER (SUPPLY)<br>CORPS<br><br>Hierarchy: 1.X.3.1.3.1.13.2<br><br>Framed: F   |                |               |                |                |
| WAR.GRDTRK.UNT.CSS.MED<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>MEDICAL<br><br>Hierarchy: 1.X.3.1.3.2<br><br>Framed: F   |                |               |                |                |
| WAR.GRDTRK.UNT.CSS.MED.THT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>MEDICAL<br>THEATER<br><br>Hierarchy: 1.X.3.1.3.2.1<br><br>Framed: F  |                |               |                |                |

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## APPENDIX A

TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN | FRIEND | NEUTRAL | HOSTILE |
|--|---------|--------|---------|---------|
| WAR.GRDTRK.UNT.CSS.MED.CRP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>MEDICAL<br>CORPS<br><br>Hierarchy: 1.X.3.1.3.2.2<br><br>Framed: F   |         |        |         |         |
| WAR.GRDTRK.UNT.CSS.MED.MEDTF<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>MEDICAL<br>MEDICAL TREATMENT FACILITY<br><br>Hierarchy: 1.X.3.1.3.2.3<br><br>Framed: F                  |         |        |         |         |
| WAR.GRDTRK.UNT.CSS.MED.MEDTF.THT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>MEDICAL<br>MEDICAL TREATMENT FACILITY<br>THEATER<br><br>Hierarchy: 1.X.3.1.3.2.3.1<br><br>Framed: F |         |        |         |         |
| WAR.GRDTRK.UNT.CSS.MED.MEDTF.CRP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>MEDICAL<br>MEDICAL TREATMENT FACILITY<br>CORPS<br><br>Hierarchy: 1.X.3.1.3.2.3.2<br><br>Framed: F   |         |        |         |         |

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**APPENDIX A**

**TABLE A-V. UEI symbols - Continued.**

| <b>SYMBOL</b>  | <b>UNKNOWN</b> | <b>FRIEND</b> | <b>NEUTRAL</b> | <b>HOSTILE</b> |
|--|----------------|---------------|----------------|----------------|
| WAR.GRDTRK.UNT.CSS.MED.VNY<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>MEDICAL<br>VETERINARY<br><br>Hierarchy: 1.X.3.1.3.2.4<br><br>Framed: F                  |                |               |                |                |
| WAR.GRDTRK.UNT.CSS.MED.VNY.THT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>MEDICAL<br>VETERINARY<br>THEATER<br><br>Hierarchy: 1.X.3.1.3.2.4.1<br><br>Framed: F |                |               |                |                |
| WAR.GRDTRK.UNT.CSS.MED.VNY.CRP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>MEDICAL<br>VETERINARY<br>CORPS<br><br>Hierarchy: 1.X.3.1.3.2.4.2<br><br>Framed: F   |                |               |                |                |
| WAR.GRDTRK.UNT.CSS.MED.DEN<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>MEDICAL<br>DENTAL<br><br>Hierarchy: 1.X.3.1.3.2.5<br><br>Framed: F                      |                |               |                |                |

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**TABLE A-V. UEI symbols - Continued.**

| <b>SYMBOL</b>   | <b>UNKNOWN</b> | <b>FRIEND</b> | <b>NEUTRAL</b> | <b>HOSTILE</b> |
|---|----------------|---------------|----------------|----------------|
| WAR.GRDTRK.UNT.CSS.MED.DEN.THT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>MEDICAL<br>DENTAL<br>THEATER<br><br>Hierarchy: 1.X.3.1.3.2.5.1<br><br>Framed: F        |                |               |                |                |
| WAR.GRDTRK.UNT.CSS.MED.DEN.CRP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>MEDICAL<br>DENTAL<br>CORPS<br><br>Hierarchy: 1.X.3.1.3.2.5.2<br><br>Framed: F          |                |               |                |                |
| WAR.GRDTRK.UNT.CSS.MED.PSY<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>MEDICAL<br>PSYCHOLOGICAL<br><br>Hierarchy: 1.X.3.1.3.2.6<br><br>Framed: F                  |                |               |                |                |
| WAR.GRDTRK.UNT.CSS.MED.PSY.THT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>MEDICAL<br>PSYCHOLOGICAL<br>THEATER<br><br>Hierarchy: 1.X.3.1.3.2.6.1<br><br>Framed: F |                |               |                |                |

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APPENDIX A

TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN | FRIEND | NEUTRAL | HOSTILE |
|---|---------|--------|---------|---------|
| WAR.GRDTRK.UNT.CSS.MED.PSY.CRP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>MEDICAL<br>PSYCHOLOGICAL<br>CORPS<br><br>Hierarchy: 1.X.3.1.3.2.6.2<br><br>Framed: F |         |        |         |         |
| WAR.GRDTRK.UNT.CSS.SLP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>SUPPLY<br><br>Hierarchy: 1.X.3.1.3.3<br><br>Framed: F  |         |        |         |         |
| WAR.GRDTRK.UNT.CSS.SLP.THT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>SUPPLY<br>THEATER<br><br>Hierarchy: 1.X.3.1.3.3.1<br><br>Framed: F                       |         |        |         |         |
| WAR.GRDTRK.UNT.CSS.SLP.CRP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>SUPPLY<br>CORPS<br><br>Hierarchy: 1.X.3.1.3.3.2<br><br>Framed: F                         |         |        |         |         |
| WAR.GRDTRK.UNT.CSS.SLP.CLS1<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>SUPPLY<br>CLASS I<br><br>Hierarchy: 1.X.3.1.3.3.3<br><br>Framed: F                      |         |        |         |         |

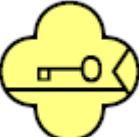
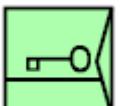
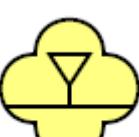
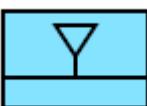
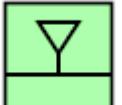
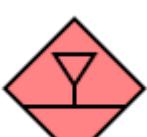
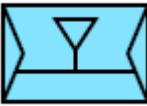
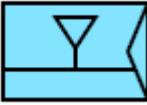
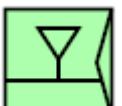
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**APPENDIX A**

**TABLE A-V. UEI symbols - Continued.**

| <b>SYMBOL</b>  | <b>UNKNOWN</b> | <b>FRIEND</b> | <b>NEUTRAL</b> | <b>HOSTILE</b> |
|--|----------------|---------------|----------------|----------------|
| WAR.GRDTRK.UNT.CSS.SLP.CLS1.THT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>SUPPLY<br>CLASS I<br>THEATER<br><br>Hierarchy: 1.X.3.1.3.3.3.1<br><br>Framed: F  |                |               |                |                |
| WAR.GRDTRK.UNT.CSS.SLP.CLS1.CRP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>SUPPLY<br>CLASS I<br>CORPS<br><br>Hierarchy: 1.X.3.1.3.3.3.2<br><br>Framed: F    |                |               |                |                |
| WAR.GRDTRK.UNT.CSS.SLP.CLS2<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>SUPPLY<br>CLASS II<br><br>Hierarchy: 1.X.3.1.3.3.4<br><br>Framed: F                  |                |               |                |                |
| WAR.GRDTRK.UNT.CSS.SLP.CLS2.THT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>SUPPLY<br>CLASS II<br>THEATER<br><br>Hierarchy: 1.X.3.1.3.3.4.1<br><br>Framed: F |                |               |                |                |

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**TABLE A-V. UEI symbols - Continued.**

| <b>SYMBOL</b>   | <b>UNKNOWN</b>  | <b>FRIEND</b>  | <b>NEUTRAL</b>  | <b>HOSTILE</b>  |
|---|---|--|---|---|
| WAR.GRDTRK.UNT.CSS.SLP.CLS2.CRP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>SUPPLY<br>CLASS II<br>CORPS<br><br>Hierarchy: 1.X.3.1.3.3.4.2<br><br>Framed: F    |    |    |    |    |
| WAR.GRDTRK.UNT.CSS.SLP.CLS3<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>SUPPLY<br>CLASS III<br><br>Hierarchy: 1.X.3.1.3.3.5<br><br>Framed: F                  |    |    |    |    |
| WAR.GRDTRK.UNT.CSS.SLP.CLS3.THT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>SUPPLY<br>CLASS III<br>THEATER<br><br>Hierarchy: 1.X.3.1.3.3.5.1<br><br>Framed: F |  |  |  |  |
| WAR.GRDTRK.UNT.CSS.SLP.CLS3.CRP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>SUPPLY<br>CLASS III<br>CORPS<br><br>Hierarchy: 1.X.3.1.3.3.5.2<br><br>Framed: F   |  |  |  |  |

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APPENDIX A

TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN | FRIEND | NEUTRAL | HOSTILE |
|---|---------|--------|---------|---------|
| WAR.GRDTRK.UNT.CSS.SLP.CLS3.AVN<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>SUPPLY<br>CLASS III<br>AVIATION<br><br>Hierarchy: 1.X.3.1.3.3.5.3<br><br>Framed: F                  |         |        |         |         |
| WAR.GRDTRK.UNT.CSS.SLP.CLS3.AVN.THT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>SUPPLY<br>CLASS III<br>AVIATION<br>THEATER<br><br>Hierarchy: 1.X.3.1.3.3.5.3.1<br><br>Framed: F |         |        |         |         |
| WAR.GRDTRK.UNT.CSS.SLP.CLS3.AVN.CRP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>SUPPLY<br>CLASS III<br>AVIATION<br>CORPS<br><br>Hierarchy: 1.X.3.1.3.3.5.3.2<br><br>Framed: F   |         |        |         |         |
| WAR.GRDTRK.UNT.CSS.SLP.CLS4<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>SUPPLY<br>CLASS IV<br><br>Hierarchy: 1.X.3.1.3.3.6<br><br>Framed: F                                     |         |        |         |         |

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**TABLE A-V. UEI symbols - Continued.**

| <b>SYMBOL</b>  | <b>UNKNOWN</b> | <b>FRIEND</b> | <b>NEUTRAL</b> | <b>HOSTILE</b> |
|--|----------------|---------------|----------------|----------------|
| WAR.GRDTRK.UNT.CSS.SLP.CLS4.THT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>SUPPLY<br>CLASS IV<br>THEATER<br><br>Hierarchy: 1.X.3.1.3.3.6.1<br><br>Framed: F |                |               |                |                |
| WAR.GRDTRK.UNT.CSS.SLP.CLS4.CRP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>SUPPLY<br>CLASS IV<br>CORPS<br><br>Hierarchy: 1.X.3.1.3.3.6.2<br><br>Framed: F   |                |               |                |                |
| WAR.GRDTRK.UNT.CSS.SLP.CLS5<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>SUPPLY<br>CLASS V<br><br>Hierarchy: 1.X.3.1.3.3.7<br><br>Framed: F                   |                |               |                |                |
| WAR.GRDTRK.UNT.CSS.SLP.CLS5.THT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>SUPPLY<br>CLASS V<br>THEATER<br><br>Hierarchy: 1.X.3.1.3.3.7.1<br><br>Framed: F  |                |               |                |                |

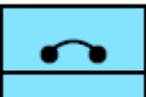
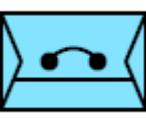
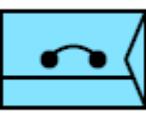
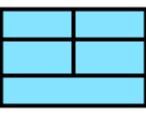
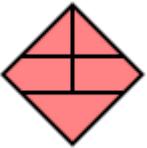
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**APPENDIX A**

**TABLE A-V. UEI symbols - Continued.**

| <b>SYMBOL</b>  | <b>UNKNOWN</b> | <b>FRIEND</b> | <b>NEUTRAL</b> | <b>HOSTILE</b> |
|--|----------------|---------------|----------------|----------------|
| WAR.GRDTRK.UNT.CSS.SLP.CLS5.CRP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>SUPPLY<br>CLASS V<br>CORPS<br><br>Hierarchy: 1.X.3.1.3.3.7.2<br><br>Framed: F    |                |               |                |                |
| WAR.GRDTRK.UNT.CSS.SLP.CLS6<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>SUPPLY<br>CLASS VI<br><br>Hierarchy: 1.X.3.1.3.3.8<br><br>Framed: F                  |                |               |                |                |
| WAR.GRDTRK.UNT.CSS.SLP.CLS6.THT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>SUPPLY<br>CLASS VI<br>THEATER<br><br>Hierarchy: 1.X.3.1.3.3.8.1<br><br>Framed: F |                |               |                |                |
| WAR.GRDTRK.UNT.CSS.SLP.CLS6.CRP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>SUPPLY<br>CLASS VI<br>CORPS<br><br>Hierarchy: 1.X.3.1.3.3.8.2<br><br>Framed: F   |                |               |                |                |

**MIL-STD-2525C**  
**APPENDIX A**

**TABLE A-V. UEI symbols - Continued.**

| <b>SYMBOL</b>   | <b>UNKNOWN</b>   | <b>FRIEND</b>  | <b>NEUTRAL</b>  | <b>HOSTILE</b>  |
|---|--|--|---|---|
| WAR.GRDTRK.UNT.CSS.SLP.CLS7<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>SUPPLY<br>CLASS VII<br><br>Hierarchy: 1.X.3.1.3.3.9<br><br>Framed: F                  | <br><br>SUGPUSS7--<br>*****   |    |    |    |
| WAR.GRDTRK.UNT.CSS.SLP.CLS7.THT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>SUPPLY<br>CLASS VII<br>THEATER<br><br>Hierarchy: 1.X.3.1.3.3.9.1<br><br>Framed: F | <br><br>SUGPUSS7T-<br>*****   |    |    |    |
| WAR.GRDTRK.UNT.CSS.SLP.CLS7.CRP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>SUPPLY<br>CLASS VII<br>CORPS<br><br>Hierarchy: 1.X.3.1.3.3.9.2<br><br>Framed: F   | <br><br>SUGPUSS7C-<br>***** |  |  |  |
| WAR.GRDTRK.UNT.CSS.SLP.CLS8<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>SUPPLY<br>CLASS VIII<br><br>Hierarchy: 1.X.3.1.3.3.10<br><br>Framed: F                | <br><br>SUGPUSS8--<br>***** |  |  |  |

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**APPENDIX A**

**TABLE A-V. UEI symbols - Continued.**

| <b>SYMBOL</b>   | <b>UNKNOWN</b> | <b>FRIEND</b> | <b>NEUTRAL</b> | <b>HOSTILE</b> |
|---|----------------|---------------|----------------|----------------|
| WAR.GRDTRK.UNT.CSS.SLP.CLS8.THT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>SUPPLY<br>CLASS VIII<br>THEATER<br><br>Hierarchy: 1.X.3.1.3.3.10.1<br><br>Framed: F |                |               |                |                |
| WAR.GRDTRK.UNT.CSS.SLP.CLS8.CRP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>SUPPLY<br>CLASS VIII<br>CORPS<br><br>Hierarchy: 1.X.3.1.3.3.10.2<br><br>Framed: F   |                |               |                |                |
| WAR.GRDTRK.UNT.CSS.SLP.CLS9<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>SUPPLY<br>CLASS IX<br><br>Hierarchy: 1.X.3.1.3.3.11<br><br>Framed: F                    |                |               |                |                |
| WAR.GRDTRK.UNT.CSS.SLP.CLS9.THT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>SUPPLY<br>CLASS IX<br>THEATER<br><br>Hierarchy: 1.X.3.1.3.3.11.1<br><br>Framed: F   |                |               |                |                |

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**APPENDIX A**

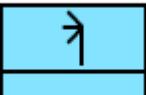
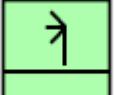
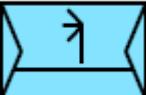
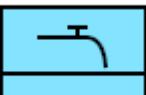
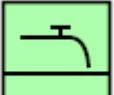
**TABLE A-V. UEI symbols - Continued.**

| <b>SYMBOL</b>   | <b>UNKNOWN</b> | <b>FRIEND</b> | <b>NEUTRAL</b> | <b>HOSTILE</b> |
|---|----------------|---------------|----------------|----------------|
| WAR.GRDTRK.UNT.CSS.SLP.CLS9.CRP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>SUPPLY<br>CLASS IX<br>CORPS<br><br>Hierarchy: 1.X.3.1.3.3.11.2<br><br>Framed: F   |                |               |                |                |
| WAR.GRDTRK.UNT.CSS.SLP.CLS10<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>SUPPLY<br>CLASS X<br><br>Hierarchy: 1.X.3.1.3.3.12<br><br>Framed: F                  |                |               |                |                |
| WAR.GRDTRK.UNT.CSS.SLP.CLS10.THT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>SUPPLY<br>CLASS X<br>THEATER<br><br>Hierarchy: 1.X.3.1.3.3.12.1<br><br>Framed: F |                |               |                |                |
| WAR.GRDTRK.UNT.CSS.SLP.CLS10.CRP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>SUPPLY<br>CLASS X<br>CORPS<br><br>Hierarchy: 1.X.3.1.3.3.12.2<br><br>Framed: F   |                |               |                |                |

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## APPENDIX A

TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN   | FRIEND   | NEUTRAL   | HOSTILE   |
|--|---|--|---|---|
| WAR.GRDTRK.UNT.CSS.SLP.LDY<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>SUPPLY<br>LAUNDRY/BATH<br><br>Hierarchy: 1.X.3.1.3.3.13<br><br>Framed: F                  |    |    |    |    |
| WAR.GRDTRK.UNT.CSS.SLP.LDY.THT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>SUPPLY<br>LAUNDRY/BATH<br>THEATER<br><br>Hierarchy: 1.X.3.1.3.3.13.1<br><br>Framed: F |    |    |    |    |
| WAR.GRDTRK.UNT.CSS.SLP.LDY.CRP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>SUPPLY<br>LAUNDRY/BATH<br>CORPS<br><br>Hierarchy: 1.X.3.1.3.3.13.2<br><br>Framed: F   |  |  |  |  |
| WAR.GRDTRK.UNT.CSS.SLP.H2O<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>SUPPLY<br>WATER<br><br>Hierarchy: 1.X.3.1.3.3.14<br><br>Framed: F                         |  |  |  |  |

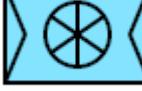
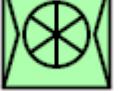
**MIL-STD-2525C**  
**APPENDIX A**

**TABLE A-V. UEI symbols - Continued.**

| <b>SYMBOL</b>   | <b>UNKNOWN</b> | <b>FRIEND</b> | <b>NEUTRAL</b> | <b>HOSTILE</b> |
|---|----------------|---------------|----------------|----------------|
| WAR.GRDTRK.UNT.CSS.SLP.H2O.THT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>SUPPLY<br>WATER<br>THEATER<br><br>Hierarchy: 1.X.3.1.3.3.14.1<br><br>Framed: F                       |                |               |                |                |
| WAR.GRDTRK.UNT.CSS.SLP.H2O.CRP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>SUPPLY<br>WATER<br>CORPS<br><br>Hierarchy: 1.X.3.1.3.3.14.2<br><br>Framed: F                         |                |               |                |                |
| WAR.GRDTRK.UNT.CSS.SLP.H2O.PUR<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>SUPPLY<br>WATER<br>PURIFICATION<br><br>Hierarchy: 1.X.3.1.3.3.14.3<br><br>Framed: F                  |                |               |                |                |
| WAR.GRDTRK.UNT.CSS.SLP.H2O.PUR.THT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>SUPPLY<br>WATER<br>PURIFICATION<br>THEATER<br><br>Hierarchy: 1.X.3.1.3.3.14.3.1<br><br>Framed: F |                |               |                |                |

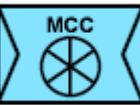
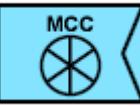
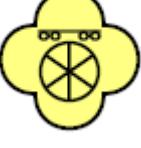
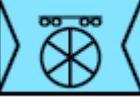
MIL-STD-2525C  
APPENDIX A

TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN   | FRIEND   | NEUTRAL   | HOSTILE   |
|---|---|--|---|---|
| WAR.GRDTRK.UNT.CSS.SLP.H2O.PUR.CRP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>SUPPLY<br>WATER<br>PURIFICATION<br>CORPS<br><br>Hierarchy: 1.X.3.1.3.3.14.3.2<br><br>Framed: F | <br>SUGPUSSWPC**<br>***  | <br>SFGPUSSWPC***<br>**  | <br>SNGPUSSWPC**<br>***  | <br>SHGPUSSWPC**<br>***  |
| WAR.GRDTRK.UNT.CSS.TPT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>TRANSPORTATION<br><br>Hierarchy: 1.X.3.1.3.4<br><br>Framed: F  | <br>SUGPUST---*****      | <br>SFGPUST---*****      | <br>SNGPUST---*****      | <br>SHGPUST---*****      |
| WAR.GRDTRK.UNT.CSS.TPT.THT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>TRANSPORTATION<br>THEATER<br><br>Hierarchy: 1.X.3.1.3.4.1<br><br>Framed: F                             | <br>SUGPUSTT--<br>**** | <br>SFGPUSTT--<br>**** | <br>SNGPUSTT--<br>**** | <br>SHGPUSTT--<br>**** |
| WAR.GRDTRK.UNT.CSS.TPT.CRP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>TRANSPORTATION<br>CORPS<br><br>Hierarchy: 1.X.3.1.3.4.2<br><br>Framed: F                               | <br>SUGPUSTC--<br>**** | <br>SFGPUSTC--<br>**** | <br>SNGPUSTC--<br>**** | <br>SHGPUSTC--<br>**** |
| WAR.GRDTRK.UNT.CSS.TPT.MCC<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>TRANSPORTATION<br>MOVEMENT CONTROL CENTER (MCC)<br><br>Hierarchy: 1.X.3.1.3.4.3<br><br>Framed: F       | <br>SUGPUSTM--<br>**** | <br>SFGPUSTM--<br>**** | <br>SNGPUSTM--<br>**** | <br>SHGPUSTM--<br>**** |

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**APPENDIX A**

**TABLE A-V. UEI symbols - Continued.**

| <b>SYMBOL</b>  | <b>UNKNOWN</b>   | <b>FRIEND</b>   | <b>NEUTRAL</b>   | <b>HOSTILE</b>   |
|--|--|---|--|--|
| WAR.GRDTRK.UNT.CSS.TPT.MCC.THT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>TRANSPORTATION<br>MOVEMENT CONTROL CENTER (MCC)<br>THEATER<br><br>Hierarchy: 1.X.3.1.3.4.3.1<br><br>Framed: F | <br>SUGPUSTMT-<br>*****   | <br>SFGPUSTMT-<br>*****   | <br>SNGPUSTMT-<br>*****   | <br>SHGPUSTMT-<br>*****   |
| WAR.GRDTRK.UNT.CSS.TPT.MCC.CRP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>TRANSPORTATION<br>MOVEMENT CONTROL CENTER (MCC)<br>CORPS<br><br>Hierarchy: 1.X.3.1.3.4.3.2<br><br>Framed: F   | <br>SUGPUSTMC-<br>*****   | <br>SFGPUSTMC-<br>*****   | <br>SNGPUSTMC-<br>*****   | <br>SHGPUSTMC-<br>*****   |
| WAR.GRDTRK.UNT.CSS.TPT.RHD<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>TRANSPORTATION<br>RAILHEAD<br><br>Hierarchy: 1.X.3.1.3.4.4<br><br>Framed: F                                       | <br>SUGPUSTR--<br>***** | <br>SFGPUSTR--<br>***** | <br>SNGPUSTR--<br>***** | <br>SHGPUSTR--<br>***** |
| WAR.GRDTRK.UNT.CSS.TPT.RHD.THT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>TRANSPORTATION<br>RAILHEAD<br>THEATER<br><br>Hierarchy: 1.X.3.1.3.4.4.1<br><br>Framed: F                      | <br>SUGPUSTRT-<br>***** | <br>SFGPUSTRT-<br>***** | <br>SNGPUSTRT-<br>***** | <br>SHGPUSTRT-<br>***** |

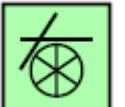
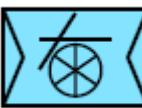
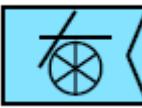
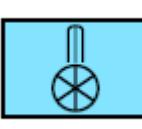
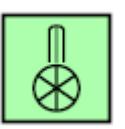
MIL-STD-2525C  
APPENDIX A

TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN | FRIEND | NEUTRAL | HOSTILE |
|---|---------|--------|---------|---------|
| WAR.GRDTRK.UNT.CSS.TPT.RHD.CRP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>TRANSPORTATION<br>RAILHEAD<br>CORPS<br><br>Hierarchy: 1.X.3.1.3.4.4.2<br><br>Framed: F     |         |        |         |         |
| WAR.GRDTRK.UNT.CSS.TPT.SPOD<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>TRANSPORTATION<br>SPOD/SPOE<br><br>Hierarchy: 1.X.3.1.3.4.5<br><br>Framed: F                  |         |        |         |         |
| WAR.GRDTRK.UNT.CSS.TPT.SPOD.THT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>TRANSPORTATION<br>SPOD/SPOE<br>THEATER<br><br>Hierarchy: 1.X.3.1.3.4.5.1<br><br>Framed: F |         |        |         |         |
| WAR.GRDTRK.UNT.CSS.TPT.SPOD.CRP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>TRANSPORTATION<br>SPOD/SPOE<br>CORPS<br><br>Hierarchy: 1.X.3.1.3.4.5.2<br><br>Framed: F   |         |        |         |         |

**MIL-STD-2525C**  
**APPENDIX A**

**TABLE A-V. UEI symbols - Continued.**

| <b>SYMBOL</b>   | <b>UNKNOWN</b>   | <b>FRIEND</b>   | <b>NEUTRAL</b>   | <b>HOSTILE</b>   |
|---|--|---|--|--|
| WAR.GRDTRK.UNT.CSS.TPT.APOD<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>TRANSPORTATION<br>APOD/APOE<br><br>Hierarchy: 1.X.3.1.3.4.6<br><br>Framed: F                  | <br>SUGPUSTA--<br>*****   | <br>SFGPUSTA--<br>*****   | <br>SNGPUSTA--<br>*****   | <br>SHGPUSTA--<br>*****   |
| WAR.GRDTRK.UNT.CSS.TPT.APOD.THT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>TRANSPORTATION<br>APOD/APOE<br>THEATER<br><br>Hierarchy: 1.X.3.1.3.4.6.1<br><br>Framed: F | <br>SUGPUSTAT-<br>*****   | <br>SFGPUSTAT-<br>*****   | <br>SNGPUSTAT-<br>*****   | <br>SHGPUSTAT-<br>*****   |
| WAR.GRDTRK.UNT.CSS.TPT.APOD.CRP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>TRANSPORTATION<br>APOD/APOE<br>CORPS<br><br>Hierarchy: 1.X.3.1.3.4.6.2<br><br>Framed: F   | <br>SUGPUSTAC-<br>***** | <br>SFGPUSTAC-<br>***** | <br>SNGPUSTAC-<br>***** | <br>SHGPUSTAC-<br>***** |
| WAR.GRDTRK.UNT.CSS.TPT.MSL<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>TRANSPORTATION<br>MISSILE<br><br>Hierarchy: 1.X.3.1.3.4.7<br><br>Framed: F                     | <br>SUGPUSTI--*****     | <br>SFGPUSTI--*****     | <br>SNGPUSTI--*****     | <br>SHGPUSTI--*****     |

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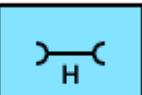
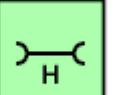
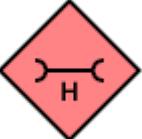
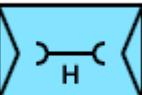
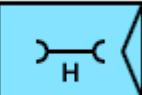
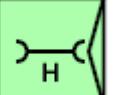
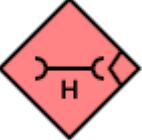
## APPENDIX A

TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN | FRIEND | NEUTRAL | HOSTILE |
|--|---------|--------|---------|---------|
| WAR.GRDTRK.UNT.CSS.TPT.MSL.THT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>TRANSPORTATION<br>MISSILE<br>THEATER<br><br>Hierarchy: 1.X.3.1.3.4.7.1<br><br>Framed: F |         |        |         |         |
| WAR.GRDTRK.UNT.CSS.TPT.MSL.CRP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>TRANSPORTATION<br>MISSILE<br>CORPS<br><br>Hierarchy: 1.X.3.1.3.4.7.2<br><br>Framed: F   |         |        |         |         |
| WAR.GRDTRK.UNT.CSS.MAINT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>MAINTENANCE<br><br>Hierarchy: 1.X.3.1.3.5<br><br>Framed: F                                    |         |        |         |         |
| WAR.GRDTRK.UNT.CSS.MAINT.THT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>MAINTENANCE<br>THEATER<br><br>Hierarchy: 1.X.3.1.3.5.1<br><br>Framed: F                   |         |        |         |         |
| WAR.GRDTRK.UNT.CSS.MAINT.CRP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>MAINTENANCE<br>CORPS<br><br>Hierarchy: 1.X.3.1.3.5.2<br><br>Framed: F                     |         |        |         |         |

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TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN  | FRIEND  | NEUTRAL  | HOSTILE  |
|---|--|---|--|--|
| WAR.GRDTRK.UNT.CSS.MAINT.HVY<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>MAINTENANCE<br>HEAVY<br><br>Hierarchy: 1.X.3.1.3.5.3<br><br>Framed: F                  | <br><br>SUGPUSXH--<br>*****   | <br><br>SFGPUSXH--<br>*****   | <br><br>SNGPUSXH--<br>*****   | <br><br>SHGPUSXH--<br>*****   |
| WAR.GRDTRK.UNT.CSS.MAINT.HVY.THT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>MAINTENANCE<br>HEAVY<br>THEATER<br><br>Hierarchy: 1.X.3.1.3.5.3.1<br><br>Framed: F | <br><br>SUGPUSXHT-<br>*****   | <br><br>SFGPUSXHT-<br>*****   | <br><br>SNGPUSXHT-<br>*****   | <br><br>SHGPUSXHT-<br>*****   |
| WAR.GRDTRK.UNT.CSS.MAINT.HVY.CRP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>MAINTENANCE<br>HEAVY<br>CORPS<br><br>Hierarchy: 1.X.3.1.3.5.3.2<br><br>Framed: F   | <br><br>SUGPUSXHC-<br>***** | <br><br>SFGPUSXHC-<br>***** | <br><br>SNGPUSXHC-<br>***** | <br><br>SHGPUSXHC-<br>***** |
| WAR.GRDTRK.UNT.CSS.MAINT.RCY<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>MAINTENANCE<br>RECOVERY<br><br>Hierarchy: 1.X.3.1.3.5.4<br><br>Framed: F               | <br><br>SUGPUSR--<br>*****  | <br><br>SFGPUSR--<br>*****  | <br><br>SNGPUSR--<br>*****  | <br><br>SHGPUSR--<br>*****  |

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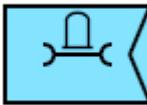
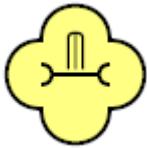
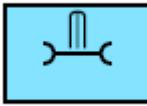
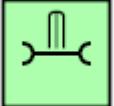
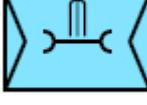
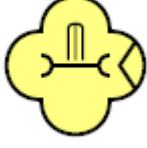
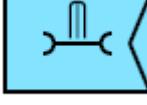
TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN | FRIEND | NEUTRAL | HOSTILE |
|--|---------|--------|---------|---------|
| WAR.GRDTRK.UNT.CSS.MAINT.RCY.THT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>MAINTENANCE<br>RECOVERY<br>THEATER<br><br>Hierarchy: 1.X.3.1.3.5.4.1<br><br>Framed: F |         |        |         |         |
| WAR.GRDTRK.UNT.CSS.MAINT.RCY.CRP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>MAINTENANCE<br>RECOVERY<br>CORPS<br><br>Hierarchy: 1.X.3.1.3.5.4.2<br><br>Framed: F   |         |        |         |         |
| WAR.GRDTRK.UNT.CSS.MAINT.ORD<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>MAINTENANCE<br>ORDNANCE<br><br>Hierarchy: 1.X.3.1.3.5.5<br><br>Framed: F                  |         |        |         |         |
| WAR.GRDTRK.UNT.CSS.MAINT.ORD.THT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>MAINTENANCE<br>ORDNANCE<br>THEATER<br><br>Hierarchy: 1.X.3.1.3.5.5.1<br><br>Framed: F |         |        |         |         |

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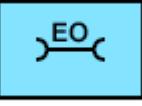
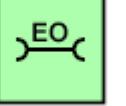
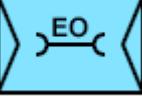
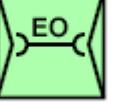
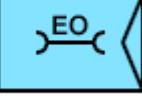
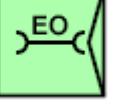
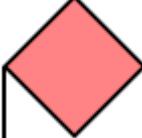
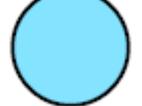
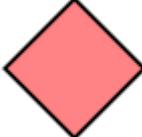
## APPENDIX A

TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN   | FRIEND   | NEUTRAL   | HOSTILE   |
|---|---|--|---|---|
| WAR.GRDTRK.UNT.CSS.MAINT.ORD.CRP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>MAINTENANCE<br>ORDNANCE<br>CORPS<br><br>Hierarchy: 1.X.3.1.3.5.5.2<br><br>Framed: F                    |    |    |    |    |
| WAR.GRDTRK.UNT.CSS.MAINT.ORD.MSL<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>MAINTENANCE<br>ORDNANCE<br>MISSILE<br><br>Hierarchy: 1.X.3.1.3.5.5.3<br><br>Framed: F                  |    |    |    |    |
| WAR.GRDTRK.UNT.CSS.MAINT.ORD.MSL.THT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>MAINTENANCE<br>ORDNANCE<br>MISSILE<br>THEATER<br><br>Hierarchy: 1.X.3.1.3.5.5.3.1<br><br>Framed: F |  |  |  |  |
| WAR.GRDTRK.UNT.CSS.MAINT.ORD.MSL.CRP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>MAINTENANCE<br>ORDNANCE<br>MISSILE<br>CORPS<br><br>Hierarchy: 1.X.3.1.3.5.5.3.2<br><br>Framed: F   |  |  |  |  |

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**TABLE A-V. UEI symbols - Continued.**

| <b>SYMBOL</b>   | <b>UNKNOWN</b>   | <b>FRIEND</b>   | <b>NEUTRAL</b>   | <b>HOSTILE</b>   |
|---|--|---|--|--|
| WAR.GRDTRK.UNT.CSS.MAINT.EOP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>MAINTENANCE<br>ELECTRO-OPTICAL<br><br>Hierarchy: 1.X.3.1.3.5.6<br><br>Framed: F  | <br><br>SUGPUSXE--<br>*****   | <br><br>SFGPUSXE--<br>*****   | <br><br>SNGPUSXE--<br>*****   | <br><br>SHGPUSXE--<br>*****   |
| WAR.GRDTRK.UNT.CSS.MAINT.EOP.THT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>MAINTENANCE<br>ELECTRO-OPTICAL<br>THEATER<br><br>Hierarchy: 1.X.3.1.3.5.6.1<br><br>Framed: F   | <br><br>SUGPUSXET-<br>*****   | <br><br>SFGPUSXET-<br>*****   | <br><br>SNGPUSXET-<br>*****   | <br><br>SHGPUSXET-<br>*****   |
| WAR.GRDTRK.UNT.CSS.MAINT.EOP.CRP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>MAINTENANCE<br>ELECTRO-OPTICAL<br>CORPS<br><br>Hierarchy: 1.X.3.1.3.5.6.2<br><br>Framed: F   | <br><br>SUGPUSXEC-<br>***** | <br><br>SFGPUSXEC-<br>***** | <br><br>SNGPUSXEC-<br>***** | <br><br>SHGPUSXEC-<br>***** |
| WAR.GRDTRK.UNT.C2HQ<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>SPECIAL C2 HEADQUARTERS<br>COMPONENT<br><br>Hierarchy: 1.X.3.1.4<br><br>Framed: F<br><br>NOTE: Refer to paragraph C.4.4.2 for construction of<br>Special C2 Headquarters symbols. | <br><br>SUGPUH---<br>*****  | <br><br>SFGPUH---<br>*****  | <br><br>SNGPUH---<br>*****  | <br><br>SHGPUH---<br>*****  |
| WAR.GRDTRK.EQT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br><br>Hierarchy: 1.X.3.2<br><br>Framed: F   | <br><br>SUGPE----<br>*****  | <br><br>SFGPE----<br>*****  | <br><br>SNGPE----<br>*****  | <br><br>SHGPE----<br>*****  |

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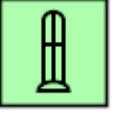
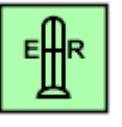
TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN             | FRIEND              | NEUTRAL             | HOSTILE             |
|--|---------------------|---------------------|---------------------|---------------------|
| WAR.GRDTRK.EQT.WPN   |                     |                     |                     |                     |
| WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON   | N/A                 | N/A                 | N/A                 | N/A                 |
| Hierarchy: 1.X.3.2.1   |                     |                     |                     |                     |
| WAR.GRDTRK.EQT.WPN.MSLL  |                     |                     |                     |                     |
| WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>MISSILE LAUNCHER                     |                     |                     |                     |                     |
| Hierarchy: 1.X.3.2.1.1   | SUGPEWM---<br>***** | SFGPEWM---<br>***** | SNGPEWM---<br>***** | SHGPEWM---<br>***** |
| Framed: FO   |                     |                     |                     |                     |
|  | SUGPEWM---<br>***** | SFGPEWM---<br>***** | SNGPEWM---<br>***** | SHGPEWM---<br>***** |
| WAR.GRDTRK.EQT.WPN.MSLL.ADFAD  |                     |                     |                     |                     |
| WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>MISSILE LAUNCHER<br>AIR DEFENSE (AD) |                     |                     |                     |                     |
| Hierarchy: 1.X.3.2.1.1.1   | SUGPEWMA--<br>***** | SFGPEWMA--<br>***** | SNGPEWMA--<br>***** | SHGPEWMA--<br>***** |
| Framed: FO   |                     |                     |                     |                     |
|  | SUGPEWMA--<br>***** | SFGPEWMA--<br>***** | SNGPEWMA--<br>***** | SHGPEWMA--<br>***** |

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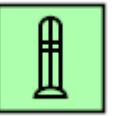
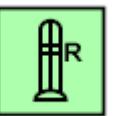
## APPENDIX A

TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN   | FRIEND   | NEUTRAL   | HOSTILE   |
|--|---|--|---|---|
| WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.SHTR<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>MISSILE LAUNCHER<br>AIR DEFENSE (AD)<br>SHORT RANGE                |    |    |    |    |
| Hierarchy: 1.X.3.2.1.1.1.1<br><br>Framed: FO   |    |     |    |    |
| SUGPEWMAS-<br>*****  | SUGPEWMAS-<br>*****   | SFGPEWMAS-<br>*****  | SNGPEWMAS-<br>*****   | SHGPEWMAS-<br>*****   |
| WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.SHTR.TLAR<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>MISSILE LAUNCHER<br>AIR DEFENSE (AD)<br>SHORT RANGE<br>TLAR   |    |    |    |    |
| Hierarchy: N/A<br><br>Framed: FO   |  |   |  |  |
| SUGPEWMASR**<br>***  | SUGPEWMASR**<br>***   | SFGPEWMASR**<br>***  | SNGPEWMASR**<br>***   | SHGPEWMASR**<br>***   |
| WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.SHTR.TELAR<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>MISSILE LAUNCHER<br>AIR DEFENSE (AD)<br>SHORT RANGE<br>TELAR |  |  |  |  |
| Hierarchy: N/A<br><br>Framed: FO   |  |   |  |  |
| SUGPEWMASE**<br>***  | SUGPEWMASE**<br>***   | SFGPEWMASE**<br>***  | SNGPEWMASE**<br>***   | SHGPEWMASE**<br>***   |

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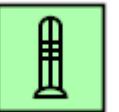
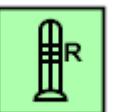
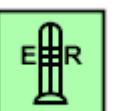
TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN  | FRIEND  | NEUTRAL  | HOSTILE  |
|--|--|---|--|--|
| WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.INTMR<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>MISSILE LAUNCHER<br>AIR DEFENSE (AD)<br>INTERMEDIATE RANGE<br><br>Hierarchy: 1.X.3.2.1.1.1.2<br><br>Framed: FO        | <br><br>SUGPEWMAI-<br>*****   | <br><br>SFGPEWMAI-<br>*****   | <br><br>SNGPEWMAI-<br>*****   | <br><br>SHGPEWMAI-<br>*****   |
|  |                               |                                |                               |                               |
|  | SUGPEWMAI-<br>*****  | SFGPEWMAI-<br>*****   | SNGPEWMAI-<br>*****  | SHGPEWMAI-<br>*****  |
| WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.INTMR.T<br>LAR<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>MISSILE LAUNCHER<br>AIR DEFENSE (AD)<br>INTERMEDIATE RANGE<br>TLAR<br><br>Hierarchy: N/A<br><br>Framed: FO   | <br><br>SUGPEWMAIR**<br>***   | <br><br>SFGPEWMAIR**<br>***   | <br><br>SNGPEWMAIR**<br>***   | <br><br>SHGPEWMAIR**<br>***   |
|  |                             |                              |                             |                             |
|  | SUGPEWMAIR**<br>***  | SFGPEWMAIR**<br>***   | SNGPEWMAIR**<br>***  | SHGPEWMAIR**<br>***  |
| WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.INTMR.T<br>ELAR<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>MISSILE LAUNCHER<br>AIR DEFENSE (AD)<br>INTERMEDIATE RANGE<br>TELAR<br><br>Hierarchy: N/A<br><br>Framed: FO | <br><br>SUGPEWMAIE**<br>*** | <br><br>SFGPEWMAIE**<br>*** | <br><br>SNGPEWMAIE**<br>*** | <br><br>SHGPEWMAIE**<br>*** |
|  |                             |                              |                             |                             |
|  | SUGPEWMAIE**<br>***  | SFGPEWMAIE**<br>***   | SNGPEWMAIE**<br>***  | SHGPEWMAIE**<br>***  |

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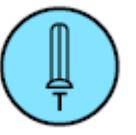
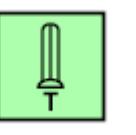
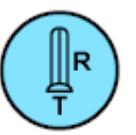
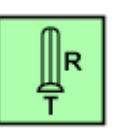
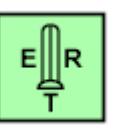
## APPENDIX A

TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN  | FRIEND  | NEUTRAL  | HOSTILE  |
|---|--|---|--|--|
| WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.LNGR<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>MISSILE LAUNCHER<br>AIR DEFENSE (AD)<br>LONG RANGE<br><br>Hierarchy: 1.X.3.2.1.1.1.3<br><br>Framed: FO        | <br><br>SUGPEWMAL-<br>*****   | <br><br>SFGPEWMAL-<br>*****   | <br><br>SNGPEWMAL-<br>*****   | <br><br>SHGPEWMAL-<br>*****   |
|   |                               |                                |                               |                               |
|   | SUGPEWMAL-<br>*****  | SFGPEWMAL-<br>*****   | SNGPEWMAL-<br>*****  | SHGPEWMAL-<br>*****  |
| WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.LNGR.TL<br>AR<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>MISSILE LAUNCHER<br>AIR DEFENSE (AD)<br>LONG RANGE<br>TLAR<br><br>Hierarchy: N/A<br><br>Framed: FO   | <br><br>SUGPEWMALR*<br>****   | <br><br>SFGPEWMALR**<br>***   | <br><br>SNGPEWMALR*<br>****   | <br><br>SHGPEWMALR*<br>****   |
|   |                             |                              |                             |                             |
|   | SUGPEWMALR*<br>****  | SFGPEWMALR**<br>***   | SNGPEWMALR*<br>****  | SHGPEWMALR*<br>****  |
| WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.LNGR.TE<br>LAR<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>MISSILE LAUNCHER<br>AIR DEFENSE (AD)<br>LONG RANGE<br>TELAR<br><br>Hierarchy: N/A<br><br>Framed: FO | <br><br>SUGPEWMALE**<br>*** | <br><br>SFGPEWMALE**<br>*** | <br><br>SNGPEWMALE**<br>*** | <br><br>SHGPEWMALE**<br>*** |
|   |                             |                              |                             |                             |
|   | SUGPEWMALE**<br>***  | SFGPEWMALE**<br>***   | SNGPEWMALE**<br>***  | SHGPEWMALE**<br>***  |

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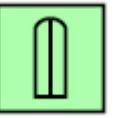
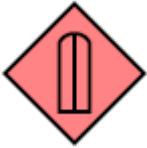
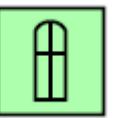
TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN  | FRIEND  | NEUTRAL  | HOSTILE  |
|---|--|---|--|--|
| WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.THT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>MISSILE LAUNCHER<br>AIR DEFENSE (AD)<br>THEATER<br><br>Hierarchy: 1.X.3.2.1.1.1.4<br><br>Framed: FO        | <br><br>SUGPEWMAT-<br>*****   | <br><br>SFGPEWMAT-<br>*****   | <br><br>SNGPEWMAT-<br>*****   | <br><br>SHGPEWMAT-<br>*****   |
| WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.THT.TLA<br>R<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>MISSILE LAUNCHER<br>AIR DEFENSE (AD)<br>THEATER<br>TLAR<br><br>Hierarchy: N/A<br><br>Framed: FO   | <br><br>SUGPEWMATR*-<br>****  | <br><br>SFGPEWMATR**<br>***   | <br><br>SNGPEWMATR*-<br>****  | <br><br>SHGPEWMATR*-<br>****  |
| WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.THT.TEL<br>AR<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>MISSILE LAUNCHER<br>AIR DEFENSE (AD)<br>THEATER<br>TELAR<br><br>Hierarchy: N/A<br><br>Framed: FO | <br><br>SUGPEWMATE**<br>*** | <br><br>SFGPEWMATE**<br>*** | <br><br>SNGPEWMATE**<br>*** | <br><br>SHGPEWMATE**<br>*** |
|   | <br><br>SUGPEWMATE**<br>*** | <br><br>SFGPEWMATE**<br>***  | <br><br>SNGPEWMATE**<br>*** | <br><br>SHGPEWMATE**<br>*** |

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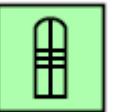
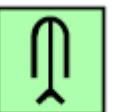
## APPENDIX A

TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN  | FRIEND  | NEUTRAL  | HOSTILE  |
|---|--|---|--|--|
| WAR.GRDTRK.EQT.WPN.MSLL.SUF<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>MISSILE LAUNCHER<br>SURF-SURF (SS)<br><br>Hierarchy: 1.X.3.2.1.1.2<br><br>Framed: FO                               | <br><br>SUGPEWMS--<br>*****   | <br><br>SFGPEWMS--<br>*****   | <br><br>SNGPEWMS--<br>*****   | <br><br>SHGPEWMS--<br>*****   |
| WAR.GRDTRK.EQT.WPN.MSLL.SUF.SHTR<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>MISSILE LAUNCHER<br>SURF-SURF (SS)<br>SHORT RANGE<br><br>Hierarchy: 1.X.3.2.1.1.2.1<br><br>Framed: FO         | <br><br>SUGPEWMSS-<br>*****   | <br><br>SFGPEWMSS-<br>*****   | <br><br>SNGPEWMSS-<br>*****   | <br><br>SHGPEWMSS-<br>*****   |
| WAR.GRDTRK.EQT.WPN.MSLL.SUF.INTMR<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>MISSILE LAUNCHER<br>SURF-SURF (SS)<br>INTERMEDIATE RANGE<br><br>Hierarchy: 1.X.3.2.1.1.2.2<br><br>Framed: FO | <br><br>SUGPEWMSI-<br>***** | <br><br>SFGPEWMSI-<br>***** | <br><br>SNGPEWMSI-<br>***** | <br><br>SHGPEWMSI-<br>***** |
|   | <br><br>SUGPEWMSI-<br>***** | <br><br>SFGPEWMSI-<br>*****  | <br><br>SNGPEWMSI-<br>***** | <br><br>SHGPEWMSI-<br>***** |

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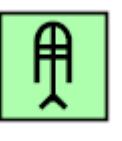
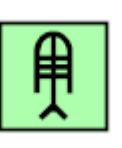
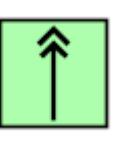
TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN  | FRIEND  | NEUTRAL  | HOSTILE  |
|--|--|---|--|--|
| WAR.GRDTRK.EQT.WPN.MSLL.SUF.LNGR<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>MISSILE LAUNCHER<br>SURF-SURF (SS)<br>LONG RANGE<br><br>Hierarchy: 1.X.3.2.1.1.2.3<br><br>Framed: FO | <br>SUGPEWMSL-<br>*****   | <br>SFGPEWMSL-<br>*****   | <br>SNGPEWMSL-<br>*****   | <br>SHGPEWMSL-<br>*****   |
|  |                           |                            |                           |                           |
|  | SUGPEWMSL-<br>*****  | SFGPEWMSL-<br>*****   | SNGPEWMSL-<br>*****  | SHGPEWMSL-<br>*****  |
| WAR.GRDTRK.EQT.WPN.MSLL.AT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>MISSILE LAUNCHER<br>ANTITANK (AT)<br><br>Hierarchy: 1.X.3.2.1.1.3<br><br>Framed: FO                        | <br>SUGPEWMT--<br>*****   | <br>SFGPEWMT--<br>*****   | <br>SNGPEWMT--<br>*****   | <br>SHGPEWMT--<br>*****   |
|  |                         |                          |                         |                         |
|  | SUGPEWMT--<br>*****  | SFGPEWMT--<br>*****   | SNGPEWMT--<br>*****  | SHGPEWMT--<br>*****  |
| WAR.GRDTRK.EQT.WPN.MSLL.AT.LIT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>MISSILE LAUNCHER<br>ANTITANK (AT)<br>LIGHT<br><br>Hierarchy: 1.X.3.2.1.1.3.1<br><br>Framed: FO         | <br>SUGPEWMLT-<br>***** | <br>SFGPEWMLT-<br>***** | <br>SNGPEWMLT-<br>***** | <br>SHGPEWMLT-<br>***** |
|  |                         |                          |                         |                         |
|  | SUGPEWMLT-<br>*****  | SFGPEWMLT-<br>*****   | SNGPEWMLT-<br>*****  | SHGPEWMLT-<br>*****  |

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TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN   | FRIEND   | NEUTRAL   | HOSTILE   |
|---|---|--|---|---|
| WAR.GRDTRK.EQT.WPN.MSLL.AT.MDM<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>MISSILE LAUNCHER<br>ANTITANK (AT)<br>MEDIUM |    |    |    |    |
| Hierarchy: 1.X.3.2.1.1.3.2<br><br>Framed: FO  |    |     |    |    |
| SUGPEWMTM-<br>****  | SUGPEWMTM-<br>****  | SFGPEWMTM-<br>****   | SNGPEWMTM-<br>****  | SHGPEWMTM-<br>****  |
| WAR.GRDTRK.EQT.WPN.MSLL.AT.HVY<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>MISSILE LAUNCHER<br>ANTITANK (AT)<br>HEAVY  |    |    |    |    |
| Hierarchy: 1.X.3.2.1.1.3.3<br><br>Framed: FO  |  |   |  |  |
| SUGPEWMTH-<br>****  | SUGPEWMTH-<br>****  | SFGPEWMTH-<br>****   | SNGPEWMTH-<br>****  | SHGPEWMTH-<br>****  |
| WAR.GRDTRK.EQT.WPN.SRL<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>SINGLE ROCKET LAUNCHER                              |  |  |  |  |
| Hierarchy: 1.X.3.2.1.2<br><br>Framed: FO  |  |   |  |  |
| SUGPEWS---<br>*****   | SUGPEWS---<br>*****   | SFGPEWS---<br>*****  | SNGPEWS---<br>*****   | SHGPEWS---<br>*****   |
| SUGPEWS---<br>*****   | SUGPEWS---<br>*****   | SFGPEWS---<br>*****  | SNGPEWS---<br>*****   | SHGPEWS---<br>*****   |

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APPENDIX A

TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN  | FRIEND  | NEUTRAL  | HOSTILE  |
|--|--|---|--|--|
| WAR.GRDTRK.EQT.WPN.SRL.LIT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>SINGLE ROCKET LAUNCHER<br>LIGHT<br><br>Hierarchy: 1.X.3.2.1.2.1<br><br>Framed: FO  | <br>SUGPEWSL--<br>*****   | <br>SFGPEWSL--<br>*****   | <br>SNGPEWSL--<br>*****   | <br>SHGPEWSL--<br>*****   |
| WAR.GRDTRK.EQT.WPN.SRL.MDM<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>SINGLE ROCKET LAUNCHER<br>MEDIUM<br><br>Hierarchy: 1.X.3.2.1.2.2<br><br>Framed: FO | <br>SUGPEWSM--<br>*****   | <br>SFGPEWSM--<br>*****   | <br>SNGPEWSM--<br>*****   | <br>SHGPEWSM--<br>*****   |
| WAR.GRDTRK.EQT.WPN.SRL.HVY<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>SINGLE ROCKET LAUNCHER<br>HEAVY<br><br>Hierarchy: 1.X.3.2.1.2.3<br><br>Framed: FO  | <br>SUGPEWSH--<br>***** | <br>SFGPEWSH--<br>***** | <br>SNGPEWSH--<br>***** | <br>SHGPEWSH--<br>***** |
|  | <br>SUGPEWSH--<br>***** | <br>SFGPEWSH--<br>*****  | <br>SNGPEWSH--<br>***** | <br>SHGPEWSH--<br>***** |

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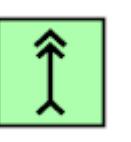
TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN  | FRIEND  | NEUTRAL  | HOSTILE  |
|--|--|---|--|--|
| WAR.GRDTRK.EQT.WPN.MRL<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>MULTIPLE ROCKET LAUNCHER<br><br>Hierarchy: 1.X.3.2.1.3<br><br>Framed: FO                 | <br><br>SUGPEWX---<br>*****   | <br><br>SFGPEWX---<br>*****   | <br><br>SNGPEWX---<br>*****   | <br><br>SHGPEWX---<br>*****   |
| WAR.GRDTRK.EQT.WPN.MRL.LIT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>MULTIPLE ROCKET LAUNCHER<br>LIGHT<br><br>Hierarchy: 1.X.3.2.1.3.1<br><br>Framed: FO  | <br><br>SUGPEWXL--<br>*****   | <br><br>SFGPEWXL--<br>*****   | <br><br>SNGPEWXL--<br>*****   | <br><br>SHGPEWXL--<br>*****   |
| WAR.GRDTRK.EQT.WPN.MRL.MDM<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>MULTIPLE ROCKET LAUNCHER<br>MEDIUM<br><br>Hierarchy: 1.X.3.2.1.3.2<br><br>Framed: FO | <br><br>SUGPEWXM--<br>***** | <br><br>SFGPEWXM--<br>***** | <br><br>SNGPEWXM--<br>***** | <br><br>SHGPEWXM--<br>***** |
|  | <br><br>SUGPEWX---<br>***** | <br><br>SFGPEWX---<br>*****  | <br><br>SNGPEWX---<br>***** | <br><br>SHGPEWX---<br>***** |

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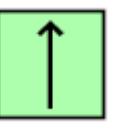
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TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN  | FRIEND  | NEUTRAL  | HOSTILE  |
|--|--|---|--|--|
| WAR.GRDTRK.EQT.WPN.MRL.HVY<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>MULTIPLE ROCKET LAUNCHER<br>HEAVY<br><br>Hierarchy: 1.X.3.2.1.3.3<br><br>Framed: FO  | <br><br>SUGPEWXH--<br>*****   | <br><br>SFGPEWXH--<br>*****   | <br><br>SNGPEWXH--<br>*****   | <br><br>SHGPEWXH--<br>*****   |
| WAR.GRDTRK.EQT.WPN.ATRL<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>ANTITANK ROCKET LAUNCHER<br><br>Hierarchy: 1.X.3.2.1.4<br><br>Framed: FO                | <br><br>SUGPEWT--<br>*****    | <br><br>SFGPEWT--<br>*****    | <br><br>SNGPEWT--<br>*****    | <br><br>SHGPEWT--<br>*****    |
| WAR.GRDTRK.EQT.WPN.ATRL.LIT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>ANTITANK ROCKET LAUNCHER<br>LIGHT<br><br>Hierarchy: 1.X.3.2.1.4.1<br><br>Framed: FO | <br><br>SUGPEWTL--<br>***** | <br><br>SFGPEWTL--<br>***** | <br><br>SNGPEWTL--<br>***** | <br><br>SHGPEWTL--<br>***** |
|  | <br><br>SUGPEWTL--<br>***** | <br><br>SFGPEWTL--<br>*****  | <br><br>SNGPEWTL--<br>***** | <br><br>SHGPEWTL--<br>***** |

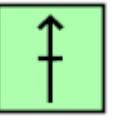
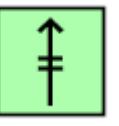
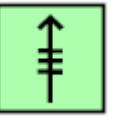
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TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN  | FRIEND  | NEUTRAL  | HOSTILE  |
|---|--|---|--|--|
| WAR.GRDTRK.EQT.WPN.ATRL.MDM<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>ANTITANK ROCKET LAUNCHER<br>MEDIUM<br><br>Hierarchy: 1.X.3.2.1.4.2<br><br>Framed: FO | <br>SUGPEWTM--<br>*****   | <br>SFGPEWTM--<br>*****   | <br>SNGPEWTM--<br>*****   | <br>SHGPEWTM--<br>*****   |
|   | <br>SUGPEWTM--<br>*****   | <br>SFGPEWTM--<br>*****    | <br>SNGPEWTM--<br>*****   | <br>SHGPEWTM--<br>*****   |
| WAR.GRDTRK.EQT.WPN.ATRL.HVY<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>ANTITANK ROCKET LAUNCHER<br>HEAVY<br><br>Hierarchy: 1.X.3.2.1.4.3<br><br>Framed: FO  | <br>SUGPEWTH--<br>*****   | <br>SFGPEWTH--<br>*****   | <br>SNGPEWTH--<br>*****   | <br>SHGPEWTH--<br>*****   |
|   | <br>SUGPEWTH--<br>***** | <br>SFGPEWTH--<br>*****  | <br>SNGPEWTH--<br>***** | <br>SHGPEWTH--<br>***** |
| WAR.GRDTRK.EQT.WPN.RIFWPN<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>RIFLE/AUTOMATIC WEAPON<br><br>Hierarchy: 1.X.3.2.1.5<br><br>Framed: FO                 | <br>SUGPEWR---<br>***** | <br>SFGPEWR---<br>***** | <br>SNGPEWR---<br>***** | <br>SHGPEWR---<br>***** |
|   | <br>SUGPEWR---<br>***** | <br>SFGPEWR---<br>*****  | <br>SNGPEWR---<br>***** | <br>SHGPEWR---<br>***** |

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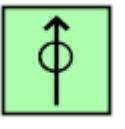
TABLE A-V. UEI symbols - Continued.

| <b>SYMBOL</b>  | <b>UNKNOWN</b>   | <b>FRIEND</b>   | <b>NEUTRAL</b>   | <b>HOSTILE</b>   |
|--|--|---|--|--|
| WAR.GRDTRK.EQT.WPN.RIFWPN.RIF<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>RIFLE/AUTOMATIC WEAPON<br>RIFLE<br><br>Hierarchy: 1.X.3.2.1.5.1<br><br>Framed: FO             | <br><br>SUGPEWRR--<br>*****   | <br><br>SFGPEWRR--<br>*****   | <br><br>SNGPEWRR--<br>*****   | <br><br>SHGPEWRR--<br>*****   |
| WAR.GRDTRK.EQT.WPN.RIFWPN.LMG<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>RIFLE/AUTOMATIC WEAPON<br>LIGHT MACHINE GUN<br><br>Hierarchy: 1.X.3.2.1.5.2<br><br>Framed: FO | <br><br>SUGPEWRL--<br>*****   | <br><br>SFGPEWRL--<br>*****   | <br><br>SNGPEWRL--<br>*****   | <br><br>SHGPEWRL--<br>*****   |
| WAR.GRDTRK.EQT.WPN.RIFWPN.HMG<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>RIFLE/AUTOMATIC WEAPON<br>HEAVY MACHINE GUN<br><br>Hierarchy: 1.X.3.2.1.5.3<br><br>Framed: FO | <br><br>SUGPEWRH--<br>***** | <br><br>SFGPEWRH--<br>***** | <br><br>SNGPEWRH--<br>***** | <br><br>SHGPEWRH--<br>***** |
|  | <br><br>SUGPEWRH--<br>*****   | <br><br>SFGPEWRH--<br>*****    | <br><br>SNGPEWRH--<br>*****   | <br><br>SHGPEWRH--<br>*****   |

## MIL-STD-2525C

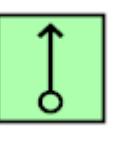
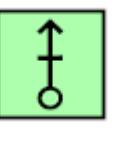
## APPENDIX A

TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN  | FRIEND  | NEUTRAL  | HOSTILE  |
|---|--|---|--|--|
| WAR.GRDTRK.EQT.WPN.GREL<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>GRENADE LAUNCHER<br><br>Hierarchy: 1.X.3.2.1.6                 | <br>SUGPEWZ---<br>*****   | <br>SFGPEWZ---<br>*****   | <br>SNGPEWZ---<br>*****   | <br>SHGPEWZ---<br>*****   |
| Framed: FO  | <br>SUGPEWZ---<br>*****   | <br>SFGPEWZ---<br>*****    | <br>SNGPEWZ---<br>*****   | <br>SHGPEWZ---<br>*****   |
| WAR.GRDTRK.EQT.WPN.GREL.LIT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>GRENADE LAUNCHER<br>LIGHT<br><br>Hierarchy: 1.X.3.2.1.6.1  | <br>SUGPEWZL--<br>*****   | <br>SFGPEWZL--<br>*****   | <br>SNGPEWZL--<br>*****   | <br>SHGPEWZL--<br>*****   |
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| WAR.GRDTRK.EQT.WPN.GREL.MDM<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>GRENADE LAUNCHER<br>MEDIUM<br><br>Hierarchy: 1.X.3.2.1.6.2 | <br>SUGPEWZM--<br>***** | <br>SFGPEWZM--<br>***** | <br>SNGPEWZM--<br>***** | <br>SHGPEWZM--<br>***** |
| Framed: FO  | <br>SUGPEWZM--<br>***** | <br>SFGPEWZM--<br>*****  | <br>SNGPEWZM--<br>***** | <br>SHGPEWZM--<br>***** |

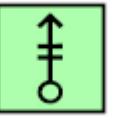
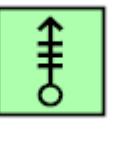
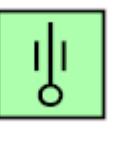
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APPENDIX A

TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN  | FRIEND  | NEUTRAL  | HOSTILE  |
|--|--|---|--|--|
| WAR.GRDTRK.EQT.WPN.GREL.HVY<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>GRENADE LAUNCHER<br>HEAVY<br><br>Hierarchy: 1.X.3.2.1.6.3<br><br>Framed: FO | <br>SUGPEWZH--<br>*****   | <br>SFGPEWZH--<br>*****   | <br>SNGPEWZH--<br>*****   | <br>SHGPEWZH--<br>*****   |
| WAR.GRDTRK.EQT.WPN.MORT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>MORTAR<br><br>Hierarchy: 1.X.3.2.1.7<br><br>Framed: FO                          | <br>SUGPEWO--<br>*****    | <br>SFGPEWO--<br>*****    | <br>SNGPEWO--<br>*****    | <br>SHGPEWO--<br>*****    |
| WAR.GRDTRK.EQT.WPN.MORT.LIT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>MORTAR<br>LIGHT<br><br>Hierarchy: 1.X.3.2.1.7.1<br><br>Framed: FO           | <br>SUGPEWOL--<br>***** | <br>SFGPEWOL--<br>***** | <br>SNGPEWOL--<br>***** | <br>SHGPEWOL--<br>***** |
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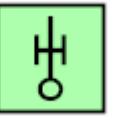
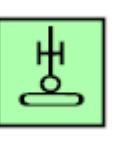
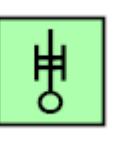
TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN  | FRIEND  | NEUTRAL  | HOSTILE  |
|---|--|---|--|--|
| WAR.GRDTRK.EQT.WPN.MORT.MDM<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>MORTAR<br>MEDIUM<br><br>Hierarchy: 1.X.3.2.1.7.2<br><br>Framed: FO | <br>SUGPEWOM--<br>*****   | <br>SFGPEWOM--<br>*****   | <br>SNGPEWOM--<br>*****   | <br>SHGPEWOM--<br>*****   |
| WAR.GRDTRK.EQT.WPN.MORT.HVY<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>MORTAR<br>HEAVY<br><br>Hierarchy: 1.X.3.2.1.7.3<br><br>Framed: FO  | <br>SUGPEWOH--<br>*****   | <br>SFGPEWOH--<br>*****   | <br>SNGPEWOH--<br>*****   | <br>SHGPEWOH--<br>*****   |
| WAR.GRDTRK.EQT.WPN.HOW<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>HOWITZER<br><br>Hierarchy: 1.X.3.2.1.8<br><br>Framed: FO                | <br>SUGPEWH---<br>***** | <br>SFGPEWH---<br>***** | <br>SNGPEWH---<br>***** | <br>SHGPEWH---<br>***** |
|   | <br>SUGPEWH---<br>***** | <br>SFGPEWH---<br>***** | <br>SNGPEWH---<br>***** | <br>SHGPEWH---<br>***** |

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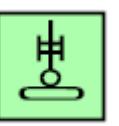
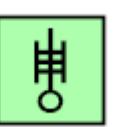
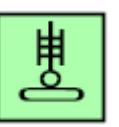
TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN  | FRIEND  | NEUTRAL  | HOSTILE  |
|---|--|---|--|--|
| WAR.GRDTRK.EQT.WPN.HOW.LIT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>HOWITZER<br>LIGHT<br><br>Hierarchy: 1.X.3.2.1.8.1<br><br>Framed: FO                         | <br>SUGPEWHL--<br>*****   | <br>SFGPEWHL--<br>*****   | <br>SNGPEWHL--<br>*****   | <br>SHGPEWHL--<br>*****   |
| WAR.GRDTRK.EQT.WPN.HOW.LIT.SPD<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>HOWITZER<br>LIGHT<br>SELF-PROPELLED<br><br>Hierarchy: 1.X.3.2.1.8.1.1<br><br>Framed: FO | <br>SUGPEWHLs-<br>*****   | <br>SFGPEWHLs-<br>*****   | <br>SNGPEWHLs-<br>*****   | <br>SHGPEWHLs-<br>*****   |
| WAR.GRDTRK.EQT.WPN.HOW.MDM<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>HOWITZER<br>MEDIUM<br><br>Hierarchy: 1.X.3.2.1.8.2<br><br>Framed: FO                        | <br>SUGPEWHM--<br>***** | <br>SFGPEWHM--<br>***** | <br>SNGPEWHM--<br>***** | <br>SHGPEWHM--<br>***** |
|   | <br>SUGPEWHM--<br>***** | <br>SFGPEWHM--<br>***** | <br>SNGPEWHM--<br>***** | <br>SHGPEWHM--<br>***** |

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TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN  | FRIEND  | NEUTRAL  | HOSTILE  |
|--|--|---|--|--|
| WAR.GRDTRK.EQT.WPN.HOW.MDM.SPD<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>HOWITZER<br>MEDIUM<br>SELF-PROPELLED<br><br>Hierarchy: 1.X.3.2.1.8.2.1<br><br>Framed: FO | <br>SUGPEWHMS-<br>*****   | <br>SFGPEWHMS-<br>*****   | <br>SNGPEWHMS-<br>*****   | <br>SHGPEWHMS-<br>*****   |
|  | <br>SUGPEWHMS-<br>*****   | <br>SFGPEWHMS-<br>*****    | <br>SNGPEWHMS-<br>*****   | <br>SHGPEWHMS-<br>*****   |
| WAR.GRDTRK.EQT.WPN.HOW.HVY<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>HOWITZER<br>HEAVY<br><br>Hierarchy: 1.X.3.2.1.8.3<br><br>Framed: FO                          | <br>SUGPEWHH--<br>*****   | <br>SFGPEWHH--<br>*****   | <br>SNGPEWHH--<br>*****   | <br>SHGPEWHH--<br>*****   |
|  | <br>SUGPEWHH--<br>***** | <br>SFGPEWHH--<br>*****  | <br>SNGPEWHH--<br>***** | <br>SHGPEWHH--<br>***** |
| WAR.GRDTRK.EQT.WPN.HOW.HVY.SPD<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>HOWITZER<br>HEAVY<br>SELF-PROPELLED<br><br>Hierarchy: 1.X.3.2.1.8.3.1<br><br>Framed: FO  | <br>SUGPEWHHS-<br>***** | <br>SFGPEWHHS-<br>***** | <br>SNGPEWHHS-<br>***** | <br>SHGPEWHHS-<br>***** |
|  | <br>SUGPEWHHS-<br>***** | <br>SFGPEWHHS-<br>*****  | <br>SNGPEWHHS-<br>***** | <br>SHGPEWHHS-<br>***** |

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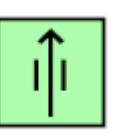
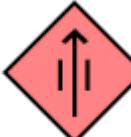
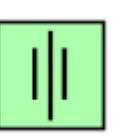
TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN             | FRIEND              | NEUTRAL             | HOSTILE             |
|--|---------------------|---------------------|---------------------|---------------------|
| WAR.GRDTRK.EQT.WPN.ATG<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>ANTITANK GUN<br><br>Hierarchy: 1.X.3.2.1.9                 |                     |                     |                     |                     |
| Framed: FO   |                     |                     |                     |                     |
|  | SUGPEWG---<br>***** | SFGPEWG---<br>***** | SNGPEWG---<br>***** | SHGPEWG---<br>***** |
| WAR.GRDTRK.EQT.WPN.ATG.LIT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>ANTITANK GUN<br>LIGHT<br><br>Hierarchy: 1.X.3.2.1.9.1  |                     |                     |                     |                     |
| Framed: FO   |                     |                     |                     |                     |
|  | SUGPEWGL--<br>***** | SFGPEWGL--<br>***** | SNGPEWGL--<br>***** | SHGPEWGL--<br>***** |
| WAR.GRDTRK.EQT.WPN.ATG.MDM<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>ANTITANK GUN<br>MEDIUM<br><br>Hierarchy: 1.X.3.2.1.9.2 |                     |                     |                     |                     |
| Framed: FO   |                     |                     |                     |                     |
|  | SUGPEWGM--<br>***** | SFGPEWGM--<br>***** | SNGPEWGM--<br>***** | SHGPEWGM--<br>***** |

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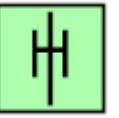
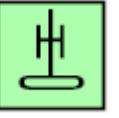
TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN  | FRIEND  | NEUTRAL  | HOSTILE  |
|---|--|---|--|--|
| WAR.GRDTRK.EQT.WPN.ATG.HVY<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>ANTITANK GUN<br>HEAVY<br><br>Hierarchy: 1.X.3.2.1.9.3<br><br>Framed: FO       | <br>SUGPEWH--<br>*****    | <br>SFGPEWH--<br>*****    | <br>SNGPEWH--<br>*****    | <br>SHGPEWH--<br>*****    |
| WAR.GRDTRK.EQT.WPN.ATG.RECL<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>ANTITANK GUN<br>RECOILLESS<br><br>Hierarchy: 1.X.3.2.1.9.4<br><br>Framed: FO | <br>SUGPEWGR--<br>*****   | <br>SFGPEWGR--<br>*****   | <br>SNGPEWGR--<br>*****   | <br>SHGPEWGR--<br>*****   |
| WAR.GRDTRK.EQT.WPN.DFG<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>DIRECT FIRE GUN<br><br>Hierarchy: 1.X.3.2.1.10<br><br>Framed: FO                  | <br>SUGPEWD---<br>***** | <br>SFGPEWD---<br>***** | <br>SNGPEWD---<br>***** | <br>SHGPEWD---<br>***** |
|   | <br>SUGPEWD---<br>***** | <br>SFGPEWD---<br>*****  | <br>SNGPEWD---<br>***** | <br>SHGPEWD---<br>***** |

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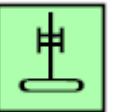
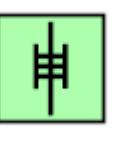
TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN  | FRIEND  | NEUTRAL  | HOSTILE  |
|---|--|---|--|--|
| WAR.GRDTRK.EQT.WPN.DFG.LIT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>DIRECT FIRE GUN<br>LIGHT<br><br>Hierarchy: 1.X.3.2.1.10.1<br><br>Framed: FO                         | <br>SUGPEWDL--<br>*****   | <br>SFGPEWDL--<br>*****   | <br>SNGPEWDL--<br>*****   | <br>SHGPEWDL--<br>*****   |
| WAR.GRDTRK.EQT.WPN.DFG.LIT.SPD<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>DIRECT FIRE GUN<br>LIGHT<br>SELF-PROPELLED<br><br>Hierarchy: 1.X.3.2.1.10.1.1<br><br>Framed: FO | <br>SUGPEWDLS-<br>*****   | <br>SFGPEWDLS-<br>*****   | <br>SNGPEWDLS-<br>*****   | <br>SHGPEWDLS-<br>*****   |
| WAR.GRDTRK.EQT.WPN.DFG.MDM<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>DIRECT FIRE GUN<br>MEDIUM<br><br>Hierarchy: 1.X.3.2.1.10.2<br><br>Framed: FO                        | <br>SUGPEWDM--<br>***** | <br>SFGPEWDM--<br>***** | <br>SNGPEWDM--<br>***** | <br>SHGPEWDM--<br>***** |
|   | <br>SUGPEWDM--<br>***** | <br>SFGPEWDM--<br>***** | <br>SNGPEWDM--<br>***** | <br>SHGPEWDM--<br>***** |

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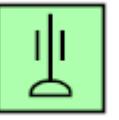
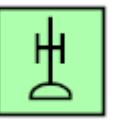
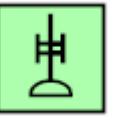
TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN  | FRIEND  | NEUTRAL  | HOSTILE  |
|--|--|---|--|--|
| WAR.GRDTRK.EQT.WPN.DFG.MDM.SPD<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>DIRECT FIRE GUN<br>MEDIUM<br>SELF-PROPELLED<br><br>Hierarchy: 1.X.3.2.1.10.2.1<br><br>Framed: FO | <br>SUGPEWDMS-<br>*****   | <br>SFGPEWDMS-<br>*****   | <br>SNGPEWDMS-<br>*****   | <br>SHGPEWDMS-<br>*****   |
| WAR.GRDTRK.EQT.WPN.DFG.HVY<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>DIRECT FIRE GUN<br>HEAVY<br><br>Hierarchy: 1.X.3.2.1.10.3<br><br>Framed: FO                          | <br>SUGPEWDH--<br>*****   | <br>SFGPEWDH--<br>*****   | <br>SNGPEWDH--<br>*****   | <br>SHGPEWDH--<br>*****   |
| WAR.GRDTRK.EQT.WPN.DFG.HVY.SPD<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>DIRECT FIRE GUN<br>HEAVY<br>SELF-PROPELLED<br><br>Hierarchy: 1.X.3.2.1.10.3.1<br><br>Framed: FO  | <br>SUGPEWDHS-<br>***** | <br>SFGPEWDHS-<br>***** | <br>SNGPEWDHS-<br>***** | <br>SHGPEWDHS-<br>***** |
|  | <br>SUGPEWDMS-<br>*****   | <br>SFGPEWDMS-<br>*****    | <br>SNGPEWDMS-<br>*****   | <br>SHGPEWDMS-<br>*****   |

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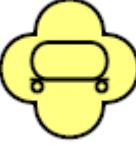
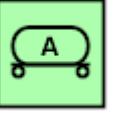
TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN  | FRIEND  | NEUTRAL  | HOSTILE  |
|---|--|---|--|--|
| WAR.GRDTRK.EQT.WPN.ADFG<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>AIR DEFENSE GUN<br><br>Hierarchy: 1.X.3.2.1.11                 | <br><br>SUGPEWA---<br>*****   | <br><br>SFGPEWA---<br>*****   | <br><br>SNGPEWA---<br>*****   | <br><br>SHGPEWA---<br>*****   |
| Framed: FO  | <br><br>SUGPEWA---<br>*****   | <br><br>SFGPEWA---<br>*****    | <br><br>SNGPEWA---<br>*****   | <br><br>SHGPEWA---<br>*****   |
| WAR.GRDTRK.EQT.WPN.ADFG.LIT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>AIR DEFENSE GUN<br>LIGHT<br><br>Hierarchy: 1.X.3.2.1.11.1  | <br><br>SUGPEWAL--<br>*****   | <br><br>SFGPEWAL--<br>*****   | <br><br>SNGPEWAL--<br>*****   | <br><br>SHGPEWAL--<br>*****   |
| Framed: FO  | <br><br>SUGPEWAL--<br>***** | <br><br>SFGPEWAL--<br>*****  | <br><br>SNGPEWAL--<br>***** | <br><br>SHGPEWAL--<br>***** |
| WAR.GRDTRK.EQT.WPN.ADFG.MDM<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>AIR DEFENSE GUN<br>MEDIUM<br><br>Hierarchy: 1.X.3.2.1.11.2 | <br><br>SUGPEWAM--<br>***** | <br><br>SFGPEWAM--<br>***** | <br><br>SNGPEWAM--<br>***** | <br><br>SHGPEWAM--<br>***** |
| Framed: FO  | <br><br>SUGPEWAM--<br>***** | <br><br>SFGPEWAM--<br>*****  | <br><br>SNGPEWAM--<br>***** | <br><br>SHGPEWAM--<br>***** |

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TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN  | FRIEND  | NEUTRAL  | HOSTILE  |
|--|--|---|--|--|
| WAR.GRDTRK.EQT.WPN.ADFG.HVY<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>WEAPON<br>AIR DEFENSE GUN<br>HEAVY<br><br>Hierarchy: 1.X.3.2.1.11.3<br><br>Framed: FO | <br>SUGPEWAH--<br>*****   | <br>SFGPEWAH--<br>*****   | <br>SNGPEWAH--<br>*****   | <br>SHGPEWAH--<br>*****   |
|  |                           |                            |                           |                           |
|  | SUGPEWAH--<br>*****  | SFGPEWAH--<br>*****   | SNGPEWAH--<br>*****  | SHGPEWAH--<br>*****  |
| WAR.GRDTRK.EQT.GRDVEH<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br><br>Hierarchy: 1.X.3.2.2<br><br>Framed: FO                                | <br>SUGPEV---<br>*****    | <br>SFGPEV---<br>*****    | <br>SNGPEV---<br>*****    | <br>SHGPEV---<br>*****    |
|  |                         |                          |                         |                         |
|  | SUGPEV---<br>*****   | SFGPEV---<br>*****  | SNGPEV---<br>*****   | SHGPEV---<br>*****   |
| WAR.GRDTRK.EQT.GRDVEH.ARMD<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>ARMORED<br><br>Hierarchy: 1.X.3.2.2.1<br><br>Framed: FO              | <br>SUGPEVA---<br>***** | <br>SFGPEVA---<br>***** | <br>SNGPEVA---<br>***** | <br>SHGPEVA---<br>***** |
|  |                         |                          |                         |                         |
|  | SUGPEVA---<br>*****  | SFGPEVA---<br>*****   | SNGPEVA---<br>*****  | SHGPEVA---<br>*****  |

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APPENDIX A

TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN              | FRIEND               | NEUTRAL              | HOSTILE              |
|--|----------------------|----------------------|----------------------|----------------------|
| WAR.GRDTRK.EQT.GRDVEH.ARMD.TANK  |                      |                      |                      |                      |
| WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>ARMORED<br>TANK                      | SUGPEVAT--<br>*****  | SFGPEVAT--<br>*****  | SNGPEVAT--<br>*****  | SHGPEVAT--<br>*****  |
| Hierarchy: 1.X.3.2.2.1.1   |                      |                      |                      |                      |
| Framed: FO   | SUGPEVAT--<br>*****  | SFGPEVAT--<br>*****  | SNGPEVAT--<br>*****  | SHGPEVAT--<br>*****  |
| WAR.GRDTRK.EQT.GRDVEH.ARMD.TANK.LIT  |                      |                      |                      |                      |
| WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>ARMORED<br>TANK<br>LIGHT             | SUGPEVATL--<br>***** | SFGPEVATL--<br>***** | SNGPEVATL--<br>***** | SHGPEVATL--<br>***** |
| Hierarchy: 1.X.3.2.2.1.1.1   |                      |                      |                      |                      |
| Framed: FO   | SUGPEVATL--<br>***** | SFGPEVATL--<br>***** | SNGPEVATL--<br>***** | SHGPEVATL--<br>***** |
| WAR.GRDTRK.EQT.GRDVEH.ARMD.TANK.LIT.R<br>CY  |                      |                      |                      |                      |
| WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>ARMORED<br>TANK<br>LIGHT<br>RECOVERY | SUGPEVATLR**<br>***  | SFGPEVATLR***<br>**  | SNGPEVATLR**<br>***  | SHGPEVATLR**<br>***  |
| Hierarchy: 1.X.3.2.2.1.1.1.1   |                      |                      |                      |                      |
| Framed: FO   | SUGPEVATLR**<br>***  | SFGPEVATLR***<br>**  | SNGPEVATLR**<br>***  | SHGPEVATLR**<br>***  |

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## APPENDIX A

TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN             | FRIEND              | NEUTRAL             | HOSTILE             |
|--|---------------------|---------------------|---------------------|---------------------|
| WAR.GRDTRK.EQT.GRDVEH.ARMD.TANK.MDM<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>ARMORED<br>TANK<br>MEDIUM                 |                     |                     |                     |                     |
| Hierarchy: 1.X.3.2.2.1.1.2<br><br>Framed: FO   |                     |                     |                     |                     |
|  | SUGPEVATM-<br>***** | SFGPEVATM-<br>***** | SNGPEVATM-<br>***** | SHGPEVATM-<br>***** |
| WAR.GRDTRK.EQT.GRDVEH.ARMD.TANK.MDM.RCY<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>ARMORED<br>TANK<br>MEDIUM<br>RECOVERY |                     |                     |                     |                     |
| Hierarchy: 1.X.3.2.2.1.1.2.1<br><br>Framed: FO   |                     |                     |                     |                     |
|  | SUGPEVATMR**<br>*** | SFGPEVATMR**<br>*** | SNGPEVATMR**<br>*** | SHGPEVATMR**<br>*** |
| WAR.GRDTRK.EQT.GRDVEH.ARMD.TANK.HVY<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>ARMORED<br>TANK<br>HEAVY                  |                     |                     |                     |                     |
| Hierarchy: 1.X.3.2.2.1.1.3<br><br>Framed: FO   |                     |                     |                     |                     |
|  | SUGPEVATH-<br>***** | SFGPEVATH-<br>***** | SNGPEVATH-<br>***** | SHGPEVATH-<br>***** |

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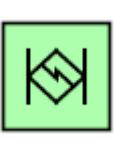
TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN             | FRIEND              | NEUTRAL             | HOSTILE             |
|--|---------------------|---------------------|---------------------|---------------------|
| WAR.GRDTRK.EQT.GRDVEH.ARMD.TANK.HVY.<br>RCY  |                     |                     |                     |                     |
| WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>ARMORED<br>TANK<br>HEAVY<br>RECOVERY             | SUGPEVATHR**<br>*** | SFGPEVATHR***<br>** | SNGPEVATHR**<br>*** | SHGPEVATHR**<br>*** |
| Hierarchy: 1.X.3.2.2.1.1.3.1   |                     |                     |                     |                     |
| Framed: FO   | SUGPEVATHR**<br>*** | SFGPEVATHR***<br>** | SNGPEVATHR**<br>*** | SHGPEVATHR**<br>*** |
| WAR.GRDTRK.EQT.GRDVEH.ARMD.ARMP<br>C   |                     |                     |                     |                     |
| WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>ARMORED<br>ARMORED PERSONNEL CARRIER             | SUGPEVAA--<br>***** | SFGPEVAA--<br>***** | SNGPEVAA--<br>***** | SHGPEVAA--<br>***** |
| Hierarchy: 1.X.3.2.2.1.2   |                     |                     |                     |                     |
| Framed: FO   | SUGPEVAA--<br>***** | SFGPEVAA--<br>***** | SNGPEVAA--<br>***** | SHGPEVAA--<br>***** |
| WAR.GRDTRK.EQT.GRDVEH.ARMD.ARMP.C<br>Y   |                     |                     |                     |                     |
| WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>ARMORED<br>ARMORED PERSONNEL CARRIER<br>RECOVERY | SUGPEVAAR-<br>***** | SFGPEVAAR-<br>***** | SNGPEVAAR-<br>***** | SHGPEVAAR-<br>***** |
| Hierarchy: 1.X.3.2.2.1.2.1   |                     |                     |                     |                     |
| Framed: FO   | SUGPEVAAR-<br>***** | SFGPEVAAR-<br>***** | SNGPEVAAR-<br>***** | SHGPEVAAR-<br>***** |

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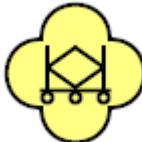
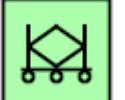
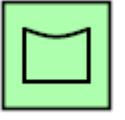
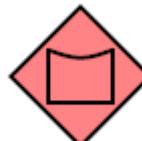
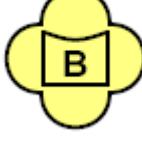
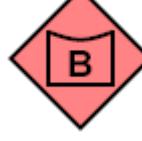
TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN  | FRIEND  | NEUTRAL  | HOSTILE  |
|--|--|---|--|--|
| WAR.GRDTRK.EQT.GRDVEH.ARMD.ARMINF<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>ARMORED<br>ARMORED INFANTRY<br><br>Hierarchy: 1.X.3.2.2.1.3<br><br>Framed: FO               | <br>SUGPEVAI--<br>*****   | <br>SFGPEVAI--<br>*****   | <br>SNGPEVAI--<br>*****   | <br>SHGPEVAI--<br>*****   |
| WAR.GRDTRK.EQT.GRDVEH.ARMD.C2V<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>ARMORED<br>C2V/ACV<br><br>Hierarchy: 1.X.3.2.2.1.4<br><br>Framed: FO                           | <br>SUGPEVAC--<br>*****   | <br>SFGPEVAC--<br>*****   | <br>SNGPEVAC--<br>*****   | <br>SHGPEVAC--<br>*****   |
| WAR.GRDTRK.EQT.GRDVEH.ARMD.CSSVEH<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>ARMORED<br>COMBAT SERVICE SUPPORT VEHICLE<br><br>Hierarchy: 1.X.3.2.2.1.5<br><br>Framed: FO | <br>SUGPEVAS--<br>***** | <br>SFGPEVAS--<br>***** | <br>SNGPEVAS--<br>***** | <br>SHGPEVAS--<br>***** |
|  | <br>SUGPEVAS--<br>***** | <br>SFGPEVAS--<br>*****  | <br>SNGPEVAS--<br>***** | <br>SHGPEVAS--<br>***** |

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TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN  | FRIEND  | NEUTRAL  | HOSTILE  |
|---|--|---|--|--|
| WAR.GRDTRK.EQT.GRDVEH.ARMD.LARMVH<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>ARMORED<br>LIGHT ARMORED VEHICLE<br><br>Hierarchy: 1.X.3.2.2.1.6<br><br>Framed: FO | <br>SUGPEVAL--<br>*****   | <br>SFGPEVAL--<br>*****   | <br>SNGPEVAL--<br>*****   | <br>SHGPEVAL--<br>*****   |
| WAR.GRDTRK.EQT.GRDVEH.UTYVEH<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>UTILITY VEHICLE<br><br>Hierarchy: 1.X.3.2.2.2<br><br>Framed: FO                         | <br>SUGPEVU---<br>*****   | <br>SFGPEVU---<br>*****   | <br>SNGPEVU---<br>*****   | <br>SHGPEVU---<br>*****   |
| WAR.GRDTRK.EQT.GRDVEH.UTYVEH.BUS<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>UTILITY VEHICLE<br>BUS<br><br>Hierarchy: 1.X.3.2.2.2.1<br><br>Framed: FO            | <br>SUGPEVUB--<br>***** | <br>SFGPEVUB--<br>***** | <br>SNGPEVUB--<br>***** | <br>SHGPEVUB--<br>***** |
|   | <br>SUGPEVUB--<br>***** | <br>SFGPEVUB--<br>*****  | <br>SNGPEVUB--<br>***** | <br>SHGPEVUB--<br>***** |

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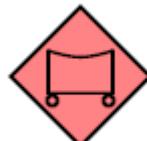
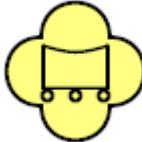
TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN   | FRIEND   | NEUTRAL   | HOSTILE   |
|--|---|--|---|---|
| WAR.GRDTRK.EQT.GRDVEH.UTYVEH.SEMI<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>UTILITY VEHICLE<br>SEMI<br><br>Hierarchy: 1.X.3.2.2.2.2<br><br>Framed: FO         | <br><br>SUGPEVUS--<br>*****    | <br><br>SFGPEVUS--<br>*****    | <br><br>SNGPEVUS--<br>*****    | <br><br>SHGPEVUS--<br>*****    |
|  | <br><br>SUGPEVUS--<br>*****    | <br><br>SFGPEVUS--<br>*****     | <br><br>SNGPEVUS--<br>*****    | <br><br>SHGPEVUS--<br>*****    |
| WAR.GRDTRK.EQT.GRDVEH.UTYVEH.SEMI.LIT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>UTILITY VEHICLE<br>SEMI<br>LIGHT<br><br>Hierarchy: N/A<br><br>Framed: FO      | <br><br>SUGPEVUSL--<br>*****   | <br><br>SFGPEVUSL--<br>*****   | <br><br>SNGPEVUSL--<br>*****   | <br><br>SHGPEVUSL--<br>*****   |
|  | <br><br>SUGPEVUSL--<br>***** | <br><br>SFGPEVUSL--<br>*****  | <br><br>SNGPEVUSL--<br>***** | <br><br>SHGPEVUSL--<br>***** |
| WAR.GRDTRK.EQT.GRDVEH.UTYVEH.SEMI.MD<br>M<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>UTILITY VEHICLE<br>SEMI<br>MEDIUM<br><br>Hierarchy: N/A<br><br>Framed: FO | <br><br>SUGPEVUSM--<br>***** | <br><br>SFGPEVUSM--<br>***** | <br><br>SNGPEVUSM--<br>***** | <br><br>SHGPEVUSM--<br>***** |
|  | <br><br>SUGPEVUSM--<br>***** | <br><br>SFGPEVUSM--<br>*****  | <br><br>SNGPEVUSM--<br>***** | <br><br>SHGPEVUSM--<br>***** |

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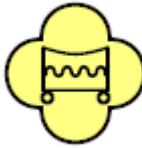
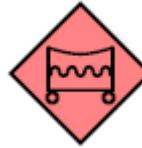
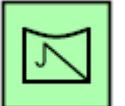
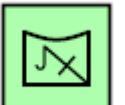
TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN  | FRIEND  | NEUTRAL  | HOSTILE  |
|---|--|---|--|--|
| WAR.GRDTRK.EQT.GRDVEH.UTYVEH.SEMI.HV<br>Y<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>UTILITY VEHICLE<br>SEMI<br>HEAVY<br><br>Hierarchy: N/A<br><br>Framed: FO                   | <br>SUGPEVUSH-<br>*****   | <br>SFGPEVUSH-<br>*****   | <br>SNGPEVUSH-<br>*****   | <br>SHGPEVUSH-<br>*****   |
|   |                           |                            |                           |                           |
|   | <br>SUGPEVUSH-<br>*****  | <br>SFGPEVUSH-<br>*****   | <br>SNGPEVUSH-<br>*****  | <br>SHGPEVUSH-<br>*****  |
| WAR.GRDTRK.EQT.GRDVEH.UTYVEH.LCCTRK<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>UTILITY VEHICLE<br>LIMITED CROSS-COUNTRY TRUCK<br><br>Hierarchy: 1.X.3.2.2.2.3<br><br>Framed: FO | <br>SUGPEVUL--<br>*****   | <br>SFGPEVUL--<br>*****   | <br>SNGPEVUL--<br>*****   | <br>SHGPEVUL--<br>*****   |
|   |                         |                          |                         |                         |
|   | <br>SUGPEVUL--<br>*****  | <br>SFGPEVUL--<br>*****   | <br>SNGPEVUL--<br>*****  | <br>SHGPEVUL--<br>*****  |
| WAR.GRDTRK.EQT.GRDVEH.UTYVEH.CCTRK<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>UTILITY VEHICLE<br>CROSS-COUNTRY TRUCK<br><br>Hierarchy: 1.X.3.2.2.2.4<br><br>Framed: FO          | <br>SUGPEVUX--<br>***** | <br>SFGPEVUX--<br>***** | <br>SNGPEVUX--<br>***** | <br>SHGPEVUX--<br>***** |
|   |                         |                          |                         |                         |
|   | <br>SUGPEVUX--<br>*****  | <br>SFGPEVUX--<br>*****   | <br>SNGPEVUX--<br>*****  | <br>SHGPEVUX--<br>*****  |

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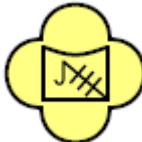
TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN   | FRIEND   | NEUTRAL   | HOSTILE   |
|--|---|--|---|---|
| WAR.GRDTRK.EQT.GRDVEH.UTYVEH.H2OCRT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>UTILITY VEHICLE<br>WATER CRAFT<br><br>Hierarchy: 1.X.3.2.2.2.5<br><br>Framed: FO      | <br>SUGPEVUR--<br>*****    | <br>SFGPEVUR--<br>*****    | <br>SNGPEVUR--<br>*****    | <br>SHGPEVUR--<br>*****    |
|  |                            |                             |                            |                            |
|  | SUGPEVUR--<br>*****   | SFGPEVUR--<br>*****  | SNGPEVUR--<br>*****   | SHGPEVUR--<br>*****   |
| WAR.GRDTRK.EQT.GRDVEH.UTYVEH.TOWTRK<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>UTILITY VEHICLE<br>TOW TRUCK<br><br>Hierarchy: N/A<br><br>Framed: FO                  | <br>SUGPEVUT--<br>*****    | <br>SFGPEVUT--<br>*****    | <br>SNGPEVUT--<br>*****    | <br>SHGPEVUT--<br>*****    |
|  |                          |                           |                          |                          |
|  | SUGPEVUT--<br>*****   | SFGPEVUT--<br>*****  | SNGPEVUT--<br>*****   | SHGPEVUT--<br>*****   |
| WAR.GRDTRK.EQT.GRDVEH.UTYVEH.TOWTRK.<br>LIT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>UTILITY VEHICLE<br>TOW TRUCK<br>LIGHT<br><br>Hierarchy: N/A<br><br>Framed: FO | <br>SUGPEVUTL--<br>***** | <br>SFGPEVUTL--<br>***** | <br>SNGPEVUTL--<br>***** | <br>SHGPEVUTL--<br>***** |
|  |                          |                           |                          |                          |
|  | SUGPEVUTL--<br>*****  | SFGPEVUTL--<br>*****   | SNGPEVUTL--<br>*****  | SHGPEVUTL--<br>*****  |

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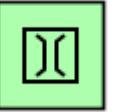
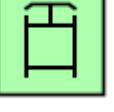
TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN  | FRIEND  | NEUTRAL  | HOSTILE  |
|---|--|---|--|--|
| WAR.GRDTRK.EQT.GRDVEH.UTYVEH.TOWTRK.<br>HVY<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>UTILITY VEHICLE<br>TOW TRUCK<br>HEAVY<br><br>Hierarchy: N/A<br><br>Framed: FO    | <br>SUGPEVUTH-<br>*****   | <br>SFGPEVUTH-<br>*****   | <br>SNGPEVUTH-<br>*****   | <br>SHGPEVUTH-<br>*****   |
| WAR.GRDTRK.EQT.GRDVEH.UTYVEH.AMBLNC<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>UTILITY VEHICLE<br>AMBULANCE<br><br>Hierarchy: N/A<br><br>Framed: FO                     | <br>SUGPEVUA--<br>*****   | <br>SFGPEVUA--<br>*****   | <br>SNGPEVUA--<br>*****   | <br>SHGPEVUA--<br>*****   |
| WAR.GRDTRK.EQT.GRDVEH.UTYVEH.AMBLNC.<br>ARMD<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>UTILITY VEHICLE<br>AMBULANCE<br>ARMORED<br><br>Hierarchy: N/A<br><br>Framed: FO | <br>SUGPEVUAA-<br>***** | <br>SFGPEVUAA-<br>***** | <br>SNGPEVUAA-<br>***** | <br>SHGPEVUAA-<br>***** |
|   | <br>SUGPEVUAA-<br>***** | <br>SFGPEVUAA-<br>*****  | <br>SNGPEVUAA-<br>***** | <br>SHGPEVUAA-<br>***** |

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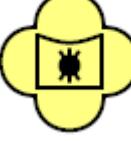
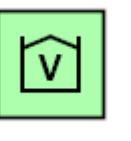
TABLE A-V. UEI symbols - Continued.

| <b>SYMBOL</b>  | <b>UNKNOWN</b>   | <b>FRIEND</b>   | <b>NEUTRAL</b>   | <b>HOSTILE</b>   |
|--|--|---|--|--|
| WAR.GRDTRK.EQT.GRDVEH.ENGEVH<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>ENGINEER VEHICLE<br><br>Hierarchy: 1.X.3.2.2.3<br><br>Framed: FO                       | <br>SUGPEVE---<br>*****   | <br>SFGPEVE---<br>*****   | <br>SNGPEVE---<br>*****   | <br>SHGPEVE---<br>*****   |
| WAR.GRDTRK.EQT.GRDVEH.ENGEVH.BRG<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>ENGINEER VEHICLE<br>BRIDGE<br><br>Hierarchy: 1.X.3.2.2.3.1<br><br>Framed: F        | <br>SUGPEVEB--<br>*****   | <br>SFGPEVEB--<br>*****   | <br>SNGPEVEB--<br>*****   | <br>SHGPEVEB--<br>*****   |
| WAR.GRDTRK.EQT.GRDVEH.ENGEVH.ERHMR<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>ENGINEER VEHICLE<br>EARTHMOVER<br><br>Hierarchy: 1.X.3.2.2.3.2<br><br>Framed: FO | <br>SUGPEVEE--<br>***** | <br>SFGPEVEE--<br>***** | <br>SNGPEVEE--<br>***** | <br>SHGPEVEE--<br>***** |
|  | <br>SUGPEVEE--<br>***** | <br>SFGPEVEE--<br>*****  | <br>SNGPEVEE--<br>***** | <br>SHGPEVEE--<br>***** |

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TABLE A-V. UEI symbols - Continued.

| <b>SYMBOL</b>   | <b>UNKNOWN</b>  | <b>FRIEND</b>  | <b>NEUTRAL</b>  | <b>HOSTILE</b>  |
|---|---|--|---|---|
| WAR.GRDTRK.EQT.GRDVEH.ENGEVH.CSNVEH<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>ENGINEER VEHICLE<br>CONSTRUCTION VEHICLE<br><br>Hierarchy: 1.X.3.2.2.3.3<br><br>Framed: FO   | <br>SUGPEVEC--<br>*****    | <br>SFGPEVEC--<br>*****    | <br>SNGPEVEC--<br>*****    | <br>SHGPEVEC--<br>*****    |
|   | <br>SUGPEVEC--<br>*****    | <br>SFGPEVEC--<br>*****     | <br>SNGPEVEC--<br>*****    | <br>SHGPEVEC--<br>*****    |
| WAR.GRDTRK.EQT.GRDVEH.ENGEVH.MLVEH<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>ENGINEER VEHICLE<br>MINE LAYING VEHICLE<br><br>Hierarchy: 1.X.3.2.2.3.4<br><br>Framed: FO   | <br>SUGPEVEM--<br>*****    | <br>SFGPEVEM--<br>*****    | <br>SNGPEVEM--<br>*****    | <br>SHGPEVEM--<br>*****    |
|   | <br>SUGPEVEM--<br>*****  | <br>SFGPEVEM--<br>*****   | <br>SNGPEVEM--<br>*****  | <br>SHGPEVEM--<br>*****  |
| WAR.GRDTRK.EQT.GRDVEH.ENGEVH.MLVEH.A<br>RMCV<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>ENGINEER VEHICLE<br>MINE LAYING VEHICLE<br>ARMORED CARRIER WITH VOLCANO<br><br>Hierarchy: 1.X.3.2.2.3.4.1<br><br>Framed: FO | <br>SUGPEVEMV--<br>***** | <br>SFGPEVEMV--<br>***** | <br>SNGPEVEMV--<br>***** | <br>SHGPEVEMV--<br>***** |
|   | <br>SUGPEVEMV--<br>***** | <br>SFGPEVEMV--<br>*****  | <br>SNGPEVEMV--<br>***** | <br>SHGPEVEMV--<br>***** |

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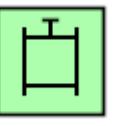
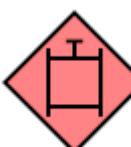
TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN             | FRIEND              | NEUTRAL             | HOSTILE             |
|---|---------------------|---------------------|---------------------|---------------------|
| WAR.GRDTRK.EQT.GRDVEH.ENGVEH.MLVEH.T<br>RKMV  |                     |                     |                     |                     |
| WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>ENGINEER VEHICLE<br>MINE LAYING VEHICLE<br>TRUCK MOUNTED WITH VOLCANO | SUGPEVEML-<br>***** | SFGPEVEML-<br>***** | SNGPEVEML-<br>***** | SHGPEVEML-<br>***** |
| Hierarchy: 1.X.3.2.2.3.4.2<br><br>Framed: FO  |                     |                     |                     |                     |
|   | SUGPEVEML-<br>***** | SFGPEVEML-<br>***** | SNGPEVEML-<br>***** | SHGPEVEML-<br>***** |
| WAR.GRDTRK.EQT.GRDVEH.ENGVEH.MCVEH  |                     |                     |                     |                     |
| WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>ENGINEER VEHICLE<br>MINE CLEARING VEHICLE                             | SUGPEVEA--<br>***** | SFGPEVEA--<br>***** | SNGPEVEA--<br>***** | SHGPEVEA--<br>***** |
| Hierarchy: 1.X.3.2.2.3.5<br><br>Framed: FO  |                     |                     |                     |                     |
|   | SUGPEVEA--<br>***** | SFGPEVEA--<br>***** | SNGPEVEA--<br>***** | SHGPEVEA--<br>***** |
| WAR.GRDTRK.EQT.GRDVEH.ENGVEH.MCVEH.A<br>RMVM  |                     |                     |                     |                     |
| WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>ENGINEER VEHICLE<br>MINE CLEARING VEHICLE<br>ARMORED VEHICLE MOUNTED  | SUGPEVEAA-<br>***** | SFGPEVEAA-<br>***** | SNGPEVEAA-<br>***** | SHGPEVEAA-<br>***** |
| Hierarchy: 1.X.3.2.2.3.5.1<br><br>Framed: FO  |                     |                     |                     |                     |
|   | SUGPEVEAA-<br>***** | SFGPEVEAA-<br>***** | SNGPEVEAA-<br>***** | SHGPEVEAA-<br>***** |

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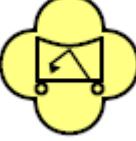
TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN   | FRIEND   | NEUTRAL   | HOSTILE   |
|---|---|--|---|---|
| WAR.GRDTRK.EQT.GRDVEH.ENGVEH.MCVEH.TM<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>ENGINEER VEHICLE<br>MINE CLEARING VEHICLE<br>TRAILER MOUNTED<br><br>Hierarchy: 1.X.3.2.2.3.5.2<br><br>Framed: FO | <br>SUGPEVEAT-<br>****   | <br>SFGPEVEAT-<br>****   | <br>SNGPEVEAT-<br>****   | <br>SHGPEVEAT-<br>****   |
| WAR.GRDTRK.EQT.GRDVEH.ENGVEH.DZR<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>ENGINEER VEHICLE<br>DOZER<br><br>Hierarchy: 1.X.3.2.2.3.6<br><br>Framed: FO   | <br>SUGPEVED--<br>****   | <br>SFGPEVED--<br>****   | <br>SNGPEVED--<br>****   | <br>SHGPEVED--<br>****   |
| WAR.GRDTRK.EQT.GRDVEH.ENGVEH.DZR.ARM<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>ENGINEER VEHICLE<br>DOZER<br>ARMORED<br><br>Hierarchy: N/A<br><br>Framed: FO                                      | <br>SUGPEVEDA-<br>**** | <br>SFGPEVEDA-<br>**** | <br>SNGPEVEDA-<br>**** | <br>SHGPEVEDA-<br>**** |
|   | <br>SUGPEVEDA-<br>**** | <br>SFGPEVEDA-<br>****  | <br>SNGPEVEDA-<br>**** | <br>SHGPEVEDA-<br>**** |

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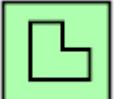
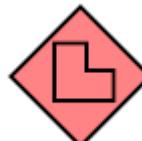
TABLE A-V. UEI symbols - Continued.

| <b>SYMBOL</b>   | <b>UNKNOWN</b>   | <b>FRIEND</b>   | <b>NEUTRAL</b>   | <b>HOSTILE</b>   |
|---|--|---|--|--|
| WAR.GRDTRK.EQT.GRDVEH.ENGEVH.AST<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>ENGINEER VEHICLE<br>ARMORED ASSAULT<br><br>Hierarchy: N/A<br><br>Framed: FO                             | <br><br>SUGPEVES--<br>*****   | <br><br>SFGPEVES--<br>*****   | <br><br>SNGPEVES--<br>*****   | <br><br>SHGPEVES--<br>*****   |
| WAR.GRDTRK.EQT.GRDVEH.ENGEVH.ARMERV<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>ENGINEER VEHICLE<br>ARMORED ENGINEER RECON VEHICLE<br>(AERV)<br><br>Hierarchy: N/A<br><br>Framed: FO | <br><br>SUGPEVER--<br>*****   | <br><br>SFGPEVER--<br>*****   | <br><br>SNGPEVER--<br>*****   | <br><br>SHGPEVER--<br>*****   |
| WAR.GRDTRK.EQT.GRDVEH.ENGEVH.BH<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>ENGINEER VEHICLE<br>BACKHOE<br><br>Hierarchy: N/A<br><br>Framed: FO                                      | <br><br>SUGPEVEH--<br>***** | <br><br>SFGPEVEH--<br>***** | <br><br>SNGPEVEH--<br>***** | <br><br>SHGPEVEH--<br>***** |
|   | <br><br>SUGPEVEH--<br>***** | <br><br>SFGPEVEH--<br>*****  | <br><br>SNGPEVEH--<br>***** | <br><br>SHGPEVEH--<br>***** |

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TABLE A-V. UEI symbols - Continued.

| <b>SYMBOL</b>  | <b>UNKNOWN</b>   | <b>FRIEND</b>   | <b>NEUTRAL</b>   | <b>HOSTILE</b>   |
|--|--|---|--|--|
| WAR.GRDTRK.EQT.GRDVEH.ENGEVH.FRYTSP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>ENGINEER VEHICLE<br>FERRY TRANSPORTER<br><br>Hierarchy: N/A<br><br>Framed: FO | <br>SUGPEVEF--<br>*****   | <br>SFGPEVEF--<br>*****   | <br>SNGPEVEF--<br>*****   | <br>SHGPEVEF--<br>*****   |
|  | <br>SUGPEVEF--<br>*****   | <br>SFGPEVEF--<br>*****    | <br>SNGPEVEF--<br>*****   | <br>SHGPEVEF--<br>*****   |
| WAR.GRDTRK.EQT.GRDVEH.TRLCO<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>TRAIN LOCOMOTIVE<br><br>Hierarchy: 1.X.3.2.2.4<br><br>Framed: FO                      | <br>SUGPEVT---<br>*****   | <br>SFGPEVT---<br>*****   | <br>SNGPEVT---<br>*****   | <br>SHGPEVT---<br>*****   |
|  | <br>SUGPEVT---<br>***** | <br>SFGPEVT---<br>*****  | <br>SNGPEVT---<br>***** | <br>SHGPEVT---<br>***** |
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>CIVILIAN VEHICLE<br><br>Hierarchy: 1.X.3.2.2.5<br><br>Framed: FO                     | <br>SUGPEVC---<br>***** | <br>SFGPEVC---<br>***** | <br>SNGPEVC---<br>***** | <br>SHGPEVC---<br>***** |
|  | <br>SUGPEVC---<br>***** | <br>SFGPEVC---<br>*****  | <br>SNGPEVC---<br>***** | <br>SHGPEVC---<br>***** |

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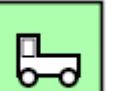
TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN  | FRIEND  | NEUTRAL  | HOSTILE  |
|--|--|---|--|--|
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.AUT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>CIVILIAN VEHICLE<br>AUTOMOBILE<br><br>Hierarchy: N/A<br><br>Framed: FO                     | <br>SUGPEVCA--<br>*****   | <br>SFGPEVCA--<br>*****   | <br>SNGPEVCA--<br>*****   | <br>SHGPEVCA--<br>*****   |
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.AUT.CPC<br>T<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>CIVILIAN VEHICLE<br>AUTOMOBILE<br>COMPACT<br><br>Hierarchy: N/A<br><br>Framed: FO | <br>SUGPEVCAL-<br>*****   | <br>SFGPEVCAL-<br>*****   | <br>SNGPEVCAL-<br>*****   | <br>SHGPEVCAL-<br>*****   |
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.AUT.MDS<br>Z<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>CIVILIAN VEHICLE<br>AUTOMOBILE<br>MIDSIZE<br><br>Hierarchy: N/A<br><br>Framed: FO | <br>SUGPEVCAM-<br>***** | <br>SFGPEVCAM-<br>***** | <br>SNGPEVCAM-<br>***** | <br>SHGPEVCAM-<br>***** |
|  | <br>SUGPEVCAM-<br>***** | <br>SFGPEVCAM-<br>***** | <br>SNGPEVCAM-<br>***** | <br>SHGPEVCAM-<br>***** |

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TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN  | FRIEND  | NEUTRAL  | HOSTILE  |
|---|--|---|--|--|
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.AUT.SDN<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>CIVILIAN VEHICLE<br>AUTOMOBILE<br>SEDAN<br><br>Hierarchy: N/A<br><br>Framed: FO           | <br>SUGPEVCAH-<br>*****   | <br>SFGPEVCAH-<br>*****   | <br>SNGPEVCAH-<br>*****   | <br>SHGPEVCAH-<br>*****   |
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.OBTRK<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>CIVILIAN VEHICLE<br>OPEN-BED TRUCK<br><br>Hierarchy: N/A<br><br>Framed: FO                  | <br>SUGPEVCO--<br>*****   | <br>SFGPEVCO--<br>*****   | <br>SNGPEVCO--<br>*****   | <br>SHGPEVCO--<br>*****   |
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.OBTRK.P<br>U<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>CIVILIAN VEHICLE<br>OPEN-BED TRUCK<br>PICKUP<br><br>Hierarchy: N/A<br><br>Framed: FO | <br>SUGPEVCOL-<br>***** | <br>SFGPEVCOL-<br>***** | <br>SNGPEVCOL-<br>***** | <br>SHGPEVCOL-<br>***** |
|   | <br>SUGPEVCOL-<br>***** | <br>SFGPEVCOL-<br>***** | <br>SNGPEVCOL-<br>***** | <br>SHGPEVCOL-<br>***** |

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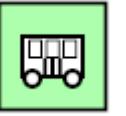
TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN  | FRIEND  | NEUTRAL  | HOSTILE  |
|--|--|---|--|--|
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.OBTRK.SMAL<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>CIVILIAN VEHICLE<br>OPEN-BED TRUCK<br>SMALL<br><br>Hierarchy: N/A<br><br>Framed: FO | <br>SUGPEVCOM-<br>*****   | <br>SFGPEVCOM-<br>*****   | <br>SNGPEVCOM-<br>*****   | <br>SHGPEVCOM-<br>*****   |
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.OBTRK.LRG<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>CIVILIAN VEHICLE<br>OPEN-BED TRUCK<br>LARGE<br><br>Hierarchy: N/A<br><br>Framed: FO  | <br>SUGPEVCOH-<br>*****   | <br>SFGPEVCOH-<br>*****   | <br>SNGPEVCOH-<br>*****   | <br>SHGPEVCOH-<br>*****   |
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.MPV<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>CIVILIAN VEHICLE<br>MULTIPLE PASSENGER VEHICLE<br><br>Hierarchy: N/A<br><br>Framed: FO     | <br>SUGPEVCM--<br>***** | <br>SFGPEVCM--<br>***** | <br>SNGPEVCM--<br>***** | <br>SHGPEVCM--<br>***** |
|  | <br>SUGPEVCM--<br>***** | <br>SFGPEVCM--<br>***** | <br>SNGPEVCM--<br>***** | <br>SHGPEVCM--<br>***** |

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TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN   | FRIEND   | NEUTRAL   | HOSTILE   |
|---|---|--|---|---|
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.MPV.VAN<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>CIVILIAN VEHICLE<br>MULTIPLE PASSENGER VEHICLE<br>VAN<br><br>Hierarchy: N/A<br><br>Framed: FO       | <br>SUGPEVCML-<br>*****  | <br>SFGPEVCML-<br>*****  | <br>SNGPEVCML-<br>*****  | <br>SHGPEVCML-<br>*****  |
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.MPV.SBU<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>CIVILIAN VEHICLE<br>MULTIPLE PASSENGER VEHICLE<br>SMALL BUS<br><br>Hierarchy: N/A<br><br>Framed: FO | <br>SUGPEVCMM-<br>*****  | <br>SFGPEVCMM-<br>*****  | <br>SNGPEVCMM-<br>*****  | <br>SHGPEVCMM-<br>*****  |
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.MPV.LBU<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>CIVILIAN VEHICLE<br>MULTIPLE PASSENGER VEHICLE<br>LARGE BUS<br><br>Hierarchy: N/A<br><br>Framed: FO | <br>SUGPEVMH-<br>***** | <br>SFGPEVMH-<br>***** | <br>SNGPEVMH-<br>***** | <br>SHGPEVMH-<br>***** |
|   | <br>SUGPEVMH-<br>***** | <br>SFGPEVMH-<br>***** | <br>SNGPEVMH-<br>***** | <br>SHGPEVMH-<br>***** |

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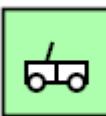
TABLE A-V. UEI symbols - Continued.

| <b>SYMBOL</b>   | <b>UNKNOWN</b>  | <b>FRIEND</b>  | <b>NEUTRAL</b>  | <b>HOSTILE</b>  |
|---|---|--|---|---|
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.UTYVEH<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>CIVILIAN VEHICLE<br>UTILITY VEHICLE<br><br>Hierarchy: N/A<br><br>Framed: FO                                    | <br>SUGPEVCU--<br>*****    | <br>SFGPEVCU--<br>*****    | <br>SNGPEVCU--<br>*****    | <br>SHGPEVCU--<br>*****    |
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.UTYVEH.SUV<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>CIVILIAN VEHICLE<br>UTILITY VEHICLE<br>SPORT UTILITY VEHICLE (SUV)<br><br>Hierarchy: N/A<br><br>Framed: FO | <br>SUGPEVCUL--<br>*****   | <br>SFGPEVCUL--<br>*****   | <br>SNGPEVCUL--<br>*****   | <br>SHGPEVCUL--<br>*****   |
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.UTYVEH.SBOX<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>CIVILIAN VEHICLE<br>UTILITY VEHICLE<br>SMALL BOX TRUCK<br><br>Hierarchy: N/A<br><br>Framed: FO            | <br>SUGPEVCUM--<br>***** | <br>SFGPEVCUM--<br>***** | <br>SNGPEVCUM--<br>***** | <br>SHGPEVCUM--<br>***** |
|   | <br>SUGPEVCUM--<br>***** | <br>SFGPEVCUM--<br>***** | <br>SNGPEVCUM--<br>***** | <br>SHGPEVCUM--<br>***** |

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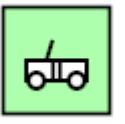
TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN  | FRIEND  | NEUTRAL  | HOSTILE  |
|--|--|---|--|--|
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.UTYVEH.LBOX<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>CIVILIAN VEHICLE<br>UTILITY VEHICLE<br>LARGE BOX TRUCK<br><br>Hierarchy: N/A<br><br>Framed: FO | <br>SUGPEVCUH-<br>*****   | <br>SFGPEVCUH-<br>*****   | <br>SNGPEVCUH-<br>*****   | <br>SHGPEVCUH-<br>*****   |
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.JP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>CIVILIAN VEHICLE<br>JEEP TYPE VEHICLE<br><br>Hierarchy: N/A<br><br>Framed: FO                           | <br>SUGPEVCJ--<br>*****   | <br>SFGPEVCJ--<br>*****   | <br>SNGPEVCJ--<br>*****   | <br>SHGPEVCJ--<br>*****   |
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.JP.SMAL<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>CIVILIAN VEHICLE<br>JEEP TYPE VEHICLE<br>SMALL/LIGHT<br><br>Hierarchy: N/A<br><br>Framed: FO       | <br>SUGPEVCJL-<br>***** | <br>SFGPEVCJL-<br>***** | <br>SNGPEVCJL-<br>***** | <br>SHGPEVCJL-<br>***** |

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TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN   | FRIEND   | NEUTRAL   | HOSTILE   |
|---|---|--|---|---|
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.JP.MDM<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>CIVILIAN VEHICLE<br>JEEP TYPE VEHICLE<br>MEDIUM              |    |    |    |    |
| Hierarchy: N/A  |   |  |   |   |
| Framed: FO  |    |     |    |    |
| SUGPEVCJM-<br>*****   | SUGPEVCJM-<br>*****   | SFGPEVCJM-<br>*****  | SNGPEVCJM-<br>*****   | SHGPEVCJM-<br>*****   |
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.JP.LRG<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>CIVILIAN VEHICLE<br>JEEP TYPE VEHICLE<br>LARGE/HEAVY         |    |    |    |    |
| Hierarchy: N/A  |   |  |   |   |
| Framed: FO  |  |   |  |  |
| SUGPEVCJH-<br>*****   | SUGPEVCJH-<br>*****   | SFGPEVCJH-<br>*****  | SNGPEVCJH-<br>*****   | SHGPEVCJH-<br>*****   |
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRL<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>CIVILIAN VEHICLE<br>TRACTOR TRAILER TRUCK WITH BOX<br>TRAILER |  |  |  |  |
| Hierarchy: N/A  |   |  |   |   |
| Framed: FO  |  |   |  |  |
| SUGPEVCT--<br>*****   | SUGPEVCT--<br>*****   | SFGPEVCT--<br>*****  | SNGPEVCT--<br>*****   | SHGPEVCT--<br>*****   |

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TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN  | FRIEND  | NEUTRAL  | HOSTILE  |
|---|--|---|--|--|
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRL.S<br>MAL<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>CIVILIAN VEHICLE<br>TRACTOR TRAILER TRUCK WITH BOX<br>TRAILER<br>SMALL/LIGHT BOX TRAILER | <br>SUGPEVCTL-<br>*****   | <br>SFGPEVCTL-<br>*****   | <br>SNGPEVCTL-<br>*****   | <br>SHGPEVCTL-<br>*****   |
| Hierarchy: N/A<br><br>Framed: FO  |                           |                            |                           |                           |
| SUGPEVCTL-<br>*****   | SFGPEVCTL-<br>*****  | SNGPEVCTL-<br>*****   | SHGPEVCTL-<br>*****  |  |
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRL.M<br>DM<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>CIVILIAN VEHICLE<br>TRACTOR TRAILER TRUCK WITH BOX<br>TRAILER<br>MEDIUM BOX TRAILER       | <br>SUGPEVCTM-<br>*****   | <br>SFGPEVCTM-<br>*****   | <br>SNGPEVCTM-<br>*****   | <br>SHGPEVCTM-<br>*****   |
| Hierarchy: N/A<br><br>Framed: FO  |                         |                          |                         |                         |
| SUGPEVCTM-<br>*****   | SFGPEVCTM-<br>*****  | SNGPEVCTM-<br>*****   | SHGPEVCTM-<br>*****  |  |
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRL.L<br>RG<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>CIVILIAN VEHICLE<br>TRACTOR TRAILER TRUCK WITH BOX<br>TRAILER<br>LARGE/HEAVY BOX TRAILER  | <br>SUGPEVCTH-<br>***** | <br>SFGPEVCTH-<br>***** | <br>SNGPEVCTH-<br>***** | <br>SHGPEVCTH-<br>***** |
| Hierarchy: N/A<br><br>Framed: FO  |                         |                          |                         |                         |
| SUGPEVCTH-<br>*****   | SFGPEVCTH-<br>*****  | SNGPEVCTH-<br>*****   | SHGPEVCTH-<br>*****  |  |

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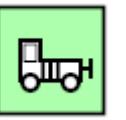
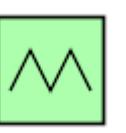
TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN   | FRIEND   | NEUTRAL   | HOSTILE   |
|--|---|--|---|---|
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRLF<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>CIVILIAN VEHICLE<br>TRACTOR TRAILER TRUCK WITH<br>FLATBED TRAILER   | <br><br>SUGPEVCF--<br>*****    | <br><br>SFGPEVCF--<br>*****    | <br><br>SNGPEVCF--<br>*****    | <br><br>SHGPEVCF--<br>*****    |
| Hierarchy: N/A   |                                |                                 |                                |                                |
| Framed: FO   | SUGPEVCF--<br>*****   | SFGPEVCF--<br>*****  | SNGPEVCF--<br>*****   | SHGPEVCF--<br>*****   |
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRLF.S<br>MAL<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>CIVILIAN VEHICLE<br>TRACTOR TRAILER TRUCK WITH<br>FLATBED TRAILER<br>SMALL/LIGHT FLATBED TRAILER | <br><br>SUGPEVCFL--<br>*****   | <br><br>SFGPEVCFL--<br>*****   | <br><br>SNGPEVCFL--<br>*****   | <br><br>SHGPEVCFL--<br>*****   |
| Hierarchy: N/A   |                              |                               |                              |                              |
| Framed: FO   | SUGPEVCFL--<br>*****  | SFGPEVCFL--<br>*****   | SNGPEVCFL--<br>*****  | SHGPEVCFL--<br>*****  |
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRLF.<br>MDM<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>CIVILIAN VEHICLE<br>TRACTOR TRAILER TRUCK WITH<br>FLATBED TRAILER<br>MEDIUM FLATBED TRAILER       | <br><br>SUGPEVCFM--<br>***** | <br><br>SFGPEVCFM--<br>***** | <br><br>SNGPEVCFM--<br>***** | <br><br>SHGPEVCFM--<br>***** |
| Hierarchy: N/A   |                              |                               |                              |                              |
| Framed: FO   | SUGPEVCFM--<br>*****  | SFGPEVCFM--<br>*****   | SNGPEVCFM--<br>*****  | SHGPEVCFM--<br>*****  |

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TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN  | FRIEND  | NEUTRAL  | HOSTILE  |
|---|--|---|--|--|
| WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRLF.LRG<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>CIVILIAN VEHICLE<br>TRACTOR TRAILER TRUCK WITH<br>FLATBED TRAILER<br>LARGE/HEAVY FLATBED TRAILER | <br>SUGPEVCFH-<br>*****   | <br>SFGPEVCFH-<br>*****   | <br>SNGPEVCFH-<br>*****   | <br>SHGPEVCFH-<br>*****   |
| Hierarchy: N/A<br><br>Framed: FO  |                           |                           |                           |                           |
| SUGPEVCFH-<br>*****   | SFGPEVCFH-<br>*****  | SNGPEVCFH-<br>*****   | SHGPEVCFH-<br>*****  |  |
| WAR.GRDTRK.EQT.GRDVEH.PKAN<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>PACK ANIMAL(S)  | <br>SUGPEVM--<br>*****    | <br>SFGPEVM--<br>*****    | <br>SNGPEVM--<br>*****    | <br>SHGPEVM--<br>*****    |
| Hierarchy: N/A<br><br>Framed: FO  |                         |                         |                         |                         |
| SUGPEVM--<br>*****  | SFGPEVM--<br>*****   | SNGPEVM--<br>*****  | SHGPEVM--<br>*****   |  |
| WAR.GRDTRK.EQT.GRDVEH.MSLSPT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>MISSILE SUPPORT   | <br>SUGPEVS---<br>***** | <br>SFGPEVS---<br>***** | <br>SNGPEVS---<br>***** | <br>SHGPEVS---<br>***** |
| Hierarchy: N/A<br><br>Framed: FO  |                         |                         |                         |                         |
| SUGPEVS---<br>*****   | SFGPEVS---<br>*****  | SNGPEVS---<br>*****   | SHGPEVS---<br>*****  |  |

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TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN             | FRIEND              | NEUTRAL             | HOSTILE             |
|---|---------------------|---------------------|---------------------|---------------------|
| WAR.GRDTRK.EQT.GRDVEH.MSLSPT.TLDR<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>MISSILE SUPPORT<br>TRANSLOADER<br><br>Hierarchy: N/A         |                     |                     |                     |                     |
| Framed: FO  |                     |                     |                     |                     |
|   | SUGPEVST--<br>***** | SFGPEVST--<br>***** | SNGPEVST--<br>***** | SHGPEVST--<br>***** |
| WAR.GRDTRK.EQT.GRDVEH.MSLSPT.TPTR<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>MISSILE SUPPORT<br>TRANSPORTER<br><br>Hierarchy: N/A         |                     |                     |                     |                     |
| Framed: FO  |                     |                     |                     |                     |
|   | SUGPEVSR--<br>***** | SFGPEVSR--<br>***** | SNGPEVSR--<br>***** | SHGPEVSR--<br>***** |
| WAR.GRDTRK.EQT.GRDVEH.MSLSPT.CRN<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>MISSILE SUPPORT<br>CRANE/LOADING DEVICE<br><br>Hierarchy: N/A |                     |                     |                     |                     |
| Framed: FO  |                     |                     |                     |                     |
|   | SUGPEVSC--<br>***** | SFGPEVSC--<br>***** | SNGPEVSC--<br>***** | SHGPEVSC--<br>***** |

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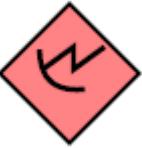
TABLE A-V. UEI symbols - Continued.

| <b>SYMBOL</b>  | <b>UNKNOWN</b>      | <b>FRIEND</b>       | <b>NEUTRAL</b>      | <b>HOSTILE</b>      |
|--|---------------------|---------------------|---------------------|---------------------|
| WAR.GRDTRK.EQT.GRDVEH.MSLSPT.PLNT<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>MISSILE SUPPORT<br>PROPELLANT TRANSPORTER<br><br>Hierarchy: N/A |                     |                     |                     |                     |
| Framed: FO   |                     |                     |                     |                     |
|  | SUGPEVSP--<br>***** | SFGPEVSP--<br>***** | SNGPEVSP--<br>***** | SHGPEVSP--<br>***** |
| WAR.GRDTRK.EQT.GRDVEH.MSLSPT.WH<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>MISSILE SUPPORT<br>WARHEAD TRANSPORTER<br><br>Hierarchy: N/A      |                     |                     |                     |                     |
| Framed: FO   |                     |                     |                     |                     |
|  | SUGPEVSW--<br>***** | SFGPEVSW--<br>***** | SNGPEVSW--<br>***** | SHGPEVSW--<br>***** |
| WAR.GRDTRK.EQT.SNS<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>SENSOR<br><br>Hierarchy: 1.X.3.2.3   |                     |                     |                     |                     |
| Framed: FO   |                     |                     |                     |                     |
|  | SUGPES----*****     | SFGPES----*****     | SNGPES----*****     | SHGPES----*****     |
|  |                     |                     |                     |                     |
|  | SUGPES----*****     | SFGPES----*****     | SNGPES----*****     | SHGPES----*****     |

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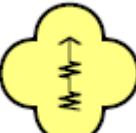
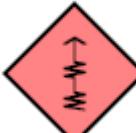
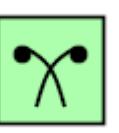
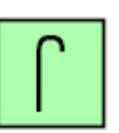
TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN  | FRIEND  | NEUTRAL  | HOSTILE  |
|--|--|---|--|--|
| WAR.GRDTRK.EQT.SNS.RAD<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>SENSOR<br>RADAR<br><br>Hierarchy: 1.X.3.2.3.1<br><br>Framed: FO    | <br>SUGPESR---*****   | <br>SFGPESR---*****   | <br>SNGPESR---*****   | <br>SHGPESR---*****   |
| WAR.GRDTRK.EQT.SNS.EMP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>SENSOR<br>EMPLACED<br><br>Hierarchy: 1.X.3.2.3.2<br><br>Framed: FO | <br>SUGPESE---*****   | <br>SFGPESE---*****   | <br>SNGPESE---*****   | <br>SHGPESE---*****   |
| WAR.GRDTRK.EQT.SPL<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>SPECIAL<br><br>Hierarchy: 1.X.3.2.4                                    | N/A  | N/A   | N/A  | N/A  |
| WAR.GRDTRK.EQT.SPL.IED<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>SPECIAL<br>IED<br><br>Hierarchy: N/A<br><br>Framed: FO             | <br>SUGPEXI---***** | <br>SFGPEXI---***** | <br>SNGPEXI---***** | <br>SHGPEXI---***** |
|  | <br>SUGPEXI---***** | <br>SFGPEXI---***** | <br>SNGPEXI---***** | <br>SHGPEXI---***** |

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TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN  | FRIEND  | NEUTRAL  | HOSTILE  |
|--|--|---|--|--|
| WAR.GRDTRK.EQT.SPL.LSR<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>SPECIAL<br>LASER<br><br>Hierarchy: 1.X.3.2.4.1<br><br>Framed: FO             | <br>SUGPEXL---<br>*****   | <br>SFGPEXL---<br>*****   | <br>SNGPEXL---<br>*****   | <br>SHGPEXL---<br>*****   |
| WAR.GRDTRK.EQT.SPL.CBRNEQ<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>SPECIAL<br>CBRN EQUIPMENT<br><br>Hierarchy: 1.X.3.2.4.2<br><br>Framed: FO | <br>SUGPEXN---<br>*****   | <br>SFGPEXN---<br>*****   | <br>SNGPEXN---<br>*****   | <br>SHGPEXN---<br>*****   |
| WAR.GRDTRK.EQT.SPL.FLMTHR<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>SPECIAL<br>FLAME THROWER<br><br>Hierarchy: 1.X.3.2.4.3<br><br>Framed: FO  | <br>SUGPEXF---<br>***** | <br>SFGPEXF---<br>***** | <br>SNGPEXF---<br>***** | <br>SHGPEXF---<br>***** |
|  | <br>SUGPEXL---<br>*****   | <br>SFGPEXL---<br>*****   | <br>SNGPEXL---<br>*****   | <br>SHGPEXL---<br>*****   |
|  | <br>SUGPEXN---<br>***** | <br>SFGPEXN---<br>***** | <br>SNGPEXN---<br>***** | <br>SHGPEXN---<br>***** |
|  | <br>SUGPEXF---<br>***** | <br>SFGPEXF---<br>***** | <br>SNGPEXF---<br>***** | <br>SHGPEXF---<br>***** |

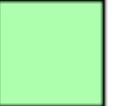
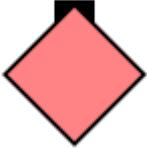
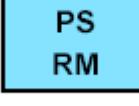
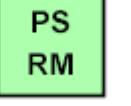
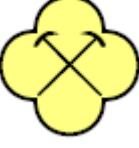
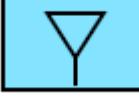
**MIL-STD-2525C**  
**APPENDIX A**

**TABLE A-V. UEI symbols - Continued.**

| <b>SYMBOL</b>  | <b>UNKNOWN</b>      | <b>FRIEND</b>       | <b>NEUTRAL</b>      | <b>HOSTILE</b>      |
|--|---------------------|---------------------|---------------------|---------------------|
| WAR.GRDTRK.EQT.SPL.LNDMNE<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>SPECIAL<br>LAND MINES<br><br>Hierarchy: 1.X.3.2.4.4                           |                     |                     |                     |                     |
| Framed: FO   |                     |                     |                     |                     |
| SUGPEXM---<br>*****  | SUGPEXM---<br>***** | SFGPEXM---<br>***** | SNGPEXM---<br>***** | SHGPEXM---<br>***** |
| WAR.GRDTRK.EQT.SPL.LNDMNE.CLM<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>SPECIAL<br>LAND MINES<br>CLAYMORE<br><br>Hierarchy: 1.X.3.2.4.4.1         |                     |                     |                     |                     |
| Framed: FO   |                     |                     |                     |                     |
| SUGPEXMC--<br>*****  | SUGPEXMC--<br>***** | SFGPEXMC--<br>***** | SNGPEXMC--<br>***** | SHGPEXMC--<br>***** |
| WAR.GRDTRK.EQT.SPL.LNDMNE.LTL<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>SPECIAL<br>LAND MINES<br>LESS THAN LETHAL<br><br>Hierarchy: 1.X.3.2.4.4.2 |                     |                     |                     |                     |
| Framed: FO   |                     |                     |                     |                     |
| SUGPEXML--<br>*****  | SUGPEXML--<br>***** | SFGPEXML--<br>***** | SNGPEXML--<br>***** | SHGPEXML--<br>***** |

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**APPENDIX A**

**TABLE A-V. UEI symbols - Continued.**

| <b>SYMBOL</b>   | <b>UNKNOWN</b>  | <b>FRIEND</b>  | <b>NEUTRAL</b>  | <b>HOSTILE</b>  |
|---|---|--|---|---|
| WAR.GRDTRK.INS<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>INSTALLATION<br><br>Hierarchy: 1.X.3.3<br><br>Framed: F<br><br>NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.   |    |    |    |    |
| WAR.GRDTRK.INS.RMP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>INSTALLATION<br>RAW MATERIAL PRODUCTION/STORAGE<br><br>Hierarchy: 1.X.3.3.1<br><br>Framed: F<br><br>NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.                            |    |    |    |    |
| WAR.GRDTRK.INS.RMP.MNE<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>INSTALLATION<br>RAW MATERIAL PRODUCTION/STORAGE<br>MINE<br><br>Hierarchy: 1.X.3.3.1.1<br><br>Framed: F<br><br>NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.              |  |  |  |  |
| WAR.GRDTRK.INS.RMP.PGO<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>INSTALLATION<br>RAW MATERIAL PRODUCTION/STORAGE<br>PETROLEUM/GAS/OIL<br><br>Hierarchy: 1.X.3.3.1.2<br><br>Framed: F<br><br>NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol. |  |  |  |  |

**MIL-STD-2525C**  
**APPENDIX A**

**TABLE A-V. UEI symbols - Continued.**

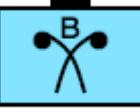
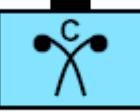
| <b>SYMBOL</b>   | <b>UNKNOWN</b>  | <b>FRIEND</b>  | <b>NEUTRAL</b>  | <b>HOSTILE</b>  |
|---|---|--|---|---|
| <p>WAR.GRDTRK.INS.RMP.CBRN</p> <p>WARFIGHTING SYMBOLS<br/>GROUND TRACK<br/>INSTALLATION<br/>RAW MATERIAL PRODUCTION/STORAGE<br/>CBRN</p> <p>Hierarchy: 1.X.3.3.1.3</p> <p>Framed: F</p> <p>NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.</p>                      | <br>SUGPIRN---<br>H*****   | <br>SFGPIRN---H*****       | <br>SNGPIRN---<br>H*****   | <br>SHGPIRN---<br>H*****   |
| <p>WAR.GRDTRK.INS.RMP.CBRN.BIO</p> <p>WARFIGHTING SYMBOLS<br/>GROUND TRACK<br/>INSTALLATION<br/>RAW MATERIAL PRODUCTION/STORAGE<br/>CBRN<br/>BIOLOGICAL</p> <p>Hierarchy: 1.X.3.3.1.3.1</p> <p>Framed: F</p> <p>NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.</p> | <br>SUGPIRNB--<br>H*****   | <br>SFGPIRNB--<br>H*****   | <br>SNGPIRNB--<br>H*****   | <br>SHGPIRNB--<br>H*****   |
| <p>WAR.GRDTRK.INS.RMP.CBRN.CML</p> <p>WARFIGHTING SYMBOLS<br/>GROUND TRACK<br/>INSTALLATION<br/>RAW MATERIAL PRODUCTION/STORAGE<br/>CBRN<br/>CHEMICAL</p> <p>Hierarchy: 1.X.3.3.1.3.2</p> <p>Framed: F</p> <p>NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.</p>   | <br>SUGPIRNC--<br>H***** | <br>SFGPIRNC--<br>H***** | <br>SNGPIRNC--<br>H***** | <br>SHGPIRNC--<br>H***** |

TABLE A-V. UEI symbols - Continued.

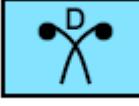
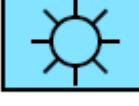
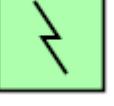
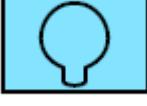
| SYMBOL   | UNKNOWN  | FRIEND  | NEUTRAL  | HOSTILE  |
|--|--|---|--|--|
| WAR.GRDTRK.INS.RMP.CBRN.NUC<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>INSTALLATION<br>RAW MATERIAL PRODUCTION/STORAGE<br>CBRN<br>NUCLEAR<br><br>Hierarchy: 1.X.3.3.1.3.3<br><br>Framed: F<br><br>NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol. | <br>SUGPIRNN--H****   | <br>SFGPIRNN--H****   | <br>SNGPIRNN--H****   | <br>SHGPIRNN--H****   |
| WAR.GRDTRK.INS.PF<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>INSTALLATION<br>PROCESSING FACILITY<br><br>Hierarchy: 1.X.3.3.2<br><br>Framed: F<br><br>NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.  | <br>SUGPIP----H****   | <br>SFGPIP----H****   | <br>SNGPIP----H****   | <br>SHGPIP----H****   |
| WAR.GRDTRK.INS.PF.DECON<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>INSTALLATION<br>PROCESSING FACILITY<br>DECONTAMINATION<br><br>Hierarchy: 1.X.3.3.2.1<br><br>Framed: F<br><br>NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.                   | <br>SUGPIPD---H**** | <br>SFGPIPD---H**** | <br>SNGPIPD---H**** | <br>SHGPIPD---H**** |
| WAR.GRDTRK.INS.EQTMNF<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>INSTALLATION<br>EQUIPMENT MANUFACTURE<br><br>Hierarchy: 1.X.3.3.3<br><br>Framed: F<br><br>NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.  | <br>SUGPIE----H**** | <br>SFGPIE----H**** | <br>SNGPIE----H**** | <br>SHGPIE----H**** |

TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN   | FRIEND   | NEUTRAL   | HOSTILE   |
|--|---|--|---|---|
| WAR.GRDTRK.INS.SRUF<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>INSTALLATION<br>SERVICE, RESEARCH, UTILITY FACILITY<br><br>Hierarchy: 1.X.3.3.4<br><br>Framed: F<br><br>NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.  |    |    |    |    |
| SUGPIU----H**** SFGPIU----H**** SNGPIU---H**** SHGPIU----H****   |   |  |   |   |
| WAR.GRDTRK.INS.SRUF.TRF<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>INSTALLATION<br>SERVICE, RESEARCH, UTILITY FACILITY<br>TECHNOLOGICAL RESEARCH FACILITY<br><br>Hierarchy: 1.X.3.3.4.1<br><br>Framed: F<br><br>NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol. |    |    |    |    |
| SUGPIUR---H**** SFGPIUR---H**** SNGPIUR---H**** SHGPIUR---H****  |   |  |   |   |
| WAR.GRDTRK.INS.SRUF.TCF<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>INSTALLATION<br>SERVICE, RESEARCH, UTILITY FACILITY<br>TELECOMMUNICATIONS FACILITY<br><br>Hierarchy: 1.X.3.3.4.2<br><br>Framed: F<br><br>NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.     |  |  |  |  |
| SUGPIUT---H**** SFGPIUT---H**** SNGPIUT---H**** SHGPIUT---H****  |   |  |   |   |
| WAR.GRDTRK.INS.SRUF.EPF<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>INSTALLATION<br>SERVICE, RESEARCH, UTILITY FACILITY<br>ELECTRIC POWER FACILITY<br><br>Hierarchy: 1.X.3.3.4.3<br><br>Framed: F<br><br>NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.         |  |  |  |  |
| SUGPIUE---H**** SFGPIUE---H**** SNGPIUE---H**** SHGPIUE---H****  |   |  |   |   |

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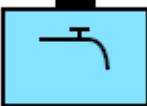
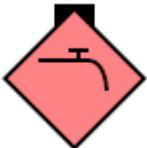
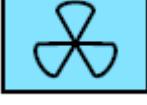
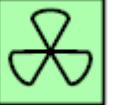
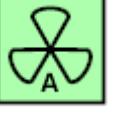
**TABLE A-V. UEI symbols - Continued.**

| <b>SYMBOL</b>  | <b>UNKNOWN</b>  | <b>FRIEND</b>  | <b>NEUTRAL</b>  | <b>HOSTILE</b>  |
|--|---|--|---|---|
| <p>WAR.GRDTRK.INS.SRUF.EPF.NPT</p> <p>WARFIGHTING SYMBOLS<br/>GROUND TRACK<br/>INSTALLATION<br/>SERVICE, RESEARCH, UTILITY FACILITY<br/>ELECTRIC POWER FACILITY<br/>NUCLEAR PLANT</p> <p>Hierarchy: 1.X.3.3.4.3.1</p> <p>Framed: F</p> <p>NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol..</p> | <br>SUGPIUEN--<br>H*****   | <br>SFGPIUEN--<br>H*****   | <br>SNGPIUEN--<br>H*****   | <br>SHGPIUEN--<br>H*****   |
| <p>WAR.GRDTRK.INS.SRUF.EPF.DAM</p> <p>WARFIGHTING SYMBOLS<br/>GROUND TRACK<br/>INSTALLATION<br/>SERVICE, RESEARCH, UTILITY FACILITY<br/>ELECTRIC POWER FACILITY<br/>DAM</p> <p>Hierarchy: 1.X.3.3.4.3.2</p> <p>Framed: F</p> <p>NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol..</p>           | <br>SUGPIUED--<br>H*****   | <br>SFGPIUED--<br>H*****   | <br>SNGPIUED--<br>H*****   | <br>SHGPIUED--<br>H*****   |
| <p>WAR.GRDTRK.INS.SRUF.EPF.FOSF</p> <p>WARFIGHTING SYMBOLS<br/>GROUND TRACK<br/>INSTALLATION<br/>SERVICE, RESEARCH, UTILITY FACILITY<br/>ELECTRIC POWER FACILITY<br/>FOSSIL FUEL</p> <p>Hierarchy: 1.X.3.3.4.3.3</p> <p>Framed: F</p> <p>NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol..</p>  | <br>SUGPIUEF--<br>H***** | <br>SFGPIUEF--<br>H***** | <br>SNGPIUEF--<br>H***** | <br>SHGPIUEF--<br>H***** |

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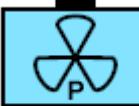
## APPENDIX A

TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN   | FRIEND   | NEUTRAL   | HOSTILE   |
|---|---|--|---|---|
| WAR.GRDTRK.INS.SRUF.PWS<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>INSTALLATION<br>SERVICE, RESEARCH, UTILITY FACILITY<br>PUBLIC WATER SERVICES<br><br>Hierarchy: 1.X.3.3.4.4<br><br>Framed: F<br><br>NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.                  |    |    |    |    |
| WAR.GRDTRK.INS.MMF<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>INSTALLATION<br>MILITARY MATERIEL FACILITY<br><br>Hierarchy: 1.X.3.3.5<br><br>Framed: F<br><br>NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.   | N/A   | N/A  | N/A   | N/A   |
| WAR.GRDTRK.INS.MMF.NENY<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>INSTALLATION<br>MILITARY MATERIEL FACILITY<br>NUCLEAR ENERGY<br><br>Hierarchy: 1.X.3.3.5.1<br><br>Framed: F<br><br>NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.                                  |  |  |  |  |
| WAR.GRDTRK.INS.MMF.NENY.ATMER<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>INSTALLATION<br>MILITARY MATERIEL FACILITY<br>NUCLEAR ENERGY<br>ATOMIC ENERGY REACTOR<br><br>Hierarchy: 1.X.3.3.5.1.1<br><br>Framed: F<br><br>NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol. |  |  |  |  |

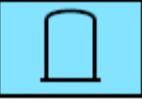
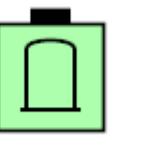
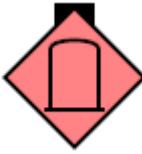
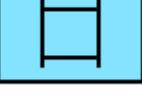
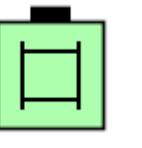
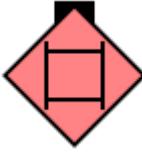
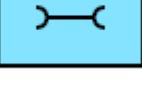
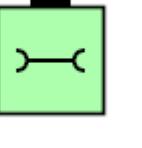
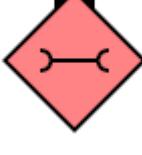
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APPENDIX A

TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN  | FRIEND  | NEUTRAL  | HOSTILE  |
|--|--|---|--|--|
| WAR.GRDTRK.INS.MMF.NENY.NMP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>INSTALLATION<br>MILITARY MATERIEL FACILITY<br>NUCLEAR ENERGY<br>NUCLEAR MATERIAL PRODUCTION<br><br>Hierarchy: 1.X.3.3.5.1.2<br><br>Framed: F<br><br>NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.                          | <br><br>SUGPIMFP--<br>H****   | <br><br>SFGPIMFP--<br>H****   | <br><br>SNGPIMFP--<br>H****   | <br><br>SHGPIMFP--<br>H****   |
| WAR.GRDTRK.INS.MMF.NENY.NMP.WPNGR<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>INSTALLATION<br>MILITARY MATERIEL FACILITY<br>NUCLEAR ENERGY<br>NUCLEAR MATERIAL PRODUCTION<br>WEAPONS GRADE<br><br>Hierarchy: 1.X.3.3.5.1.2.1<br><br>Framed: F<br><br>NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol. | <br><br>SUGPIMFPW--<br>H****  | <br><br>SFGPIMFPW--<br>H****  | <br><br>SNGPIMFPW--<br>H****  | <br><br>SHGPIMFPW--<br>H****  |
| WAR.GRDTRK.INS.MMF.NENY.NMS<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>INSTALLATION<br>MILITARY MATERIEL FACILITY<br>NUCLEAR ENERGY<br>NUCLEAR MATERIAL STORAGE<br><br>Hierarchy: 1.X.3.3.5.1.3<br><br>Framed: F<br><br>NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.                             | <br><br>SUGPIMFS--<br>H**** | <br><br>SFGPIMFS--<br>H**** | <br><br>SNGPIMFS--<br>H**** | <br><br>SHGPIMFS--<br>H**** |

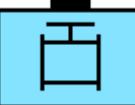
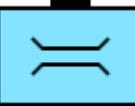
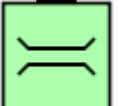
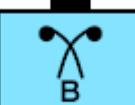
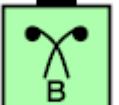
**MIL-STD-2525C**  
**APPENDIX A**

**TABLE A-V. UEI symbols - Continued.**

| <b>SYMBOL</b>   | <b>UNKNOWN</b>  | <b>FRIEND</b>  | <b>NEUTRAL</b>  | <b>HOSTILE</b>  |
|---|---|--|---|---|
| <p>WAR.GRDTRK.INS.MMF.APA</p> <p>WARFIGHTING SYMBOLS<br/>GROUND TRACK<br/>INSTALLATION<br/>MILITARY MATERIEL FACILITY<br/>AIRCRAFT PRODUCTION &amp; ASSEMBLY</p> <p>Hierarchy: 1.X.3.3.5.2</p> <p>Framed: F</p> <p>NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.</p>        | <br>SUGPIMA---<br>H*****   | <br>SFGPIMA---<br>H*****   | <br>SNGPIMA---<br>H*****   | <br>SHGPIMA---<br>H*****   |
| <p>WAR.GRDTRK.INS.MMF.AMEP</p> <p>WARFIGHTING SYMBOLS<br/>GROUND TRACK<br/>INSTALLATION<br/>MILITARY MATERIEL FACILITY<br/>AMMUNITION AND EXPLOSIVES<br/>PRODUCTION</p> <p>Hierarchy: 1.X.3.3.5.3</p> <p>Framed: F</p> <p>NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.</p> | <br>SUGPIME---<br>H*****   | <br>SFGPIME---H*****       | <br>SNGPIME---<br>H*****   | <br>SHGPIME---<br>H*****   |
| <p>WAR.GRDTRK.INS.MMF.AMTP</p> <p>WARFIGHTING SYMBOLS<br/>GROUND TRACK<br/>INSTALLATION<br/>MILITARY MATERIEL FACILITY<br/>ARMAMENT PRODUCTION</p> <p>Hierarchy: 1.X.3.3.5.4</p> <p>Framed: F</p> <p>NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.</p>                      | <br>SUGPIMG---<br>H***** | <br>SFGPIMG---<br>H***** | <br>SNGPIMG---<br>H***** | <br>SHGPIMG---<br>H***** |
| <p>WAR.GRDTRK.INS.MMF.MILVP</p> <p>WARFIGHTING SYMBOLS<br/>GROUND TRACK<br/>INSTALLATION<br/>MILITARY MATERIEL FACILITY<br/>MILITARY VEHICLE PRODUCTION</p> <p>Hierarchy: 1.X.3.3.5.5</p> <p>Framed: F</p> <p>NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.</p>             | <br>SUGPIMV---<br>H***** | <br>SFGPIMV---<br>H***** | <br>SNGPIMV---<br>H***** | <br>SHGPIMV---<br>H***** |

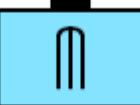
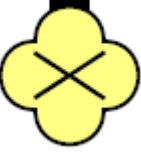
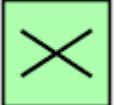
**MIL-STD-2525C**  
**APPENDIX A**

**TABLE A-V. UEI symbols - Continued.**

| <b>SYMBOL</b>   | <b>UNKNOWN</b>  | <b>FRIEND</b>  | <b>NEUTRAL</b>  | <b>HOSTILE</b>  |
|---|---|--|---|---|
| <p>WAR.GRDTRK.INS.MMF.ENGEP</p> <p>WARFIGHTING SYMBOLS<br/>GROUND TRACK<br/>INSTALLATION<br/>MILITARY MATERIEL FACILITY<br/>ENGINEERING EQUIPMENT PRODUCTION</p> <p>Hierarchy: 1.X.3.3.5.6</p> <p>Framed: F</p> <p>NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.</p>                  | <br>SUGPIMN---<br>H*****   | <br>SFGPIMN---<br>H*****   | <br>SNGPIMN---<br>H*****   | <br>SHGPIMN---<br>H*****   |
| <p>WAR.GRDTRK.INS.MMF.ENGEP.BRG</p> <p>WARFIGHTING SYMBOLS<br/>GROUND TRACK<br/>INSTALLATION<br/>MILITARY MATERIEL FACILITY<br/>ENGINEERING EQUIPMENT PRODUCTION<br/>BRIDGE</p> <p>Hierarchy: 1.X.3.3.5.6.1</p> <p>Framed: F</p> <p>NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.</p> | <br>SUGPIMNB--<br>H*****   | <br>SFGPIMNB--<br>H*****   | <br>SNGPIMNB--<br>H*****   | <br>SHGPIMNB--<br>H*****   |
| <p>WAR.GRDTRK.INS.MMF.CBWP</p> <p>WARFIGHTING SYMBOLS<br/>GROUND TRACK<br/>INSTALLATION<br/>MILITARY MATERIEL FACILITY<br/>CHEMICAL &amp; BIOLOGICAL WARFARE<br/>PRODUCTION</p> <p>Hierarchy: 1.X.3.3.5.7</p> <p>Framed: F</p> <p>NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.</p>   | <br>SUGPIMC---<br>H***** | <br>SFGPIMC---<br>H***** | <br>SNGPIMC---<br>H***** | <br>SHGPIMC---<br>H***** |
| <p>WAR.GRDTRK.INS.MMF.SHPCSN</p> <p>WARFIGHTING SYMBOLS<br/>GROUND TRACK<br/>INSTALLATION<br/>MILITARY MATERIEL FACILITY<br/>SHIP CONSTRUCTION</p> <p>Hierarchy: 1.X.3.3.5.8</p> <p>Framed: F</p> <p>NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.</p>                                | <br>SUGPIMS---<br>H***** | <br>SFGPIMS---H*****     | <br>SNGPIMS---<br>H***** | <br>SHGPIMS---<br>H***** |

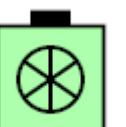
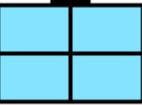
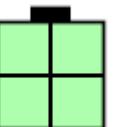
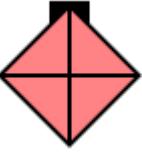
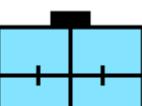
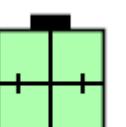
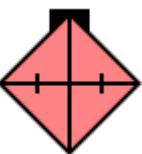
**MIL-STD-2525C**  
**APPENDIX A**

**TABLE A-V. UEI symbols - Continued.**

| <b>SYMBOL</b>   | <b>UNKNOWN</b>   | <b>FRIEND</b>   | <b>NEUTRAL</b>   | <b>HOSTILE</b>   |
|---|--|---|--|--|
| WAR.GRDTRK.INS.MMF.MSSP<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>INSTALLATION<br>MILITARY MATERIEL FACILITY<br>MISSILE & SPACE SYSTEM PRODUCTION<br><br>Hierarchy: 1.X.3.3.5.9<br><br>Framed: F<br><br>NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol. | <br><br>SUGPIMM---H****   | <br><br>SFGPIMM---H****   | <br><br>SNGPIMM---H****   | <br><br>SHGPIMM---H****   |
| WAR.GRDTRK.INS.GOVLDR<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>INSTALLATION<br>GOVERNMENT LEADERSHIP<br><br>Hierarchy: 1.X.3.3.6<br><br>Framed: F<br><br>NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.   | <br><br>SUGPIG----H****   | <br><br>SFGPIG----H****   | <br><br>SNGPIG----H****   | <br><br>SHGPIG----H****   |
| WAR.GRDTRK.INS.MILBF<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>INSTALLATION<br>MILITARY BASE/FACILITY<br><br>Hierarchy: 1.X.3.3.7<br><br>Framed: F<br><br>NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.   | <br><br>SUGPIB----H**** | <br><br>SFGPIB----H**** | <br><br>SNGPIB----H**** | <br><br>SHGPIB----H**** |
| WAR.GRDTRK.INS.MILBF.AB<br><br>WARFIGHTING SYMBOLS<br>GROUND TRACK<br>INSTALLATION<br>MILITARY BASE/FACILITY<br>AIRPORT/AIRBASE<br><br>Hierarchy: 1.X.3.3.7.1<br><br>Framed: F<br><br>NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.                       | <br><br>SUGPIBA---H**** | <br><br>SFGPIBA---H**** | <br><br>SNGPIBA---H**** | <br><br>SHGPIBA---H**** |

**MIL-STD-2525C**  
**APPENDIX A**

**TABLE A-V. UEI symbols - Continued.**

| <b>SYMBOL</b>   | <b>UNKNOWN</b>  | <b>FRIEND</b>  | <b>NEUTRAL</b>  | <b>HOSTILE</b>  |
|---|---|--|---|---|
| <p>WAR.GRDTRK.INS.MILBF.SP</p> <p>WARFIGHTING SYMBOLS<br/>GROUND TRACK<br/>INSTALLATION<br/>MILITARY BASE/FACILITY<br/>SEAPORT/NAVAL BASE</p> <p>Hierarchy: 1.X.3.3.7.2</p> <p>Framed: F</p> <p>NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.</p> | <br>SUGPIBN---H*****   | <br>SFGPIBN---H*****   | <br>SNGPIBN---H*****   | <br>SHGPIBN---H*****   |
| <p>WAR.GRDTRK.INS.TSPF</p> <p>WARFIGHTING SYMBOLS<br/>GROUND TRACK<br/>INSTALLATION<br/>TRANSPORT FACILITY</p> <p>Hierarchy: 1.X.3.3.8</p> <p>Framed: F</p> <p>NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.</p>                                  | <br>SUGPIT---H*****    | <br>SFGPIT---H*****    | <br>SNGPIT---H*****    | <br>SHGPIT---H*****    |
| <p>WAR.GRDTRK.INS.MEDF</p> <p>WARFIGHTING SYMBOLS<br/>GROUND TRACK<br/>INSTALLATION<br/>MEDICAL FACILITY</p> <p>Hierarchy: 1.X.3.3.9</p> <p>Framed: F</p> <p>NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.</p>                                    | <br>SUGPIX---H*****  | <br>SFGPIX---H*****  | <br>SNGPIX---H*****  | <br>SHGPIX---H*****  |
| <p>WAR.GRDTRK.INS.MEDF.HSP</p> <p>WARFIGHTING SYMBOLS<br/>GROUND TRACK<br/>INSTALLATION<br/>MEDICAL FACILITY<br/>HOSPITAL</p> <p>Hierarchy: 1.X.3.3.9.1</p> <p>Framed: F</p> <p>NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.</p>                 | <br>SUGPIXH---H***** | <br>SFGPIXH---H***** | <br>SNGPIXH---H***** | <br>SHGPIXH---H***** |

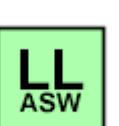
**MIL-STD-2525C**  
**APPENDIX A**

**TABLE A-V. UEI symbols - Continued.**

| SYMBOL  | UNKNOWN | FRIEND | NEUTRAL | HOSTILE |
|---|---------|--------|---------|---------|
| WAR.SSUF<br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>Hierarchy: 1.X.4<br>Framed: F   |         |        |         |         |
| WAR.SSUF.CBTT<br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>COMBATANT<br>Hierarchy: 1.X.4.1<br>Framed: F                                   |         |        |         |         |
| WAR.SSUF.CBTT.LNE<br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>COMBATANT<br>LINE<br>Hierarchy: 1.X.4.1.1<br>Framed: F                     |         |        |         |         |
| WAR.SSUF.CBTT.LNE.CRR<br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>COMBATANT<br>LINE<br>CARRIER<br>Hierarchy: 1.X.4.1.1.1<br>Framed: F    |         |        |         |         |
| WAR.SSUF.CBTT.LNE.BBS<br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>COMBATANT<br>LINE<br>BATTLESHIP<br>Hierarchy: 1.X.4.1.1.2<br>Framed: F |         |        |         |         |
| WAR.SSUF.CBTT.LNE.CRU<br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>COMBATANT<br>LINE<br>CRUISER<br>Hierarchy: 1.X.4.1.1.3<br>Framed: F    |         |        |         |         |

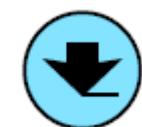
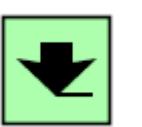
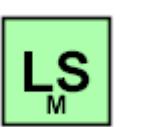
**MIL-STD-2525C**  
**APPENDIX A**

**TABLE A-V. UEI symbols - Continued.**

| SYMBOL  | UNKNOWN   | FRIEND   | NEUTRAL   | HOSTILE   |
|---|---|--|---|---|
| WAR.SSUF.CBTT.LNE.DD<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>COMBATANT<br>LINE<br>DESTROYER<br><br>Hierarchy: 1.X.4.1.1.4<br><br>Framed: F   |    |    |    |    |
| WAR.SSUF.CBTT.LNE.FFR<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>COMBATANT<br>LINE<br>FRIGATE/CORVETTE<br><br>Hierarchy: 1.X.4.1.1.5<br><br>Framed: F   |    |    |    |    |
| WAR.SSUF.CBTT.LNE.LL<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>COMBATANT<br>LINE<br>LITTORAL COMBATANT<br><br>Hierarchy: N/A<br><br>Framed: F  |   |   |   |   |
| WAR.SSUF.CBTT.LNE.LL.ASBW<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>COMBATANT<br>LINE<br>LITTORAL COMBATANT<br>ANTISUBMARINE WARFARE MISSION<br>PACKAGE<br><br>Hierarchy: N/A<br><br>Framed: F |  |  |  |  |
| WAR.SSUF.CBTT.LNE.LL.MNEW<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>COMBATANT<br>LINE<br>LITTORAL COMBATANT<br>MINE WARFARE MISSION PACKAGE<br><br>Hierarchy: N/A<br><br>Framed: F             |  |  |  |  |

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TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN   | FRIEND   | NEUTRAL   | HOSTILE   |
|--|---|--|---|---|
| WAR.SSUF.CBTT.LNE.LL.SUW<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>COMBATANT<br>LINE<br>LITTORAL COMBATANT<br>SURFACE WARFARE (SUW) MISSION<br>PACKAGE<br><br>Hierarchy: N/A<br><br>Framed: F |    |    |    |    |
| WAR.SSUF.CBTT.AMPWS<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>COMBATANT<br>AMPHIBIOUS WARFARE SHIP<br><br>Hierarchy: 1.X.4.1.2<br><br>Framed: F   |    |    |    |    |
| WAR.SSUF.CBTT.AMPWS.ASTVES<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>COMBATANT<br>AMPHIBIOUS WARFARE SHIP<br>ASSAULT VESSEL<br><br>Hierarchy: 1.X.4.1.2.1<br><br>Framed: F                    |   |   |   |   |
| WAR.SSUF.CBTT.AMPWS.LNDSHP<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>COMBATANT<br>AMPHIBIOUS WARFARE SHIP<br>LANDING SHIP<br><br>Hierarchy: 1.X.4.1.2.2<br><br>Framed: F                      |  |  |  |  |
| WAR.SSUF.CBTT.AMPWS.LNDSHP.MDM<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>COMBATANT<br>AMPHIBIOUS WARFARE SHIP<br>LANDING SHIP<br>MEDIUM<br><br>Hierarchy: N/A<br><br>Framed: F                |  |  |  |  |

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APPENDIX A

TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN             | FRIEND              | NEUTRAL             | HOSTILE |
|--|---------------------|---------------------|---------------------|---------|
| WAR.SSUF.CBTT.AMPWS.LNDSHP.TANK<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>COMBATANT<br>AMPHIBIOUS WARFARE SHIP<br>LANDING SHIP<br>TANK<br><br>Hierarchy: N/A<br><br>Framed: F |                     |                     |                     |         |
| SUSPCALST-<br>*****  | SFSPCALST-<br>***** | SNSPCALST-<br>***** | SHSPCALST-<br>***** |         |
| WAR.SSUF.CBTT.AMPWS.LNDCRT<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>COMBATANT<br>AMPHIBIOUS WARFARE SHIP<br>LANDING CRAFT<br><br>Hierarchy: 1.X.4.1.2.3<br><br>Framed: F     |                     |                     |                     |         |
| SUSPCALC--<br>*****  | SFSPCALC--<br>***** | SNSPCALC--<br>***** | SHSPCALC--<br>***** |         |
| WAR.SSUF.CBTT.MNEWV<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>COMBATANT<br>MINE WARFARE VESSEL<br><br>Hierarchy: 1.X.4.1.3<br><br>Framed: F                                   |                     |                     |                     |         |
| SUSPCM---<br>*****   | SFSPCM---<br>*****  | SNSPCM---<br>*****  | SHSPCM---<br>*****  |         |
| WAR.SSUF.CBTT.MNEWV.MNELYR<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>COMBATANT<br>MINE WARFARE VESSEL<br>MINELAYER<br><br>Hierarchy: 1.X.4.1.3.1<br><br>Framed: F             |                     |                     |                     |         |
| SUSPCMML--<br>*****  | SFSPCMML--<br>***** | SNSPCMML--<br>***** | SHSPCMML--<br>***** |         |
| WAR.SSUF.CBTT.MNEWV.MNESWE<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>COMBATANT<br>MINE WARFARE VESSEL<br>MINESWEEPER<br><br>Hierarchy: 1.X.4.1.3.2<br><br>Framed: F           |                     |                     |                     |         |
| SUSPCMMS--<br>*****  | SFSPCMMS--<br>***** | SNSPCMMS--<br>***** | SHSPCMMS--<br>***** |         |

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APPENDIX A

TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN   | FRIEND   | NEUTRAL   | HOSTILE   |
|---|---|--|---|---|
| WAR.SSUF.CBTT.MNEWV.MNEHNT<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>COMBATANT<br>MINE WARFARE VESSEL<br>MINEHUNTER<br><br>Hierarchy: 1.X.4.1.3.3<br><br>Framed: F |    |    |    |    |
| SUSPCMMH--<br>*****   | SFSPCMMH--<br>*****   | SNSPCMMH--<br>*****  | SHSPCMMH--<br>*****   |   |
| WAR.SSUF.CBTT.MCMSUP<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>COMBATANT<br>MINE WARFARE VESSEL<br>MCM SUPPORT<br><br>Hierarchy: 1.X.4.1.3.4<br><br>Framed: F      |    |    |    |    |
| SUSPCMMA--<br>*****   | SFSPCMMA--<br>*****   | SNSPCMMA--<br>*****  | SHSPCMMA--<br>*****   |   |
| WAR.SSUF.CBTT.PAT<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>COMBATANT<br>PATROL<br><br>Hierarchy: 1.X.4.1.4<br><br>Framed: F                                       |   |   |   |   |
| SUSPCP----*****   | SFSPCP----*****   | SNSPCP----*****  | SHSPCP----*****   |   |
| WAR.SSUF.CBTT.PAT.ASBW<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>COMBATANT<br>PATROL<br>ANTISUBMARINE WARFARE<br><br>Hierarchy: 1.X.4.1.4.1<br><br>Framed: F       |  |  |  |  |
| SUSPCPSB--<br>*****   | SFSPCPSB--<br>*****   | SNSPCPSB--<br>*****  | SHSPCPSB--<br>*****   |   |
| WAR.SSUF.CBTT.PAT.ASUW<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>COMBATANT<br>PATROL<br>ANTSURFACE WARFARE<br><br>Hierarchy: 1.X.4.1.4.2<br><br>Framed: F          |  |  |  |  |
| SUSPCPSU--<br>*****   | SFSPCPSU--<br>*****   | SNSPCPSU--<br>*****  | SHSPCPSU--<br>*****   |   |

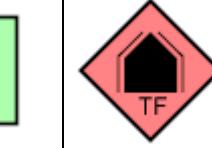
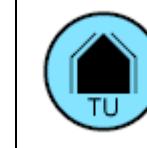
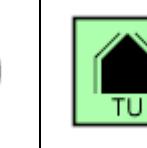
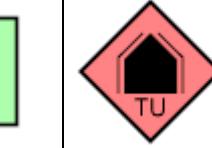
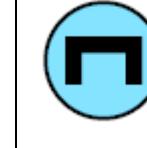
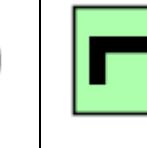
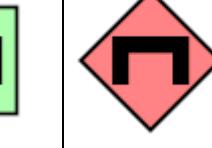
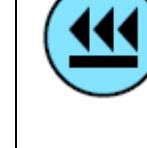
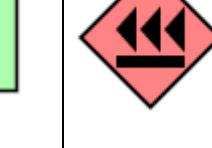
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TABLE A-V. UEI symbols - Continued.

| <b>SYMBOL</b>   | <b>UNKNOWN</b>       | <b>FRIEND</b>       | <b>NEUTRAL</b>       | <b>HOSTILE</b> |
|---|----------------------|---------------------|----------------------|----------------|
| WAR.SSUF.CBTT.PAT.ASUW.ASMSL<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>COMBATANT<br>PATROL<br>ANTISURFACE WARFARE<br>ANTISHIP MISSILE<br><br>Hierarchy: N/A<br>Framed: F |                      |                     |                      |                |
| SUSPCPSUM-<br>*****   | SFSPCP SUM-<br>***** | SNSPCPSUM-<br>***** | SHSPCP SUM-<br>***** |                |
| WAR.SSUF.CBTT.PAT.ASUW.TPD<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>COMBATANT<br>PATROL<br>ANTISURFACE WARFARE<br>TORPEDO<br><br>Hierarchy: N/A<br>Framed: F            |                      |                     |                      |                |
| SUSPCPSUT-<br>*****   | SFSPCP SUT-<br>***** | SNSPCPSUT-<br>***** | SHSPCP SUT-<br>***** |                |
| WAR.SSUF.CBTT.PAT.ASUW.GUN<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>COMBATANT<br>PATROL<br>ANTISURFACE WARFARE<br>GUN<br><br>Hierarchy: N/A<br>Framed: F                |                      |                     |                      |                |
| SUSPCPSUG-<br>*****   | SFSPCP SUG-<br>***** | SNSPCPSUG-<br>***** | SHSPCP SUG-<br>***** |                |
| WAR.SSUF.CBTT.HOV<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>COMBATANT<br>HOVERCRAFT<br><br>Hierarchy: 1.X.4.1.5<br>Framed: F   |                      |                     |                      |                |
| SUSPCH----<br>*****   | SFSPCH----<br>*****  | SNSPCH----<br>***** | SHSPCH----<br>*****  |                |
| WAR.SSUF.CBTT.NAVGRP<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>COMBATANT<br>NAVY GROUP<br><br>Hierarchy: 1.X.4.1.7<br>Framed: F  |                      |                     |                      |                |
| SUSPG-----<br>*****   | SFSPG-----<br>*****  | SNSPG-----<br>***** | SHSPG-----<br>*****  |                |

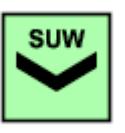
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APPENDIX A

TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN  | FRIEND  | NEUTRAL  | HOSTILE  |
|---|--|---|--|--|
| WAR.SSUF.CBTT.NAVGRP.NAVTF<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>COMBATANT<br>NAVY GROUP<br>NAVY TASK FORCE<br><br>Hierarchy: 1.X.4.1.7.1<br><br>Framed: F |  TF       |  TF       |  TF       |  TF       |
| WAR.SSUF.CBTT.NAVGRP.NAVTG<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>COMBATANT<br>NAVY GROUP<br>NAVY TASK GROUP<br><br>Hierarchy: 1.X.4.1.7.2<br><br>Framed: F |  TG       |  TG       |  TG       |  TG       |
| WAR.SSUF.CBTT.NAVGRP.NAVTU<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>COMBATANT<br>NAVY GROUP<br>NAVY TASK UNIT<br><br>Hierarchy: 1.X.4.1.7.3<br><br>Framed: F  |  TU      |  TU      |  TU      |  TU      |
| WAR.SSUF.CBTT.NAVGRP.CNY<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>COMBATANT<br>NAVY GROUP<br>CONVOY<br><br>Hierarchy: 1.X.4.1.7.4<br><br>Framed: F            |  CNY    |         |         |  CNY    |
| WAR.SSUF.CBTT.SUFDCY<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>COMBATANT<br>SURFACE DECOY<br><br>Hierarchy: N/A<br><br>Framed: F                               |  SFSPCD |  SFSPCD |  SFSPCD |  SFSPCD |

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TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN   | FRIEND   | NEUTRAL   | HOSTILE   |
|--|---|--|---|---|
| WAR.SSUF.CBTT.USV<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>COMBATANT<br>UNMANNED SURFACE VEHICLE<br><br>Hierarchy: N/A<br>Framed: F                                    |    |    |    |    |
| SUSPCU----*****<br><br>SFSPCU----*****<br>SNSPCU----*****<br>SHSPCU----*****   |   |  |   |   |
| WAR.SSUF.CBTT.USV.MNECM<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>COMBATANT<br>UNMANNED SURFACE VEHICLE<br>MINE COUNTERMEASURES<br><br>Hierarchy: N/A<br>Framed: F      |    |    |    |    |
| SUSPCUM---*****<br>SFSPCUM---*****<br>SNSPCUM---*****<br>SHSPCUM---*****   |   |  |   |   |
| WAR.SSUF.CBTT.USV.ASBW<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>COMBATANT<br>UNMANNED SURFACE VEHICLE<br>ANTISUBMARINE WARFARE<br><br>Hierarchy: N/A<br>Framed: F      |   |   |   |   |
| SUSPCUS---*****<br>SFSPCUS---*****<br>SNSPCUS---*****<br>SHSPCUS---*****   |   |  |   |   |
| WAR.SSUF.CBTT.USV.ASUW<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>COMBATANT<br>UNMANNED SURFACE VEHICLE<br>ANTISURFACE WARFARE<br><br>Hierarchy: N/A<br>Framed: F        |  |  |  |  |
| SUSPCUN---*****<br>SFSPCUN---*****<br>SNSPCUN---*****<br>SHSPCUN---*****   |   |  |   |   |
| WAR.SSUF.CBTT.USV.RMV<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>COMBATANT<br>UNMANNED SURFACE VEHICLE<br>REMOTE MULTIMISSION VEHICLE<br><br>Hierarchy: N/A<br>Framed: F |  |  |  |  |
| SUSPCUR---*****<br>SFSPCUR---*****<br>SNSPCUR---*****<br>SHSPCUR---*****   |   |  |   |   |

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TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN          | FRIEND           | NEUTRAL          | HOSTILE          |
|---|------------------|------------------|------------------|------------------|
| WAR.SSUF.NCBTT  |                  |                  |                  |                  |
| WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>NONCOMBATANT  |                  |                  |                  |                  |
| Hierarchy: 1.X.4.2  |                  |                  |                  |                  |
| Framed: F   | SUSPN-----*****  | SFSPN-----*****  | SNSPN-----*****  | SHSPN-----*****  |
| WAR.SSUF.NCBTT.UWRPM  |                  |                  |                  |                  |
| WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>NONCOMBATANT<br>UNDERWAY REPLENISHMENT (OILER/<br>TANKER, STORES, AMMUNITION, TROOP<br>TRANSPORT) |                  |                  |                  |                  |
| Hierarchy: 1.X.4.2.1  |                  |                  |                  |                  |
| Framed: F   | SUSPNR-----***** | SFSPNR-----***** | SNSPNR-----***** | SHSPNR-----***** |
| WAR.SSUF.NCBTT.FLTSUP   |                  |                  |                  |                  |
| WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>NONCOMBATANT<br>FLEET SUPPORT (TENDER/TUG)  |                  |                  |                  |                  |
| Hierarchy: 1.X.4.2.2  |                  |                  |                  |                  |
| Framed: F   | SUSPNF-----***** | SFSPNF-----***** | SNSPNF-----***** | SHSPNF-----***** |
| WAR.SSUF.NCBTT.INT  |                  |                  |                  |                  |
| WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>NONCOMBATANT<br>INTELLIGENCE (OCEANOGRAPHIC, AGI)   |                  |                  |                  |                  |
| Hierarchy: 1.X.4.2.3  |                  |                  |                  |                  |
| Framed: F   | SUSPNI-----***** | SFSPNI-----***** | SNSPNI-----***** | SHSPNI-----***** |
| WAR.SSUF.NCBTT.SSH  |                  |                  |                  |                  |
| WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>NONCOMBATANT<br>SERVICE & SUPPORT HARBOR<br>(YARDCRAFT, BARGE, HARBOR, TUG)                       |                  |                  |                  |                  |
| Hierarchy: 1.X.4.2.4  |                  |                  |                  |                  |
| Framed: F   | SUSPNS-----***** | SFSPNS-----***** | SNSPNS-----***** | SHSPNS-----***** |

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TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN        | FRIEND         | NEUTRAL        | HOSTILE |
|--|----------------|----------------|----------------|---------|
| WAR.SSUF.NCBTT.HSPSHIP<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>NONCOMBATANT<br>HOSPITAL SHIP<br><br>Hierarchy: 1.X.4.2.5<br><br>Framed: F |                |                |                |         |
| SUSPNM---*****   | SFSPNM---***** | SNSPNM---***** | SHSPNM---***** |         |
| WAR.SSUF.NCBTT.HOV<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>NONCOMBATANT<br>HOVERCRAFT<br><br>Hierarchy: 1.X.4.2.6<br><br>Framed: F        |                |                |                |         |
| SUSPNH---*****   | SFSPNH---***** | SNSPNH---***** | SHSPNH---***** |         |
| WAR.SSUF.NMIL<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>NON-MILITARY<br><br>Hierarchy: 1.X.4.3  | N/A            | N/A            | N/A            | N/A     |
| WAR.SSUF.NMIL.MCT<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>NON-MILITARY<br>MERCHANT<br><br>Hierarchy: 1.X.4.3.1<br><br>Framed: FO          |                |                |                |         |
| SUSPXM---*****   | SFSPXM---***** | SNSPXM---***** | SHSPXM---***** |         |
|  |                |                |                |         |
| SUSPXM---*****   | SFSPXM---***** | SNSPXM---***** | SHSPXM---***** |         |
| WAR.SSUF.NMIL.MCT.CGO<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>NON-MILITARY<br>MERCHANT<br>CARGO<br><br>Hierarchy: 1.X.4.3.1.1             |                |                |                |         |
| SUSPXM---*****   | SFSPXM---***** | SNSPXM---***** | SHSPXM---***** |         |

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TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN             | FRIEND              | NEUTRAL             | HOSTILE             |
|--|---------------------|---------------------|---------------------|---------------------|
| Framed: FO   |                     |                     |                     |                     |
|  | SUSPXMC---<br>***** | SFSPXMC---<br>***** | SNSPXMC---<br>***** | SHSPXMC---<br>***** |
| WAR.SSUF.NMIL.MCT.RORO<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>NON-MILITARY<br>MERCHANT<br>ROLL ON/ROLL OFF<br><br>Hierarchy: 1.X.4.3.1.2 |                     |                     |                     |                     |
| Framed: FO   |                     |                     |                     |                     |
|  | SUSPXMR---<br>***** | SFSPXMR---<br>***** | SNSPXMR---<br>***** | SHSPXMR---<br>***** |
| WAR.SSUF.NMIL.MCT.OLR<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>NON-MILITARY<br>MERCHANT<br>OILER/TANKER<br><br>Hierarchy: 1.X.4.3.1.3      |                     |                     |                     |                     |
| Framed: FO   |                     |                     |                     |                     |
|  | SUSPXMO---<br>***** | SFSPXMO---<br>***** | SNSPXMO---<br>***** | SHSPXMO---<br>***** |
| WAR.SSUF.NMIL.MCT.TUG<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>NON-MILITARY<br>MERCHANT<br>TUG<br><br>Hierarchy: 1.X.4.3.1.4               |                     |                     |                     |                     |
|  | SUSPXMTU--<br>***** | SFSPXMTU--<br>***** | SNSPXMTU--<br>***** | SHSPXMTU--<br>***** |

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**TABLE A-V. UEI symbols - Continued.**

| SYMBOL   | UNKNOWN              | FRIEND               | NEUTRAL              | HOSTILE              |
|--|----------------------|----------------------|----------------------|----------------------|
| Framed: FO   |                      |                      |                      |                      |
|  | SUSPXMTU--<br>*****  | SFSPXMTU--<br>*****  | SNSPXMTU--<br>*****  | SHSPXMTU--<br>*****  |
| WAR.SSUF.NMIL.MCT.FRY<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>NON-MILITARY<br>MERCHANT<br>FERRY<br><br>Hierarchy: 1.X.4.3.1.5                           |                      |                      |                      |                      |
| Framed: FO   |                      |                      |                      |                      |
|  | SUSPXMF---<br>*****  | SFSPXMF---<br>*****  | SNSPXMF---<br>*****  | SHSPXMF---<br>*****  |
| WAR.SSUF.NMIL.MCT.PSG<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>NON-MILITARY<br>MERCHANT<br>PASSENGER<br><br>Hierarchy: 1.X.4.3.1.6                       |                      |                      |                      |                      |
| Framed: FO   |                      |                      |                      |                      |
|  | SUSPXPMP---<br>***** | SFSPXPMP---<br>***** | SNSPXPMP---<br>***** | SHSPXPMP---<br>***** |
| WAR.SSUF.NMIL.MCT.HAZMAT<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>NON-MILITARY<br>MERCHANT<br>HAZARDOUS MATERIALS (HAZMAT)<br><br>Hierarchy: 1.X.4.3.1.7 |                      |                      |                      |                      |
|  | SUSPXMH---<br>*****  | SFSPXMH---<br>*****  | SNSPXMH---<br>*****  | SHSPXMH---<br>*****  |

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TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN             | FRIEND              | NEUTRAL             | HOSTILE             |
|---|---------------------|---------------------|---------------------|---------------------|
| Framed: FO  |                     |                     |                     |                     |
|   | SUSPXMH---<br>***** | SFSPXMH---<br>***** | SNSPXMH---<br>***** | SHSPXMH---<br>***** |
| WAR.SSUF.NMIL.MCT.TOWVES<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>NON-MILITARY<br>MERCHANT<br>TOWING VESSEL<br><br>Hierarchy: 1.X.4.3.1.8 |                     |                     |                     |                     |
|   | SUSPXMTO--<br>***** | SFSPXMTO--<br>***** | SNSPXMTO--<br>***** | SHSPXMTO--<br>***** |
| Framed: FO  |                     |                     |                     |                     |
|   | SUSPXMTO--<br>***** | SFSPXMTO--<br>***** | SNSPXMTO--<br>***** | SHSPXMTO--<br>***** |
| WAR.SSUF.NMIL.FSG<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>NON-MILITARY<br>FISHING<br><br>Hierarchy: 1.X.4.3.2                            |                     |                     |                     |                     |
|   | SUSPXF----*****     | SFSPXF----*****     | SNSPXF----*****     | SHSPXF----*****     |
| Framed: FO  |                     |                     |                     |                     |
|   | SUSPXF----*****     | SFSPXF----*****     | SNSPXF----*****     | SHSPXF----*****     |
| WAR.SSUF.NMIL.FSG.DRFT<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>NON-MILITARY<br>FISHING<br>DRIFTER<br><br>Hierarchy: 1.X.4.3.2.1          |                     |                     |                     |                     |
|   | SUSPXFDF--<br>***** | SFSPXFDF--<br>***** | SNSPXFDF--<br>***** | SHSPXFDF--<br>***** |

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TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN   | FRIEND   | NEUTRAL   | HOSTILE   |
|---|---|--|---|---|
| Framed: FO  |    |    |    |    |
|   | SUSPXFDF--<br>*****   | SFSPXFDF--*****  | SNSPXFDF--<br>*****   | SHSPXFDF--<br>*****   |
| WAR.SSUF.NMIL.FSG.DRG<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>NON-MILITARY<br>FISHING<br>DREDGE<br><br>Hierarchy: 1.X.4.3.2.2  |    |    |    |    |
|   | SUSPXFDR--<br>*****   | SFSPXFDR--<br>*****  | SNSPXFDR--<br>*****   | SHSPXFDR--<br>*****   |
| Framed: FO  |    |    |    |    |
|   | SUSPXFDR--<br>*****   | SFSPXFDR--<br>*****  | SNSPXFDR--<br>*****   | SHSPXFDR--<br>*****   |
| WAR.SSUF.NMIL.FSG.TRW<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>NON-MILITARY<br>FISHING<br>TRAWLER<br><br>Hierarchy: 1.X.4.3.2.3 |  |  |  |  |
|   | SUSPXFTR--<br>*****   | SFSPXFTR--*****  | SNSPXFTR--<br>*****   | SHSPXFTR--<br>*****   |
| Framed: FO  |  |  |  |  |
|   | SUSPXFTR--<br>*****   | SFSPXFTR--*****  | SNSPXFTR--<br>*****   | SHSPXFTR--<br>*****   |
| WAR.SSUF.NMIL.LESCRT<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>NON-MILITARY<br>LEISURE CRAFT<br><br>Hierarchy: 1.X.4.3.3         |  |  |  |  |
|   | SUSPXR----*****   | SFSPXR----*****  | SNSPXR----*****   | SHSPXR----*****   |

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TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN         | FRIEND          | NEUTRAL         | HOSTILE         |
|---|-----------------|-----------------|-----------------|-----------------|
| Framed: FO  |                 |                 |                 |                 |
|   | SUSPXR----***** | SFSPXR----***** | SNSPXR----***** | SHSPXR----***** |
| WAR.SSUF.NMIL.LAWENV<br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>NON-MILITARY<br>LAW ENFORCEMENT VESSEL  |                 |                 |                 |                 |
| Hierarchy: 1.X.4.3.4  | SUSPXL----***** | SFSPXL----***** | SNSPXL----***** | SHSPXL----***** |
| Framed: FO  |                 |                 |                 |                 |
|   | SUSPXL----***** | SFSPXL----***** | SNSPXL----***** | SHSPXL----***** |
| WAR.SSUF.NMIL.HOV<br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>NON-MILITARY<br>HOVERCRAFT                 |                 |                 |                 |                 |
| Hierarchy: 1.X.4.3.5  | SUSPXH----***** | SFSPXH----***** | SNSPXH----***** | SHSPXH----***** |
| Framed: FO  |                 |                 |                 |                 |
|   | SUSPXH----***** | SFSPXH----***** | SNSPXH----***** | SHSPXH----***** |
| WAR.SSUF.NMIL.FSTREC<br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>NON-MILITARY<br>FAST RECREATIONAL CRAFT |                 |                 |                 |                 |
| Hierarchy: N/A  | SUSPXA----***** | SFSPXA----***** | SNSPXA----***** | SHSPXA----***** |
| Framed: FO  |                 |                 |                 |                 |
|   | SUSPXA----***** | SFSPXA----***** | SNSPXA----***** | SHSPXA----***** |

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TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN  | FRIEND  | NEUTRAL  | HOSTILE  |
|--|--|---|--|--|
| WAR.SSUF.NMIL.FSTREC.RHIB<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>NON-MILITARY<br>FAST RECREATIONAL CRAFT<br>RIGID-HULL INFLATABLE BOAT<br><br>Hierarchy: N/A | <br>SUSPXAR---<br>*****   | <br>SFSPXAR---<br>*****   | <br>SNSPXAR---<br>*****   | <br>SHSPXAR---<br>*****   |
| Framed: FO   | <br>SUSPXAR---<br>*****   | <br>SFSPXAR---<br>*****   | <br>SNSPXAR---<br>*****   | <br>SHSPXAR---<br>*****   |
| WAR.SSUF.NMIL.FSTREC.SPDBT<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>NON-MILITARY<br>FAST RECREATIONAL CRAFT<br>SPEED BOAT<br><br>Hierarchy: N/A                | <br>SUSPXAS---<br>*****   | <br>SFSPXAS---<br>*****   | <br>SNSPXAS---<br>*****   | <br>SHSPXAS---<br>*****   |
| Framed: FO   | <br>SUSPXAS---<br>***** | <br>SFSPXAS---<br>***** | <br>SNSPXAS---<br>***** | <br>SHSPXAS---<br>***** |
| WAR.SSUF.NMIL.PWC<br><br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>NON-MILITARY<br>PERSONAL WATERCRAFT<br><br>Hierarchy: N/A   | <br>SUSPXP---<br>*****  | <br>SFSPXP---<br>*****  | <br>SNSPXP---<br>*****  | <br>SHSPXP---<br>*****  |
| Framed: FO   | <br>SUSPXP---<br>*****  | <br>SFSPXP---<br>*****  | <br>SNSPXP---<br>*****  | <br>SHSPXP---<br>*****  |

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## APPENDIX A

TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN | FRIEND | NEUTRAL | HOSTILE |
|---|---------|--------|---------|---------|
| WAR.SSUF.OWN<br>WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>OWN TRACK<br>Hierarchy: 1.X.4.4<br>Framed: UF               |         |        |         |         |
| WAR.SBSUF<br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>Hierarchy: 1.X.5<br>Framed: F                                   |         |        |         |         |
| WAR.SBSUF.SUB<br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>SUBMARINE<br>Hierarchy: 1.X.5.1<br>Framed: F                |         |        |         |         |
| WAR.SBSUF.SUB.SURF<br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>SUBMARINE<br>SURFACED<br>Hierarchy: N/A<br>Framed: F   |         |        |         |         |
| WAR.SBSUF.SUB.BOTTMD<br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>SUBMARINE<br>BOTTOMED<br>Hierarchy: N/A<br>Framed: F |         |        |         |         |
| WAR.SBSUF.SUB.CRT<br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>SUBMARINE<br>CERTSUB<br>Hierarchy: N/A<br>Framed: F     |         |        |         |         |

TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN         | FRIEND          | NEUTRAL         | HOSTILE         |
|--|-----------------|-----------------|-----------------|-----------------|
| WAR.SBSUF.SUB.NONSUB   |                 |                 |                 |                 |
| WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>SUBMARINE<br>NONSUBMARINE                                 |                 |                 |                 |                 |
| Hierarchy: N/A   | SUUPSX----***** | SFUPSX---*****  | SNUPSX----***** | SHUPSX----***** |
| Framed: F  |                 |                 |                 |                 |
| WAR.SBSUF.SUB.NPRN   |                 |                 |                 |                 |
| WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>SUBMARINE<br>NUCLEAR PROPULSION                           |                 |                 |                 |                 |
| Hierarchy: 1.X.5.1.1   | SUUPSN----***** | SFUPSN----***** | SNUPSN----***** | SHUPSN----***** |
| Framed: F  |                 |                 |                 |                 |
| WAR.SBSUF.SUB.NPRN.SURF  |                 |                 |                 |                 |
| WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>SUBMARINE<br>NUCLEAR PROPULSION<br>SURFACED               |                 |                 |                 |                 |
| Hierarchy: N/A   | SUUPSNF---***** | SFUPSNF---***** | SNUPSNF---***** | SHUPSNF---***** |
| Framed: F  |                 |                 |                 |                 |
| WAR.SBSUF.SUB.NPRN.ATK   |                 |                 |                 |                 |
| WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>SUBMARINE<br>NUCLEAR PROPULSION<br>ATTACK (SSN)           |                 |                 |                 |                 |
| Hierarchy: N/A   | SUUPSNA---***** | SFUPSNA---***** | SNUPSNA---***** | SHUPSNA---***** |
| Framed: F  |                 |                 |                 |                 |
| WAR.SBSUF.SUB.NPRN.MSL   |                 |                 |                 |                 |
| WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>SUBMARINE<br>NUCLEAR PROPULSION<br>MISSILE (TYPE UNKNOWN) |                 |                 |                 |                 |
| Hierarchy: N/A   | SUUPSNM---***** | SFUPSNM---***** | SNUPSNM---***** | SHUPSNM---***** |
| Framed: F  |                 |                 |                 |                 |

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## APPENDIX A

TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN             | FRIEND          | NEUTRAL             | HOSTILE             |
|---|---------------------|-----------------|---------------------|---------------------|
| WAR.SBSUF.SUB.NPRN.GDD<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>SUBMARINE<br>NUCLEAR PROPULSION<br>GUIDED MISSILE (SSGN)     |                     |                 |                     |                     |
| Hierarchy: N/A<br><br>Framed: F   | SUUPSNG---<br>***** | SFUPSNG---***** | SNUPSNG---<br>***** | SHUPSNG---<br>***** |
| WAR.SBSUF.SUB.NPRN.BLST<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>SUBMARINE<br>NUCLEAR PROPULSION<br>BALLISTIC MISSILE (SSBN) |                     |                 |                     |                     |
| Hierarchy: N/A<br><br>Framed: F   | SUUPSNB---<br>***** | SFUPSNB---***** | SNUPSNB---<br>***** | SHUPSNB---<br>***** |
| WAR.SBSUF.SUB.CNVPRN<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>SUBMARINE<br>CONVENTIONAL PROPULSION                           |                     |                 |                     |                     |
| Hierarchy: 1.X.5.1.2<br><br>Framed: F   | SUUPSC---*****      | SFUPSC---*****  | SNUPSC---*****      | SHUPSC---*****      |
| WAR.SBSUF.SUB.CNVPRN.SURF<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>SUBMARINE<br>CONVENTIONAL PROPULSION<br>SURFACED          |                     |                 |                     |                     |
| Hierarchy: N/A<br><br>Framed: F   | SUUPSCF---*****     | SFUPSCF---***** | SNUPSCF---*****     | SHUPSCF---*****     |
| WAR.SBSUF.SUB.CNVPRN.ATK<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>SUBMARINE<br>CONVENTIONAL PROPULSION<br>ATTACK (SS)        |                     |                 |                     |                     |
| Hierarchy: N/A<br><br>Framed: F   | SUUPSCA---<br>***** | SFUPSCA---***** | SNUPSCA---<br>***** | SHUPSCA---<br>***** |

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APPENDIX A

TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN             | FRIEND              | NEUTRAL             | HOSTILE             |
|---|---------------------|---------------------|---------------------|---------------------|
| WAR.SBSUF.SUB.CNVPRN.MSL<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>SUBMARINE<br>CONVENTIONAL PROPULSION<br>MISSILE (TYPE UNKNOWN)                 |                     |                     |                     |                     |
| Hierarchy: N/A<br><br>Framed: F   | SUUPSCM---<br>***** | SFUPSCM---<br>***** | SNUPSCM---<br>***** | SHUPSCM---<br>***** |
| WAR.SBSUF.SUB.CNVPRN.GDD<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>SUBMARINE<br>CONVENTIONAL PROPULSION<br>GUIDED MISSILE (SSG)                   |                     |                     |                     |                     |
| Hierarchy: N/A<br><br>Framed: F   | SUUPSCG---<br>***** | SFUPSCG---*****     | SNUPSCG---<br>***** | SHUPSCG---<br>***** |
| WAR.SBSUF.SUB.CNVPRN.BLST<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>SUBMARINE<br>CONVENTIONAL PROPULSION<br>BALLISTIC MISSILE (SSB)               |                     |                     |                     |                     |
| Hierarchy: N/A<br><br>Framed: F   | SUUPSCB---*****     | SFUPSCB---*****     | SNUPSCB---*****     | SHUPSCB---*****     |
| WAR.SBSUF.SUB.OTH<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>SUBMARINE<br>OTHER SUBMERSIBLE (RESCUE,<br>RESEARCH, UNDERWATER TUG)                  |                     |                     |                     |                     |
| Hierarchy: 1.X.5.1.3<br><br>Framed: F   | SUUPSO---*****      | SFUPSO---*****      | SNUPSO---*****      | SHUPSO---*****      |
| WAR.SBSUF.SUB.OTH.SURF<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>SUBMARINE<br>OTHER SUBMERSIBLE (RESCUE,<br>RESEARCH, UNDERWATER TUG)<br>SURFACED |                     |                     |                     |                     |
| Hierarchy: N/A<br><br>Framed: F   | SUUPSOF---*****     | SFUPSOF---*****     | SNUPSOF---*****     | SHUPSOF---*****     |

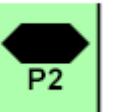
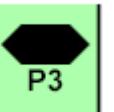
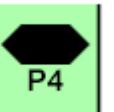
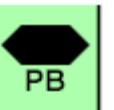
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**APPENDIX A**

**TABLE A-V. UEI symbols - Continued.**

| <b>SYMBOL</b>  | <b>UNKNOWN</b> | <b>FRIEND</b> | <b>NEUTRAL</b> | <b>HOSTILE</b> |
|--|----------------|---------------|----------------|----------------|
| WAR.SBSUF.SUB.UUV<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>SUBMARINE<br>UNMANNED UNDERWATER VEHICLE<br>(UUV)<br><br>Hierarchy: 1.X.5.1.3.1<br><br>Framed: F                       |                |               |                |                |
| SUUPSU----*****<br><br>SFUPSU----*****<br><br>SNUPSU----*****<br><br>SHUPSU----*****   |                |               |                |                |
| WAR.SBSUF.SUB.UUV.MNEW<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>SUBMARINE<br>UNMANNED UNDERWATER VEHICLE<br>(UUV)<br>MINE WARFARE<br><br>Hierarchy: N/A<br><br>Framed: F          |                |               |                |                |
| SUUPSUM---<br>*****<br><br>SFUPSUM---<br>*****<br><br>SNUPSUM---<br>*****<br><br>SHUPSUM---<br>*****   |                |               |                |                |
| WAR.SBSUF.SUB.UUV.ASBW<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>SUBMARINE<br>UNMANNED UNDERWATER VEHICLE<br>(UUV)<br>ANTISUBMARINE WARFARE<br><br>Hierarchy: N/A<br><br>Framed: F |                |               |                |                |
| SUUPSUS---*****<br><br>SFUPSUS---*****<br><br>SNUPSUS---*****<br><br>SHUPSUS---*****   |                |               |                |                |
| WAR.SBSUF.SUB.UUV.ASUW<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>SUBMARINE<br>UNMANNED UNDERWATER VEHICLE<br>(UUV)<br>ANTSURFACE WARFARE<br><br>Hierarchy: N/A<br><br>Framed: F    |                |               |                |                |
| SUUPSPN---<br>*****<br><br>SFUPSPN---<br>*****<br><br>SNUPSPN---<br>*****<br><br>SHUPSPN---<br>*****   |                |               |                |                |
| WAR.SBSUF.SUB.POSS1<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>SUBMARINE<br>POSSUB-1<br><br>Hierarchy: N/A<br><br>Framed: F   |                |               |                |                |
| SUUPS1----*****<br><br>SFUPSP1----*****<br><br>SNUPSP1----*****<br><br>SHUPSP1----*****  |                |               |                |                |

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**APPENDIX A**

**TABLE A-V. UEI symbols - Continued.**

| SYMBOL  | UNKNOWN   | FRIEND   | NEUTRAL   | HOSTILE   |
|---|---|--|---|---|
| WAR.SBSUF.SUB.POSS2<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>SUBMARINE<br>POSSUB-2<br><br>Hierarchy: N/A<br>Framed: F    |    |    |    |    |
| WAR.SBSUF.SUB.POSS3<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>SUBMARINE<br>POSSUB-3<br><br>Hierarchy: N/A<br>Framed: F    |    |    |    |    |
| WAR.SBSUF.SUB.POSS4<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>SUBMARINE<br>POSSUB-4<br><br>Hierarchy: N/A<br>Framed: F    |   |   |   |   |
| WAR.SBSUF.SUB.PRBSUB<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>SUBMARINE<br>PROBSUB<br><br>Hierarchy: N/A<br>Framed: F    |  |  |  |  |
| WAR.SBSUF.SUB.SNORKL<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>SUBMARINE<br>SNORKELING<br><br>Hierarchy: N/A<br>Framed: F |  |  |  |  |
| WAR.SBSUF.UH2WPN<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>UNDERWATER WEAPON<br><br>Hierarchy: 1.X.5.2<br>Framed: F       |  |  |  |  |

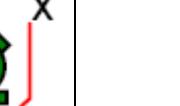
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TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN | FRIEND | NEUTRAL | HOSTILE |
|---|---------|--------|---------|---------|
| WAR.SBSUF.UH2WPN.TPD<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>UNDERWATER WEAPON<br>TORPEDO<br><br>Hierarchy: 1.X.5.2.1<br><br>Framed: F  |         |        |         |         |
| SUUPWT----*****<br><br>SFUPWT----*****<br><br>SNUPWT----*****<br><br>SHUPWT----*****  |         |        |         |         |
| WAR.SBSUF.UH2WPN.SMNE<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>UNDERWATER WEAPON<br>SEA MINE<br><br>Hierarchy: 1.X.5.2.2<br><br>Framed: F  |         |        |         |         |
| SUUPWM----<br>*****<br><br>SFUPWM----<br>*****<br><br>SNUPWM----<br>*****<br><br>SHUPWM----<br>*****  |         |        |         |         |
| WAR.SBSUF.UH2WPN.SMNE.NTRLZD<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>UNDERWATER WEAPON<br>SEA MINE<br>NEUTRALIZED<br><br>Hierarchy: 1.X.5.2.2.1<br><br>Framed: F                            |         |        |         |         |
| SUUPWMD---<br>*****<br><br>SFUPWMD---<br>*****<br><br>SNUPWMD---<br>*****<br><br>SHUPWMD---<br>*****  |         |        |         |         |
| WAR.SBSUF.UH2WPN.SMNE.SMG<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>UNDERWATER WEAPON<br>SEA MINE<br>SEA MINE (GROUND)<br><br>Hierarchy: 1.X.5.2.2.2<br><br>Framed: F                         |         |        |         |         |
| SUUPWMG---<br>*****<br><br>SFUPWMG---<br>*****<br><br>SNUPWMG---<br>*****<br><br>SHUPWMG---<br>*****  |         |        |         |         |
| WAR.SBSUF.UH2WPN.SMNE.SMG.NTRLZD<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>UNDERWATER WEAPON<br>SEA MINE<br>SEA MINE (GROUND)<br>NEUTRALIZED<br><br>Hierarchy: 1.X.5.2.2.2.1<br><br>Framed: F |         |        |         |         |
| SUUPWMGD--<br>*****<br><br>SFUPWMGD--<br>*****<br><br>SNUPWMGD--<br>*****<br><br>SHUPWMGD--<br>*****  |         |        |         |         |

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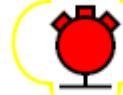
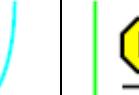
**TABLE A-V. UEI symbols - Continued.**

| <b>SYMBOL</b>   | <b>UNKNOWN</b>  | <b>FRIEND</b>  | <b>NEUTRAL</b>  | <b>HOSTILE</b>  |
|---|---|--|---|---|
| WAR.SBSUF.UH2WPN.SMNE.SMG.EXER<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>UNDERWATER WEAPON<br>SEA MINE<br>SEA MINE (GROUND)<br>GROUND (BOTTOM) EXERCISE MINE<br><br>Hierarchy: N/A<br>Framed: F   | <br><b>SUUPWMGX--</b><br>*****   | <br><b>SFUPWMGX--</b><br>*****   | <br><b>SNUPWMGX--</b><br>*****   | <br><b>SHUPWMGX--</b><br>*****   |
| WAR.SBSUF.UH2WPN.SMNE.SMG.MILEC<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>UNDERWATER WEAPON<br>SEA MINE<br>SEA MINE (GROUND)<br>GROUND (BOTTOM) MILEC<br><br>Hierarchy: N/A<br>Framed: F  | <br><b>SUUPWMGE--</b><br>*****   | <br><b>SFUPWMGE--</b><br>*****   | <br><b>SNUPWMGE--</b><br>*****   | <br><b>SHUPWMGE--</b><br>*****   |
| WAR.SBSUF.UH2WPN.SMNE.SMG.MILCO<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>UNDERWATER WEAPON<br>SEA MINE<br>SEA MINE (GROUND)<br>GROUND (BOTTOM) MILCO<br><br>Hierarchy: N/A<br>Framed: F<br><br>The sonar classification confidence level (1-5) is plotted inside the MILCO symbol. | <br><b>SUUPWMGC--</b><br>***** | <br><b>SFUPWMGC--</b><br>***** | <br><b>SNUPWMGC--</b><br>***** | <br><b>SHUPWMGC--</b><br>***** |
| WAR.SBSUF.UH2WPN.SMNE.SMG.NGREAC<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>UNDERWATER WEAPON<br>SEA MINE<br>SEA MINE (GROUND)<br>GROUND (BOTTOM) NEGATIVE<br>REACQUISITION<br><br>Hierarchy: N/A<br>Framed: F   | <br><b>SUUPWMGR--</b><br>***** | <br><b>SFUPWMGR--</b><br>***** | <br><b>SNUPWMGR--</b><br>***** | <br><b>SHUPWMGR--</b><br>***** |

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TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN   | FRIEND  | NEUTRAL   | HOSTILE   |
|--|---|---|---|---|
| WAR.SBSUF.UH2WPN.SMNE.SMG.NMMLCO<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>UNDERWATER WEAPON<br>SEA MINE<br>SEA MINE (GROUND)<br>GROUND (BOTTOM) NON-MINE MINE-LIKE CONTACT<br><br>Hierarchy: N/A<br><br>Framed: F |    |    |    |    |
| SUUPWMGO--<br>*****  | SFUPWMGO--<br>*****   | SNUPWMGO--<br>*****   | SHUPWMGO--<br>*****   |   |
| WAR.SBSUF.UH2WPN.SMNE.SMM<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>UNDERWATER WEAPON<br>SEA MINE<br>SEA MINE (MOORED)<br><br>Hierarchy: 1.X.5.2.2.3<br><br>Framed: F  |    |    |    |    |
| SUUPWMMD---<br>*****   | SFUPWMMD---<br>*****  | SNUPWMMD---<br>*****  | SHUPWMMD---<br>*****  |   |
| WAR.SBSUF.UH2WPN.SMNE.SMM.NTRLZD<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>UNDERWATER WEAPON<br>SEA MINE<br>SEA MINE (MOORED)<br>NEUTRALIZED<br><br>Hierarchy: 1.X.5.2.2.3.1<br><br>Framed: F                      |  |  |  |  |
| SUUPWMMD--<br>*****  | SFUPWMMD--<br>*****   | SNUPWMMD--<br>*****   | SHUPWMMD--<br>*****   |   |
| WAR.SBSUF.UH2WPN.SMNE.SMM.EXER<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>UNDERWATER WEAPON<br>SEA MINE<br>SEA MINE (MOORED)<br>MOORED EXERCISE MINE<br><br>Hierarchy: N/A<br><br>Framed: F                         |  |  |  |  |
| SUUPWMMX--<br>*****  | SFUPWMMX--<br>*****   | SNUPWMMX--<br>*****   | SHUPWMMX--<br>*****   |   |
| WAR.SBSUF.UH2WPN.SMNE.SMM.MILEC<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>UNDERWATER WEAPON<br>SEA MINE<br>SEA MINE (MOORED)<br>MOORED MILEC<br><br>Hierarchy: N/A<br><br>Framed: F                                |  |  |  |  |
| SUUPWMME--<br>*****  | SFUPWMME--<br>*****   | SNUPWMME--<br>*****   | SHUPWMME--<br>*****   |   |

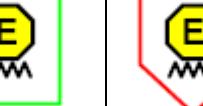
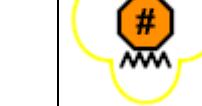
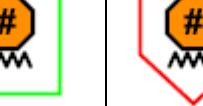
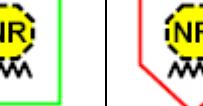
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TABLE A-V. UEI symbols - Continued.

| <u>SYMBOL</u>  | <u>UNKNOWN</u>      | <u>FRIEND</u>       | <u>NEUTRAL</u>      | <u>HOSTILE</u> |
|--|---------------------|---------------------|---------------------|----------------|
| WAR.SBSUF.UH2WPN.SMNE.SMM.MILCO<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>UNDERWATER WEAPON<br>SEA MINE<br>SEA MINE (MOORED)<br>MOORED MILCO<br><br>Hierarchy: N/A<br>Framed: F                      |                     |                     |                     |                |
| SUUPWMMC--<br>*****  | SFUPWMMC--<br>***** | SNUPWMMC--<br>***** | SHUPWMMC--<br>***** |                |
| WAR.SBSUF.UH2WPN.SMNE.SMM.NGREAC<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>UNDERWATER WEAPON<br>SEA MINE<br>SEA MINE (MOORED)<br>MOORED NEGATIVE REACQUISITION<br><br>Hierarchy: N/A<br>Framed: F    |                     |                     |                     |                |
| SUUPWMMR--<br>*****  | SFUPWMMR--<br>***** | SNUPWMMR--<br>***** | SHUPWMMR--<br>***** |                |
| WAR.SBSUF.UH2WPN.SMNE.SMM.NMMLCO<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>UNDERWATER WEAPON<br>SEA MINE<br>SEA MINE (MOORED)<br>MOORED NON-MINE MINE-LIKE OBJECT<br><br>Hierarchy: N/A<br>Framed: F |                     |                     |                     |                |
| SUUPWMMO--<br>*****  | SFUPWMMO--<br>***** | SNUPWMMO--<br>***** | SHUPWMMO--<br>***** |                |
| WAR.SBSUF.UH2WPN.SMNE.SMF<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>UNDERWATER WEAPON<br>SEA MINE<br>SEA MINE (FLOATING)<br><br>Hierarchy: 1.X.5.2.2.4<br>Framed: F                                  |                     |                     |                     |                |
| SUUPWMF---<br>*****  | SFUPWMF---<br>***** | SNUPWMF---<br>***** | SHUPWMF---<br>***** |                |
| WAR.SBSUF.UH2WPN.SMNE.SMF.NTRLZD<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>UNDERWATER WEAPON<br>SEA MINE<br>SEA MINE (FLOATING)<br>NEUTRALIZED<br><br>Hierarchy: 1.X.5.2.2.4.1<br>Framed: F          |                     |                     |                     |                |
| SUUPWMFD--<br>*****  | SFUPWMFD--<br>***** | SNUPWMFD--<br>***** | SHUPWMFD--<br>***** |                |

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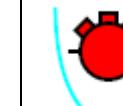
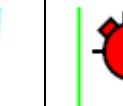
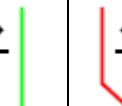
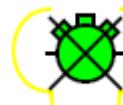
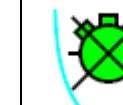
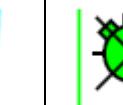
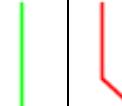
**TABLE A-V. UEI symbols - Continued.**

| <b>SYMBOL</b>  | <b>UNKNOWN</b>  | <b>FRIEND</b>  | <b>NEUTRAL</b>  | <b>HOSTILE</b>  |
|--|---|--|---|---|
| WAR.SBSUF.UH2WPN.SMNE.SMF.EXER<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>UNDERWATER WEAPON<br>SEA MINE<br>SEA MINE (FLOATING)<br>FLOATING EXERCISE MINE<br><br>Hierarchy: N/A<br>Framed: F   | <br><b>SUUPWMFX--</b><br>*****   | <br><b>SFUPWMFX--</b><br>*****   | <br><b>SNUPWMFX--</b><br>*****   | <br><b>SHUPWMFX--</b><br>*****   |
| WAR.SBSUF.UH2WPN.SMNE.SMF.MILEC<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>UNDERWATER WEAPON<br>SEA MINE<br>SEA MINE (FLOATING)<br>FLOATING MILEC<br><br>Hierarchy: N/A<br>Framed: F  | <br><b>SUUPWMFE--</b><br>*****   | <br><b>SFUPWMFE--</b><br>*****   | <br><b>SNUPWMFE--</b><br>*****   | <br><b>SHUPWMFE--</b><br>*****   |
| WAR.SBSUF.UH2WPN.SMNE.SMF.MILCO<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>UNDERWATER WEAPON<br>SEA MINE<br>SEA MINE (FLOATING)<br>FLOATING MILCO<br><br>Hierarchy: N/A<br>Framed: F<br><br>The sonar classification confidence level (1-5) is plotted inside the MILCO symbol. | <br><b>SUUPWMFC--</b><br>***** | <br><b>SFUPWMFC--</b><br>***** | <br><b>SNUPWMFC--</b><br>***** | <br><b>SHUPWMFC--</b><br>***** |
| WAR.SBSUF.UH2WPN.SMNE.SMF.NGREAC<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>UNDERWATER WEAPON<br>SEA MINE<br>SEA MINE (FLOATING)<br>FLOATING NEGATIVE REACQUISITION<br><br>Hierarchy: N/A<br>Framed: F  | <br><b>SUUPWMFR--</b><br>***** | <br><b>SFUPWMFR--</b><br>***** | <br><b>SNUPWMFR--</b><br>***** | <br><b>SHUPWMFR--</b><br>***** |

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TABLE A-V. UEI symbols - Continued.

| <u>SYMBOL</u>  | <u>UNKNOWN</u>  | <u>FRIEND</u>   | <u>NEUTRAL</u>  | <u>HOSTILE</u>  |
|--|---|---|---|---|
| WAR.SBSUF.UH2WPN.SMNE.SMF.NMMLCO<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>UNDERWATER WEAPON<br>SEA MINE<br>SEA MINE (FLOATING)<br>FLOATING NON-MINE MINE-LIKE<br>CONTACT<br><br>Hierarchy: N/A<br><br>Framed: F |    |    |    |    |
| SUUPWMFO--<br>*****  | SFUPWMFO--<br>*****   | SNUPWMFO--<br>*****   | SHUPWMFO--<br>*****   |   |
| WAR.SBSUF.UH2WPN.SMNE.SMOP<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>UNDERWATER WEAPON<br>SEA MINE<br>SEA MINE (OTHER POSITION)<br><br>Hierarchy: 1.X.5.2.2.5<br><br>Framed: F                                   |    |    |    |    |
| SUUPWMO---<br>*****  | SFUPWMO---<br>*****   | SNUPWMO---<br>*****   | SHUPWMO---<br>*****   |   |
| WAR.SBSUF.UH2WPN.SMNE.SMOP.NTRLZD<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>UNDERWATER WEAPON<br>SEA MINE<br>SEA MINE (OTHER POSITION)<br>NEUTRALIZED<br><br>Hierarchy: 1.X.5.2.2.5.1<br><br>Framed: F           |  |  |  |  |
| SUUPWMOD--<br>*****  | SFUPWMOD--<br>*****   | SNUPWMOD--<br>*****   | SHUPWMOD--<br>*****   |   |
| WAR.SBSUF.UH2WPN.SMNE.EXER<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>UNDERWATER WEAPON<br>SEA MINE<br>GENERAL EXERCISE MINE<br><br>Hierarchy: N/A<br><br>Framed: F   |  |  |  |  |
| SUUPWMX---<br>*****  | SFUPWMX---<br>*****   | SNUPWMX---<br>*****   | SHUPWMX---<br>*****   |   |
| WAR.SBSUF.UH2WPN.SMNE.MILEC<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>UNDERWATER WEAPON<br>SEA MINE<br>GENERAL MILEC<br><br>Hierarchy: N/A<br><br>Framed: F  |  |  |  |  |
| SUUPWME---<br>*****  | SFUPWME---<br>*****   | SNUPWME---<br>*****   | SHUPWME---<br>*****   |   |

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APPENDIX A

TABLE A-V. UEI symbols - Continued.

| <u>SYMBOL</u>   | <u>UNKNOWN</u>  | <u>FRIEND</u>       | <u>NEUTRAL</u>      | <u>HOSTILE</u>      |
|---|---|---------------------|---------------------|---------------------|
| WAR.SBSUF.UH2WPN.SMNE.ANCOR   |   |                     |                     |                     |
| WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>UNDERWATER WEAPON<br>SEA MINE<br>GENERAL MINE ANCHOR               |   |                     |                     |                     |
| Hierarchy: N/A  | SUUPWMA---<br>*****   | SFUPWMA---<br>***** | SNUPWMA---<br>***** | SHUPWMA---<br>***** |
| Framed: F   |   |                     |                     |                     |
| WAR.SBSUF.UH2WPN.SMNE.MILCO   |   |                     |                     |                     |
| WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>UNDERWATER WEAPON<br>SEA MINE<br>GENERAL MILCO                     |   |                     |                     |                     |
| Hierarchy: N/A  | SUUPWMC---<br>*****   | SFUPWMC---<br>***** | SNUPWMC---<br>***** | SHUPWMC---<br>***** |
| Framed: F   | The sonar classification confidence level (1-5) is plotted inside the MILCO symbol. |                     |                     |                     |
| WAR.SBSUF.UH2WPN.SMNE.NGREAC  |   |                     |                     |                     |
| WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>UNDERWATER WEAPON<br>SEA MINE<br>GENERAL NEGATIVE REACQUISITION    |   |                     |                     |                     |
| Hierarchy: N/A  | SUUPWMR---<br>*****   | SFUPWMR---<br>***** | SNUPWMR---<br>***** | SHUPWMR---<br>***** |
| Framed: F   |   |                     |                     |                     |
| WAR.SBSUF.UH2WPN.SMNE.OBSTRC  |   |                     |                     |                     |
| WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>UNDERWATER WEAPON<br>SEA MINE<br>GENERAL OBSTRUCTOR                |   |                     |                     |                     |
| Hierarchy: N/A  | SUUPWMB---<br>*****   | SFUPWMB---<br>***** | SNUPWMB---<br>***** | SHUPWMB---<br>***** |
| Framed: F   |   |                     |                     |                     |
| WAR.SBSUF.UH2WPN.SMNE.OBSTRC.NTRLZD   |   |                     |                     |                     |
| WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>UNDERWATER WEAPON<br>SEA MINE<br>GENERAL OBSTRUCTOR<br>NEUTRALIZED |   |                     |                     |                     |
| Hierarchy: N/A  | SUUPWMBD--<br>*****   | SFUPWMBD--<br>***** | SNUPWMBD--<br>***** | SHUPWMBD--<br>***** |
| Framed: F   |   |                     |                     |                     |

TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN              | FRIEND               | NEUTRAL              | HOSTILE              |
|--|----------------------|----------------------|----------------------|----------------------|
| WAR.SBSUF.UH2WPN.SMNE.NMMLCO<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>UNDERWATER WEAPON<br>SEA MINE<br>GENERAL NON-MINE MINE-LIKE OBJECT        |                      |                      |                      |                      |
| Hierarchy: N/A<br><br>Framed: F  | SUUPWMN---<br>*****  | SFUPWMN---<br>*****  | SNUPWMN---<br>*****  | SHUPWMN---<br>*****  |
| WAR.SBSUF.UH2WPN.SMNE.RISING<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>UNDERWATER WEAPON<br>SEA MINE<br>RISING MINE                              |                      |                      |                      |                      |
| Hierarchy: N/A<br><br>Framed: F  | SUUPWMS---<br>*****  | SFUPWMS---<br>*****  | SNUPWMS---<br>*****  | SHUPWMS---<br>*****  |
| WAR.SBSUF.UH2WPN.SMNE.RISING.EXER<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>UNDERWATER WEAPON<br>SEA MINE<br>RISING MINE<br>RISING EXERCISE MINE |                      |                      |                      |                      |
| Hierarchy: N/A<br><br>Framed: F  | SUUPWMSX---<br>***** | SFUPWMSX---<br>***** | SNUPWMSX---<br>***** | SHUPWMSX---<br>***** |
| WAR.SBSUF.UH2WPN.SMNE.RISING.NTRLZD<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>UNDERWATER WEAPON<br>SEA MINE<br>RISING MINE<br>NEUTRALIZED        |                      |                      |                      |                      |
| Hierarchy: N/A<br><br>Framed: F  | SUUPWMSD---<br>***** | SFUPWMSD---<br>***** | SNUPWMSD---<br>***** | SHUPWMSD---<br>***** |
| WAR.SBSUF.UH2DCY<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>UNDERWATER DECOY  |                      |                      |                      |                      |
| Hierarchy: 1.X.5.3<br><br>Framed: F  | SUUPWD----<br>*****  | SFUPWD----<br>*****  | SNUPWD----<br>*****  | SHUPWD----<br>*****  |

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TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN   | FRIEND   | NEUTRAL   | HOSTILE   |
|--|---|--|---|---|
| WAR.SBSUF.UH2DCY.SMDCY<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>UNDERWATER DECOY<br>SEA MINE DECOY<br><br>Hierarchy: 1.X.5.3.1<br>Framed: F                         |    |    |    |    |
| WAR.SBSUF.UH2DCY.SMDCY.GRND<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>UNDERWATER DECOY<br>SEA MINE DECOY<br>GROUND (BOTTOM) DECOY<br><br>Hierarchy: N/A<br>Framed: F |    |    |    |    |
| WAR.SBSUF.UH2DCY.SMDCY.MOORED<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>UNDERWATER DECOY<br>SEA MINE DECOY<br>MOORED DECOY<br><br>Hierarchy: N/A<br>Framed: F        |   |   |   |   |
| WAR.SBSUF.NSUB<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>NON-SUBMARINE<br><br>Hierarchy: 1.X.5.4   | N/A   | N/A  | N/A   | N/A   |
| WAR.SBSUF.NSUB.DVR<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>NON-SUBMARINE<br>DIVER (HARDTOP DIVER, SCUBA DIVER)<br><br>Hierarchy: 1.X.5.4.1<br>Framed: UF           |  |  |  |  |
| WAR.SBSUF.ERL<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>ENVIRONMENTAL REPORT LOCATION<br><br>Hierarchy: N/A<br>Framed: F   |  |  |  |  |

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TABLE A-V. UEI symbols - Continued.

| SYMBOL  | UNKNOWN | FRIEND | NEUTRAL | HOSTILE |
|---|---------|--------|---------|---------|
| WAR.SBSUF.DRL<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>DIVE REPORT LOCATION<br><br>Hierarchy: N/A<br>Framed: F   |         |        |         |         |
| WAR.SBSUF.UXO<br><br>WARFIGHTING SYMBOLS<br>SUBSURFACE TRACK<br>UNEXPLODED ORDNANCE AREA<br><br>Hierarchy: N/A<br>Framed: F   |         |        |         |         |
| WAR.SOFUNT<br><br>WARFIGHTING SYMBOLS<br>SPECIAL OPERATIONS FORCES (SOF) UNIT<br><br>Hierarchy: 1.X.6<br>Framed: F  |         |        |         |         |
| WAR.SOFUNT.AVN<br><br>WARFIGHTING SYMBOLS<br>SPECIAL OPERATIONS FORCES (SOF) UNIT<br>AVIATION<br><br>Hierarchy: 1.X.6.1<br>Framed: F                                      |         |        |         |         |
| WAR.SOFUNT.AVN.FIXD<br><br>WARFIGHTING SYMBOLS<br>SPECIAL OPERATIONS FORCES (SOF) UNIT<br>AVIATION<br>FIXED WING<br><br>Hierarchy: 1.X.6.1.1<br>Framed: F                 |         |        |         |         |
| WAR.SOFUNT.AVN.FIXD.ATK<br><br>WARFIGHTING SYMBOLS<br>SPECIAL OPERATIONS FORCES (SOF) UNIT<br>AVIATION<br>FIXED WING<br>ATTACK<br><br>Hierarchy: 1.X.6.1.1.1<br>Framed: F |         |        |         |         |

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**TABLE A-V. UEI symbols - Continued.**

| <b>SYMBOL</b>  | <b>UNKNOWN</b> | <b>FRIEND</b> | <b>NEUTRAL</b> | <b>HOSTILE</b> |
|--|----------------|---------------|----------------|----------------|
| WAR.SOFUNT.AVN.FIXD.RFE<br><br>WARFIGHTING SYMBOLS<br>SPECIAL OPERATIONS FORCES (SOF) UNIT<br>AVIATION<br>FIXED WING<br>REFUEL<br><br>Hierarchy: 1.X.6.1.1.2<br><br>Framed: F                  |                |               |                |                |
| WAR.SOFUNT.AVN.FIXD.UTY<br><br>WARFIGHTING SYMBOLS<br>SPECIAL OPERATIONS FORCES (SOF) UNIT<br>AVIATION<br>FIXED WING<br>UTILITY<br><br>Hierarchy: 1.X.6.1.1.3<br><br>Framed: F                 |                |               |                |                |
| WAR.SOFUNT.AVN.FIXD.UTY.LIT<br><br>WARFIGHTING SYMBOLS<br>SPECIAL OPERATIONS FORCES (SOF) UNIT<br>AVIATION<br>FIXED WING<br>UTILITY<br>LIGHT<br><br>Hierarchy: 1.X.6.1.1.3.1<br><br>Framed: F  |                |               |                |                |
| WAR.SOFUNT.AVN.FIXD.UTY.MDM<br><br>WARFIGHTING SYMBOLS<br>SPECIAL OPERATIONS FORCES (SOF) UNIT<br>AVIATION<br>FIXED WING<br>UTILITY<br>MEDIUM<br><br>Hierarchy: 1.X.6.1.1.3.2<br><br>Framed: F |                |               |                |                |
| WAR.SOFUNT.AVN.FIXD.UTY.HVY<br><br>WARFIGHTING SYMBOLS<br>SPECIAL OPERATIONS FORCES (SOF) UNIT<br>AVIATION<br>FIXED WING<br>UTILITY<br>HEAVY<br><br>Hierarchy: 1.X.6.1.1.3.3<br><br>Framed: F  |                |               |                |                |

TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN | FRIEND | NEUTRAL | HOSTILE |
|--|---------|--------|---------|---------|
| WAR.SOFUNT.AVN.VSTOL<br><br>WARFIGHTING SYMBOLS<br>SPECIAL OPERATIONS FORCES (SOF) UNIT<br>AVIATION<br>V/STOL<br><br>Hierarchy: 1.X.6.1.2<br><br>Framed: F                                       |         |        |         |         |
| WAR.SOFUNT.AVN.ROT<br><br>WARFIGHTING SYMBOLS<br>SPECIAL OPERATIONS FORCES (SOF) UNIT<br>AVIATION<br>ROTARY WING<br><br>Hierarchy: 1.X.6.1.3<br><br>Framed: F                                    |         |        |         |         |
| WAR.SOFUNT.AVN.ROT.CSAR<br><br>WARFIGHTING SYMBOLS<br>SPECIAL OPERATIONS FORCES (SOF) UNIT<br>AVIATION<br>ROTARY WING<br>COMBAT SEARCH AND RESCUE<br><br>Hierarchy: 1.X.6.1.3.1<br><br>Framed: F |         |        |         |         |
| WAR.SOFUNT.AVN.ROT.ATK<br><br>WARFIGHTING SYMBOLS<br>SPECIAL OPERATIONS FORCES (SOF) UNIT<br>AVIATION<br>ROTARY WING<br>ATTACK<br><br>Hierarchy: 1.X.6.1.3.2<br><br>Framed: F                    |         |        |         |         |
| WAR.SOFUNT.AVN.ROT.UTY<br><br>WARFIGHTING SYMBOLS<br>SPECIAL OPERATIONS FORCES (SOF) UNIT<br>AVIATION<br>ROTARY WING<br>UTILITY<br><br>Hierarchy: 1.X.6.1.3.3<br><br>Framed: F                   |         |        |         |         |

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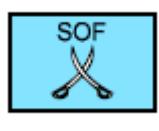
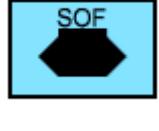
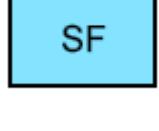
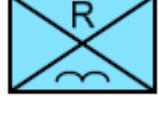
## APPENDIX A

TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN          | FRIEND           | NEUTRAL          | HOSTILE |
|--|------------------|------------------|------------------|---------|
| WAR.SOFUNT.AVN.ROT.UTY.LIT<br><br>WARFIGHTING SYMBOLS<br>SPECIAL OPERATIONS FORCES (SOF) UNIT<br>AVIATION<br>ROTARY WING<br>UTILITY<br>LIGHT<br><br>Hierarchy: 1.X.6.1.3.3.1<br><br>Framed: F  |                  |                  |                  |         |
| SUFPAHUL--*****  | SFFPAHUL--*****  | SNFPAHUL--*****  | SHFPAHUL--*****  |         |
| WAR.SOFUNT.AVN.ROT.UTY.MDM<br><br>WARFIGHTING SYMBOLS<br>SPECIAL OPERATIONS FORCES (SOF) UNIT<br>AVIATION<br>ROTARY WING<br>UTILITY<br>MEDIUM<br><br>Hierarchy: 1.X.6.1.3.3.2<br><br>Framed: F |                  |                  |                  |         |
| SUFPAHUM--*****  | SFFPAHUM--*****  | SNFPAHUM--*****  | SHFPAHUM--*****  |         |
| WAR.SOFUNT.AVN.ROT.UTY.HVY<br><br>WARFIGHTING SYMBOLS<br>SPECIAL OPERATIONS FORCES (SOF) UNIT<br>AVIATION<br>ROTARY WING<br>UTILITY<br>HEAVY<br><br>Hierarchy: 1.X.6.1.3.3.3<br><br>Framed: F  |                  |                  |                  |         |
| SUFPAHUh--*****  | SFFPAHUh--*****  | SNFPAHUh--*****  | SHFPAHUh--*****  |         |
| WAR.SOFUNT.NAV<br><br>WARFIGHTING SYMBOLS<br>SPECIAL OPERATIONS FORCES (SOF) UNIT<br>NAVAL<br><br>Hierarchy: 1.X.6.2<br><br>Framed: F  |                  |                  |                  |         |
| SUFPN-----*****  | SFFPN-----*****  | SNFPN-----*****  | SHFPN-----*****  |         |
| WAR.SOFUNT.NAV.SEAL<br><br>WARFIGHTING SYMBOLS<br>SPECIAL OPERATIONS FORCES (SOF) UNIT<br>NAVAL<br>SEAL<br><br>Hierarchy: 1.X.6.2.1<br><br>Framed: F   |                  |                  |                  |         |
| SUFPNS-----*****   | SFFPNS-----***** | SNFPNS-----***** | SHFPNS-----***** |         |

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**TABLE A-V. UEI symbols - Continued.**

| <b>SYMBOL</b>   | <b>UNKNOWN</b>  | <b>FRIEND</b>  | <b>NEUTRAL</b>  | <b>HOSTILE</b>  |
|---|---|--|---|---|
| WAR.SOFUNT.NAV.UH2DML<br><br>WARFIGHTING SYMBOLS<br>SPECIAL OPERATIONS FORCES (SOF) UNIT<br>NAVAL<br>UNDERWATER DEMOLITION TEAM<br><br>Hierarchy: 1.X.6.2.2<br><br>Framed: F          |    |    |    |    |
| SUFPNU----*****<br><br>WAR.SOFUNT.NAV.SBT<br><br>WARFIGHTING SYMBOLS<br>SPECIAL OPERATIONS FORCES (SOF) UNIT<br>NAVAL<br>SPECIAL BOAT<br><br>Hierarchy: 1.X.6.2.3<br><br>Framed: F    |    |    |    |    |
| SUFPNB----*****<br><br>WAR.SOFUNT.NAV.SSSNR<br><br>WARFIGHTING SYMBOLS<br>SPECIAL OPERATIONS FORCES (SOF) UNIT<br>NAVAL<br>SPECIAL SSNR<br><br>Hierarchy: 1.X.6.2.4<br><br>Framed: F  |   |   |   |   |
| SUFPNN----*****<br><br>WAR.SOFUNT.GRD<br><br>WARFIGHTING SYMBOLS<br>SPECIAL OPERATIONS FORCES (SOF) UNIT<br>GROUND<br><br>Hierarchy: 1.X.6.3<br><br>Framed: F                         |  |  |  |  |
| SUFPGS----*****<br><br>WAR.SOFUNT.GRD.SOF<br><br>WARFIGHTING SYMBOLS<br>SPECIAL OPERATIONS FORCES (SOF) UNIT<br>GROUND<br>SPECIAL FORCES<br><br>Hierarchy: 1.X.6.3.1<br><br>Framed: F |  |  |  |  |
| SUFPGR----*****<br><br>WAR.SOFUNT.GRD.RGR<br><br>WARFIGHTING SYMBOLS<br>SPECIAL OPERATIONS FORCES (SOF) UNIT<br>GROUND<br>RANGER<br><br>Hierarchy: 1.X.6.3.2<br><br>Framed: F         |  |  |  |  |

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APPENDIX A

TABLE A-V. UEI symbols - Continued.

| SYMBOL   | UNKNOWN | FRIEND | NEUTRAL | HOSTILE |
|--|---------|--------|---------|---------|
| WAR.SOFUNT.GRD.PSYOP<br><br>WARFIGHTING SYMBOLS<br>SPECIAL OPERATIONS FORCES (SOF) UNIT<br>GROUND<br>PSYCHOLOGICAL OPERATIONS (PSYOP)<br><br>Hierarchy: 1.X.6.3.3<br><br>Framed: F                                 |         |        |         |         |
| WAR.SOFUNT.GRD.PSYOP.FIXAVN<br><br>WARFIGHTING SYMBOLS<br>SPECIAL OPERATIONS FORCES (SOF) UNIT<br>GROUND<br>PSYCHOLOGICAL OPERATIONS (PSYOP)<br>FIXED WING AVIATION<br><br>Hierarchy: 1.X.6.3.3.1<br><br>Framed: F |         |        |         |         |
| WAR.SOFUNT.GRD.CVLAFF<br><br>WARFIGHTING SYMBOLS<br>SPECIAL OPERATIONS FORCES (SOF) UNIT<br>GROUND<br>CIVIL AFFAIRS<br><br>Hierarchy: 1.X.6.3.4<br><br>Framed: F   |         |        |         |         |
| WAR.SOFUNT.SUP<br><br>WARFIGHTING SYMBOLS<br>SPECIAL OPERATIONS FORCES (SOF) UNIT<br>SUPPORT<br><br>Hierarchy: 1.X.6.4<br><br>Framed: F  |         |        |         |         |

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APPENDIX B

C2 SYMOLOGY: MILITARY OPERATIONS

B.1 SCOPE

B.1.1 Scope. This appendix addresses tactical graphics that support military operations in the C2 domain. The tables in this appendix present graphics that support battlefield planning and management by delineating responsibilities and missions, providing guidance, establishing control measures, and identifying items of interest. While FM 1-02/MCRP 5-12A is the principal source for correct usage of these tactical graphics for operations, MIL-STD-2525 contains the correct implementation instructions. This appendix is a mandatory part of this standard. The information contained herein is intended for compliance.

B.2 APPLICABLE DOCUMENTS

Specific documents in 2.2.2 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. The purpose of warfighting symbology is to convey information about objects in the warfighter operational environment. This appendix contains the technical specifications, symbol coding scheme, symbology hierarchy, and the tactical graphics for the C2 Symbology: Military Operations symbology set.

B.5 DETAILED REQUIREMENTS

B.5.1 Technical specifications. Composition, construction, display, and transmission of tactical graphics are explained in this section of the standard. Additional construction specifications are explained here.

B.5.1.1 Phase lines. Phase lines are lines on maps that are easily identifiable from a ground or air vantage point. They may include features such as ridgelines, tree lines, hilltops, roads, and rivers. The generic line described in figure 10 of the main document includes a class of lines called phase lines. Though a phase line might not change, its meaning can vary based on the line style or nomenclature associated with it. For instance, the same phase line may define a forward line of own troops (FLOT), fire support coordination line (FSCL), or light line (LL) depending on the ebb and flow of a battle. This appendix describes how to draw various line-type tactical graphics as if they do not already exist on a map or display. Implementors should consider that operators may want to change the line-type associated with an existing tactical graphic rather than replace it with a new tactical graphic. This may require a change in line-type (FSCL to FLOT), nomenclature (FSCL to LL), or both.

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B.5.1.2 Graphic orientation. Unless otherwise stated, tactical graphics in table B-IV whose orientations depend on enemy location are oriented with the enemy on the right hand side of the page. All tactical graphics can use offset location indicators. Offset location indicators shall be placed so they do not confuse the meaning of the graphic.

B.5.2 Symbol identification coding scheme. A symbol identification code (SIDC) is a 15-character alphanumeric identifier that provides the information necessary to display or transmit a tactical graphic between MIL-STD-2525 compliant systems.

B.5.2.1 Code positions. The positions of the symbol ID code are described below. Since many graphics do not have an entry in every code position, a dash (-) is used to fill each unused position. An asterisk (\*) indicates positions that are user-defined based on specific symbol circumstances, such as standard identity or echelon. Table B-I identifies the fields of information included in a SIDC code and the position each occupies in the 15-character identifier. The values in each field are filled from left to right unless otherwise specified.

- a. Position 1, code scheme, indicates to which overall symbology set a graphic belongs.
- b. Position 2, standard identity, indicates the graphic's standard identity.
- c. Position 3, category, indicates to which of the groups of operation the graphic belongs.
- d. Position 4, status, indicates the graphic's planned or present status.
- e. Positions 5 through 10, function ID, identifies a graphic's function. Each position indicates an increasing level of detail and specialization.
- f. Positions 11 and 12, echelon indicator, identifies the command level of a unit. Table B-II contains the specific values used in this field.
- g. Positions 13 and 14, country code, identifies the country with which a symbol is associated. Country code identifiers are listed in ISO 3166-1.
- h. Position 15, order of battle, provides additional information about the role of a symbol in the operational environment. All tactical graphics described in this appendix will have an "X" in this position.

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**TABLE B-I. SIDC positions and categories.**

| CODING SCHEME (1)<br>(POSITION 1)     | STANDARD IDENTITY/EXERCISE<br>AMPLIFYING DESCRIPTOR (1)<br>(POSITION 2)   | CATEGORY (1)<br>(POSITION 3)  | STATUS (1)<br>(POSITION 4)   |
|---------------------------------------|---|---|--|
| G - TACTICAL GRAPHICS                 | P - PENDING<br>U - UNKNOWN<br>A - ASSUMED FRIEND<br>F - FRIEND<br>N - NEUTRAL<br>S - SUSPECT<br>H - HOSTILE<br>G - EXERCISE PENDING<br>W - EXERCISE UNKNOWN<br>M - EXERCISE ASSUMED FRIEND<br>D - EXERCISE FRIEND<br>L - EXERCISE NEUTRAL<br>J - JOKER<br>K - FAKER | T - TASKS<br>G - C2 & GENERAL<br>MANEUVER<br>M - MOBILITY<br>/SURVIVABILITY<br>F - FIRE SUPPORT<br>S - COMBAT SERVICE<br>SUPPORT<br>O - OTHER | A - ANTICIPATED/PLANNED<br>S - SUSPECTED<br>P - PRESENT<br>K - KNOWN |
| FUNCTION ID (6)<br>(POSITIONS 5 - 10) | ECHELON (2)<br>(POSITIONS 11, 12)   | COUNTRY CODE (2)<br>(POSITIONS 13, 14)  | ORDER OF BATTLE (1)<br>(POSITION 15)                                 |
| See table B-III for specific values.  | See table B-II for specific values.   | See ISO 3166-1.   | X - CONTROL MARKINGS   |

**TABLE B-II. Echelon codes.**

| CODE | DESCRIPTION           | CODE | DESCRIPTION      |
|------|-----------------------|------|------------------|
| - A  | TEAM/CREW             | - H  | BRIGADE          |
| - B  | SQUAD                 | - I  | DIVISION         |
| - C  | SECTION               | - J  | CORPS/MEF        |
| - D  | PLATOON/DETACHMENT    | - K  | ARMY             |
| - E  | COMPANY/BATTERY/TROOP | - L  | ARMY GROUP/FRONT |
| - F  | BATTALION/SQUADRON    | - M  | REGION           |
| - G  | REGIMENT/GROUP        | - N  | COMMAND          |
| --   | NULL                  |      |                  |

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APPENDIX B

B.5.2.2 SIDC table. The following table lists the codes for tactical graphics. As stated in B.5.2.1, a dash (-) is used to fill each unused position. An asterisk (\*) indicates positions that are user-defined based on specific symbol circumstances, such as standard identity or echelon.

TABLE B-III. SIDC table.

| HIERARCHY                |   |   | FUNCTION ID |          | ORDER OF BATTLE |    | DESCRIPTION                |
|--------------------------|---|---|-------------|----------|-----------------|----|----------------------------|
|                          | G | * | -           | -- -- -- | --              | X  | TACTICAL GRAPHICS          |
|                          | G | * | T           | *        | -- -- --        | ** | ** X TASKS                 |
| TACGRP.TSK.BLK           | G | * | T           | *        | B- -- --        | ** | ** X BLOCK                 |
| TACGRP.TSK.BRH           | G | * | T           | *        | H- -- --        | ** | ** X BREACH                |
| TACGRP.TSK.BYS           | G | * | T           | *        | Y- -- --        | ** | ** X BYPASS                |
| TACGRP.TSK.CNZ           | G | * | T           | *        | C- -- --        | ** | ** X CANALIZE              |
| TACGRP.TSK.CLR           | G | * | T           | *        | X- -- --        | ** | ** X CLEAR                 |
| TACGRP.TSK.CNT           | G | * | T           | *        | J- -- --        | ** | ** X CONTAIN               |
| TACGRP.TSK.CATK          | G | * | T           | *        | K- -- --        | ** | ** X COUNTERATTACK (CATK)  |
| TACGRP.TSK.CATK.CATKF    | G | * | T           | *        | KF -- --        | ** | ** X COUNTERATTACK BY FIRE |
| TACGRP.TSK.DLY           | G | * | T           | *        | L- -- --        | ** | ** X DELAY                 |
| TACGRP.TSK.DSTY          | G | * | T           | *        | D- -- --        | ** | ** X DESTROY               |
| TACGRP.TSK.DRT           | G | * | T           | *        | T- -- --        | ** | ** X DISRUPT               |
| TACGRP.TSK.FIX           | G | * | T           | *        | F- -- --        | ** | ** X FIX                   |
| TACGRP.TSK.FLWASS        | G | * | T           | *        | A- -- --        | ** | ** X FOLLOW AND ASSUME     |
| TACGRP.TSK.FLWASS.FLWSUP | G | * | T           | *        | AS -- --        | ** | ** X FOLLOW AND SUPPORT    |
| TACGRP.TSK.ITDT          | G | * | T           | *        | I- -- --        | ** | ** X INTERDICT             |
| TACGRP.TSK.ISL           | G | * | T           | *        | E- -- --        | ** | ** X ISOLATE               |
| TACGRP.TSK.NEUT          | G | * | T           | *        | N- -- --        | ** | ** X NEUTRALIZE            |
| TACGRP.TSK.OCC           | G | * | T           | *        | O- -- --        | ** | ** X OCCUPY                |
| TACGRP.TSK.PNE           | G | * | T           | *        | P- -- --        | ** | ** X PENETRATE             |
| TACGRP.TSK.RIP           | G | * | T           | *        | R- -- --        | ** | ** X RELIEF IN PLACE (RIP) |

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TABLE B-III. SIDC table - Continued.

| HIERARCHY                           |   |   |   | FUNCTION ID |          |    | ORDER OF BATTLE |   | DESCRIPTION   |
|-------------------------------------|---|---|---|-------------|----------|----|-----------------|---|---|
|                                     |   |   |   |             |          |    | COUNTRY CODE    |   |   |
|                                     |   |   |   |             |          |    | SIZE/MOBILITY   |   |   |
| TACGRP.TSK.RTN                      | G | * | T | *           | Q- -- -- | ** | **              | X | RETAIN  |
| TACGRP.TSK.RTM                      | G | * | T | *           | M- -- -- | ** | **              | X | RETIREMENT  |
| TACGRP.TSK.SCE                      | G | * | T | *           | S- -- -- | ** | **              | X | SECURE  |
| TACGRP.TSK.SEC                      | G | - | T | *           | U- -- -- | -- | --              | X | SECURITY  |
| TACGRP.TSK.SEC.SCN                  | G | * | T | *           | US -- -- | ** | **              | X | SCREEN  |
| TACGRP.TSK.SEC.GUD                  | G | * | T | *           | UG -- -- | ** | **              | X | GUARD   |
| TACGRP.TSK.SEC.COV                  | G | * | T | *           | UC -- -- | ** | **              | X | COVER   |
| TACGRP.TSK.SZE                      | G | * | T | *           | Z- -- -- | ** | **              | X | SEIZE   |
| TACGRP.TSK.WDR                      | G | * | T | *           | W- -- -- | ** | **              | X | WITHDRAW  |
| TACGRP.TSK.WDR.WDRUP                | G | * | T | *           | WP -- -- | ** | **              | X | WITHDRAW UNDER PRESSURE                               |
| TACGRP.C2GM                         | G | * | G | *           | -- -- -- | ** | **              | X | COMMAND AND CONTROL AND GENERAL MANEUVER              |
| TACGRP.C2GM.GNL                     | G | * | G | *           | G- -- -- | ** | **              | X | GENERAL   |
| TACGRP.C2GM.GNL.PNT                 | G | * | G | *           | GP -- -- | ** | **              | X | POINTS  |
| TACGRP.C2GM.GNL.PNT.USW             | G | * | G | *           | GP U- -- | ** | **              | X | UNDER SEA WARFARE                                     |
| TACGRP.C2GM.GNL.PNT.USW.UH2         | G | * | G | *           | GP UU -- | ** | **              | X | UNDERWATER  |
| TACGRP.C2GM.GNL.PNT.USW.UH2.DTM     | G | * | G | *           | GP UU D- | ** | **              | X | DATUM   |
| TACGRP.C2GM.GNL.PNT.USW.UH2.BCON    | G | * | G | *           | GP UU B- | ** | **              | X | BRIEF CONTACT   |
| TACGRP.C2GM.GNL.PNT.USW.UH2.LCON    | G | * | G | *           | GP UU L- | ** | **              | X | LOST CONTACT  |
| TACGRP.C2GM.GNL.PNT.USW.UH2.SNK     | G | * | G | *           | GP UU S- | ** | **              | X | SINKER  |
| TACGRP.C2GM.GNL.PNT.USW.SNBY        | G | * | G | *           | GP UY -- | ** | **              | X | SONOBUOY  |
| TACGRP.C2GM.GNL.PNT.USW.SNBY.PTNCTR | G | * | G | *           | GP UY P- | ** | **              | X | PATTERN CENTER  |
| TACGRP.C2GM.GNL.PNT.USW.SNBY.DIFAR  | G | * | G | *           | GP UY D- | ** | **              | X | DIRECTIONAL FREQUENCY ANALYZING AND RECORDING (DIFAR) |
| TACGRP.C2GM.GNL.PNT.USW.SNBY.LOFAR  | G | * | G | *           | GP UY L- | ** | **              | X | LOW FREQUENCY ANALYZING AND RECORDING (LOFAR)         |
| TACGRP.C2GM.GNL.PNT.USW.SNBY.CASS   | G | * | G | *           | GP UY C- | ** | **              | X | COMMAND ACTIVE SONOBUOY SYSTEM (CASS)                 |

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TABLE B-III. SIDC table - Continued.

| HIERARCHY                           |   |   |   | FUNCTION ID |    |    | ORDER OF BATTLE |   | DESCRIPTION |
|-------------------------------------|---|---|---|-------------|----|----|-----------------|---|-------------|
|                                     |   |   |   |             |    |    | COUNTRY CODE    |   |             |
|                                     |   |   |   |             |    |    | SIZE/MOBILITY   |   |             |
| TACGRP.C2GM.GNL.PNT.USW.SNBY.DICASS | G | * | G | GP UY S-    | ** | ** | X               | DIRECTIONAL COMMAND ACTIVE SONOBUOY SYSTEM (DICASS) |             |
| TACGRP.C2GM.GNL.PNT.USW.SNBY.BT     | G | * | G | GP UY B-    | ** | ** | X               | BATHYTHERMOGRAPH TRANSMITTING (BT)                  |             |
| TACGRP.C2GM.GNL.PNT.USW.SNBY.ANM    | G | * | G | GP UY A-    | ** | ** | X               | ANM   |             |
| TACGRP.C2GM.GNL.PNT.USW.SNBY.VLAD   | G | * | G | GP UY V-    | ** | ** | X               | VERTICAL LINE ARRAY DIFAR (VLAD)                    |             |
| TACGRP.C2GM.GNL.PNT.USW.SNBY.ATAC   | G | * | G | GP UY T-    | ** | ** | X               | ATAC  |             |
| TACGRP.C2GM.GNL.PNT.USW.SNBY.RO     | G | * | G | GP UY R-    | ** | ** | X               | RANGE ONLY (RO)                                     |             |
| TACGRP.C2GM.GNL.PNT.USW.SNBY.KGP    | G | * | G | GP UY K-    | ** | ** | X               | KINGPIN   |             |
| TACGRP.C2GM.GNL.PNT.USW.SNBY.EXP    | G | * | G | GP UY X-    | ** | ** | *               | SONOBUOY-EXPIRED                                    |             |
| TACGRP.C2GM.GNL.PNT.USW.SRH         | G | * | G | GP US --    | ** | ** | X               | SEARCH  |             |
| TACGRP.C2GM.GNL.PNT.USW.SRH.ARA     | G | * | G | GP US A-    | ** | ** | X               | SEARCH AREA   |             |
| TACGRP.C2GM.GNL.PNT.USW.SRH.DIPPSN  | G | * | G | GP US D-    | ** | ** | X               | DIP POSITION  |             |
| TACGRP.C2GM.GNL.PNT.USW.SRH.CTR     | G | * | G | GP US C-    | ** | ** | X               | SEARCH CENTER                                       |             |
| TACGRP.C2GM.GNL.PNT.REFPNT          | G | * | G | GP R--      | ** | ** | X               | REFERENCE POINT                                     |             |
| TACGRP.C2GM.GNL.PNT.REFPNT.NAVREF   | G | * | G | GP RN --    | ** | ** | X               | NAVIGATIONAL REFERENCE POINT                        |             |
| TACGRP.C2GM.GNL.PNT.REFPNT.SPLPNT   | G | * | G | GP RS --    | ** | ** | X               | SPECIAL POINT                                       |             |
| TACGRP.C2GM.GNL.PNT.REFPNT.DLRP     | G | * | G | GP RD --    | ** | ** | X               | DLRP  |             |
| TACGRP.C2GM.GNL.PNT.REFPNT.PIM      | G | * | G | GP RP --    | ** | ** | X               | POINT OF INTENDED MOVEMENT (PIM)                    |             |
| TACGRP.C2GM.GNL.PNT.REFPNT.MRSH     | G | * | G | GP RM --    | ** | ** | X               | MARSHALL POINT                                      |             |
| TACGRP.C2GM.GNL.PNT.REFPNT.WAP      | G | * | G | GP RW --    | ** | ** | X               | WAYPOINT  |             |
| TACGRP.C2GM.GNL.PNT.REFPNT.CRDRTB   | G | * | G | GP RC --    | ** | ** | X               | CORRIDOR TAB  |             |
| TACGRP.C2GM.GNL.PNT.REFPNT.PNTINR   | G | * | G | GP RI --    | ** | ** | X               | POINT OF INTEREST                                   |             |
| TACGRP.C2GM.GNL.PNT.WPN             | G | * | G | GP W--      | ** | ** | X               | WEAPON  |             |
| TACGRP.C2GM.GNL.PNT.WPN.AIMPNT      | G | * | G | GP WA --    | ** | ** | X               | AIM POINT   |             |
| TACGRP.C2GM.GNL.PNT.WPN.DRPPNT      | G | * | G | GP WD --    | ** | ** | X               | DROP POINT  |             |

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TABLE B-III. SIDC table - Continued.

| HIERARCHY                       |   |   |   | FUNCTION ID |    |    | ORDER OF BATTLE |                                    | DESCRIPTION |
|---------------------------------|---|---|---|-------------|----|----|-----------------|------------------------------------|-------------|
|                                 |   |   |   |             |    |    | COUNTRY CODE    |                                    |             |
|                                 |   |   |   |             |    |    | SIZE/MOBILITY   |                                    |             |
| TACGRP.C2GM.GNL.PNT.WPN.ENTPNT  | G | * | G | GP WE --    | ** | ** | X               | ENTRY POINT                        |             |
| TACGRP.C2GM.GNL.PNT.WPN.GRDZRO  | G | * | G | GP WG --    | ** | ** | X               | GROUND ZERO                        |             |
| TACGRP.C2GM.GNL.PNT.WPN.MSLPNT  | G | * | G | GP WM --    | ** | ** | X               | MSL DETECT POINT                   |             |
| TACGRP.C2GM.GNL.PNT.WPN.IMTPNT  | G | * | G | GP WI --    | ** | ** | X               | IMPACT POINT                       |             |
| TACGRP.C2GM.GNL.PNT.WPN.PIPNT   | G | * | G | GP WP --    | ** | ** | X               | PREDICTED IMPACT POINT             |             |
| TACGRP.C2GM.GNL.PNT.FRMN        | G | * | G | GP F- --    | ** | ** | X               | FORMATION                          |             |
| TACGRP.C2GM.GNL.PNT.HBR         | G | * | G | GP H- --    | ** | ** | X               | HARBOR (GENERAL)                   |             |
| TACGRP.C2GM.GNL.PNT.HBR.PNTQ    | G | * | G | GP HQ --    | ** | ** | X               | POINT Q                            |             |
| TACGRP.C2GM.GNL.PNT.HBR.PNTA    | G | * | G | GP HA --    | ** | ** | X               | POINT A                            |             |
| TACGRP.C2GM.GNL.PNT.HBR.PNTY    | G | * | G | GP HY --    | ** | ** | X               | POINT Y                            |             |
| TACGRP.C2GM.GNL.PNT.HBR.PNTX    | G | * | G | GP HX --    | ** | ** | X               | POINT X                            |             |
| TACGRP.C2GM.GNL.PNT.RTE         | G | * | G | GP O- --    | ** | ** | X               | ROUTE                              |             |
| TACGRP.C2GM.GNL.PNT.RTE.RDV     | G | * | G | GP OZ --    | ** | ** | X               | RENDEZVOUS                         |             |
| TACGRP.C2GM.GNL.PNT.RTE.DVSN    | G | * | G | GP OD --    | ** | ** | X               | DIVERSECTIONS                      |             |
| TACGRP.C2GM.GNL.PNT.RTE.WAP     | G | * | G | GP OW --    | ** | ** | X               | WAYPOINT                           |             |
| TACGRP.C2GM.GNL.PNT.RTE.PIM     | G | * | G | GP OP --    | ** | ** | X               | PIM                                |             |
| TACGRP.C2GM.GNL.PNT.RTE.PNTR    | G | * | G | GP OR --    | ** | ** | X               | POINT R                            |             |
| TACGRP.C2GM.GNL.PNT.ACCTL       | G | * | G | GP A- --    | ** | ** | X               | AIR CONTROL                        |             |
| TACGRP.C2GM.GNL.PNT.ACCTL.CAP   | G | * | G | GP AP --    | ** | ** | X               | COMBAT AIR PATROL (CAP)            |             |
| TACGRP.C2GM.GNL.PNT.ACCTL.ABNEW | G | * | G | GP AW --    | ** | ** | X               | AIRBORNE EARLY WARNING (AEW)       |             |
| TACGRP.C2GM.GNL.PNT.ACCTL.TAK   | G | * | G | GP AK --    | ** | ** | X               | TANKING                            |             |
| TACGRP.C2GM.GNL.PNT.ACCTL.ASBWF | G | * | G | GP AA --    | ** | ** | X               | ANTISUBMARINE WARFARE, FIXED WING  |             |
| TACGRP.C2GM.GNL.PNT.ACCTL.ASBWR | G | * | G | GP AH --    | ** | ** | X               | ANTISUBMARINE WARFARE, ROTARY WING |             |
| TACGRP.C2GM.GNL.PNT.ACCTL.SUWF  | G | * | G | GP AB --    | ** | ** | X               | SUCAP - FIXED WING                 |             |
| TACGRP.C2GM.GNL.PNT.ACCTL.SUWR  | G | * | G | GP AC --    | ** | ** | X               | SUCAP - ROTARY WING                |             |

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APPENDIX B

TABLE B-III. SIDC table - Continued.

| HIERARCHY                          |   |             | FUNCTION ID |        |          | ORDER OF BATTLE |               | DESCRIPTION                       |
|------------------------------------|---|-------------|-------------|--------|----------|-----------------|---------------|-----------------------------------|
|                                    |   | CODE SCHEME | CATEGORY    | STATUS |          | COUNTRY CODE    | SIZE/MOBILITY |                                   |
| TACGRP.C2GM.GNL.PNT.ACCTL.MIWF     | G | *           | G           | *      | GP AD -- | **              | **            | X MIW - FIXED WING                |
| TACGRP.C2GM.GNL.PNT.ACCTL.MIWR     | G | *           | G           | *      | GP AE -- | **              | **            | X MIW - ROTARY WING               |
| TACGRP.C2GM.GNL.PNT.ACCTL.SKEIP    | G | *           | G           | *      | GP AS -- | **              | **            | X STRIKE IP                       |
| TACGRP.C2GM.GNL.PNT.ACCTL.TCN      | G | *           | G           | *      | GP AT -- | **              | **            | X TACAN                           |
| TACGRP.C2GM.GNL.PNT.ACCTL.TMC      | G | *           | G           | *      | GP AO -- | **              | **            | X TOMCAT                          |
| TACGRP.C2GM.GNL.PNT.ACCTL.RSC      | G | *           | G           | *      | GP AR -- | **              | **            | X RESCUE                          |
| TACGRP.C2GM.GNL.PNT.ACCTL.RPH      | G | *           | G           | *      | GP AL -- | **              | **            | X REPLENISH                       |
| TACGRP.C2GM.GNL.PNT.ACCTL.UA       | G | *           | G           | *      | GP AF -- | **              | **            | X UNMANNED AERIAL SYSTEM (UAS/UA) |
| TACGRP.C2GM.GNL.PNT.ACCTL.VTUA     | G | *           | G           | *      | GP AG -- | **              | **            | X VTUA                            |
| TACGRP.C2GM.GNL.PNT.ACCTL.ORB      | G | *           | G           | *      | GP AI -- | **              | **            | X ORBIT                           |
| TACGRP.C2GM.GNL.PNT.ACCTL.ORBF8    | G | *           | G           | *      | GP AJ -- | **              | **            | X ORBIT - FIGURE EIGHT            |
| TACGRP.C2GM.GNL.PNT.ACCTL.ORBRT    | G | *           | G           | *      | GP AM -- | **              | **            | X ORBIT - RACE TRACK              |
| TACGRP.C2GM.GNL.PNT.ACCTL.ORBRD    | G | *           | G           | *      | GP AN -- | **              | **            | X ORBIT - RANDOM, CLOSED          |
| TACGRP.C2GM.GNL.PNT.ACPTPNT        | G | *           | G           | *      | GP P- -- | **              | **            | X ACTION POINTS (GENERAL)         |
| TACGRP.C2GM.GNL.PNT.ACPTPNT.CHKPNT | G | *           | G           | *      | GP PK -- | **              | **            | X CHECK POINT                     |
| TACGRP.C2GM.GNL.PNT.ACPTPNT.CONPNT | G | *           | G           | *      | GP PC -- | **              | **            | X CONTACT POINT                   |
| TACGRP.C2GM.GNL.PNT.ACPTPNT.CRDPNT | G | *           | G           | *      | GP PO -- | **              | **            | X COORDINATION POINT              |
| TACGRP.C2GM.GNL.PNT.ACPTPNT.DCNPNT | G | *           | G           | *      | GP PD -- | **              | **            | X DECISION POINT                  |
| TACGRP.C2GM.GNL.PNT.ACPTPNT.LNKUPT | G | *           | G           | *      | GP PL -- | **              | **            | X LINKUP POINT                    |
| TACGRP.C2GM.GNL.PNT.ACPTPNT.PSSPNT | G | *           | G           | *      | GP PP -- | **              | **            | X PASSAGE POINT                   |
| TACGRP.C2GM.GNL.PNT.ACPTPNT.RAYPNT | G | *           | G           | *      | GP PR -- | **              | **            | X RALLY POINT                     |
| TACGRP.C2GM.GNL.PNT.ACPTPNT.RELPNT | G | *           | G           | *      | GP PE -- | **              | **            | X RELEASE POINT                   |
| TACGRP.C2GM.GNL.PNT.ACPTPNT.STRPNT | G | *           | G           | *      | GP PS -- | **              | **            | X START POINT                     |
| TACGRP.C2GM.GNL.PNT.ACPTPNT.AMNPNT | G | *           | G           | *      | GP PA -- | **              | **            | X AMNESTY POINT                   |
| TACGRP.C2GM.GNL.PNT.ACPTPNT.WAP    | G | *           | G           | *      | GP PW -- | **              | **            | X WAYPOINT                        |

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APPENDIX B

TABLE B-III. SIDC table - Continued.

| HIERARCHY                          |   |   |   | FUNCTION ID |    |    | ORDER OF BATTLE |  | DESCRIPTION   |
|------------------------------------|---|---|---|-------------|----|----|-----------------|--|---|
|                                    |   |   |   |             |    |    | COUNTRY CODE    |  |   |
|                                    |   |   |   |             |    |    | SIZE/MOBILITY   |  |   |
| TACGRP.C2GM.GNL.PNT.SCTL           | G | * | G | GP C--      | ** | ** | X               |  | SEA SURFACE CONTROL STATION                           |
| TACGRP.C2GM.GNL.PNT.SCTL.USV       | G | * | G | GP CU --    | ** | ** | X               |  | UNMANNED SURFACE VEHICLE (USV) CONTROL STATION        |
| TACGRP.C2GM.GNL.PNT.SCTL.USV.RMV   | G | * | G | GP CU R-    | ** | ** | X               |  | REMOTE MULTIMISSION VEHICLE (RMV) USV CONTROL STATION |
| TACGRP.C2GM.GNL.PNT.SCTL.USV.ASW   | G | * | G | GP CU A-    | ** | ** | X               |  | USV - ANTISUBMARINE WARFARE CONTROL STATION           |
| TACGRP.C2GM.GNL.PNT.SCTL.USV.SUW   | G | * | G | GP CU S-    | ** | ** | X               |  | USV - SURFACE WARFARE CONTROL STATION                 |
| TACGRP.C2GM.GNL.PNT.SCTL.USV.MIW   | G | * | G | GP CU M-    | ** | ** | X               |  | USV - MINE WARFARE CONTROL STATION                    |
| TACGRP.C2GM.GNL.PNT.SCTL.ASW       | G | * | G | GP CA --    | ** | ** | X               |  | ASW CONTROL STATION                                   |
| TACGRP.C2GM.GNL.PNT.SCTL.SUW       | G | * | G | GP CS --    | ** | ** | X               |  | SUW CONTROL STATION                                   |
| TACGRP.C2GM.GNL.PNT.SCTL.MIW       | G | * | G | GP CM --    | ** | ** | X               |  | MIW CONTROL STATION                                   |
| TACGRP.C2GM.GNL.PNT.SCTL.PKT       | G | * | G | GP CP --    | ** | ** | X               |  | PICKET CONTROL STATION                                |
| TACGRP.C2GM.GNL.PNT.SCTL.RDV       | G | * | G | GP CR --    | ** | ** | X               |  | RENDEZVOUS CONTROL POINT                              |
| TACGRP.C2GM.GNL.PNT.SCTL.RSC       | G | * | G | GP CC --    | ** | ** | X               |  | RESCUE CONTROL POINT                                  |
| TACGRP.C2GM.GNL.PNT.SCTL.REP       | G | * | G | GP CE --    | ** | ** | X               |  | REPLENISHMENT CONTROL POINT                           |
| TACGRP.C2GM.GNL.PNT.SCTL.NCBTT     | G | * | G | GP CN --    | ** | ** | X               |  | NONCOMBATANT CONTROL STATION                          |
| TACGRP.C2GM.GNL.PNT.UCTL           | G | * | G | GP B--      | ** | ** | X               |  | SUBSURFACE CONTROL STATION                            |
| TACGRP.C2GM.GNL.PNT.UCTL.UUV       | G | * | G | GP BU --    | ** | ** | X               |  | UNMANNED UNDERWATER VEHICLE (UUV) CONTROL STATION     |
| TACGRP.C2GM.GNL.PNT.UCTL.UUV.ASW   | G | * | G | GP BU A-    | ** | ** | X               |  | UUV - ANTISUBMARINE WARFARE CONTROL STATION           |
| TACGRP.C2GM.GNL.PNT.UCTL.UUV.SUW   | G | * | G | GP BU S-    | ** | ** | X               |  | UUV - SURFACE WARFARE CONTROL STATION                 |
| TACGRP.C2GM.GNL.PNT.UCTL.UUV.MIW   | G | * | G | GP BU M-    | ** | ** | X               |  | UUV - MINE WARFARE CONTROL STATION                    |
| TACGRP.C2GM.GNL.PNT.UCTL.SBSTM     | G | * | G | GP BS --    | ** | ** | X               |  | SUBMARINE CONTROL STATION                             |
| TACGRP.C2GM.GNL.PNT.UCTL.SBSTM.ASW | G | * | G | GP BS A-    | ** | ** | X               |  | ASW SUBMARINE CONTROL STATION                         |
| TACGRP.C2GM.GNL.LNE                | G | * | G | GL B--      | ** | ** | X               |  | LINES   |
| TACGRP.C2GM.GNL.LNE.BNDS           | G | * | G | GL F--      | ** | ** | X               |  | BOUNDARIES  |
| TACGRP.C2GM.GNL.LNE.FLOT           | G | * | G | GL F--      | ** | ** | X               |  | FORWARD LINE OF OWN TROOPS (FLOT)                     |

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## APPENDIX B

TABLE B-III. SIDC table - Continued.

| HIERARCHY                  |   |   |   | FUNCTION ID |          |    | ORDER OF BATTLE |   | DESCRIPTION                                     |
|----------------------------|---|---|---|-------------|----------|----|-----------------|---|---|
|                            |   |   |   |             |          |    | COUNTRY CODE    |   |   |
|                            |   |   |   |             |          |    | SIZE/MOBILITY   |   |   |
| TACGRP.C2GM.GNL.LNE.LOC    | G | * | G | *           | GL C- -- | ** | **              | X | LINE OF CONTACT                                 |
| TACGRP.C2GM.GNL.LNE.PHELNE | G | * | G | *           | GL P- -- | ** | **              | X | PHASE LINE                                      |
| TACGRP.C2GM.GNL.LNE.LITLNE | G | * | G | *           | GL L- -- | ** | **              | X | LIGHT LINE                                      |
| TACGRP.C2GM.GNL.ARS        | G | * | G | *           | GA -- -- | ** | **              | X | AREAS   |
| TACGRP.C2GM.GNL.ARS.GENARA | G | * | G | *           | GA G- -- | ** | **              | X | GENERAL AREA                                    |
| TACGRP.C2GM.GNL.ARS.ABYARA | G | * | G | *           | GA A- -- | ** | **              | X | ASSEMBLY AREA                                   |
| TACGRP.C2GM.GNL.ARS.EMTARA | G | * | G | *           | GA E- -- | ** | **              | X | ENGAGEMENT AREA                                 |
| TACGRP.C2GM.GNL.ARS.FTFDAR | G | * | G | *           | GA F- -- | ** | **              | X | FORTIFIED AREA                                  |
| TACGRP.C2GM.GNL.ARS.DRPZ   | G | * | G | *           | GA D- -- | ** | **              | X | DROP ZONE                                       |
| TACGRP.C2GM.GNL.ARS.EZ     | G | * | G | *           | GA X- -- | ** | **              | X | EXTRACTION ZONE (EZ)                            |
| TACGRP.C2GM.GNL.ARS.LZ     | G | * | G | *           | GA L- -- | ** | **              | X | LANDING ZONE (LZ)                               |
| TACGRP.C2GM.GNL.ARS.PZ     | G | * | G | *           | GA P- -- | ** | **              | X | PICKUP ZONE (PZ)                                |
| TACGRP.C2GM.GNL.ARS.SRHARA | G | * | G | *           | GA S- -- | ** | **              | X | SEARCH AREA/RECONNAISSANCE AREA                 |
| TACGRP.C2GM.GNL.ARS.LAARA  | G | * | G | *           | GA Y- -- | ** | **              | X | LIMITED ACCESS AREA                             |
| TACGRP.C2GM.GNL.ARS.AIRFZ  | G | * | G | *           | GA Z- -- | ** | **              | X | AIRFIELD ZONE                                   |
| TACGRP.C2GM.AVN            | G | * | G | *           | A- -- -- | ** | **              | X | AVIATION  |
| TACGRP.C2GM.AVN.PNT        | G | * | G | *           | AP -- -- | ** | **              | X | POINTS  |
| TACGRP.C2GM.AVN.PNT.ACP    | G | * | G | *           | AP P- -- | ** | **              | X | AIR CONTROL POINT (ACP)                         |
| TACGRP.C2GM.AVN.PNT.COMMCP | G | * | G | *           | AP C- -- | ** | **              | X | COMMUNICATIONS CHECKPOINT (CCP)                 |
| TACGRP.C2GM.AVN.PNT.PUP    | G | * | G | *           | AP U- -- | ** | **              | X | PULL-UP POINT (PUP)                             |
| TACGRP.C2GM.AVN.PNT.DAPP   | G | * | G | *           | AP D- -- | ** | **              | X | DOWNED AIRCREW PICKUP POINT                     |
| TACGRP.C2GM.AVN.LNE        | G | * | G | *           | AL -- -- | ** | **              | X | LINES   |
| TACGRP.C2GM.AVN.LNE.ACDR   | G | * | G | *           | AL C- -- | ** | **              | X | AIR CORRIDOR                                    |
| TACGRP.C2GM.AVN.LNE.MRR    | G | * | G | *           | AL M- -- | ** | **              | X | MINIMUM RISK ROUTE (MRR)                        |
| TACGRP.C2GM.AVN.LNE.SAAFR  | G | * | G | *           | AL S- -- | ** | **              | X | STANDARD-USE ARMY AIRCRAFT FLIGHT ROUTE (SAAFR) |

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## APPENDIX B

TABLE B-III. SIDC table - Continued.

| HIERARCHY                         |   |   | FUNCTION ID |   |          | ORDER OF BATTLE |    | DESCRIPTION  |
|-----------------------------------|---|---|-------------|---|----------|-----------------|----|--|
|                                   |   |   |             |   |          | COUNTRY CODE    |    |  |
|                                   |   |   |             |   |          | SIZE/MOBILITY   |    |  |
| TACGRP.C2GM.AVN.LNE.UAR           | G | * | G           | * | AL U- -- | **              | ** | X UNMANNED AIRCRAFT (UA) ROUTE                                     |
| TACGRP.C2GM.AVN.LNE.LLTR          | G | * | G           | * | AL L- -- | **              | ** | X LOW LEVEL TRANSIT ROUTE (LLTR)                                   |
| TACGRP.C2GM.AVN.ARS               | G | * | G           | * | AA -- -- | **              | ** | X AREAS  |
| TACGRP.C2GM.AVN.ARS.ROZ           | G | * | G           | * | AA R- -- | **              | ** | X RESTRICTED OPERATIONS ZONE (ROZ)                                 |
| TACGRP.C2GM.AVN.ARS.SHRDEZ        | G | * | G           | * | AA F- -- | **              | ** | X SHORT-RANGE AIR DEFENSE ENGAGEMENT ZONE (SHORADEZ)               |
| TACGRP.C2GM.AVN.ARS.HIDACZ        | G | * | G           | * | AA H- -- | **              | ** | X HIGH DENSITY AIRSPACE CONTROL ZONE (HIDACZ)                      |
| TACGRP.C2GM.AVN.ARS.MEZ           | G | * | G           | * | AA M- -- | **              | ** | X MISSILE ENGAGEMENT ZONE (MEZ)                                    |
| TACGRP.C2GM.AVN.ARS.MEZ.LAMEZ     | G | * | G           | * | AA ML -- | **              | ** | X LOW ALTITUDE MEZ   |
| TACGRP.C2GM.AVN.ARS.MEZ.HAMEZ     | G | * | G           | * | AA MH -- | **              | ** | X HIGH ALTITUDE MEZ  |
| TACGRP.C2GM.AVN.ARS.WFZ           | G | * | G           | * | AA W- -- | **              | ** | X WEAPONS FREE ZONE  |
| TACGRP.C2GM.DCPN                  | G | * | G           | * | P- -- -- | **              | ** | X DECEPTION  |
| TACGRP.C2GM.DCPN.DMY              | G | * | G           | * | PD -- -- | **              | ** | X DUMMY (DECEPTION/DECoy)  |
| TACGRP.C2GM.DCPN.AAFF             | G | * | G           | * | PA -- -- | **              | ** | X AXIS OF ADVANCE FOR FEINT  |
| TACGRP.C2GM.DCPN.DAFF             | G | * | G           | * | PF -- -- | **              | ** | X DIRECTION OF ATTACK FOR FEINT                                    |
| TACGRP.C2GM.DCPN.DMA              | G | * | G           | * | PM -- -- | **              | ** | X DECoy MINED AREA   |
| TACGRP.C2GM.DCPN.DMAF             | G | * | G           | * | PY -- -- | **              | ** | X DECoy MINED AREA, FENCED   |
| TACGRP.C2GM.DCPN.DMYMS            | G | * | G           | * | PN -- -- | **              | ** | X DUMMY MINEFIELD (STATIC)   |
| TACGRP.C2GM.DCPN.DMYMD            | G | * | G           | * | PC -- -- | **              | ** | X DUMMY MINEFIELD (DYNAMIC)  |
| TACGRP.C2GM.DEF                   | G | * | G           | * | D- -- -- | **              | ** | X DEFENSE  |
| TACGRP.C2GM.DEF.PNT               | G | * | G           | * | DP -- -- | **              | ** | X POINTS   |
| TACGRP.C2GM.DEF.PNT.TGTREF        | G | * | G           | * | DP T- -- | **              | ** | X TARGET REFERENCE POINT (TRP)                                     |
| TACGRP.C2GM.DEF.PNT.OBSPST        | G | * | G           | * | DP O- -- | **              | ** | X OBSERVATION POST/OUTPOST   |
| TACGRP.C2GM.DEF.PNT.OBSPST.CBTPST | G | * | G           | * | DP OC -- | **              | ** | X COMBAT OUTPOST   |
| TACGRP.C2GM.DEF.PNT.OBSPST.RECON  | G | * | G           | * | DP OR -- | **              | ** | X OBSERVATION POST OCCUPIED BY DISMOUNTED SCOUTS OR RECONNAISSANCE |

TABLE B-III. SIDC table - Continued.

| HIERARCHY                             |   |   |   | FUNCTION ID |    |    | ORDER OF BATTLE |                                       | DESCRIPTION |
|---------------------------------------|---|---|---|-------------|----|----|-----------------|---------------------------------------|-------------|
|                                       |   |   |   |             |    |    | COUNTRY CODE    |                                       |             |
|                                       |   |   |   |             |    |    | SIZE/MOBILITY   |                                       |             |
| TACGRP.C2GM.DEF.PNT.OBSPST.FWDOP      | G | * | G | DP OF --    | ** | ** | X               | FORWARD OBSERVER POSITION             |             |
| TACGRP.C2GM.DEF.PNT.OBSPST.SOP        | G | * | G | DP OS --    | ** | ** | X               | SENSOR OUTPOST/LISTENING POST (OP/LP) |             |
| TACGRP.C2GM.DEF.PNT.OBSPST.CBRNOP     | G | * | G | DP ON --    | ** | ** | X               | CBRN OBSERVATION POST (DISMOUNTED)    |             |
| TACGRP.C2GM.DEF.LNE                   | G | * | G | DL -- --    | ** | ** | X               | LINES                                 |             |
| TACGRP.C2GM.DEF.LNE.FEBA              | G | * | G | DL F- --    | ** | ** | X               | FORWARD EDGE OF BATTLE AREA (FEBA)    |             |
| TACGRP.C2GM.DEF.LNE.PDF               | G | * | G | DL P- --    | ** | ** | X               | PRINCIPAL DIRECTION OF FIRE (PDF)     |             |
| TACGRP.C2GM.DEF.ARS                   | G | * | G | DA -- --    | ** | ** | X               | AREAS                                 |             |
| TACGRP.C2GM.DEF.ARS.BTLPSN            | G | * | G | DA B- --    | ** | ** | X               | BATTLE POSITION                       |             |
| TACGRP.C2GM.DEF.ARS.BTLPSN.PBNO       | G | * | G | DA BP --    | ** | ** | X               | PREPARED BUT NOT OCCUPIED             |             |
| TACGRP.C2GM.DEF.ARS.EMTARA            | G | * | G | DA E- --    | ** | ** | X               | ENGAGEMENT AREA                       |             |
| TACGRP.C2GM.OFF                       | G | * | G | O- -- --    | ** | ** | X               | OFFENSE                               |             |
| TACGRP.C2GM.OFF.PNT                   | G | * | G | OP -- --    | ** | ** | X               | POINTS                                |             |
| TACGRP.C2GM.OFF.PNT.PNTD              | G | * | G | OP P- --    | ** | ** | X               | POINT OF DEPARTURE                    |             |
| TACGRP.C2GM.OFF.LNE                   | G | * | G | OL -- --    | ** | ** | X               | LINES                                 |             |
| TACGRP.C2GM.OFF.LNE.AXSADV            | G | * | G | OL A- --    | ** | ** | X               | AXIS OF ADVANCE                       |             |
| TACGRP.C2GM.OFF.LNE.AXSADV.AVN        | G | * | G | OL AV --    | ** | ** | X               | AVIATION                              |             |
| TACGRP.C2GM.OFF.LNE.AXSADV.ABN        | G | * | G | OL AA --    | ** | ** | X               | AIRBORNE                              |             |
| TACGRP.C2GM.OFF.LNE.AXSADV.ATK        | G | * | G | OL AR --    | ** | ** | X               | ATTACK, ROTARY WING                   |             |
| TACGRP.C2GM.OFF.LNE.AXSADV.GRD        | G | * | G | OL AG --    | ** | ** | X               | GROUND                                |             |
| TACGRP.C2GM.OFF.LNE.AXSADV.GRD.MANATK | G | * | G | OL AG M-    | ** | ** | X               | MAIN ATTACK                           |             |
| TACGRP.C2GM.OFF.LNE.AXSADV.GRD.SUPATK | G | * | G | OL AG S-    | ** | ** | X               | SUPPORTING ATTACK                     |             |
| TACGRP.C2GM.OFF.LNE.DIRATK            | G | * | G | OL K- --    | ** | ** | X               | DIRECTION OF ATTACK                   |             |
| TACGRP.C2GM.OFF.LNE.DIRATK.AVN        | G | * | G | OL KA --    | ** | ** | X               | AVIATION                              |             |
| TACGRP.C2GM.OFF.LNE.DIRATK.GRD        | G | * | G | OL KG --    | ** | ** | X               | GROUND                                |             |
| TACGRP.C2GM.OFF.LNE.DIRATK.GRD.MANATK | G | * | G | OL KG M-    | ** | ** | X               | MAIN ATTACK                           |             |

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## APPENDIX B

TABLE B-III. SIDC table - Continued.

| HIERARCHY                             |   |   |   | FUNCTION ID |          |    | ORDER OF BATTLE |   | DESCRIPTION                               |
|---------------------------------------|---|---|---|-------------|----------|----|-----------------|---|---|
|                                       |   |   |   |             |          |    | COUNTRY CODE    |   |   |
|                                       |   |   |   |             |          |    | SIZE/MOBILITY   |   |   |
| TACGRP.C2GM.OFF.LNE.DIRATK.GRD.SUPATK | G | * | G | *           | OL KG S- | ** | **              | X | SUPPORTING ATTACK                         |
| TACGRP.C2GM.OFF.LNE.FCL               | G | * | G | *           | OL F- -- | ** | **              | X | FINAL COORDINATION LINE                   |
| TACGRP.C2GM.OFF.LNE.INFNLE            | G | * | G | *           | OL I- -- | ** | **              | X | INFILTRATION LANE                         |
| TACGRP.C2GM.OFF.LNE.LMTADV            | G | * | G | *           | OL L- -- | ** | **              | X | LIMIT OF ADVANCE                          |
| TACGRP.C2GM.OFF.LNE.LD                | G | * | G | *           | OL T- -- | ** | **              | X | LINE OF DEPARTURE                         |
| TACGRP.C2GM.OFF.LNE.LDLC              | G | * | G | *           | OL C- -- | ** | **              | X | LINE OF DEPARTURE/LINE OF CONTACT (LD/LC) |
| TACGRP.C2GM.OFF.LNE.PLD               | G | * | G | *           | OL P- -- | ** | **              | X | PROBABLE LINE OF DEPLOYMENT (PLD)         |
| TACGRP.C2GM.OFF.ARS                   | G | * | G | *           | OA -- -- | ** | **              | X | AREAS                                     |
| TACGRP.C2GM.OFF.ARS.ASTPSN            | G | * | G | *           | OA A- -- | ** | **              | X | ASSAULT POSITION                          |
| TACGRP.C2GM.OFF.ARS.ATKPSN            | G | * | G | *           | OA K- -- | ** | **              | X | ATTACK POSITION                           |
| TACGRP.C2GM.OFF.ARS.AFP               | G | * | G | *           | OA F- -- | ** | **              | X | ATTACK BY FIRE POSITION                   |
| TACGRP.C2GM.OFF.ARS.SFP               | G | * | G | *           | OA S- -- | ** | **              | X | SUPPORT BY FIRE POSITION                  |
| TACGRP.C2GM.OFF.ARS.OBJ               | G | * | G | *           | OA O- -- | ** | **              | X | OBJECTIVE                                 |
| TACGRP.C2GM.OFF.ARS.PBX               | G | * | G | *           | OA P- -- | ** | **              | X | PENETRATION BOX                           |
| TACGRP.C2GM.SPL                       | G | * | G | *           | S- -- -- | ** | **              | X | SPECIAL                                   |
| TACGRP.C2GM.SPL.LNE                   | G | * | G | *           | SL -- -- | ** | **              | X | LINE                                      |
| TACGRP.C2GM.SPL.LNE.AMB               | G | * | G | *           | SL A- -- | ** | **              | X | AMBUSH                                    |
| TACGRP.C2GM.SPL.LNE.HGL               | G | * | G | *           | SL H- -- | ** | **              | X | HOLDING LINE                              |
| TACGRP.C2GM.SPL.LNE.REL               | G | * | G | *           | SL R- -- | ** | **              | X | RELEASE LINE                              |
| TACGRP.C2GM.SPL.LNE.BRGH              | G | * | G | *           | SL B- -- | ** | **              | X | BRIDGEHEAD                                |
| TACGRP.C2GM.SPL.ARA                   | G | * | G | *           | SA -- -- | ** | **              | X | AREA                                      |
| TACGRP.C2GM.SPL.ARA.AOO               | G | * | G | *           | SA O- -- | ** | **              | X | AREA OF OPERATIONS (AO)                   |
| TACGRP.C2GM.SPL.ARA.AHD               | G | * | G | *           | SA A- -- | ** | **              | X | AIRHEAD                                   |
| TACGRP.C2GM.SPL.ARA.ENCMT             | G | * | G | *           | SA E- -- | ** | **              | X | ENCIRCLEMENT                              |
| TACGRP.C2GM.SPL.ARA.NAI               | G | * | G | *           | SA N- -- | ** | **              | X | NAMED AREA OF INTEREST (NAI)              |

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## APPENDIX B

TABLE B-III. SIDC table - Continued.

| HIERARCHY                          |   |   |   | FUNCTION ID |          |    | ORDER OF BATTLE |   | DESCRIPTION  |
|------------------------------------|---|---|---|-------------|----------|----|-----------------|---|--|
|                                    |   |   |   |             |          |    | COUNTRY CODE    |   |  |
|                                    |   |   |   |             |          |    | SIZE/MOBILITY   |   |  |
| TACGRP.C2GM.SPL.ARA.TAI            | G | * | G | *           | SA T- -- | ** | **              | X | TARGETED AREA OF INTEREST (TAI)  |
| TACGRP.MOBSU                       | G | * | M | *           | -- -- -- | ** | **              | X | MOBILITY/SURVIVABILITY   |
| TACGRP.MOBSU.OBST                  | G | * | M | *           | O- -- -- | ** | **              | X | OBSTACLES  |
| TACGRP.MOBSU.OBST.GNL              | G | * | M | *           | OG -- -- | ** | **              | X | GENERAL  |
| TACGRP.MOBSU.OBST.GNL.BLT          | G | * | M | *           | OG B- -- | ** | **              | X | BELT   |
| TACGRP.MOBSU.OBST.GNL.LNE          | G | * | M | *           | OG L- -- | ** | **              | X | LINE   |
| TACGRP.MOBSU.OBST.GNL.Z            | G | * | M | *           | OG Z- -- | ** | **              | X | ZONE   |
| TACGRP.MOBSU.OBST.GNL.OFA          | G | * | M | *           | OG F- -- | ** | **              | X | OBSTACLE FREE AREA   |
| TACGRP.MOBSU.OBST.GNL.ORA          | G | * | M | *           | OG R- -- | ** | **              | X | OBSTACLE RESTRICTED AREA   |
| TACGRP.MOBSU.OBST.ABS              | G | * | M | *           | OS -- -- | ** | **              | X | ABATIS   |
| TACGRP.MOBSU.OBST.ATO              | G | * | M | *           | OA -- -- | ** | **              | X | ANTITANK OBSTACLES   |
| TACGRP.MOBSU.OBST.ATO.ATD          | G | * | M | *           | OA D- -- | ** | **              | X | ANTITANK DITCH   |
| TACGRP.MOBSU.OBST.ATO.ATD.ATDUC    | G | * | M | *           | OA DU -- | ** | **              | X | UNDER CONSTRUCTION   |
| TACGRP.MOBSU.OBST.ATO.ATD.ATDC     | G | * | M | *           | OA DC -- | ** | **              | X | COMPLETE   |
| TACGRP.MOBSU.OBST.ATO.ATDATM       | G | * | M | *           | OA R- -- | ** | **              | X | ANTITANK DITCH REINFORCED WITH ANTITANK MINES                                |
| TACGRP.MOBSU.OBST.ATO.TDTSM        | G | * | M | *           | OA O- -- | ** | **              | X | ANTITANK OBSTACLES: TETRAHEDRONS, DRAGONS TEETH, AND OTHER SIMILAR OBSTACLES |
| TACGRP.MOBSU.OBST.ATO.TDTSM.FIXPFD | G | * | M | *           | OA OF -- | ** | **              | X | FIXED AND PREFABRICATED  |
| TACGRP.MOBSU.OBST.ATO.TDTSM.MVB    | G | * | M | *           | OA OM -- | ** | **              | X | MOVEABLE   |
| TACGRP.MOBSU.OBST.ATO.TDTSM.MVBPFD | G | * | M | *           | OA OP -- | ** | **              | X | MOVEABLE AND PREFABRICATED   |
| TACGRP.MOBSU.OBST.ATO.ATW          | G | * | M | *           | OA W- -- | ** | **              | X | ANTITANK WALL  |
| TACGRP.MOBSU.OBST.BBY              | G | * | M | *           | OB -- -- | ** | **              | X | BOOBY TRAP   |
| TACGRP.MOBSU.OBST.MNE              | G | * | M | *           | OM -- -- | ** | **              | X | MINES  |
| TACGRP.MOBSU.OBST.MNE.USPMNE       | G | * | M | *           | OM U- -- | ** | **              | X | UNSPECIFIED MINE   |
| TACGRP.MOBSU.OBST.MNE.ATMNE        | G | * | M | *           | OM T- -- | ** | **              | X | ANTITANK MINE (AT)   |

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APPENDIX B

TABLE B-III. SIDC table - Continued.

| HIERARCHY                       |   |   | FUNCTION ID |   |               | ORDER OF BATTLE |    | DESCRIPTION   |
|---------------------------------|---|---|-------------|---|---------------|-----------------|----|---|
|                                 |   |   |             |   | COUNTRY CODE  |                 |    |   |
|                                 |   |   |             |   | SIZE/MOBILITY |                 |    |   |
| TACGRP.MOBSU.OBST.MNE.ATMAHD    | G | * | M           | * | OM D- --      | **              | ** | X ANTITANK MINE WITH ANTIHANDLING DEVICE                |
| TACGRP.MOBSU.OBST.MNE.ATMDIR    | G | * | M           | * | OM E- --      | **              | ** | X ANTITANK MINE (DIRECTIONAL)                           |
| TACGRP.MOBSU.OBST.MNE.APMNE     | G | * | M           | * | OM P- --      | **              | ** | X ANTIPERSONNEL (AP) MINES                              |
| TACGRP.MOBSU.OBST.MNE.WAMNE     | G | * | M           | * | OM W- --      | **              | ** | X WIDE AREA MINES                                       |
| TACGRP.MOBSU.OBST.MNE.MCLST     | G | * | M           | * | OM C- --      | **              | ** | X MINE CLUSTER  |
| TACGRP.MOBSU.OBST.MNEFLD        | G | * | M           | * | OF -- --      | **              | ** | X MINEFIELDS  |
| TACGRP.MOBSU.OBST.MNEFLD.STC    | G | * | M           | * | OF S- --      | **              | ** | X STATIC DEPICTION                                      |
| TACGRP.MOBSU.OBST.MNEFLD.DYN    | G | * | M           | * | OF D- --      | **              | ** | X DYNAMIC DEPICTION                                     |
| TACGRP.MOBSU.OBST.MNEFLD.GAP    | G | * | M           | * | OF G- --      | **              | ** | X GAP   |
| TACGRP.MOBSU.OBST.MNEFLD.MNDARA | G | * | M           | * | OF A- --      | **              | ** | X MINED AREA  |
| TACGRP.MOBSU.OBST.OBSEFT        | G | * | M           | * | OE -- --      | **              | ** | X OBSTACLE EFFECT                                       |
| TACGRP.MOBSU.OBST.OBSEFT.BLK    | G | * | M           | * | OE B- --      | **              | ** | X BLOCK   |
| TACGRP.MOBSU.OBST.OBSEFT.FIX    | G | * | M           | * | OE F- --      | **              | ** | X FIX   |
| TACGRP.MOBSU.OBST.OBSEFT.TUR    | G | * | M           | * | OE T- --      | **              | ** | X TURN  |
| TACGRP.MOBSU.OBST.OBSEFT.DRT    | G | * | M           | * | OE D- --      | **              | ** | X DISRUPT   |
| TACGRP.MOBSU.OBST.UXO           | G | * | M           | * | OU -- --      | **              | ** | X UNEXPLDED ORDNANCE AREA (UXO)                         |
| TACGRP.MOBSU.OBST.RCBB          | G | * | M           | * | OR -- --      | **              | ** | X ROADBLOCKS, CRATERS, AND BLOWN BRIDGES                |
| TACGRP.MOBSU.OBST.RCBB.PLND     | G | * | M           | * | OR P- --      | **              | ** | X PLANNED   |
| TACGRP.MOBSU.OBST.RCBB.SAFE     | G | * | M           | * | OR S- --      | **              | ** | X EXPLOSIVES, STATE OF READINESS 1 (SAFE)               |
| TACGRP.MOBSU.OBST.RCBB.ABP      | G | * | M           | * | OR A- --      | **              | ** | X EXPLOSIVES, STATE OF READINESS 2 (ARMED-BUT PASSABLE) |
| TACGRP.MOBSU.OBST.RCBB.EXCD     | G | * | M           | * | OR C- --      | **              | ** | X ROADBLOCK COMPLETE (EXECUTED)                         |
| TACGRP.MOBSU.OBST.TRIPWRL       | G | * | M           | * | OT -- --      | **              | ** | X TRIP WIRE   |
| TACGRP.MOBSU.OBST.WREOBS        | G | * | M           | * | OW -- --      | **              | ** | X WIRE OBSTACLE   |
| TACGRP.MOBSU.OBST.WREOBS.USP    | G | * | M           | * | OW U- --      | **              | ** | X UNSPECIFIED   |
| TACGRP.MOBSU.OBST.WREOBS.SNGFNC | G | * | M           | * | OW S- --      | **              | ** | X SINGLE FENCE  |

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## APPENDIX B

TABLE B-III. SIDC table - Continued.

| HIERARCHY                          |   |   | FUNCTION ID |               |                 | DESCRIPTION                          |
|------------------------------------|---|---|-------------|---------------|-----------------|--------------------------------------|
|                                    |   |   |             |               | ORDER OF BATTLE |                                      |
|                                    |   |   |             | COUNTRY CODE  |                 |                                      |
|                                    |   |   |             | SIZE/MOBILITY |                 |                                      |
|                                    |   |   |             |               |                 |                                      |
| TACGRP.MOBSU.OBST.WREOBS.DBLFNC    | G | * | M           | *             | OW D- --        | ** ** X DOUBLE FENCE                 |
| TACGRP.MOBSU.OBST.WREOBS.DAFNC     | G | * | M           | *             | OW A- --        | ** ** X DOUBLE APRON FENCE           |
| TACGRP.MOBSU.OBST.WREOBS.LWFNC     | G | * | M           | *             | OW L- --        | ** ** X LOW WIRE FENCE               |
| TACGRP.MOBSU.OBST.WREOBS.HWFNC     | G | * | M           | *             | OW H- --        | ** ** X HIGH WIRE FENCE              |
| TACGRP.MOBSU.OBST.WREOBS.CCTA      | G | * | M           | *             | OW C- --        | ** ** X CONCERTINA                   |
| TACGRP.MOBSU.OBST.WREOBS.CCTA.SNG  | G | * | M           | *             | OW CS --        | ** ** X SINGLE CONCERTINA            |
| TACGRP.MOBSU.OBST.WREOBS.CCTA.DBLS | G | * | M           | *             | OW CD --        | ** ** X DOUBLE STRAND CONCERTINA     |
| TACGRP.MOBSU.OBST.WREOBS.CCTA.TRIS | G | * | M           | *             | OW CT --        | ** ** X TRIPLE STRAND CONCERTINA     |
| TACGRP.MOBSU.OBST.AVN              | G | * | M           | *             | OH -- --        | ** ** X AVIATION                     |
| TACGRP.MOBSU.OBST.AVN.TWR          | G | * | M           | *             | OH T- --        | ** ** X TOWER                        |
| TACGRP.MOBSU.OBST.AVN.TWR.LOW      | G | * | M           | *             | OH TL --        | ** ** X LOW                          |
| TACGRP.MOBSU.OBST.AVN.TWR.HIGH     | G | * | M           | *             | OH TH --        | ** ** X HIGH                         |
| TACGRP.MOBSU.OBST.AVN.OHWIRE       | G | * | M           | *             | OH O- --        | ** ** X OVERHEAD WIRE/POWER LINE     |
| TACGRP.MOBSU.OBSTD                 | G | * | M           | *             | B- -- --        | ** ** X OBSTACLE BYPASS              |
| TACGRP.MOBSU.OBSTD.DFTY            | G | * | M           | *             | BD -- --        | ** ** X OBSTACLE BYPASS DIFFICULTY   |
| TACGRP.MOBSU.OBSTD.DFTY.ESY        | G | * | M           | *             | BD E- --        | ** ** X BYPASS EASY                  |
| TACGRP.MOBSU.OBSTD.DFTY.DFT        | G | * | M           | *             | BD D- --        | ** ** X BYPASS DIFFICULT             |
| TACGRP.MOBSU.OBSTD.DFTY.IMP        | G | * | M           | *             | BD I- --        | ** ** X BYPASS IMPOSSIBLE            |
| TACGRP.MOBSU.OBSTD.CSGSTE          | G | * | M           | *             | BC -- --        | ** ** X CROSSING SITE/WATER CROSSING |
| TACGRP.MOBSU.OBSTD.CSGSTE.ASTCA    | G | * | M           | *             | BC A- --        | ** ** X ASSAULT CROSSING AREA        |
| TACGRP.MOBSU.OBSTD.CSGSTE.BRG      | G | * | M           | *             | BC B- --        | ** ** X BRIDGE OR GAP                |
| TACGRP.MOBSU.OBSTD.CSGSTE.FRY      | G | * | M           | *             | BC F- --        | ** ** X FERRY                        |
| TACGRP.MOBSU.OBSTD.CSGSTE.FRDES    | G | * | M           | *             | BC E- --        | ** ** X FORD EASY                    |
| TACGRP.MOBSU.OBSTD.CSGSTE.FRDDFT   | G | * | M           | *             | BC D- --        | ** ** X FORD DIFFICULT               |
| TACGRP.MOBSU.OBSTD.CSGSTE.LANE     | G | * | M           | *             | BC L- --        | ** ** X LANE                         |

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APPENDIX B

TABLE B-III. SIDC table - Continued.

| HIERARCHY                       |   |   |   | FUNCTION ID |          |    | ORDER OF BATTLE |   | DESCRIPTION                                     |
|---------------------------------|---|---|---|-------------|----------|----|-----------------|---|---|
|                                 |   |   |   |             |          |    | COUNTRY CODE    |   |   |
|                                 |   |   |   |             |          |    | SIZE/MOBILITY   |   |   |
| TACGRP.MOBSU.OBSTBP.CSGSTE.RFT  | G | * | M | *           | BC R- -- | ** | **              | X | RAFT SITE                                       |
| TACGRP.MOBSU.OBSTBP.CSGSTE.ERP  | G | * | M | *           | BC P- -- | ** | **              | X | ENGINEER REGULATING POINT                       |
| TACGRP.MOBSU.SU                 | G | * | M | *           | S- -- -- | ** | **              | X | SURVIVABILITY                                   |
| TACGRP.MOBSU.SU.ESTOF           | G | * | M | *           | SE -- -- | ** | **              | X | EARTHWORK, SMALL TRENCH OR FORTIFICATION        |
| TACGRP.MOBSU.SU.FRT             | G | * | M | *           | SF -- -- | ** | **              | X | FORT  |
| TACGRP.MOBSU.SU.FTDFLN          | G | * | M | *           | SL -- -- | ** | **              | X | FORTIFIED LINE                                  |
| TACGRP.MOBSU.SU.FEWS            | G | * | M | *           | SW -- -- | ** | **              | X | FOXHOLE, EMPLACEMENT OR WEAPON SITE             |
| TACGRP.MOBSU.SU.STRGPT          | G | * | M | *           | SP -- -- | ** | **              | X | STRONG POINT                                    |
| TACGRP.MOBSU.SU.SUFSHL          | G | * | M | *           | SS -- -- | ** | **              | X | SURFACE SHELTER                                 |
| TACGRP.MOBSU.SU.UGDSHL          | G | * | M | *           | SU -- -- | ** | **              | X | UNDERGROUND SHELTER                             |
| TACGRP.MOBSU.CBRN               | G | * | M | *           | N- -- -- | ** | **              | X | CHEMICAL, BIOLOGICAL, RADIOLOGICAL, AND NUCLEAR |
| TACGRP.MOBSU.CBRN.MSDZ          | G | * | M | *           | NM -- -- | ** | **              | X | MINIMUM SAFE DISTANCE ZONES                     |
| TACGRP.MOBSU.CBRN.NDGZ          | G | * | M | *           | NZ -- -- | ** | **              | X | NUCLEAR DETONATIONS GROUND ZERO                 |
| TACGRP.MOBSU.CBRN.FAOTP         | G | * | M | *           | NF -- -- | ** | **              | X | FALLOUT PRODUCING                               |
| TACGRP.MOBSU.CBRN.RADA          | G | * | M | *           | NR -- -- | ** | **              | X | RADIOACTIVE AREA                                |
| TACGRP.MOBSU.CBRN.BIOCA         | G | * | M | *           | NB -- -- | ** | **              | X | BIOLOGICALLY CONTAMINATED AREA                  |
| TACGRP.MOBSU.CBRN.CMLCA         | G | * | M | *           | NC -- -- | ** | **              | X | CHEMICALLY CONTAMINATED AREA                    |
| TACGRP.MOBSU.CBRN.REEVNT        | G | * | M | *           | NE -- -- | ** | **              | X | RELEASE EVENTS                                  |
| TACGRP.MOBSU.CBRN.REEVNT.BIO    | G | * | M | *           | NE B- -- | ** | **              | X | BIOLOGICAL                                      |
| TACGRP.MOBSU.CBRN.REEVNT.CML    | G | * | M | *           | NE C- -- | ** | **              | X | CHEMICAL  |
| TACGRP.MOBSU.CBRN.DECONP        | G | * | M | *           | ND -- -- | ** | **              | X | DECONTAMINATION (DECON) POINTS                  |
| TACGRP.MOBSU.CBRN.DECONP.USP    | G | * | M | *           | ND P- -- | ** | **              | X | DECON SITE/POINT (UNSPECIFIED)                  |
| TACGRP.MOBSU.CBRN.DECONP.ALTPSP | G | * | M | *           | ND A- -- | ** | **              | X | ALTERNATE DECON SITE/POINT (UNSPECIFIED)        |
| TACGRP.MOBSU.CBRN.DECONP.TRP    | G | * | M | *           | ND T- -- | ** | **              | X | DECON SITE/POINT (TROOPS)                       |
| TACGRP.MOBSU.CBRN.DECONP.EQT    | G | * | M | *           | ND E- -- | ** | **              | X | DECON SITE/POINT (EQUIPMENT)                    |

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APPENDIX B

TABLE B-III. SIDC table - Continued.

| HIERARCHY                       |   |   | FUNCTION ID |   |          | ORDER OF BATTLE |      | DESCRIPTION                                    |
|---------------------------------|---|---|-------------|---|----------|-----------------|------|--|
|                                 |   |   |             |   |          | COUNTRY CODE    |      |  |
|                                 |   |   |             |   |          | SIZE/MOBILITY   |      |  |
| TACGRP.MOBSU.CBRN.DECONP.EQTTRP | G | * | M           | * | ND B- -- | **              | ** X | DECON SITE/POINT (EQUIPMENT AND TROOPS)        |
| TACGRP.MOBSU.CBRN.DECONP.OPDECN | G | * | M           | * | ND O- -- | **              | ** X | DECON SITE/POINT (OPERATIONAL DECONTAMINATION) |
| TACGRP.MOBSU.CBRN.DECONP.TRGH   | G | * | M           | * | ND D- -- | **              | ** X | DECON SITE/POINT (THOROUGH DECONTAMINATION)    |
| TACGRP.MOBSU.CBRN.DRCL          | G | * | M           | * | NL -- -- | **              | ** X | DOSE RATE CONTOUR LINES                        |
| TACGRP.FSUPP                    | G | * | F           | * | -- -- -- | **              | ** X | FIRE SUPPORT                                   |
| TACGRP.FSUPP.PNT                | G | * | F           | * | P- -- -- | **              | ** X | POINT  |
| TACGRP.FSUPP.PNT.TGT            | G | * | F           | * | PT -- -- | **              | ** X | TARGET   |
| TACGRP.FSUPP.PNT.TGT.PTGT       | G | * | F           | * | PT S- -- | **              | ** X | POINT/SINGLE TARGET                            |
| TACGRP.FSUPP.PNT.TGT.NUCTGT     | G | * | F           | * | PT N- -- | **              | ** X | NUCLEAR TARGET                                 |
| TACGRP.FSUPP.PNT.C2PNT          | G | * | F           | * | PC -- -- | **              | ** X | COMMAND & CONTROL POINTS                       |
| TACGRP.FSUPP.PNT.C2PNT.FSS      | G | * | F           | * | PC F- -- | **              | ** X | FIRE SUPPORT STATION                           |
| TACGRP.FSUPP.PNT.C2PNT.SCP      | G | * | F           | * | PC S- -- | **              | ** X | SURVEY CONTROL POINT                           |
| TACGRP.FSUPP.PNT.C2PNT.FP       | G | * | F           | * | PC B- -- | **              | ** X | FIRING POINT                                   |
| TACGRP.FSUPP.PNT.C2PNT.RP       | G | * | F           | * | PC R- -- | **              | ** X | RELOAD POINT                                   |
| TACGRP.FSUPP.PNT.C2PNT.HP       | G | * | F           | * | PC H- -- | **              | ** X | HIDE POINT                                     |
| TACGRP.FSUPP.PNT.C2PNT.LP       | G | * | F           | * | PC L- -- | **              | ** X | LAUNCH POINT                                   |
| TACGRP.FSUPP.LNE                | G | * | F           | * | L- -- -- | **              | ** X | LINES  |
| TACGRP.FSUPP.LNE.LNRTGT         | G | * | F           | * | LT -- -- | **              | ** X | LINEAR TARGET                                  |
| TACGRP.FSUPP.LNE.LNRTGT.LSTGT   | G | * | F           | * | LT S- -- | **              | ** X | LINEAR SMOKE TARGET                            |
| TACGRP.FSUPP.LNE.LNRTGT.FPF     | G | * | F           | * | LT F- -- | **              | ** X | FINAL PROTECTIVE FIRE (FPF)                    |
| TACGRP.FSUPP.LNE.C2LNE          | G | * | F           | * | LC -- -- | **              | ** X | COMMAND & CONTROL LINES                        |
| TACGRP.FSUPP.LNE.C2LNE.FSCL     | G | * | F           | * | LC F- -- | **              | ** X | FIRE SUPPORT COORDINATION LINE (FSCL)          |
| TACGRP.FSUPP.LNE.C2LNE.CFL      | G | * | F           | * | LC C- -- | **              | ** X | COORDINATED FIRE LINE (CFL)                    |
| TACGRP.FSUPP.LNE.C2LNE.NFL      | G | * | F           | * | LC N- -- | **              | ** X | NO-FIRE LINE (NFL)                             |
| TACGRP.FSUPP.LNE.C2LNE.RFL      | G | * | F           | * | LC R- -- | **              | ** X | RESTRICTIVE FIRE LINE (RFL)                    |

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APPENDIX B

TABLE B-III. SIDC table - Continued.

| HIERARCHY                         |   |   |   | FUNCTION ID |          |    | ORDER OF BATTLE |   | DESCRIPTION                                   |
|-----------------------------------|---|---|---|-------------|----------|----|-----------------|---|---|
|                                   |   |   |   |             |          |    | COUNTRY CODE    |   |   |
|                                   |   |   |   |             |          |    | SIZE/MOBILITY   |   |   |
| TACGRP.FSUPP.LNE.C2LNE.MFP        | G | * | F | *           | LC M- -- | ** | **              | X | MUNITION FLIGHT PATH (MFP)                    |
| TACGRP.FSUPP.ARS                  | G | * | F | *           | A- -- -- | ** | **              | X | AREAS   |
| TACGRP.FSUPP.ARS.ARATGT           | G | * | F | *           | AT -- -- | ** | **              | X | AREA TARGET                                   |
| TACGRP.FSUPP.ARS.ARATGT.RTGTGT    | G | * | F | *           | AT R- -- | ** | **              | X | RECTANGULAR TARGET                            |
| TACGRP.FSUPP.ARS.ARATGT.CIRTGT    | G | * | F | *           | AT C- -- | ** | **              | X | CIRCULAR TARGET                               |
| TACGRP.FSUPP.ARS.ARATGT.SGTGT     | G | * | F | *           | AT G- -- | ** | **              | X | SERIES OR GROUP OF TARGETS                    |
| TACGRP.FSUPP.ARS.ARATGT.SMK       | G | * | F | *           | AT S- -- | ** | **              | X | SMOKE   |
| TACGRP.FSUPP.ARS.ARATGT.BMARA     | G | * | F | *           | AT B- -- | ** | **              | X | BOMB AREA                                     |
| TACGRP.FSUPP.ARS.C2ARS            | G | * | F | *           | AC -- -- | ** | **              | X | COMMAND & CONTROL AREAS                       |
| TACGRP.FSUPP.ARS.C2ARS.FSA        | G | * | F | *           | AC S- -- | ** | **              | X | FIRE SUPPORT AREA (FSA)                       |
| TACGRP.FSUPP.ARS.C2ARS.FSA.IRR    | G | * | F | *           | AC SI -- | ** | **              | X | FIRE SUPPORT AREA (FSA), IRREGULAR            |
| TACGRP.FSUPP.ARS.C2ARS.FSA.RTG    | G | * | F | *           | AC SR -- | ** | **              | X | FIRE SUPPORT AREA (FSA), RECTANGULAR          |
| TACGRP.FSUPP.ARS.C2ARS.FSA.CIRCLR | G | * | F | *           | AC SC -- | ** | **              | X | FIRE SUPPORT AREA (FSA), CIRCULAR             |
| TACGRP.FSUPP.ARS.C2ARS.ACA        | G | * | F | *           | AC A- -- | ** | **              | X | AIRSPACE COORDINATION AREA (ACA)              |
| TACGRP.FSUPP.ARS.C2ARS.ACA.IRR    | G | * | F | *           | AC AI -- | ** | **              | X | AIRSPACE COORDINATION AREA (ACA), IRREGULAR   |
| TACGRP.FSUPP.ARS.C2ARS.ACA.RTG    | G | * | F | *           | AC AR -- | ** | **              | X | AIRSPACE COORDINATION AREA (ACA), RECTANGULAR |
| TACGRP.FSUPP.ARS.C2ARS.ACA.CIRCLR | G | * | F | *           | AC AC -- | ** | **              | X | AIRSPACE COORDINATION AREA (ACA), CIRCULAR    |
| TACGRP.FSUPP.ARS.C2ARS.FFA        | G | * | F | *           | AC F- -- | ** | **              | X | FREE FIRE AREA (FFA)                          |
| TACGRP.FSUPP.ARS.C2ARS.FFA.IRR    | G | * | F | *           | AC FI -- | ** | **              | X | FREE FIRE AREA (FFA), IRREGULAR               |
| TACGRP.FSUPP.ARS.C2ARS.FFA.RTG    | G | * | F | *           | AC FR -- | ** | **              | X | FREE FIRE AREA (FFA), RECTANGULAR             |
| TACGRP.FSUPP.ARS.C2ARS.FFA.CIRCLR | G | * | F | *           | AC FC -- | ** | **              | X | FREE FIRE AREA (FFA), CIRCULAR                |
| TACGRP.FSUPP.ARS.C2ARS.NFA        | G | * | F | *           | AC N- -- | ** | **              | X | NO-FIRE AREA (NFA)                            |
| TACGRP.FSUPP.ARS.C2ARS.NFA.IRR    | G | * | F | *           | AC NI -- | ** | **              | X | NO FIRE AREA (NFA), IRREGULAR                 |
| TACGRP.FSUPP.ARS.C2ARS.NFA.RTG    | G | * | F | *           | AC NR -- | ** | **              | X | NO FIRE AREA (NFA), RECTANGULAR               |
| TACGRP.FSUPP.ARS.C2ARS.NFA.CIRCLR | G | * | F | *           | AC NC -- | ** | **              | X | NO FIRE AREA (NFA), CIRCULAR                  |

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APPENDIX B

TABLE B-III. SIDC table - Continued.

| HIERARCHY                          |   | FUNCTION ID |   |                 | DESCRIPTION                                    |
|------------------------------------|---|-------------|---|-----------------|--|
|                                    |   |             |   | ORDER OF BATTLE |  |
|                                    |   |             |   | COUNTRY CODE    |  |
|                                    |   |             |   |                 |  |
| TACGRP.FSUPP.ARS.C2ARS.RFA         | G | *           | F | *               | RESTRICTIVE FIRE AREA (RFA)                    |
| TACGRP.FSUPP.ARS.C2ARS.RFA.IRR     | G | *           | F | *               | RESTRICTIVE FIRE AREA (RFA), IRREGULAR         |
| TACGRP.FSUPP.ARS.C2ARS.RFA.RTG     | G | *           | F | *               | RESTRICTIVE FIRE AREA (RFA), RECTANGULAR       |
| TACGRP.FSUPP.ARS.C2ARS.RFA.CIRCLR  | G | *           | F | *               | RESTRICTIVE FIRE AREA (RFA), CIRCULAR          |
| TACGRP.FSUPP.ARS.C2ARS.PAA         | G | *           | F | *               | POSITION AREA FOR ARTILLERY (PAA)              |
| TACGRP.FSUPP.ARS.C2ARS.PAA.RTG     | G | *           | F | *               | POSITION AREA FOR ARTILLERY (PAA), RECTANGULAR |
| TACGRP.FSUPP.ARS.C2ARS.PAA.CIRCLR  | G | *           | F | *               | POSITION AREA FOR ARTILLERY (PAA), CIRCULAR    |
| TACGRP.FSUPP.ARS.C2ARS.SNSZ        | G | *           | F | *               | SENSOR ZONE                                    |
| TACGRP.FSUPP.ARS.C2ARS.SNSZ.IRR    | G | *           | F | *               | SENSOR ZONE, IRREGULAR                         |
| TACGRP.FSUPP.ARS.C2ARS.SNSZ.RTG    | G | *           | F | *               | SENSOR ZONE, RECTANGULAR                       |
| TACGRP.FSUPP.ARS.C2ARS.SNSZ.CIRCLR | G | *           | F | *               | SENSOR ZONE, CIRCULAR                          |
| TACGRP.FSUPP.ARS.C2ARS.DA          | G | *           | F | *               | DEAD SPACE AREA (DA)                           |
| TACGRP.FSUPP.ARS.C2ARS.DA.IRR      | G | *           | F | *               | DEAD SPACE AREA (DA), IRREGULAR                |
| TACGRP.FSUPP.ARS.C2ARS.DA.RTG      | G | *           | F | *               | DEAD SPACE AREA (DA), RECTANGULAR              |
| TACGRP.FSUPP.ARS.C2ARS.DA.CIRCLR   | G | *           | F | *               | DEAD SPACE AREA (DA), CIRCULAR                 |
| TACGRP.FSUPP.ARS.C2ARS.ZOR         | G | *           | F | *               | ZONE OF RESPONSIBILITY (ZOR)                   |
| TACGRP.FSUPP.ARS.C2ARS.ZOR.IRR     | G | *           | F | *               | ZONE OF RESPONSIBILITY (ZOR), IRREGULAR        |
| TACGRP.FSUPP.ARS.C2ARS.ZOR.RTG     | G | *           | F | *               | ZONE OF RESPONSIBILITY (ZOR), RECTANGULAR      |
| TACGRP.FSUPP.ARS.C2ARS.ZOR.CIRCLR  | G | *           | F | *               | ZONE OF RESPONSIBILITY (ZOR), CIRCULAR         |
| TACGRP.FSUPP.ARS.C2ARS.TBA         | G | *           | F | *               | TARGET BUILD-UP AREA (TBA)                     |
| TACGRP.FSUPP.ARS.C2ARS.TBA.IRR     | G | *           | F | *               | TARGET BUILD UP AREA (TBA), IRREGULAR          |
| TACGRP.FSUPP.ARS.C2ARS.TBA.RTG     | G | *           | F | *               | TARGET BUILD UP AREA (TBA), RECTANGULAR        |
| TACGRP.FSUPP.ARS.C2ARS.TBA.CIRCLR  | G | *           | F | *               | TARGET BUILD UP AREA (TBA), CIRCULAR           |
| TACGRP.FSUPP.ARS.C2ARS.TVAR        | G | *           | F | *               | TARGET VALUE AREA (TVAR)                       |
| TACGRP.FSUPP.ARS.C2ARS.TVAR.IRR    | G | *           | F | *               | TARGET VALUE AREA (TVAR), IRREGULAR            |

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APPENDIX B

TABLE B-III. SIDC table - Continued.

| HIERARCHY                          |     | FUNCTION ID |          |                 | DESCRIPTION   |
|------------------------------------|-----|-------------|----------|-----------------|---|
|                                    |     |             |          | ORDER OF BATTLE |   |
|                                    |     |             |          | COUNTRY CODE    |   |
|                                    |     |             |          |                 |   |
| TACGRP.FSUPP.ARS.C2ARS.TVAR.RTG    | G * | F *         | AC VR -- | ** **           | X TARGET VALUE AREA (TVAR), RECTANGULAR                 |
| TACGRP.FSUPP.ARS.C2ARS.TVAR.CIRCLR | G * | F *         | AC VC -- | ** **           | X TARGET VALUE AREA (TVAR), CIRCULAR                    |
| TACGRP.FSUPP.ARS.C2ARS.TGMF        | G * | F *         | AC T- -- | ** **           | X TERMINALLY GUIDED MUNITION FOOTPRINT (TGMF)           |
| TACGRP.FSUPP.ARS.TGTAQZ            | G * | F *         | AZ -- -- | ** **           | X TARGET ACQUISITION ZONES                              |
| TACGRP.FSUPP.ARS.TGTAQZ.ATIZ       | G * | F *         | AZ I- -- | ** **           | X ARTILLERY TARGET INTELLIGENCE (ATI) ZONE              |
| TACGRP.FSUPP.ARS.TGTAQZ.ATIZ.IRR   | G * | F *         | AZ II -- | ** **           | X ARTILLERY TARGET INTELLIGENCE (ATI) ZONE, IRREGULAR   |
| TACGRP.FSUPP.ARS.TGTAQZ.ATIZ.RTG   | G * | F *         | AZ IR -- | ** **           | X ARTILLERY TARGET INTELLIGENCE (ATI) ZONE, RECTANGULAR |
| TACGRP.FSUPP.ARS.TGTAQZ.CFFZ       | G * | F *         | AZ X- -- | ** **           | X CALL FOR FIRE ZONE (CFFZ)                             |
| TACGRP.FSUPP.ARS.TGTAQZ.CFFZ.IRR   | G * | F *         | AZ XI -- | ** **           | X CALL FOR FIRE ZONE (CFFZ), IRREGULAR                  |
| TACGRP.FSUPP.ARS.TGTAQZ.CFFZ.RTG   | G * | F *         | AZ XR -- | ** **           | X CALL FOR FIRE ZONE (CFFZ), RECTANGULAR                |
| TACGRP.FSUPP.ARS.TGTAQZ.CNS        | G * | F *         | AZ C- -- | ** **           | X CENSOR ZONE   |
| TACGRP.FSUPP.ARS.TGTAQZ.CNS.IRR    | G * | F *         | AZ CI -- | ** **           | X CENSOR ZONE, IRREGULAR                                |
| TACGRP.FSUPP.ARS.TGTAQZ.CNS.RTG    | G * | F *         | AZ CR -- | ** **           | X CENSOR ZONE, RECTANGULAR                              |
| TACGRP.FSUPP.ARS.TGTAQZ.CFZ        | G * | F *         | AZ F- -- | ** **           | X CRITICAL FRIENDLY ZONE (CFZ)                          |
| TACGRP.FSUPP.ARS.TGTAQZ.CFZ.IRR    | G * | F *         | AZ FI -- | ** **           | X CRITICAL FRIENDLY ZONE (CFZ), IRREGULAR               |
| TACGRP.FSUPP.ARS.TGTAQZ.CFZ.RTG    | G * | F *         | AZ FR -- | ** **           | X CRITICAL FRIENDLY ZONE (CFZ), RECTANGULAR             |
| TACGRP.FSUPP.ARS.WPNRF             | G * | F *         | AX -- -- | ** **           | X WEAPON/SENSOR RANGE FANS                              |
| TACGRP.FSUPP.ARS.WPNRF.CIRCLR      | G * | F *         | AX C- -- | ** **           | X WEAPON/SENSOR RANGE FAN, CIRCULAR                     |
| TACGRP.FSUPP.ARS.WPNRF.SCR         | G * | F *         | AX S- -- | ** **           | X WEAPON/SENSOR RANGE FAN, SECTOR                       |
| TACGRP.FSUPP.ARS.KLBOX             | G * | F *         | AK -- -- | ** **           | X KILL BOX  |
| TACGRP.FSUPP.ARS.KLBOX.BLUE        | G * | F *         | AK B- -- | ** **           | X BLUE KILL BOX (BKB)                                   |
| TACGRP.FSUPP.ARS.KLBOX.BLUE.CIRCLR | G * | F *         | AK BC -- | ** **           | X BLUE KILL BOX, CIRCULAR                               |
| TACGRP.FSUPP.ARS.KLBOX.BLUE.IRR    | G * | F *         | AK BI -- | ** **           | X BLUE KILL BOX, IRREGULAR                              |
| TACGRP.FSUPP.ARS.KLBOX.BLUE.RTG    | G * | F *         | AK BR -- | ** **           | X BLUE KILL BOX, RECTANGULAR                            |

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## APPENDIX B

TABLE B-III. SIDC table - Continued.

| HIERARCHY                            |   |   |   | FUNCTION ID |          |    | ORDER OF BATTLE |   | DESCRIPTION                                  |
|--------------------------------------|---|---|---|-------------|----------|----|-----------------|---|--|
|                                      |   |   |   |             |          |    | COUNTRY CODE    |   |  |
|                                      |   |   |   |             |          |    | SIZE/MOBILITY   |   |  |
| TACGRP.FSUPP.ARS.KLBOX.PURPLE        | G | * | F | *           | AK P- -- | ** | **              | X | PURPLE KILL BOX (PKB)                        |
| TACGRP.FSUPP.ARS.KLBOX.PURPLE.CIRCLR | G | * | F | *           | AK PC -- | ** | **              | X | PURPLE KILL BOX, CIRCULAR                    |
| TACGRP.FSUPP.ARS.KLBOX.PURPLE.IRR    | G | * | F | *           | AK PI -- | ** | **              | X | PURPLE KILL BOX, IRREGULAR                   |
| TACGRP.FSUPP.ARS.KLBOX.PURPLE.RTG    | G | * | F | *           | AK PR -- | ** | **              | X | PURPLE KILL BOX, RECTANGULAR                 |
| TACGRP.CSS                           | G | * | S | *           | -- -- -- | ** | **              | X | COMBAT SERVICE SUPPORT                       |
| TACGRP.CSS.PNT                       | G | * | S | *           | P- -- -- | ** | **              | X | POINTS                                       |
| TACGRP.CSS.PNT.AEP                   | G | * | S | *           | PX -- -- | ** | **              | X | AMBULANCE EXCHANGE POINT                     |
| TACGRP.CSS.PNT.CBNP                  | G | * | S | *           | PC -- -- | ** | **              | X | CANNIBALIZATION POINT                        |
| TACGRP.CSS.PNT.CCP                   | G | * | S | *           | PY -- -- | ** | **              | X | CASUALTY COLLECTION POINT                    |
| TACGRP.CSS.PNT.CVP                   | G | * | S | *           | PT -- -- | ** | **              | X | CIVILIAN COLLECTION POINT                    |
| TACGRP.CSS.PNT.DCP                   | G | * | S | *           | PD -- -- | ** | **              | X | DETAINEE COLLECTION POINT                    |
| TACGRP.CSS.PNT.EPWCP                 | G | * | S | *           | PE -- -- | ** | **              | X | ENEMY PRISONER OF WAR (EPW) COLLECTION POINT |
| TACGRP.CSS.PNT.LRP                   | G | * | S | *           | PL -- -- | ** | **              | X | LOGISTICS RELEASE POINT (LRP)                |
| TACGRP.CSS.PNT.MCP                   | G | * | S | *           | PM -- -- | ** | **              | X | MAINTENANCE COLLECTION POINT                 |
| TACGRP.CSS.PNT.RRRP                  | G | * | S | *           | PR -- -- | ** | **              | X | REARM, REFUEL AND RESUPPLY POINT             |
| TACGRP.CSS.PNT.ROM                   | G | * | S | *           | PU -- -- | ** | **              | X | REFUEL ON THE MOVE (ROM) POINT               |
| TACGRP.CSS.PNT.TCP                   | G | * | S | *           | PO -- -- | ** | **              | X | TRAFFIC CONTROL POST (TCP)                   |
| TACGRP.CSS.PNT.TTP                   | G | * | S | *           | PI -- -- | ** | **              | X | TRAILER TRANSFER POINT                       |
| TACGRP.CSS.PNT.UMC                   | G | * | S | *           | PN -- -- | ** | **              | X | UNIT MAINTENANCE COLLECTION POINT            |
| TACGRP.CSS.PNT.SPT                   | G | * | S | *           | PS -- -- | ** | **              | X | SUPPLY POINTS                                |
| TACGRP.CSS.PNT.SPT.GNL               | G | * | S | *           | PS Z- -- | ** | **              | X | GENERAL                                      |
| TACGRP.CSS.PNT.SPT.CLS1              | G | * | S | *           | PS A- -- | ** | **              | X | CLASS I                                      |
| TACGRP.CSS.PNT.SPT.CLS2              | G | * | S | *           | PS B- -- | ** | **              | X | CLASS II                                     |
| TACGRP.CSS.PNT.SPT.CLS3              | G | * | S | *           | PS C- -- | ** | **              | X | CLASS III                                    |
| TACGRP.CSS.PNT.SPT.CLS4              | G | * | S | *           | PS D- -- | ** | **              | X | CLASS IV                                     |

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## APPENDIX B

TABLE B-III. SIDC table - Continued.

| HIERARCHY                    |   |   | FUNCTION ID |   |          | ORDER OF BATTLE |      | DESCRIPTION                              |
|------------------------------|---|---|-------------|---|----------|-----------------|------|--|
|                              |   |   |             |   |          | COUNTRY CODE    |      |  |
|                              |   |   |             |   |          | SIZE/MOBILITY   |      |  |
| TACGRP.CSS.PNT.SPT.CLS5      | G | * | S           | * | PS E- -- | **              | ** X | CLASS V                                  |
| TACGRP.CSS.PNT.SPT.CLS6      | G | * | S           | * | PS F- -- | **              | ** X | CLASS VI                                 |
| TACGRP.CSS.PNT.SPT.CLS7      | G | * | S           | * | PS G- -- | **              | ** X | CLASS VII                                |
| TACGRP.CSS.PNT.SPT.CLS8      | G | * | S           | * | PS H- -- | **              | ** X | CLASS VIII                               |
| TACGRP.CSS.PNT.SPT.CLS9      | G | * | S           | * | PS I- -- | **              | ** X | CLASS IX                                 |
| TACGRP.CSS.PNT.SPT.CLS10     | G | * | S           | * | PS J- -- | **              | ** X | CLASS X                                  |
| TACGRP.CSS.PNT.AP            | G | * | S           | * | PA -- -- | **              | ** X | AMMUNITION POINTS                        |
| TACGRP.CSS.PNT.AP.ASP        | G | * | S           | * | PA S- -- | **              | ** X | AMMUNITION SUPPLY POINT (ASP)            |
| TACGRP.CSS.PNT.AP.ATP        | G | * | S           | * | PA T- -- | **              | ** X | AMMUNITION TRANSFER POINT (ATP)          |
| TACGRP.CSS.LNE               | G | * | S           | * | L- -- -- | **              | ** X | LINES                                    |
| TACGRP.CSS.LNE.CNY           | G | * | S           | * | LC -- -- | **              | ** X | CONVOYS                                  |
| TACGRP.CSS.LNE.CNY.MCNY      | G | * | S           | * | LC M- -- | **              | ** X | MOVING CONVOY                            |
| TACGRP.CSS.LNE.CNY.HCNY      | G | * | S           | * | LC H- -- | **              | ** X | HALTED CONVOY                            |
| TACGRP.CSS.LNE.SLPRUT        | G | * | S           | * | LR -- -- | **              | ** X | SUPPLY ROUTES                            |
| TACGRP.CSS.LNE.SLPRUT.MSRUT  | G | * | S           | * | LR M- -- | **              | ** X | MAIN SUPPLY ROUTE                        |
| TACGRP.CSS.LNE.SLPRUT.ASRUT  | G | * | S           | * | LR A- -- | **              | ** X | ALTERNATE SUPPLY ROUTE                   |
| TACGRP.CSS.LNE.SLPRUT.1WTRFF | G | * | S           | * | LR O- -- | **              | ** X | ONE-WAY TRAFFIC                          |
| TACGRP.CSS.LNE.SLPRUT.ATRFF  | G | * | S           | * | LR T- -- | **              | ** X | ALTERNATING TRAFFIC                      |
| TACGRP.CSS.LNE.SLPRUT.2WTRFF | G | * | S           | * | LR W- -- | **              | ** X | TWO-WAY TRAFFIC                          |
| TACGRP.CSS.ARA               | G | * | S           | * | A- -- -- | **              | ** X | AREA                                     |
| TACGRP.CSS.ARA.DHA           | G | * | S           | * | AD -- -- | **              | ** X | DETAINEE HOLDING AREA                    |
| TACGRP.CSS.ARA.EPWHA         | G | * | S           | * | AE -- -- | **              | ** X | ENEMY PRISONER OF WAR (EPW) HOLDING AREA |
| TACGRP.CSS.ARA.FARP          | G | * | S           | * | AR -- -- | **              | ** X | FORWARD ARMING AND REFUELING AREA (FARP) |
| TACGRP.CSS.ARA.RHA           | G | * | S           | * | AH -- -- | **              | ** X | REFUGEE HOLDING AREA                     |
| TACGRP.CSS.ARA.SUPARS        | G | * | S           | * | AS -- -- | **              | ** X | SUPPORT AREAS                            |

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APPENDIX B

TABLE B-III. SIDC table - Continued.

| HIERARCHY                       |   |   |   | FUNCTION ID |    |    | ORDER OF BATTLE |                                      | DESCRIPTION |
|---------------------------------|---|---|---|-------------|----|----|-----------------|--------------------------------------|-------------|
|                                 |   |   |   |             |    |    | COUNTRY CODE    |                                      |             |
|                                 |   |   |   |             |    |    | SIZE/MOBILITY   |                                      |             |
| TACGRP.CSS.ARA.SUPARS.BSA       | G | * | S | AS B- --    | ** | ** | X               | BRIGADE (BSA)                        |             |
| TACGRP.CSS.ARA.SUPARS.DSA       | G | * | S | AS D- --    | ** | ** | X               | DIVISION (DSA)                       |             |
| TACGRP.CSS.ARA.SUPARS.RSA       | G | * | S | AS R- --    | ** | ** | X               | REGIMENTAL (RSA)                     |             |
| TACGRP.OTH                      | G | * | O | -- -- --    | ** | ** | X               | OTHER                                |             |
| TACGRP.OTH.ER                   | G | * | O | E- -- --    | ** | ** | X               | EMERGENCY                            |             |
| TACGRP.OTH.ER.DTHAC             | G | * | O | ED -- --    | ** | ** | X               | DITCHED AIRCRAFT                     |             |
| TACGRP.OTH.ER.PIW               | G | * | O | EP -- --    | ** | ** | X               | PERSON IN WATER                      |             |
| TACGRP.OTH.ER.DSTVES            | G | * | O | EV -- --    | ** | ** | X               | DISTRESSED VESSEL                    |             |
| TACGRP.OTH.HAZ                  | G | * | O | H- -- --    | ** | ** | X               | HAZARD                               |             |
| TACGRP.OTH.HAZ.SML              | G | * | O | HM -- --    | ** | ** | X               | SEA MINE-LIKE                        |             |
| TACGRP.OTH.HAZ.NVGL             | G | * | O | HN -- --    | ** | ** | X               | NAVIGATIONAL                         |             |
| TACGRP.OTH.HAZ.IB               | G | * | O | HI -- --    | ** | ** | X               | ICEBERG                              |             |
| TACGRP.OTH.HAZ.OLRG             | G | * | O | HO -- --    | ** | ** | X               | OIL RIG                              |             |
| TACGRP.OTH.SSUSBR               | G | * | O | S- -- --    | ** | ** | X               | SEA SUBSURFACE RETURNS               |             |
| TACGRP.OTH.SSUSBR.BTMRTN        | G | * | O | SB -- --    | ** | ** | X               | BOTTOM RETURN/NON-MILCO              |             |
| TACGRP.OTH.SSUSBR.BTMRTN.INS    | G | * | O | SB M- --    | ** | ** | X               | INSTALLATION/MANMADE                 |             |
| TACGRP.OTH.SSUSBR.BTMRTN.SBRSOO | G | * | O | SB N- --    | ** | ** | X               | SEABED ROCK/STONE, OBSTACLE, OTHER   |             |
| TACGRP.OTH.SSUSBR.BTMRTN.WRKND  | G | * | O | SB W- --    | ** | ** | X               | WRECK, NON DANGEROUS                 |             |
| TACGRP.OTH.SSUSBR.BTMRTN.WRKD   | G | * | O | SB X- --    | ** | ** | X               | WRECK, DANGEROUS                     |             |
| TACGRP.OTH.SSUSBR.MARLFE        | G | * | O | SM -- --    | ** | ** | X               | MARINE LIFE                          |             |
| TACGRP.OTH.SSUSBR.SA            | G | * | O | SS -- --    | ** | ** | X               | SEA ANOMALY (WAKE, CURRENT, KNUCKLE) |             |
| TACGRP.OTH.BERLNE               | G | * | O | B- -- --    | ** | ** | X               | BEARING LINE                         |             |
| TACGRP.OTH.BERLNE.ELC           | G | * | O | BE -- --    | ** | ** | X               | ELECTRONIC                           |             |
| TACGRP.OTH.BERLNE.ACU           | G | * | O | BA -- --    | ** | ** | X               | ACOUSTIC                             |             |
| TACGRP.OTH.BERLNE.TPD           | G | * | O | BT -- --    | ** | ** | X               | TORPEDO                              |             |

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TABLE B-III. SIDC table - Continued.

| HIERARCHY              |   |   |   |   |    |    |    |    |    | DESCRIPTION                 |
|------------------------|---|---|---|---|----|----|----|----|----|-----------------------------|
|                        |   |   |   |   |    |    |    |    |    | ORDER OF BATTLE             |
|                        |   |   |   |   |    |    |    |    |    | COUNTRY CODE                |
|                        |   |   |   |   |    |    |    |    |    | SIZE/MOBILITY               |
|                        |   |   |   |   |    |    |    |    |    |                             |
| TACGRP.OTH.BERLNE.EOPI | G | * | O | * | BO | -- | -- | ** | ** | X ELECTRO-OPTICAL INTERCEPT |
| TACGRP.OTH.FIX         | G | * | O | * | F- | -- | -- | ** | ** | X FIX                       |
| TACGRP.OTH.FIX.ACU     | G | * | O | * | FA | -- | -- | ** | ** | X ACOUSTIC                  |
| TACGRP.OTH.FIX.EM      | G | * | O | * | FE | -- | -- | ** | ** | X ELECTRO-MAGNETIC          |
| TACGRP.OTH.FIX.EOP     | G | * | O | * | FO | -- | -- | ** | ** | X ELECTRO-OPTICAL           |

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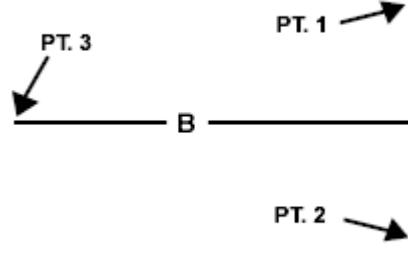
**B.5.3 Symbology set.** The following table provides a graphic representation of each approved tactical graphic in the C2 Symbology: Military Operations set. In the following table, the graphic column provides a concise description of each tactical graphic using operational terminology including its unique identifier code, an indication of whether the tactical graphic's size is fixed or changes in proportion with the background projection and any parameters required to correctly draw the graphic. The SIDC portion of each image column (template, example) presents the 15-character alphanumeric identifier necessary for automated systems to create each specific graphic. As indicated previously, an asterisk (\*) indicates a position that is defined by the user based on specific symbol circumstances, while a dash (-) indicates that no information is provided in the position.

**TABLE B-IV. Military operations tactical graphics.**

| GRAPHIC   | IMAGES |
|---|--------|
| <b>TACGRP</b><br><br>TACTICAL GRAPHICS<br><br>Hierarchy: 2.X<br><br>Static/Dynamic: N/A<br><br>Implementation Instructions<br><br>1. Unless otherwise noted, tactical graphics whose orientations depend on enemy location are orientated as if the enemy were located to the right side of the page.<br><br>2. Unless otherwise noted, all parameters are required. Required parameters must be entered by the system operator to complete the creation of the graphic. Optional parameters are entered only as needed by the system operator. | N/A    |
| <b>TACGRP.TSK</b><br><br>TACTICAL GRAPHICS<br>TASKS<br><br>Hierarchy: 2.X.1<br><br>Static/Dynamic: N/A  | N/A    |

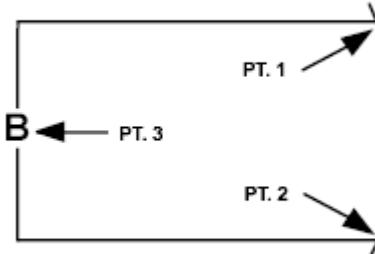
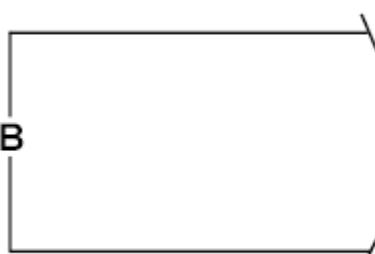
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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <b>TACGRP.TSK.BLK</b><br>TACTICAL GRAPHICS<br>TASKS<br>BLOCK<br>Hierarchy: 2.X.1.1<br><u>Parameters:</u><br>1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic's vertical line. Point 3 defines the endpoint of the graphic's horizontal line.<br>2. 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.<br>3. Orientation. The head of the "T" typically faces enemy forces.<br>Static/Dynamic: D | Template<br><br>G*TPB-----****X<br><br>Example<br><br>G*TPB-----****X |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p><b>TACGRP.TSK.BRH</b></p> <p>TACTICAL GRAPHICS<br/>TASKS<br/>BREACH</p> <p>Hierarchy: 2.X.1.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic's opening and point 3 defines the rear of the graphic.</li> <li>2. Size/Shape. Points 1 and 2 determine the graphic's height and point 3 determines its length. The vertical line at the rear of the graphic will be the same height as the opening and parallel to it.</li> <li>3. Orientation. The opening defines the span of the breach and typically faces enemy forces.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*TPH-----****X</p> <p>Example</p>  <p>G*TPH-----****X</p> |

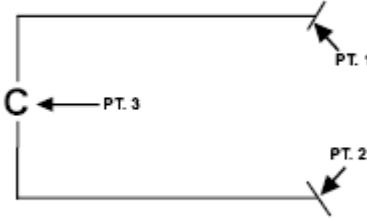
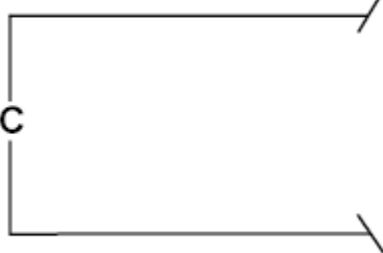
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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <b>TACGRP.TSK.BYS</b><br>TACTICAL GRAPHICS<br>TASKS<br>BYPASS<br>Hierarchy: 2.X.1.3<br><u>Parameters:</u><br>1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the tips of the arrowheads and point 3 defines the rear of the graphic.<br>2. Size/Shape. Points 1 and 2 determine the graphic's height and point 3 determines its length. The vertical line at the rear of the graphic will be the same height as the opening and parallel to it.<br>3. Orientation. The opening typically faces enemy forces.<br>Static/Dynamic: D | Template<br><br>G*TPY-----****X  |
|  | Example<br><br>G*TPY-----****X |

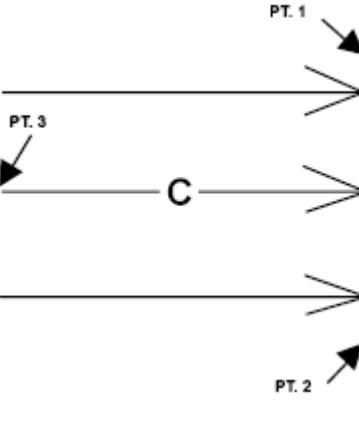
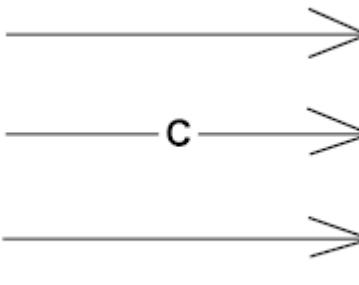
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.TSK.CNZ</b><br>TACTICAL GRAPHICS<br>TASKS<br>CANALIZE<br>Hierarchy: 2.X.1.4<br><u>Parameters:</u><br>1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic's opening, and point 3 defines the rear of the graphic.<br>2. Size/Shape. Points 1 and 2 determine the graphic's height and point 3 determines its length. The vertical line at the rear of the graphic will be the same height as the opening and parallel to it.<br>3. Orientation. The opening typically faces enemy forces.<br>Static/Dynamic: D | Template<br><br>G*TPC-----****X  |
|   | Example<br><br>G*TPC-----****X |

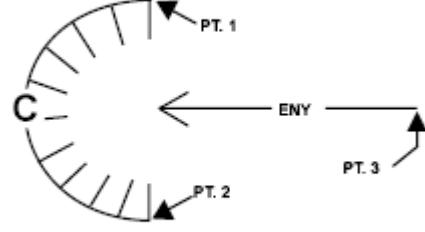
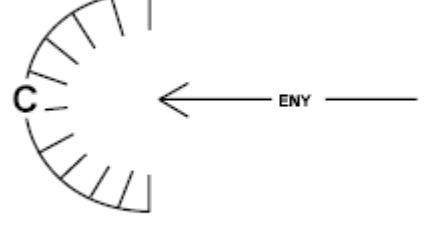
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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.TSK.CLR</b><br>TACTICAL GRAPHICS<br>TASKS<br>CLEAR<br>Hierarchy: 2.X.1.5<br><u>Parameters:</u><br>1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic's vertical line and point 3 defines the rear of the graphic.<br>2. Size/Shape. Points 1 and 2 determine the graphic's height and point 3 determines its length. The spacing between the graphic's arrows will stay proportional to the graphic'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 graphic as a whole.<br>3. Orientation. The arrows typically point toward enemy forces.<br>Static/Dynamic: D | Template<br><br>Example<br> |
|   |  |

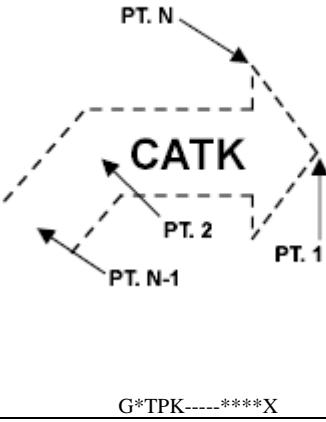
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <p><b>TACGRP.TSK.CNT</b></p> <p>TA<del>T</del>CTICAL GRAPHC<del>S</del><br/>TAS<del>T</del>S<br/>CONTAIN</p> <p>Hierarchy: 2.X.1.6</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the semicircle's opening. Point 3 defines the end of the arrow.</li> <li>2. 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 centerpoint of the semicircle's diameter, and will project perpendicularly from the line between points 1 and 2.</li> <li>3. Orientation. The opening typically faces enemy forces.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*TPJ-----****X</p>  |
|   | <p>Example</p>  <p>G*TPJ-----****X</p> |

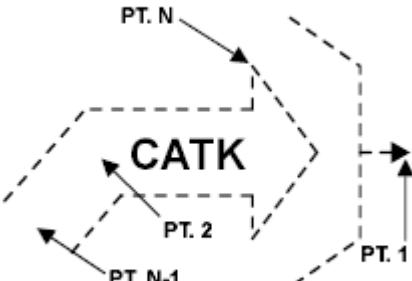
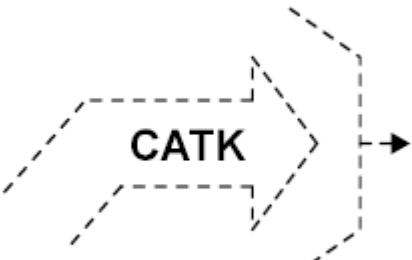
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <b>TACGRP.TSK.CATK</b><br>TACTICAL GRAPHICS<br>TASKS<br>COUNTERATTACK (CATK)<br>Hierarchy: 2.X.1.7<br><u>Parameters:</u><br>1. Anchor Points. The graphic 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).<br>2. Size/Shape. Points 1 through N-1 determine the graphic's centerline and Point N determines the width.<br>3. Orientation. The arrowhead typically points toward enemy forces.<br>Static/Dynamic: D<br>Note: The dashed lines in this graphic shall be displayed in present and anticipated status. | Template<br><br>Example<br> |

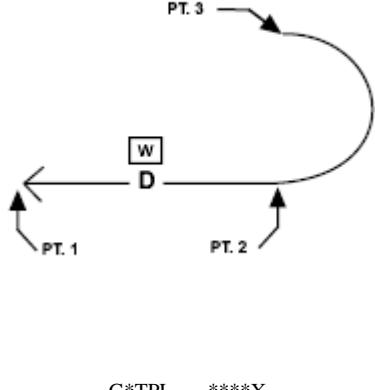
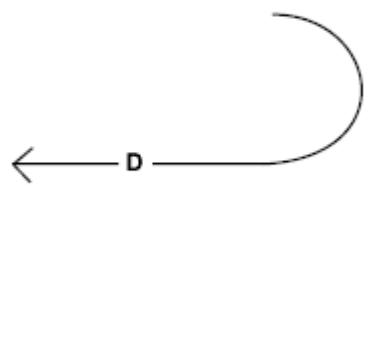
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p><b>TACGRP.TSK.CATK.CATKF</b></p> <p>TACTICAL GRAPHICS<br/>TASKS<br/>COUNTERATTACK (CATK)<br/>COUNTERATTACK BY FIRE</p> <p>Hierarchy: 2.X.1.7.1</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. The graphic 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).</li> <li>2. Size/Shape. Points 1 through N-1 determine the graphic's centerline and Point N determines the width.</li> <li>3. Orientation. The arrowhead typically points toward enemy forces.</li> </ol> <p>Static/Dynamic: D</p> <p>Note: The dashed lines in this graphic shall be displayed in present and anticipated status.</p> | <p>Template</p>  <p>G*TPKF----****X</p> |
|   | <p>Example</p>  <p>G*TPKF----****X</p> |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <p><b>TACGRP.TSK.DLY</b></p> <p>TACTICAL GRAPHICS<br/>TASKS<br/>DELAY</p> <p>Hierarchy: 2.X.1.8</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires three anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the end of the straight line portion of the graphic. Point 3 defines the diameter and orientation of the 180 degree circular arc.</li> <li>2. 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.</li> <li>3. 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.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*TPL-----****X</p>  |
|   | <p>Example</p>  <p>G*TPL-----****X</p> |

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TABLE B-IV. Military operations tactical graphics - Continued.

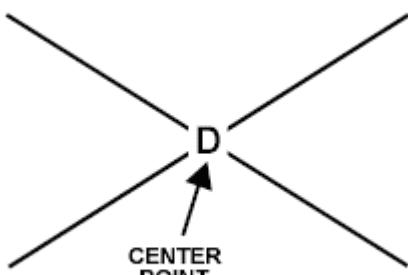
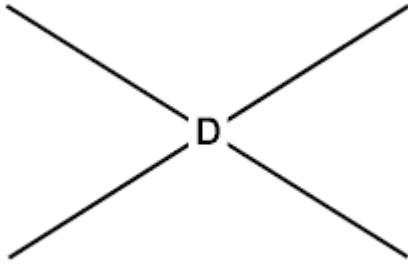
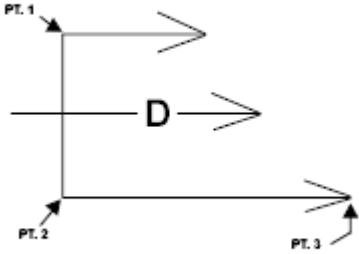
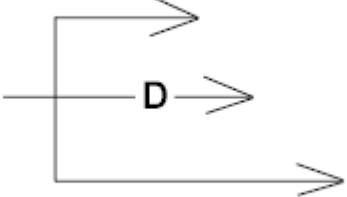
| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.TSK.DSTY</b><br>TACTICAL GRAPHICS<br>TASKS<br>DESTROY<br>Hierarchy: 2.X.1.9<br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The center point defines center of the graphic.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic is typically centered over the desired location.<br>Static/Dynamic: S | Template<br><br>G*TPD-----****X |
|   | Example<br><br>G*TPD-----****X |

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <p><b>TACGRP.TSK.DRT</b></p> <p>TACTICAL GRAPHICS<br/>TASKS<br/>DISRUPT</p> <p>Hierarchy: 2.X.1.10</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the end points of the graphic's vertical line. Point 3 defines the tip of the longest arrow.</li> <li>2. Size/Shape. Points 1 and 2 determine the height of the graphic and point 3 determines its length. The spacing between the graphic's arrows will stay proportional to the graphic's vertical line. The length of the short arrows will remain in proportion to the length of the longest arrow. The arrows are perpendicular to the baseline (vertical line) and parallel to each other.</li> <li>3. Orientation. The arrows typically point toward enemy forces.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*TPT-----****X</p>  |
|  | <p>Example</p>  <p>G*TPT-----****X</p> |

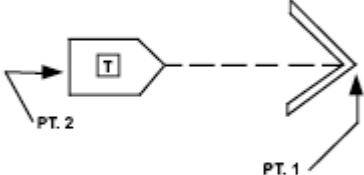
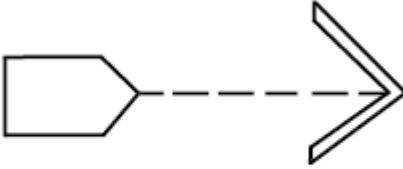
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.TSK.FIX</b><br>TACTICAL GRAPHICS<br>TASKS<br>FIX<br>Hierarchy: 2.X.1.11<br><u>Parameters:</u><br>1. Anchor Points. This graphic requires 2 anchor points. Point 1 defines the tip of the arrowhead, and point 2 defines the rear of the graphic.<br>2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length.<br>3. Orientation. The arrow typically points toward enemy forces with the tip of the arrowhead indicating the location of the action.<br>Static/Dynamic: D | Template<br><br>G*TPF-----****X  |
|   | Example<br><br>G*TPF-----****X |

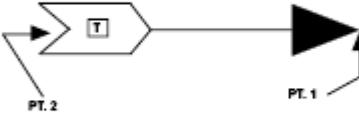
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.TSK.FLWASS</b><br>TACTICAL GRAPHICS<br>TASKS<br>FOLLOW AND ASSUME<br>Hierarchy: 2.X.1.12<br><u>Parameters:</u><br>1. Anchor Points. This graphic requires exactly two anchor points. Point 1 defines the tip of the arrowhead, and point 2 defines the rear of the graphic.<br>2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length.<br>3. Orientation. The arrow typically points in the direction of the action.<br>Static/Dynamic: D<br>Note: The dashed lines in this graphic shall be displayed in present and anticipated status. | Template<br><br>Example<br> |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <p><b>TACGRP.TSK.FLWASS.FLWSUP</b></p> <p>TACTICAL GRAPHICS<br/>TASKS<br/>FOLLOW AND ASSUME<br/>FOLLOW AND SUPPORT</p> <p>Hierarchy: 2.X.1.12.1</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires exactly two anchor points. Point 1 defines the tip of the arrowhead, and point 2 defines the rear of the graphic.</li> <li>2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. The arrowhead will be a filled-in version of a common arrowhead.</li> <li>3. Orientation. The arrow points in the direction of the action.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*TPAS----****X</p>  |
|   | <p>Example</p>  <p>G*TPAS----****X</p> |

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TABLE B-IV. Military operations tactical graphics - Continued.

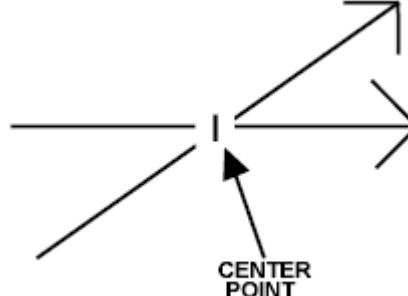
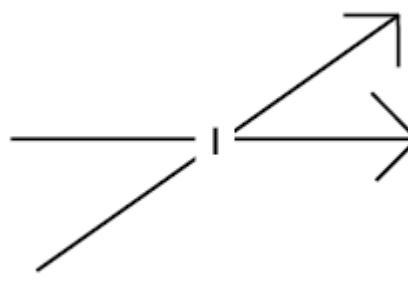
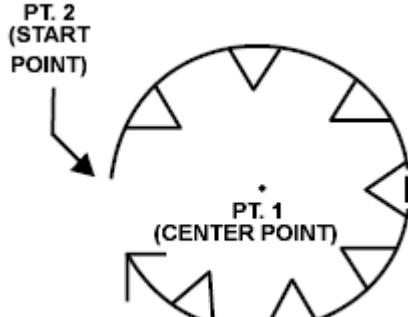
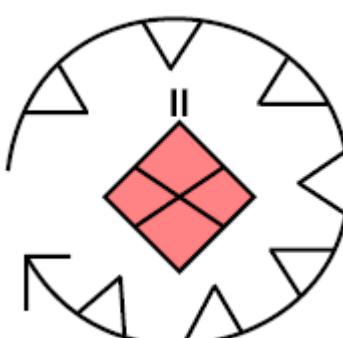
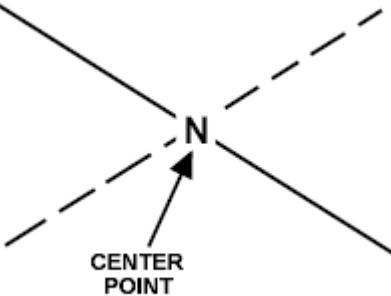
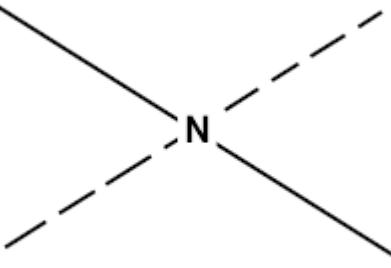
| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.TSK.ITDT</b><br>TACTICAL GRAPHICS<br>TASKS<br>INTERDICT<br>Hierarchy: 2.X.1.13<br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.<br>2. Size/Shape. There should be 45 degrees of angular separation between the two arrows.<br>3. Orientation. The graphic is typically centered over the desired location.<br>Static/Dynamic: S | Template<br><br>G*TPI-----****X |
|   | Example<br><br>G*TPI-----****X |

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <b>TACGRP.TSK.ISL</b><br>TACTICAL GRAPHICS<br>TASKS<br>ISOLATE<br>Hierarchy: 2.X.1.14<br><u>Parameters:</u><br>1. Anchor Points. This graphic requires two anchor points. Point 1 defines the center point of the graphic and point 2 defines the graphic's start point and radius.<br>2. Size/Shape. The radius will be long enough for the graphic to encompass the UEI(s) or feature(s) being isolated. The opening will be a 30 degree arc of the circle.<br>3. Orientation. The opening will be on the friendly side of the graphic.<br>Static/Dynamic: D | Template<br><br>G*TPE-----****X |
|  | Example<br><br>G*TPE-----****X |

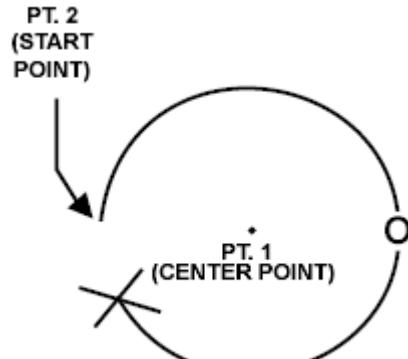
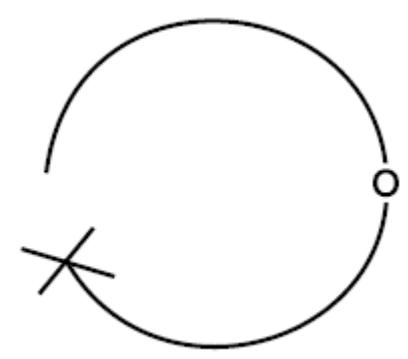
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <b>TACGRP.TSK.NEUT</b><br>TACTICAL GRAPHICS<br>TASKS<br>NEUTRALIZE<br>Hierarchy: 2.X.1.15<br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic .<br>2. Size/Shape. Static.<br>3. Orientation. The graphic is typically centered over the desired location.<br>Static/Dynamic: S<br>Note: The dashed lines in this graphic shall be displayed in present and anticipated status. | Template<br><br>G*TPN-----****X<br>Example<br><br>G*TPN-----****X |

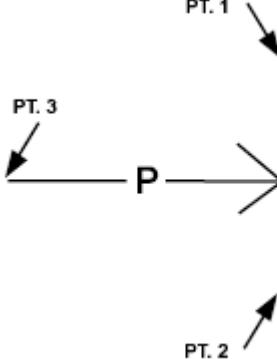
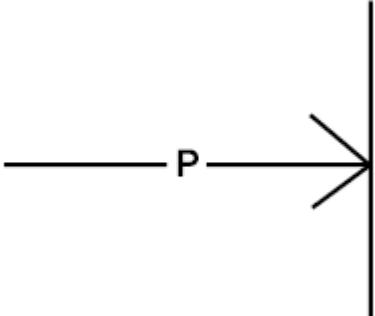
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.TSK.OCC</b><br>TACTICAL GRAPHICS<br>TASKS<br>OCCUPY<br>Hierarchy: 2.X.1.16<br><u>Parameters:</u><br>1. Anchor Points. This graphic requires two anchor points. Point 1 defines the center point of the graphic and point 2 defines the graphic's start point and radius.<br>2. Size/Shape. Points 1 and 2 will determine a radius that is long enough for the graphic to encompass the feature(s) being occupied. The opening will be a 30-degree arc of the circle.<br>3. Orientation. The opening will be on the friendly side of the graphic.<br>Static/Dynamic: D | Template<br><br>G*TPO-----****X |
|   | Example<br><br>G*TPO-----****X |

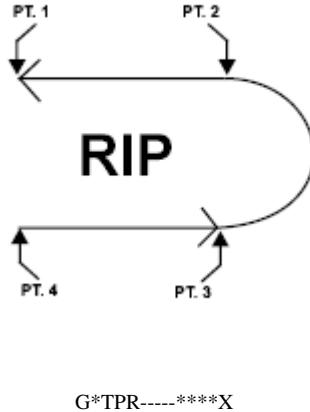
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.TSK.PNE</b><br>TACTICAL GRAPHICS<br>TASKS<br>PENETRATE<br>Hierarchy: 2.X.1.17<br><u>Parameters:</u><br>1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic's vertical line. Point 3 defines the rear of the graphic.<br>2. Size/Shape. Points 1 and 2 determine the height of the graphic and point 3 determines its length. The arrow will project perpendicularly from the midpoint of the vertical line.<br>3. Orientation. The arrow points toward enemy forces.<br>Static/Dynamic: D | Template<br><br><b>G*TPP-----****X</b> |
|   | Example<br><br><b>G*TPP-----****X</b> |

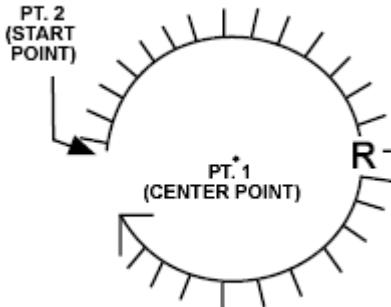
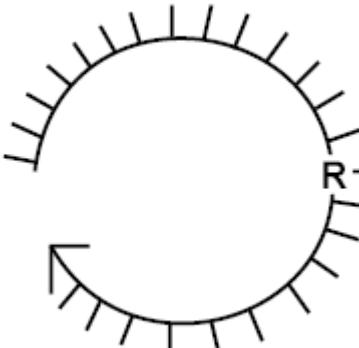
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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <b>TACGRP.TSK.RIP</b><br>TACTICAL GRAPHICS<br>TASKS<br>RELIEF IN PLACE (RIP)<br>Hierarchy: 2.X.1.18<br><u>Parameters:</u><br>1. Anchor Points. This graphic 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.<br>2. 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.<br>3. 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.<br>Static/Dynamic: D | <p>Template</p>  <p>G*TPR-----****X</p> <p>Example</p>  <p>G*TPR-----****X</p> |

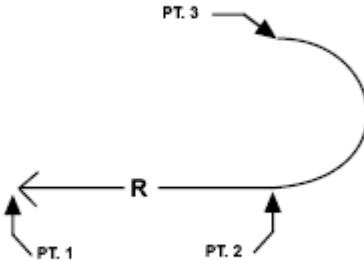
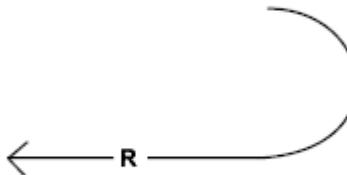
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.TSK.RTN</b><br><br>TACTICAL GRAPHICS<br>TASKS<br>RETAIN<br><br>Hierarchy: 2.X.1.19<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires two anchor points. Point 1 defines the center point of the graphic and point 2 defines the graphic's start point and radius.<br><br>2. 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.<br><br>3. Orientation. The opening will be on the friendly side of the graphic.<br><br>Static/Dynamic: D | <p>Template</p>  <p>G*TPQ-----****X</p> |
|   | <p>Example</p>  <p>G*TPQ-----****X</p> |

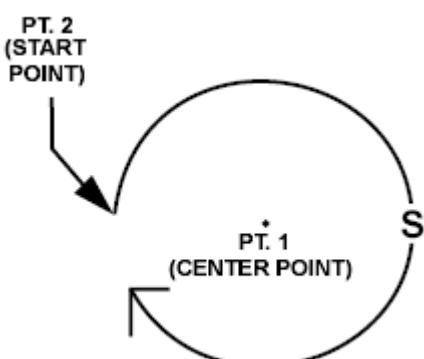
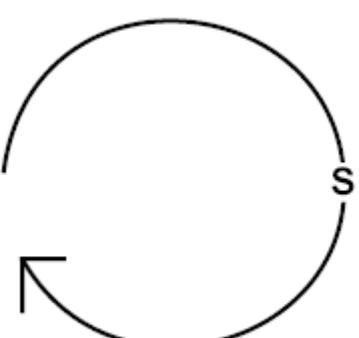
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <b>TACGRP.TSK.RTM</b><br>TACTICAL GRAPHICS<br>TASKS<br>RETIREMENT<br>Hierarchy: 2.X.1.20<br><u>Parameters:</u><br>1. Anchor Points. This graphic requires three anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the end of the straight line portion of the graphic. Point 3 defines the diameter and orientation of the 180 degree arc.<br>2. 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.<br>3. 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.<br>Static/Dynamic: D | Template<br><br>G*TPM-----****X  |
|  | Example<br><br>G*TPM-----****X |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <b>TACGRP.TSK.SCE</b><br>TACTICAL GRAPHICS<br>TASKS<br>SECURE<br>Hierarchy: 2.X.1.21<br><u>Parameters:</u><br>1. Anchor Points. This graphic requires two anchor points. Point 1 defines the center point of the graphic and point 2 defines the graphic's start point and radius.<br>2. Size/Shape. Points 1 and 2 will determine a radius that is long enough for the graphic to encompass the feature(s) being secured. The opening will be a 30-degree arc of the circle.<br>3. Orientation. The opening will be on the friendly side of the graphic.<br>Static/Dynamic: D | Template<br><br>G*TPS-----****X |
|  | Example<br><br>G*TPS-----****X |
| <b>TACGRP.TSK.SEC</b><br>TACTICAL GRAPHICS<br>TASKS<br>SECURITY<br>Hierarchy: 2.X.1.22<br>Static/Dynamic: N/A  | N/A   |

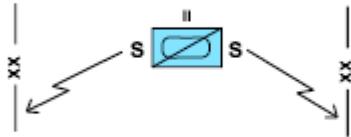
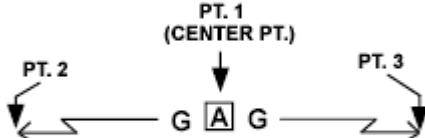
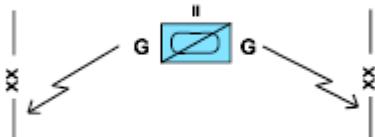
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES                           |
|---|----------------------------------|
| <b>TACGRP.TSK.SEC.SCN</b><br>TACTICAL GRAPHICS<br>TASKS<br>SECURITY<br>SCREEN<br>Hierarchy: 2.X.1.22.1<br><u>Parameters:</u><br>1. Anchor Points. Where four points are available Point 1 and Point 2 define the ends of one arrow and Point 3 and Point 4 define the ends of the other arrow. Point 1 and Point 4 define the ends of their respective arrowheads.<br>Where three points are available Point 1 defines the vertex of the graphic. Points 2 and 3 define the tips of the arrowheads.<br>2. Size/Shape. Where four points are available Points 1 and 2 and Points 3 and 4 determine the length of the arrows.<br>Where three points are available Points 1 and 2 and points 1 and 3 determine the length of the arrows. The length and orientation of the arrows can vary independently.<br>3. Orientation. Orientation is determined by the anchor points. The arrowheads may touch other graphics that define the limits of the task. The tactical symbol indicator is centered between point 2 and point 3 when four points are in use or centered on Point 1 when three points are in use.<br>Static/Dynamic: D | Template1<br><br>G*TPUS----****X |
|   | Example1<br><br>G*TPUS----****X  |
|   | Template2<br><br>G*TPUS----****X |

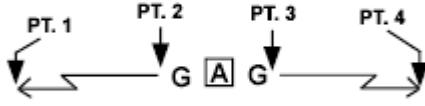
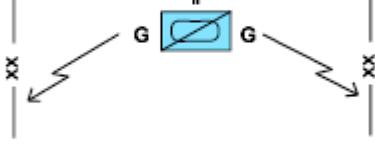
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
|  | <p>Example2</p>  <p>G*TPUS----****X</p>    |
| <b>TACGRP.TSK.SEC.GUD</b><br>TACTICAL GRAPHICS<br>TASKS<br>SECURITY<br>GUARD<br>Hierarchy: 2.X.1.22.2<br><u>Parameters:</u> <ol style="list-style-type: none"> <li>1. Anchor Points. Where four points are available Point 1 and Point 2 define the ends of one arrow and Point 3 and Point 4 define the ends of the other arrow. Point 1 and Point 4 define the ends of their respective arrowheads.</li> <li>2. Size/Shape. Where four points are available Points 1 and 2 and Points 3 and 4 determine the length of the arrows.</li> <li>3. Orientation. Orientation is determined by the anchor points. The arrowheads may touch other graphics that define the limits of the task. The tactical symbol indicator is centered between point 2 and point 3 when four points are in use or centered on Point 1 when three points are in use.</li> </ol> Static/Dynamic: D | <p>Template1</p>  <p>G*TPUG----****X</p> |
|  | <p>Example1</p>  <p>G*TPUG----****X</p>  |

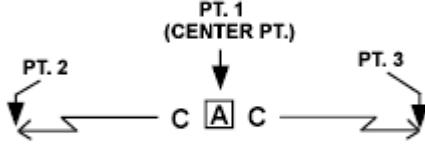
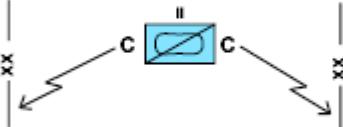
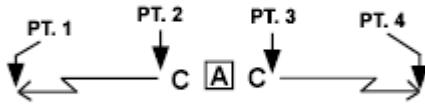
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|-----------|---|
| Template2 |  <p>G*TPUG----****X</p>   |
| Example2  |  <p>G*TPUG----****X</p> |

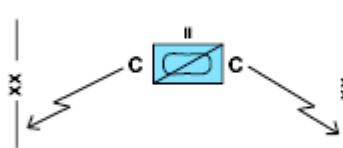
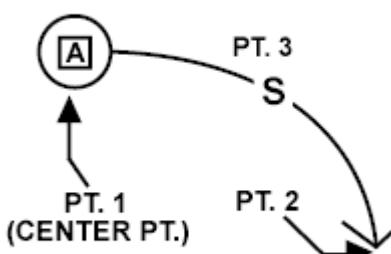
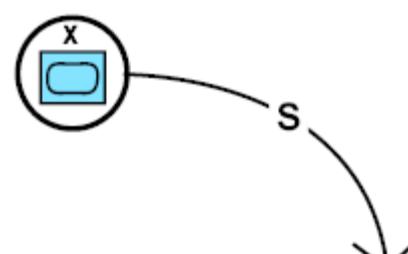
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**TABLE B-IV. Military operations tactical graphics - Continued.**

| GRAPHIC  | IMAGES   |
|--|--|
| <b>TACGRP.TSK.SEC.COV</b><br><b>TACTICAL GRAPHICS</b><br><b>TASKS</b><br><b>SECURITY</b><br><b>COVER</b><br><br>Hierarchy: 2.X.1.22.3<br><br><u>Parameters:</u><br>1. Anchor Points. Where four points are available Point 1 and Point 2 define the ends of one arrow and Point 3 and Point 4 define the ends of the other arrow. Point 1 and Point 4 define the ends of their respective arrowheads.<br><br>Where three points are available Point 1 defines the vertex of the graphic. Points 2 and 3 define the tips of the arrowheads.<br><br>2. Size/Shape. Where four points are available Points 1 and 2 and Points 3 and 4 determine the length of the arrows.<br><br>Where three points are available Points 1 and 2 and points 1 and 3 determine the length of the arrows. The length and orientation of the arrows can vary independently.<br><br>3. Orientation. Orientation is determined by the anchor points. The arrowheads may touch other graphics that define the limits of the task. The tactical symbol indicator is centered between point 2 and point 3 when four points are in use or centered on Point 1 when three points are in use.<br><br>Static/Dynamic: D | Template1<br><br>G*TPUC----****X   |
|  | Example1<br><br>G*TPUC----****X  |
|  | Template2<br><br>G*TPUC----****X |

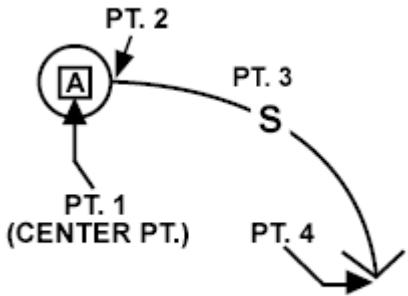
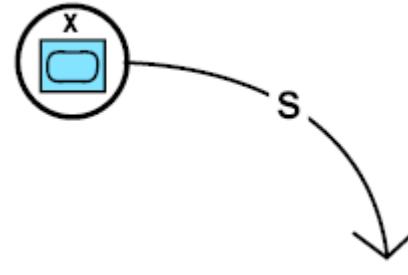
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
|  | <p>Example2</p>  <p>G*TPUC----****X</p>   |
| <b>TACGRP.TSK.SZE</b><br>TACTICAL GRAPHICS<br>TASKS<br>SEIZE<br><br>Hierarchy: 2.X.1.23<br><br><u>Parameters:</u> <ol style="list-style-type: none"> <li>1. Anchor Points. Where four points are available Point 1 defines the center of the circle. Point 2 defines the radius of the circle. Point 3 defines the curvature of the arc. Point 4 defines the end of the arrow.</li> <li>Where three points are available Point 1 defines the center point of the circle. Point 2 defines the tip of the arrowhead. Point 3 defines the 90 degree arc.</li> <li>2. Size/Shape. Where four points are available Points 1 and 2 define the size of the circle, which should be adjusted as needed to contain the unit assigned the task. Point 3 controls the curvature of the arc. Point 4 defines the end of the arrow.</li> <li>Where three points are available Points 1 and 2 are connected by a 90 degree arc. The circle will at least be large enough to accommodate a tactical symbol. Point 3 indicates on which side of the line the arc is placed.</li> <li>3. Orientation. The arrowhead identifies the location/object to be seized, and the circle identifies the unit(s) assigned the task. See paragraph 5.7.4 for options to accommodate multiple units.</li> </ol> Static/Dynamic: D | <p>Template1</p>  <p>G*TPZ----****X</p> <p>Example1</p>  <p>G*TPZ----****X</p> |

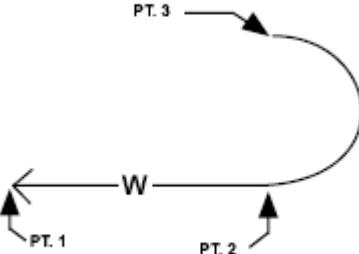
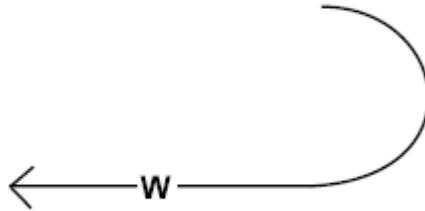
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC | IMAGES   |
|---------|--|
|         | Template2<br> <p>G*TPZ-----****X</p> |
|         | Example2<br> <p>G*TPZ-----****X</p> |

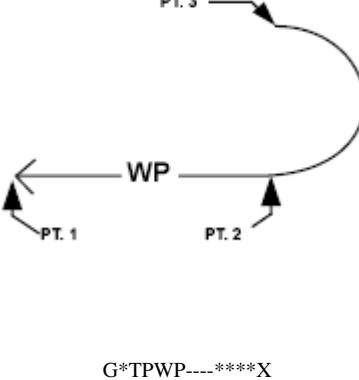
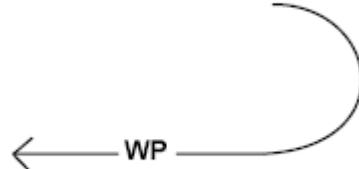
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.TSK.WDR</b><br>TACTICAL GRAPHICS<br>TASKS<br>WITHDRAW<br>Hierarchy: 2.X.1.24<br><u>Parameters:</u><br>1. Anchor Points. This graphic requires three anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the end of the straight line portion of the graphic. Point 3 defines the diameter and orientation of the 180 degree circular arc.<br>2. 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.<br>3. 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.<br>Static/Dynamic: D | Template<br><br>G*TPW----****X  |
|   | Example<br><br>G*TPW----****X |

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**TABLE B-IV. Military operations tactical graphics - Continued.**

| GRAPHIC  | IMAGES  |
|--|---|
| <b>TACGRP.TSK.WDR.WDRUP</b><br>TACTICAL GRAPHICS<br>TASKS<br>WITHDRAW<br>WITHDRAW UNDER PRESSURE<br>Hierarchy: 2.X.1.24.1<br><u>Parameters:</u><br>1. Anchor Points. This graphic requires three anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the end of the straight line portion of the graphic. Point 3 defines the diameter and orientation of the 180 degree circular arc.<br>2. 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.<br>3. 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.<br>Static/Dynamic: D | Template<br><br>Example<br> |
| <b>TACGRP.C2GM</b><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>Hierarchy: 2.X.2<br>Static/Dynamic: N/A  | N/A   |
| <b>TACGRP.C2GM.GNL</b><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>GENERAL<br>Hierarchy: 2.X.2.1<br>Static/Dynamic: N/A   | N/A   |

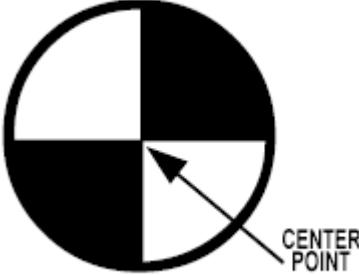
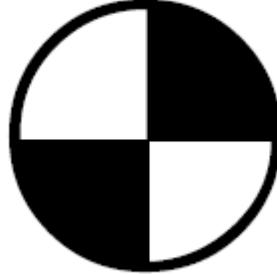
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**TABLE B-IV. Military operations tactical graphics - Continued.**

| <b>GRAPHIC</b>   | <b>IMAGES</b> |
|--|---------------|
| <b>TACGRP.C2GM.GNL.PNT</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>GENERAL<br>POINTS<br><br>Hierarchy: 2.X.2.1.1<br><br><u>Static/Dynamic:</u> N/A  | N/A           |
| <b>TACGRP.C2GM.GNL.PNT.USW</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>GENERAL<br>POINTS<br>UNDER SEA WARFARE<br><br>Hierarchy: 2.X.2.1.1.1<br><br><u>Static/Dynamic:</u> N/A                     | N/A           |
| <b>TACGRP.C2GM.GNL.PNT.USW.UH2</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>GENERAL<br>POINTS<br>UNDER SEA WARFARE<br>UNDERWATER<br><br>Hierarchy: 2.X.2.1.1.1.1<br><br><u>Static/Dynamic:</u> N/A | N/A           |

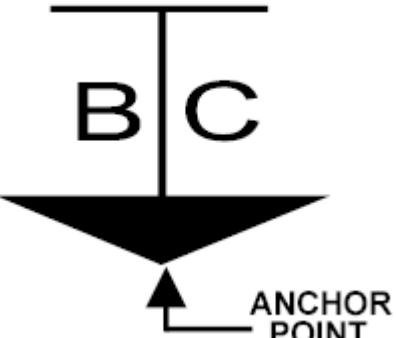
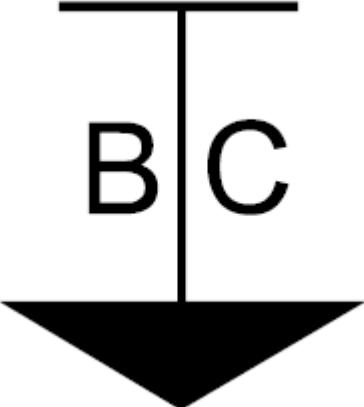
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <p><b>TACGRP.C2GM.GNL.PNT.USW.UH2.DTM</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>UNDER SEA WARFARE<br/>UNDERWATER<br/>DATUM</p> <p>Hierarchy: 2.X.2.1.1.1.1.1</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic will be oriented as shown in the example to the right, and will be centered over the datum.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPUUD-****X</p>  |
|   | <p>Example</p>  <p>G*GPGPUUD-****X</p> |

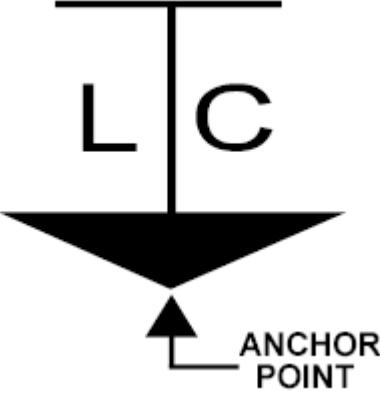
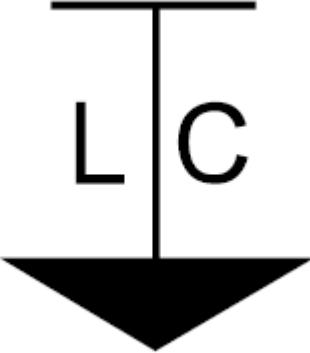
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p><b>TACGRP.C2GM.GNL.PNT.USW.UH2.BCO</b><br/><b>N</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>UNDER SEA WARFARE<br/>UNDERWATER<br/>BRIEF CONTACT</p> <p>Hierarchy: 2.X.2.1.1.1.1.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the arrowhead.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPUUB-****X</p> |
|   | <p>Example</p>  <p>G*GPGPUUB-****X</p> |

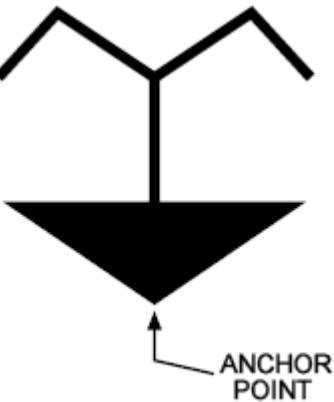
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p>TACGRP.C2GM.GNL.PNT.USW.UH2.LCN</p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>UNDER SEA WARFARE<br/>UNDERWATER<br/>LOST CONTACT</p> <p>Hierarchy: 2.X.2.1.1.1.1.3</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the arrowhead.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPUUL-****X</p> <p>Example</p>  <p>G*GPGPUUL-****X</p> |

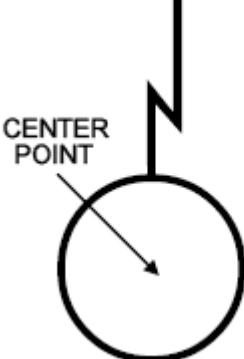
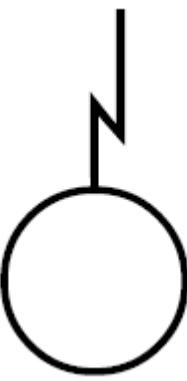
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p><b>TACGRP.C2GM.GNL.PNT.USW.UH2.SNK</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>UNDER SEA WARFARE<br/>UNDERWATER<br/>SINKER</p> <p>Hierarchy: 2.X.2.1.1.1.1.4</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the arrowhead.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPUUS-****X</p> <p>Example</p>  <p>G*GPGPUUS-****X</p> |

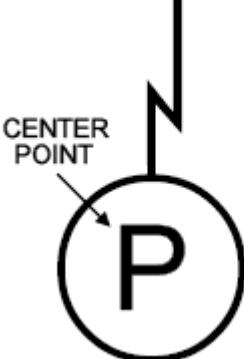
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p><b>TACGRP.C2GM.GNL.PNT.USW.SNBY</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>UNDER SEA WARFARE<br/>SONOBUOY</p> <p>Hierarchy: 2.X.2.1.1.1.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the center of the circle.</li> <li>2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic.</li> <li>3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPUY--****X</p> |
|   | <p>Example</p>  <p>G*GPGPUY--****X</p> |

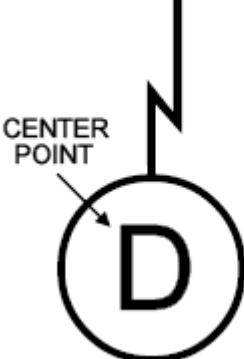
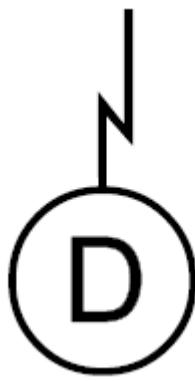
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p>TACGRP.C2GM.GNL.PNT.USW.SNBY.PT<br/>NCTR</p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>UNDER SEA WARFARE<br/>SONOBUOY<br/>PATTERN CENTER</p> <p>Hierarchy: 2.X.2.1.1.1.2.1</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the center of the circle.</li> <li>2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic.</li> <li>3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPUYP-****X</p> |
|   | <p>Example</p>  <p>G*GPGPUYP-****X</p> |

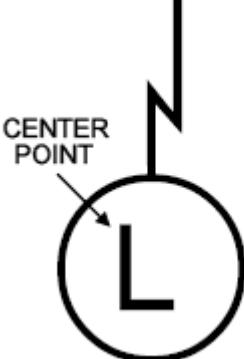
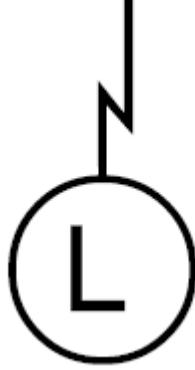
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p><b>TACGRP.C2GM.GNL.PNT.USW.SNBY.DIFAR</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>UNDER SEA WARFARE<br/>SONOBUOY<br/>DIRECTIONAL FREQUENCY<br/>ANALYZING AND RECORDING<br/>(DIFAR)</p> <p>Hierarchy: 2.X.2.1.1.1.2.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the center of the circle.</li> <li>2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic.</li> <li>3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPUYD-****X</p> |
|   | <p>Example</p>  <p>G*GPGPUYD-****X</p> |

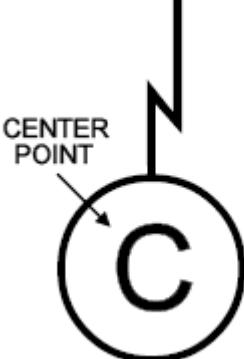
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <b>TACGRP.C2GM.GNL.PNT.USW.SNBY.LO FAR</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>GENERAL<br>POINTS<br>UNDER SEA WARFARE<br>SONOBUOY<br>LOW FREQUENCY ANALYZING<br>AND RECORDING (LOFAR)<br><br>Hierarchy: 2.X.2.1.1.1.2.3<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one anchor point. The point defines the center of the circle.<br><br>2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic.<br><br>3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.<br><br>Static/Dynamic: S | Template<br><br><br>G*GPGPUYL-****X |
|  | Example<br><br><br>G*GPGPUYL-****X |

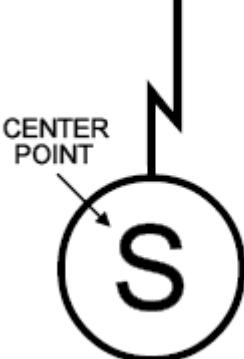
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p>TACGRP.C2GM.GNL.PNT.USW.SNBY.CA<br/>SS</p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>UNDER SEA WARFARE<br/>SONOBUOY<br/>COMMAND ACTIVE SONOBUOY<br/>SYSTEM (CASS)</p> <p>Hierarchy: 2.X.2.1.1.1.2.4</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the center of the circle.</li> <li>2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic.</li> <li>3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPUYC-****X</p> |
|  | <p>Example</p>  <p>G*GPGPUYC-****X</p> |

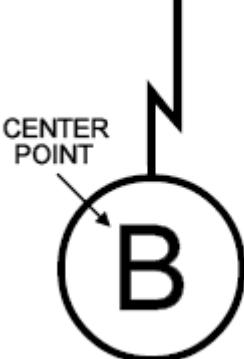
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p>TACGRP.C2GM.GNL.PNT.USW.SNBY.DICASS</p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>UNDER SEA WARFARE<br/>SONOBUOY<br/>DIRECTIONAL COMMAND ACTIVE<br/>SONOBUOY SYSTEM (DICASS)</p> <p>Hierarchy: 2.X.2.1.1.1.2.5</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the center of the circle.</li> <li>2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic.</li> <li>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPUYS-****X</p> <p>Example</p>  <p>G*GPGPUYS-****X</p> |

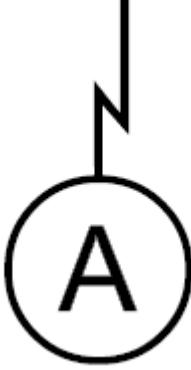
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p><b>TACGRP.C2GM.GNL.PNT.USW.SNBY.BT</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>UNDER SEA WARFARE<br/>SONOBUOY<br/>BATHYTHERMOGRAPH<br/>TRANSMITTING (BT)</p> <p>Hierarchy: 2.X.2.1.1.1.2.6</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the center of the circle.</li> <li>2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic.</li> <li>3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPUYB-****X</p> |
|   | <p>Example</p>  <p>G*GPGPUYB-****X</p> |

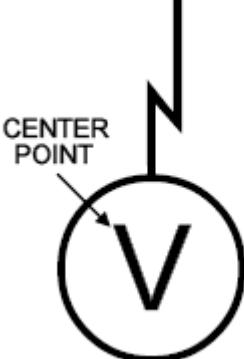
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p>TACGRP.C2GM.GNL.PNT.USW.SNBY.ANM</p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>UNDER SEA WARFARE<br/>SONOBUOY<br/>ANM</p> <p>Hierarchy: 2.X.2.1.1.1.2.7</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the center of the circle.</li> <li>2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic.</li> <li>3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPUYA-****X</p> |
|  | <p>Example</p>  <p>G*GPGPUYA-****X</p> |

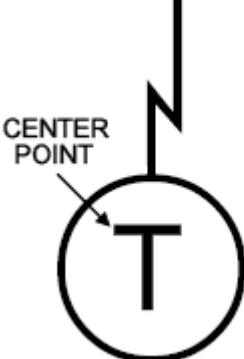
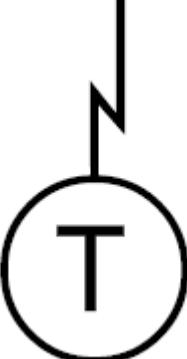
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p><b>TACGRP.C2GM.GNL.PNT.USW.SNBY.VLAD</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>UNDER SEA WARFARE<br/>SONOBUOY<br/>VERTICAL LINE ARRAY DIFAR<br/>(VLAD)</p> <p>Hierarchy: 2.X.2.1.1.1.2.8</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the center of the circle.</li> <li>2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic.</li> <li>3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPUYV-****X</p> |
|   | <p>Example</p>  <p>G*GPGPUYV-****X</p> |

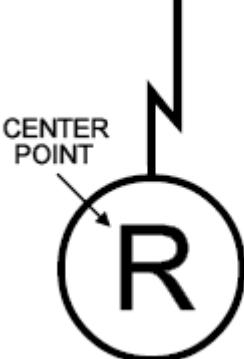
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p>TACGRP.C2GM.GNL.PNT.USW.SNBY.AT<br/>AC</p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>UNDER SEA WARFARE<br/>SONOBUOY<br/>ATAC</p> <p>Hierarchy: 2.X.2.1.1.1.2.9</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the center of the circle.</li> <li>2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic.</li> <li>3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPUYT-****X</p> |
|  | <p>Example</p>  <p>G*GPGPUYT-****X</p> |

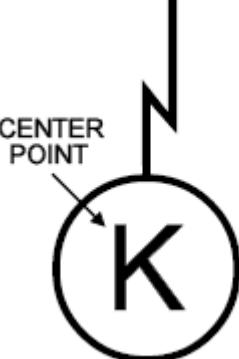
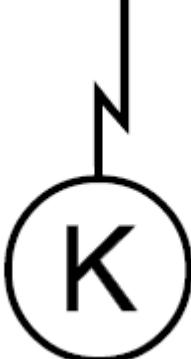
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p><b>TACGRP.C2GM.GNL.PNT.USW.SNBY.RO</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>UNDER SEA WARFARE<br/>SONOBUOY<br/>RANGE ONLY (RO)</p> <p>Hierarchy: 2.X.2.1.1.1.2.10</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the center of the circle.</li> <li>2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic.</li> <li>3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPUYR-****X</p> |
|   | <p>Example</p>  <p>G*GPGPUYR-****X</p> |

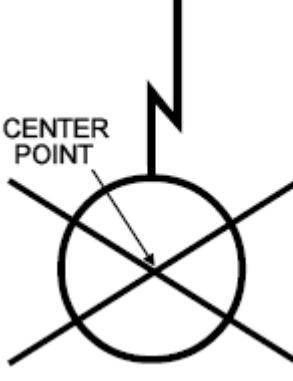
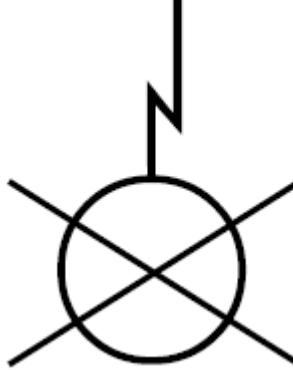
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p>TACGRP.C2GM.GNL.PNT.USW.SNBY.KG<br/><b>P</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>UNDER SEA WARFARE<br/>SONOBUOY<br/>KINGPIN</p> <p>Hierarchy: 2.X.2.1.1.1.2.11</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the center of the circle.</li> <li>2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic.</li> <li>3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPUYK-****X</p> |
|   | <p>Example</p>  <p>G*GPGPUYK-****X</p> |

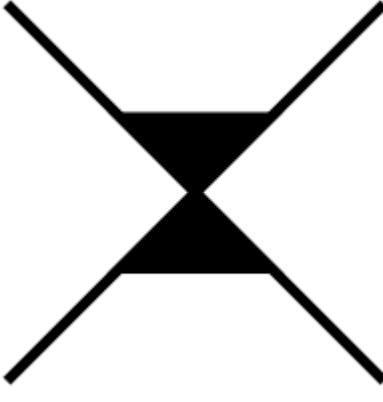
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p><b>TACGRP.C2GM.GNL.PNT.USW.SNBY.EXP</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>UNDER SEA WARFARE<br/>SONOBUOY<br/>EXPIRED</p> <p>Hierarchy: N/A</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the center of the circle.</li> <li>2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic.</li> <li>3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented as upright, as shown in the example to the right, but can be rotated in 90 degree increments.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPUYX-****X</p> <p>Example</p>  <p>G*GPGPUYX-****X</p> |

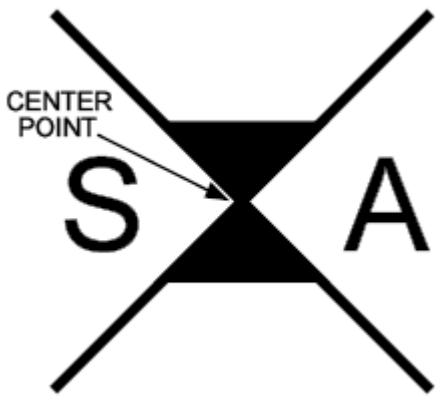
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <b>TACGRP.C2GM.GNL.PNT.USW.SRH</b><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>GENERAL<br>POINTS<br>UNDER SEA WARFARE<br>SEARCH<br><br>Hierarchy: 2.X.2.1.1.1.3<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic is typically centered over the desired location.<br><br>Static/Dynamic: S | Template<br><br>G*GPGPUS--****X |
|  | Example<br><br>G*GPGPUS--****X |

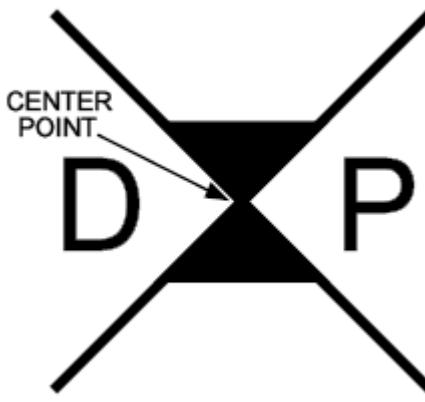
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p><b>TACGRP.C2GM.GNL.PNT.USW.SRH.ARA</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>UNDER SEA WARFARE<br/>SEARCH<br/>SEARCH AREA</p> <p>Hierarchy: 2.X.2.1.1.1.3.1</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is typically centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPUSA-****X</p> |
|   | <p>Example</p>  <p>G*GPGPUSA-****X</p> |

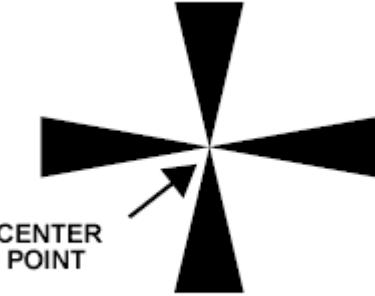
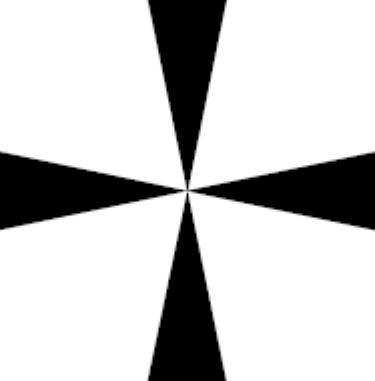
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p>TACGRP.C2GM.GNL.PNT.USW.SRH.DIPP<br/>SN</p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>UNDER SEA WARFARE<br/>SEARCH<br/>DIP POSITION</p> <p>Hierarchy: 2.X.2.1.1.1.3.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is typically centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPUSD-****X</p> |
|  | <p>Example</p>  <p>G*GPGPUSD-****X</p> |

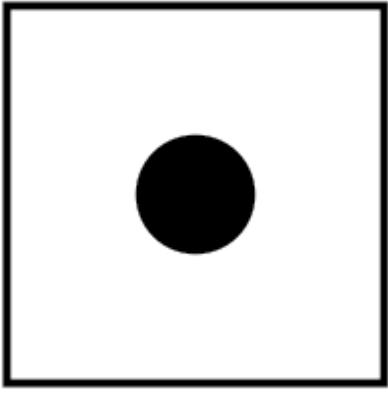
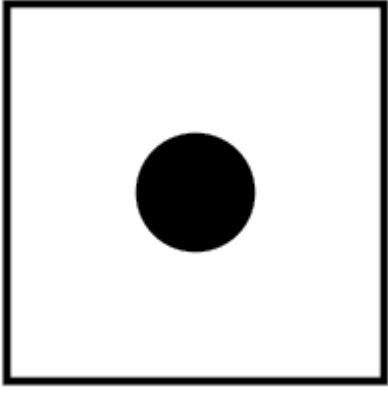
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.C2GM.GNL.PNT.USW.SRH.CTR</b><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>GENERAL<br>POINTS<br>UNDER SEA WARFARE<br>SEARCH<br>SEARCH CENTER<br><br>Hierarchy: 2.X.2.1.1.1.3.3<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic is typically centered over the desired location.<br><br>Static/Dynamic: S | Template<br><br>G*GPGPUSC-****X |
|   | Example<br><br>G*GPGPUSC-****X |

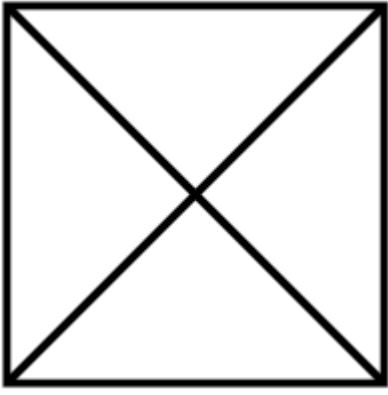
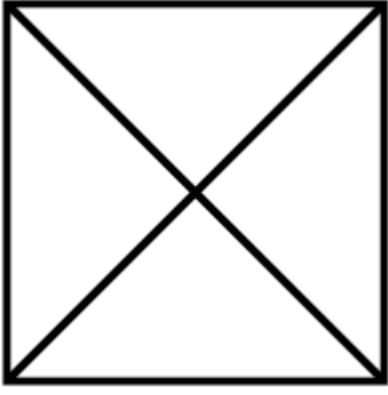
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p><b>TACGRP.C2GM.GNL.PNT.REFPNT</b></p> <p>TA<del>TICAL</del> GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>REFERENCE POINT</p> <p>Hierarchy: 2.X.2.1.1.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point, the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPR---****X</p> |
|   | <p>Example</p>  <p>G*GPGPR---****X</p> |

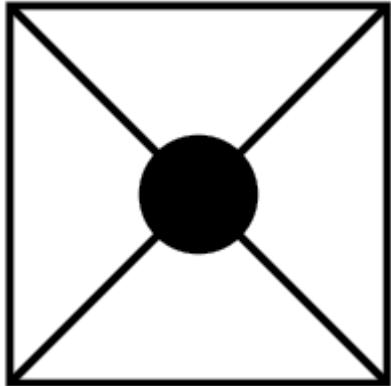
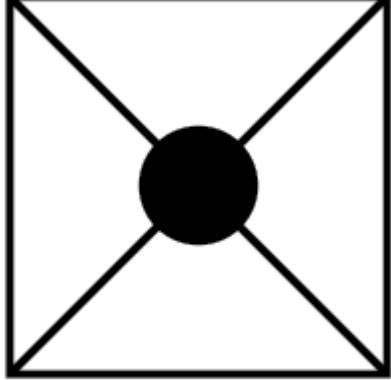
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p><b>TACGRP.C2GM.GNL.PNT.REFPNT.NAVREF</b></p> <p>TA<br/>CTICAL GRAP<br/>HICS<br/>OMMAND AND C<br/>ONTROL AND<br/>GENERAL MANEU<br/>VER<br/>GENERAL<br/>POINTS<br/>REFERENCE POINT<br/>NAVIGATIONAL REFER<br/>ENCE<br/>POINT</p> <p>Hierarchy: 2.X.2.1.1.2.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point, the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is typically centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPRN--****X</p> |
|   | <p>Example</p>  <p>G*GPGPRN--****X</p> |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p><b>TACGRP.C2GM.GNL.PNT.REFPNT.SPLP NT</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>REFERENCE POINT<br/>SPECIAL POINT</p> <p>Hierarchy: 2.X.2.1.1.2.1</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point, the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is typically centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPRS--****X</p> |
|  | <p>Example</p>  <p>G*GPGPRS--****X</p> |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p><b>TACGRP.C2GM.GNL.PNT.REFPNT.DLRP</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>REFERENCE POINT<br/>DLRP</p> <p>Hierarchy: 2.X.2.1.1.2.3</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point, the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is typically centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPRD--****X</p> |
|  | <p>Example</p>  <p>G*GPGPRD--****X</p> |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p><b>TACGRP.C2GM.GNL.PNT.REFPNT.PIM</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>REFERENCE POINT<br/>POINT OF INTENDED MOVEMENT<br/>(PIM)</p> <p>Hierarchy: N/A</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point, the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPRP--****X</p> |
|   | <p>Example</p>  <p>G*GPGPRP--****X</p> |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.C2GM.GNL.PNT.REFPNT.MRSH</b><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>GENERAL<br>POINTS<br>REFERENCE POINT<br>MARSHALL POINT<br><br>Hierarchy: N/A<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point, the center of the graphic.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic is centered over the desired location.<br><br>Static/Dynamic: S | Template<br><br>G*GPGPRM--****X |
|   | Example<br><br>G*GPGPRM--****X |

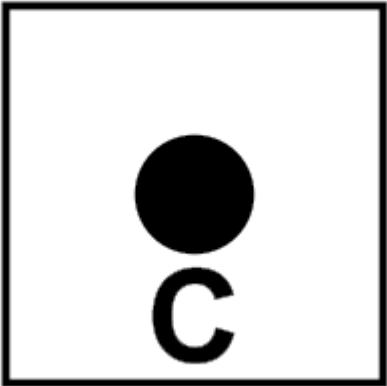
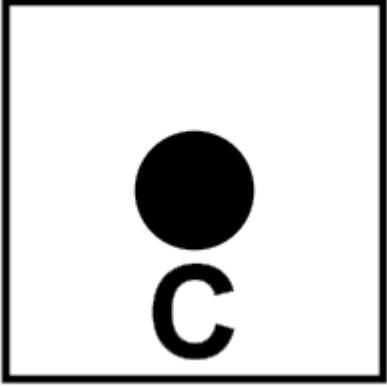
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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <b>TACGRP.C2GM.GNL.PNT.REFPNT.WAP</b><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>GENERAL<br>POINTS<br>REFERENCE POINT<br>WAYPOINT<br><br>Hierarchy: N/A<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point, the center of the graphic.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic is centered over the desired location.<br><br>Static/Dynamic: S | Template<br><br>G*GPGPRW--****X |
|  | Example<br><br>G*GPGPRW--****X |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p><b>TACGRP.C2GM.GNL.PNT.REFPNT.CRDR TB</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>REFERENCE POINT<br/>CORRIDOR TAB</p> <p>Hierarchy: N/A</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point, the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPRC--****X</p> |
|   | <p>Example</p>  <p>G*GPGPRC--****X</p> |

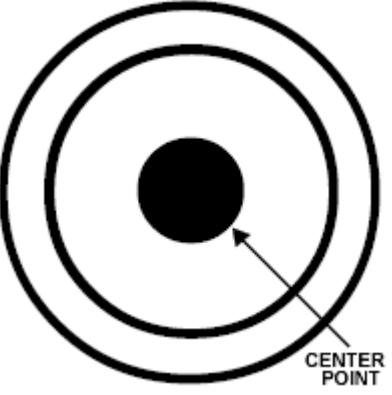
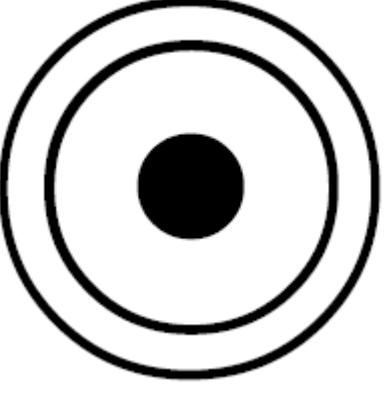
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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p><b>TACGRP.C2GM.GNL.PNT.REFPNT.PNTI NR</b></p> <p>TA<br/>CTICAL GRAP<br/>HIC COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>REFERENCE POINT<br/>POINT OF INTEREST</p> <p>Hierarchy: 2.X.2.1.1.2.4</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. The graphic requires one anchor point. The point defines the tip of the inverted cone.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPRI--****X</p> |
|   | <p>Example</p>  <p>G*GPGPRI--****X</p> |

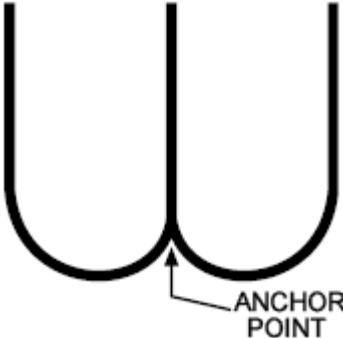
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.C2GM.GNL.PNT.WPN</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>GENERAL<br>POINTS<br>WEAPON<br><br>Hierarchy: 2.X.2.1.1.3<br><br>Static/Dynamic: N/A  | N/A  |
| <b>TACGRP.C2GM.GNL.PNT.WPN.AIMPNT</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>GENERAL<br>POINTS<br>WEAPON<br>AIM POINT<br><br>Hierarchy: 2.X.2.1.1.3.1<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.<br><br>2. Size/Shape. Static.<br><br>3. Orientation. The graphic is typically centered over the desired location.<br><br>Static/Dynamic: S | Template<br><br><br>G*GPGPWA--****X<br><br>Example<br><br><br>G*GPGPWA--****X |

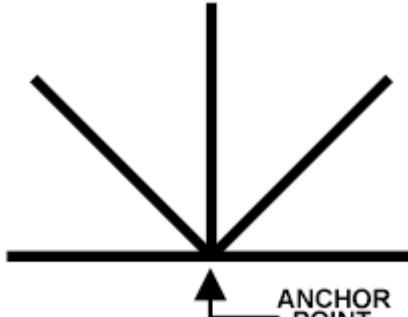
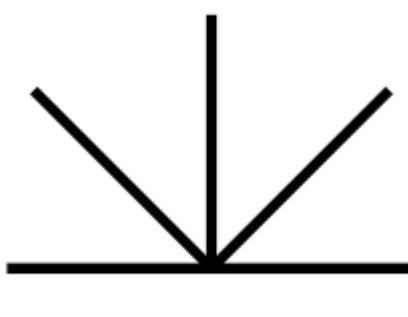
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <p><b>TACGRP.C2GM.GNL.PNT.WPN.DRPPNT</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>WEAPON<br/>DROP POINT</p> <p>Hierarchy: 2.X.2.1.1.3.2</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the bottom of the central vertical line in the graphic where the curved and vertical lines meet.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPWD--****X</p>  |
|  | <p>Example</p>  <p>G*GPGPWD--****X</p> |

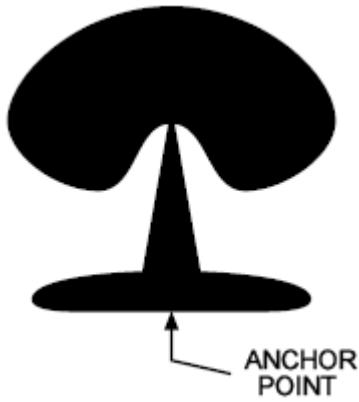
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p><b>TACGRP.C2GM.GNL.PNT.WPN.ENTPNT</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>WEAPON<br/>ENTRY POINT</p> <p>Hierarchy: 2.X.2.1.1.3.3</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the point where all the lines meet.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPWE--****X</p> <p>Example</p>  <p>G*GPGPWE--****X</p> |

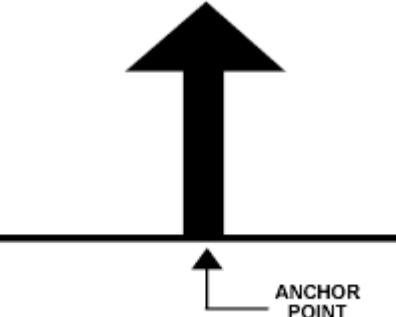
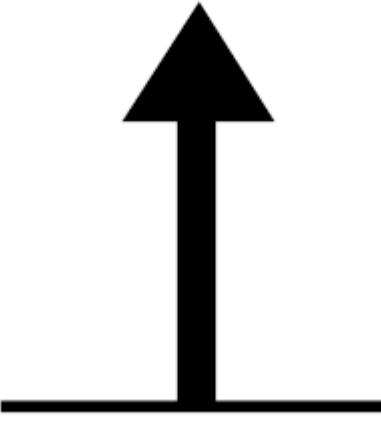
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p><b>TACGRP.C2GM.GNL.PNT.WPN.GRDZRO</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>WEAPON<br/>GROUND ZERO</p> <p>Hierarchy: 2.X.2.1.1.3.4</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPWG--****X</p> |
|   | <p>Example</p>  <p>G*GPGPWG--****X</p> |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p>TACGRP.C2GM.GNL.PNT.WPN.MSLPNT</p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>WEAPON<br/>MSL DETECT POINT</p> <p>Hierarchy: 2.X.2.1.1.3.5</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPWM--****X</p> |
|   | <p>Example</p>  <p>G*GPGPWM--****X</p> |

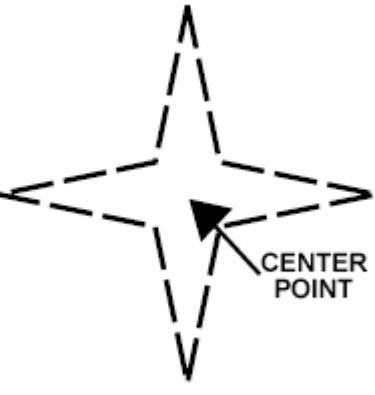
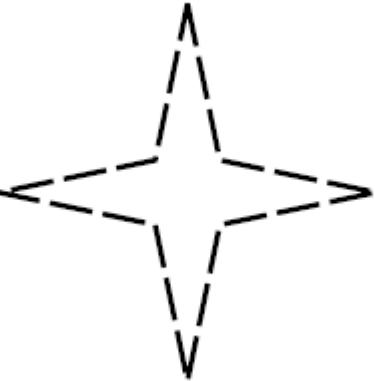
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p><b>TACGRP.C2GM.GNL.PNT.WPN.IMTPNT</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>WEAPON<br/>IMPACT POINT</p> <p>Hierarchy: 2.X.2.1.1.3.6</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is typically centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPWI--****X</p> |
|  | <p>Example</p>  <p>G*GPGPWI--****X</p> |

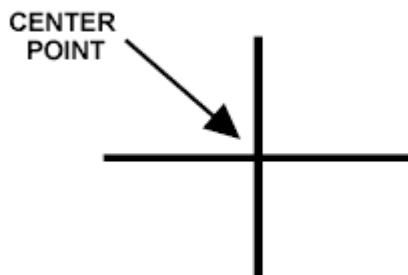
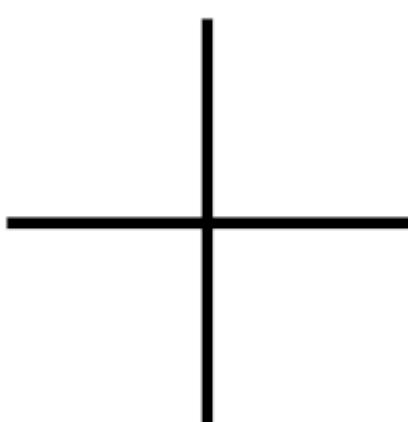
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p>TACGRP.C2GM.GNL.PNT.WPN.PIPNT</p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>WEAPON<br/>PREDICTED IMPACT POINT</p> <p>Hierarchy: 2.X.2.1.1.3.7</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is typically centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Note: The dashed lines in this graphic shall be displayed in present and anticipated status.</p> | <p>Template</p>  <p>G*GPGPWP--****X</p> |
|   | <p>Example</p>  <p>G*GPGPWP--****X</p> |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p>TACGRP.C2GM.GNL.PNT.FRMN</p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>FORMATION</p> <p>Hierarchy: 2.X.2.1.1.4</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic, where the two lines intersect.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is typically centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPF---****X</p> |
|  | <p>Example</p>  <p>G*GPGPF---****X</p> |

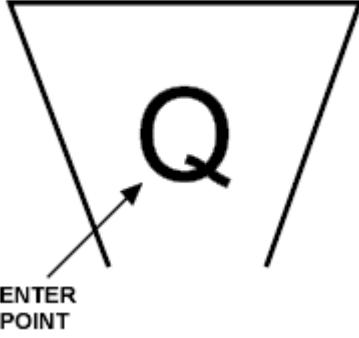
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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p><b>TACGRP.C2GM.GNL.PNT.HBR</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>HARBOR (GENERAL)</p> <p>Hierarchy: 2.X.2.1.1.5</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.</li> <li>2. Size/Shape. Static. The graphic's corners form a 70 degree angle.</li> <li>3. Orientation. The graphic is typically centered over the desired location. A user can use this graphic to define a new type of point if the selection that follows is not sufficient.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPH---****X</p> |
|   | <p>Example</p>  <p>G*GPGPH---****X</p> |

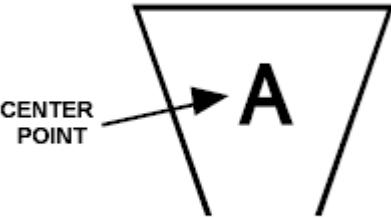
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <p><b>TACGRP.C2GM.GNL.PNT.HBR.PNTQ</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>HARBOR (GENERAL)<br/>POINT Q</p> <p>Hierarchy: 2.X.2.1.1.5.1</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.</li> <li>2. Size/Shape. Static. The graphic's corners form a 70 degree angle.</li> <li>3. Orientation. The graphic is typically centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPHQ--****X</p>  |
|  | <p>Example</p>  <p>G*GPGPHQ--****X</p> |

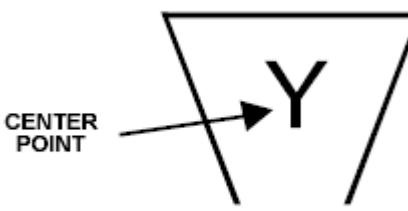
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p><b>TACGRP.C2GM.GNL.PNT.HBR.PNTA</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>HARBOR (GENERAL)<br/>POINT A</p> <p>Hierarchy: 2.X.2.1.1.5.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.</li> <li>2. Size/Shape. Static. The graphic's corners form a 70 degree angle.</li> <li>3. Orientation. The graphic is typically centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPHA--****X</p> <p>Example</p>  <p>G*GPGPHA--****X</p> |

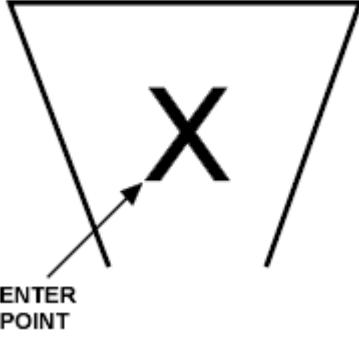
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p><b>TACGRP.C2GM.GNL.PNT.HBR.PNTY</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>HARBOR (GENERAL)<br/>POINT Y</p> <p>Hierarchy: 2.X.2.1.1.5.3</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.</li> <li>2. Size/Shape. Static. The graphic's corners form a 70 degree angle.</li> <li>3. Orientation. The graphic is typically centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPHY--****X</p> |
|  | <p>Example</p>  <p>G*GPGPHY--****X</p> |

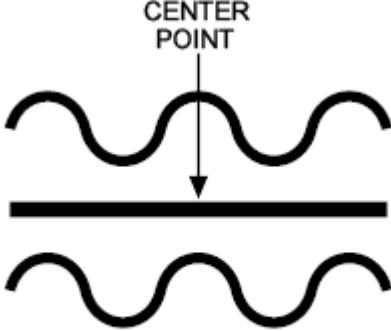
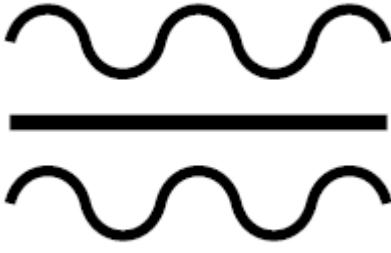
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <p><b>TACGRP.C2GM.GNL.PNT.HBR.PNTX</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>HARBOR (GENERAL)<br/>POINT X</p> <p>Hierarchy: 2.X.2.1.1.5.4</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.</li> <li>2. Size/Shape. Static. The graphic's corners form a 70 degree angle.</li> <li>3. Orientation. The graphic is typically centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPHX--****X</p>  |
|  | <p>Example</p>  <p>G*GPGPHX--****X</p> |

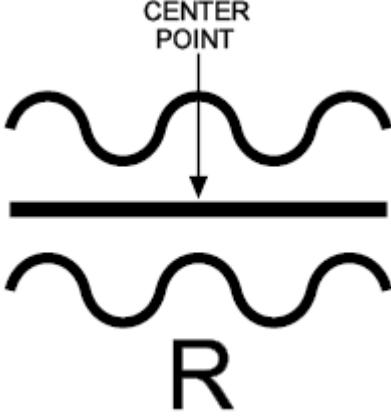
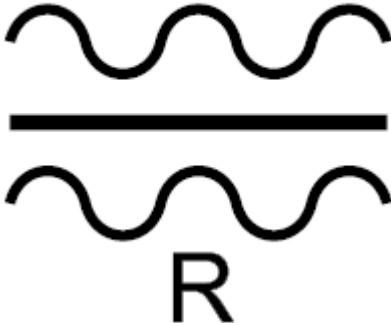
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <p><b>TACGRP.C2GM.GNL.PNT.RTE</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>ROUTE</p> <p>Hierarchy: 2.X.2.1.1.6</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic's straight line.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is typically centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPO---****X</p>  |
|   | <p>Example</p>  <p>G*GPGPO---****X</p> |

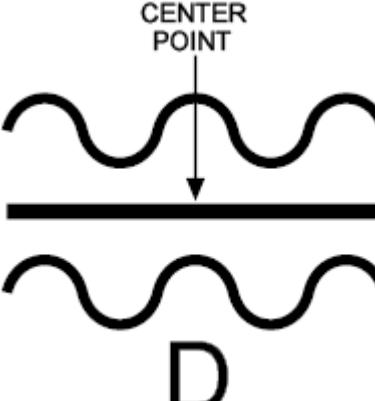
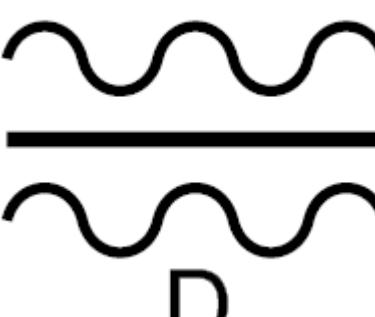
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <p><b>TACGRP.C2GM.GNL.PNT.RTE.RDV</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>ROUTE<br/>RENDEZVOUS</p> <p>Hierarchy: 2.X.2.1.1.6.1</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic's straight line.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is typically centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPOZ--****X</p>  |
|  | <p>Example</p>  <p>G*GPGPOZ--****X</p> |

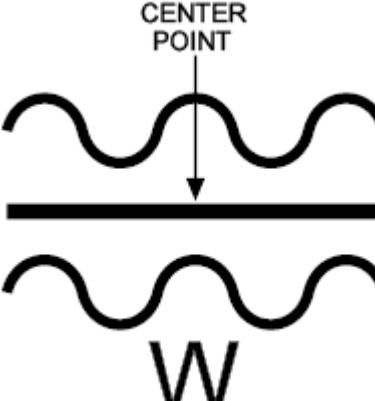
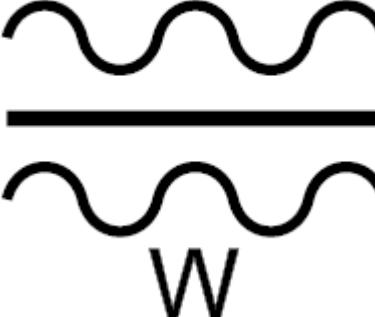
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p><b>TACGRP.C2GM.GNL.PNT.RTE.DVSN</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>ROUTE<br/>DIVERSIONS</p> <p>Hierarchy: 2.X.2.1.1.6.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic's straight line.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is typically centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPOD--****X</p> |
|   | <p>Example</p>  <p>G*GPGPOD--****X</p> |

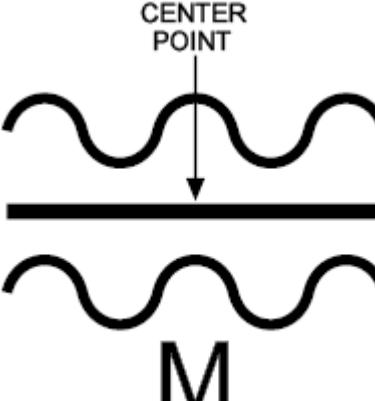
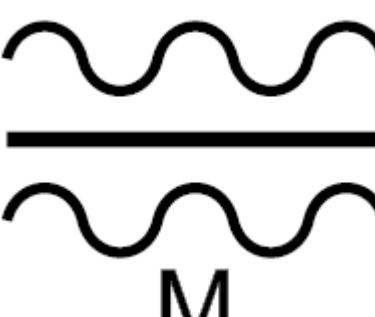
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <p><b>TACGRP.C2GM.GNL.PNT.RTE.WAP</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>ROUTE<br/>WAYPOINT</p> <p>Hierarchy: 2.X.2.1.1.6.3</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic's straight line.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is typically centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPOW--****X</p>  |
|   | <p>Example</p>  <p>G*GPGPOW--****X</p> |

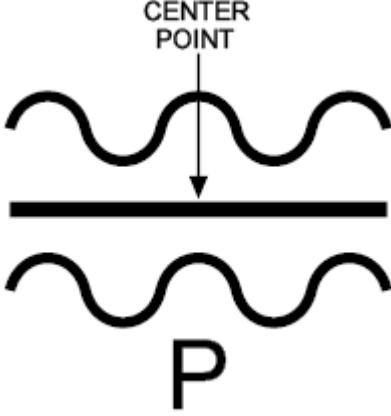
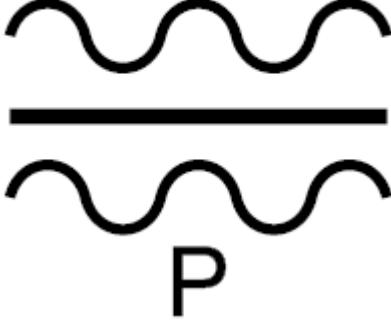
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p><b>TACGRP.C2GM.GNL.PNT.RTE.PIM</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>ROUTE<br/>PIM</p> <p>Hierarchy: 2.X.2.1.1.6.4</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic's straight line.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is typically centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPOP--****X</p> |
|  | <p>Example</p>  <p>G*GPGPOP--****X</p> |

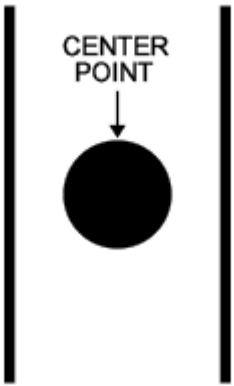
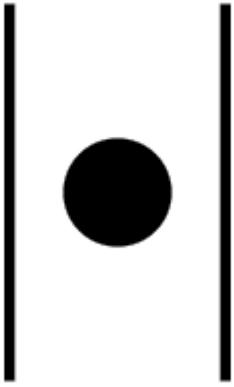
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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <p><b>TACGRP.C2GM.GNL.PNT.RTE.PNTR</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>ROUTE<br/>POINT R</p> <p>Hierarchy: 2.X.2.1.1.6.5</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic's straight line.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is typically centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPOR--****X</p>  |
|   | <p>Example</p>  <p>G*GPGPOR--****X</p> |

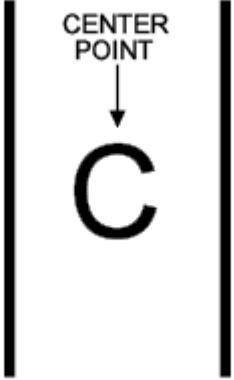
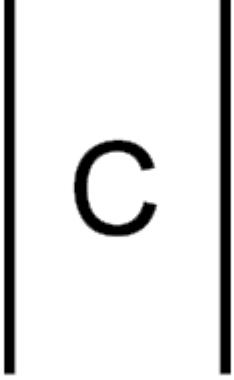
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.C2GM.GNL.PNT.ACTL</b><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>GENERAL<br>POINTS<br>AIR CONTROL<br><br>Hierarchy: 2.X.2.1.1.7<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic is typically centered over the desired location.<br><br>Static/Dynamic: S | Template<br><br>G*GPGPA---****X |
|   | Example<br><br>G*GPGPA---****X |

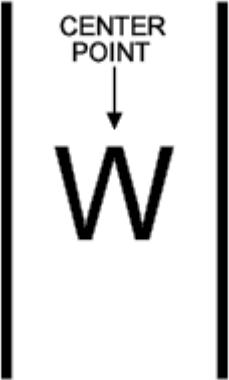
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p><b>TACGRP.C2GM.GNL.PNT.ACTL.CAP</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>AIR CONTROL<br/>COMBAT AIR PATROL (CAP)</p> <p>Hierarchy: 2.X.2.1.1.7.1</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is typically centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPAP--****X</p> |
|   | <p>Example</p>  <p>G*GPGPAP--****X</p> |

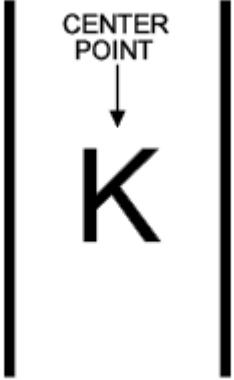
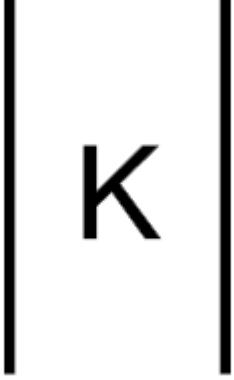
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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p><b>TACGRP.C2GM.GNL.PNT.ACTL.ABNEW</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>AIR CONTROL<br/>AIRBORNE EARLY WARNING<br/>(AEW)</p> <p>Hierarchy: 2.X.2.1.1.7.2</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is typically centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPAW--****X</p> |
|  | <p>Example</p>  <p>G*GPGPAW--****X</p> |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p><b>TACGRP.C2GM.GNL.PNT.ACTL.TAK</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>AIR CONTROL<br/>TANKING</p> <p>Hierarchy: 2.X.2.1.1.7.4</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is typically centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPAK--****X</p> |
|   | <p>Example</p>  <p>G*GPGPAK--****X</p> |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p><b>TACGRP.C2GM.GNL.PNT.ACTL.ASBWF</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>AIR CONTROL<br/>ANTISUBMARINE WARFARE,<br/>FIXED WING</p> <p>Hierarchy: 2.X.2.1.1.7.5</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is typically centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPAA--****X</p> |
|   | <p>Example</p>  <p>G*GPGPAA--****X</p> |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p><b>TACGRP.C2GM.GNL.PNT.ACTL.ASBWR</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>AIR CONTROL<br/>ANTISUBMARINE WARFARE,<br/>ROTARY WING</p> <p>Hierarchy: 2.X.2.1.1.7.6</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is typically centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPAH--****X</p> |
|  | <p>Example</p>  <p>G*GPGPAH--****X</p> |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p><b>TACGRP.C2GM.GNL.PNT.ACTL.SUWF</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>AIR CONTROL<br/>SUCAP - FIXED WING</p> <p>Hierarchy: N/A</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is typically centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPAB--****X</p> |
|   | <p>Example</p>  <p>G*GPGPAB--****X</p> |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p><b>TACGRP.C2GM.GNL.PNT.ACTL.SUWR</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>AIR CONTROL<br/>SUCAP - ROTARY WING</p> <p>Hierarchy: N/A</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is typically centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPAC--****X</p> |
|  | <p>Example</p>  <p>G*GPGPAC--****X</p> |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p><b>TACGRP.C2GM.GNL.PNT.ACTL.MIW</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>AIR CONTROL<br/>MIW - FIXED WING</p> <p>Hierarchy: N/A</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is typically centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPAD--****X</p> |
|  | <p>Example</p>  <p>G*GPGPAD--****X</p> |

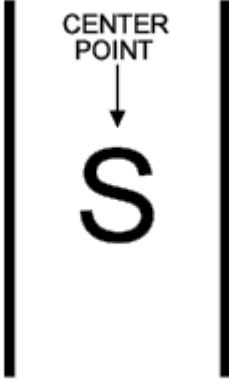
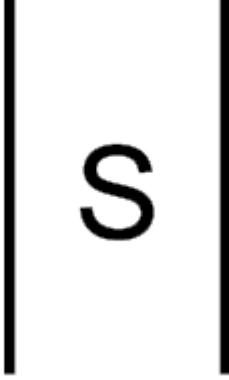
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p><b>TACGRP.C2GM.GNL.PNT.ACCTL.MIW</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>AIR CONTROL<br/>MIW - ROTARY WING</p> <p>Hierarchy: N/A</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is typically centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPAE--****X</p> |
|  | <p>Example</p>  <p>G*GPGPAE--****X</p> |

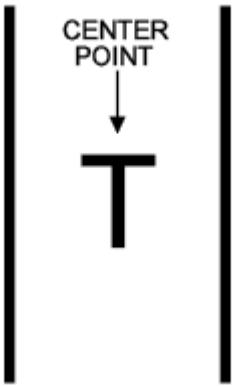
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p><b>TACGRP.C2GM.GNL.PNT.ACTL.SKEIP</b></p> <p>TA<del>TICAL</del> GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>AIR CONTROL<br/>STRIKE IP</p> <p>Hierarchy: 2.X.2.1.1.7.11</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is typically centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPAS--****X</p> |
|  | <p>Example</p>  <p>G*GPGPAS--****X</p> |

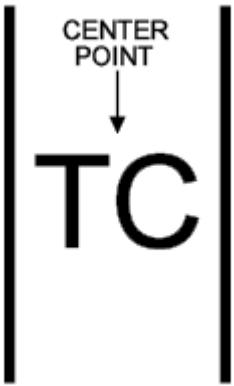
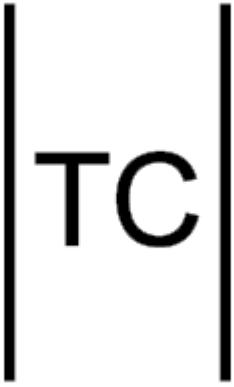
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p>TACGRP.C2GM.GNL.PNT.ACTL.TCN</p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>AIR CONTROL<br/>TACAN</p> <p>Hierarchy: 2.X.2.1.1.7.3</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is typically centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPAT--****X</p> |
|  | <p>Example</p>  <p>G*GPGPAT--****X</p> |

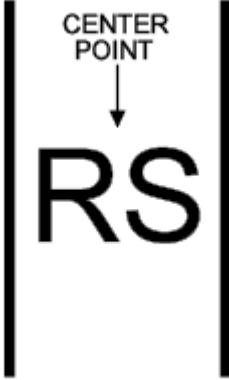
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p>TACGRP.C2GM.GNL.PNT.ACTL.TMC</p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>AIR CONTROL<br/>TOMCAT</p> <p>Hierarchy: 2.X.2.1.1.7.7</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is typically centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPAO--****X</p> |
|   | <p>Example</p>  <p>G*GPGPAO--****X</p> |

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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p>TACGRP.C2GM.GNL.PNT.ACTL.RSC</p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>AIR CONTROL<br/>RESCUE</p> <p>Hierarchy: 2.X.2.1.1.7.8</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is typically centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPAR--****X</p> |
|   | <p>Example</p>  <p>G*GPGPAR--****X</p> |

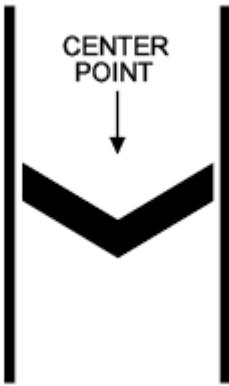
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p><b>TACGRP.C2GM.GNL.PNT.ACCTL.RPH</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>AIR CONTROL<br/>REPLENISH</p> <p>Hierarchy: 2.X.2.1.1.7.9</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is typically centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPAL--****X</p> |
|  | <p>Example</p>  <p>G*GPGPAL--****X</p> |

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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p><b>TACGRP.C2GM.GNL.PNT.ACTL.UA</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>AIR CONTROL<br/>UNMANNED AERIAL SYSTEM<br/>(UAS/UA)</p> <p>Hierarchy: N/A</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is typically centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPAF--****X</p> <p>Example</p>  <p>G*GPGPAF--****X</p> |

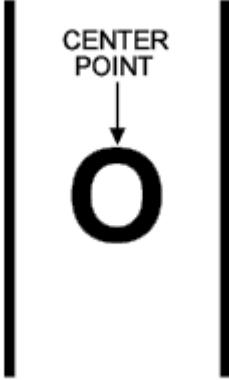
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p><b>TACGRP.C2GM.GNL.PNT.ACTL.VTUA</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>AIR CONTROL<br/>VTUA</p> <p>Hierarchy: N/A</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is typically centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPAG--****X</p> |
|   | <p>Example</p>  <p>G*GPGPAG--****X</p> |

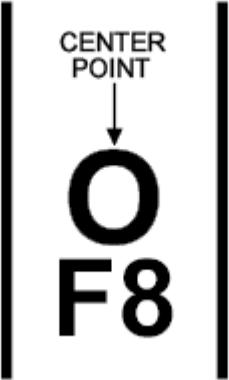
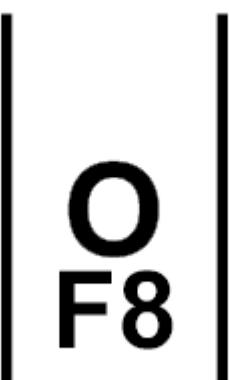
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p><b>TACGRP.C2GM.GNL.PNT.ACTL.ORB</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>AIR CONTROL<br/>ORBIT</p> <p>Hierarchy: N/A</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is typically centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPAI--****X</p> |
|   | <p>Example</p>  <p>G*GPGPAI--****X</p> |

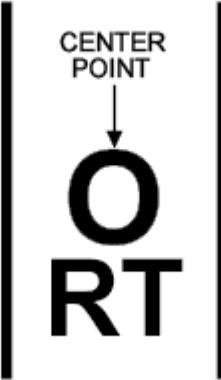
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p><b>TACGRP.C2GM.GNL.PNT.ACTL.ORBF8</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>AIR CONTROL<br/>ORBIT - FIGURE EIGHT</p> <p>Hierarchy: N/A</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is typically centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPAJ--****X</p> |
|  | <p>Example</p>  <p>G*GPGPAJ--****X</p> |

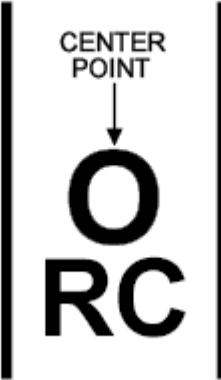
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p><b>TACGRP.C2GM.GNL.PNT.ACTL.ORBRT</b></p> <p>TA<del>TICAL</del> GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>AIR CONTROL<br/>ORBIT - RACE TRACK</p> <p>Hierarchy: N/A</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is typically centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPAM--****X</p> |
|  | <p>Example</p>  <p>G*GPGPAM--****X</p> |

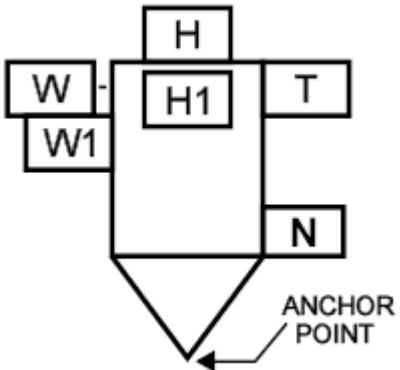
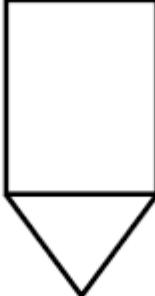
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p><b>TACGRP.C2GM.GNL.PNT.ACTL.ORBRD</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>AIR CONTROL<br/>ORBIT - RANDOM, CLOSED</p> <p>Hierarchy: N/A</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is typically centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPAN--****X</p> |
|  | <p>Example</p>  <p>G*GPGPAN--****X</p> |

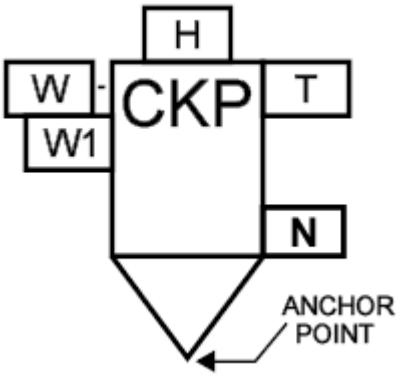
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <p><b>TACGRP.C2GM.GNL.PNT.ACPTPNT</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>ACTION POINTS (GENERAL)</p> <p>Hierarchy: 2.X.2.1.1.8</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.</li> <li>2. Size/Shape. Static. The graphic's corners form a 75 degree angle.</li> <li>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. A user can use this graphic to define a new type of point if the selection that follows is not sufficient.(Refer to Figures 10, 11 and 12 on Page 34)</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPP---****X</p>  |
|   | <p>Example</p>  <p>G*GPGPP---****X</p> |

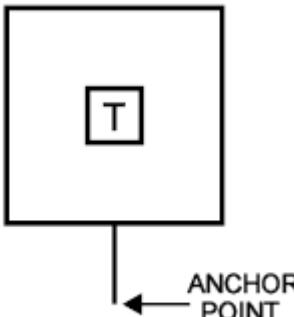
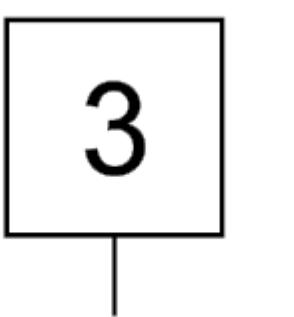
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.C2GM.GNL.PNT.ACCTPNT.CHPKNT</b><br><b>TACTICAL GRAPHICS</b><br><b>COMMAND AND CONTROL AND</b><br><b>GENERAL MANEUVER</b><br><b>GENERAL</b><br><b>POINTS</b><br><b>ACTION POINTS (GENERAL)</b><br><b>CHECK POINT</b><br><br>Hierarchy: 2.X.2.1.1.8.1<br><br>Parameters:<br><br>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.<br><br>2. Size/Shape. Static.<br><br>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .<br><br>Static/Dynamic: S | Template<br><br><br>G*GPGPK--****X<br><br>Example<br><br><br>G*GPGPK--****X |

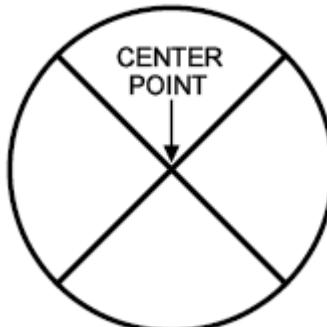
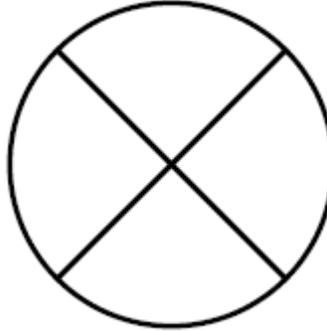
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p><b>TACGRP.C2GM.GNL.PNT.ACCTPNT.CONPNT</b></p> <p>TA<del>C</del>TICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>ACTION POINTS (GENERAL)<br/>CONTACT POINT</p> <p>Hierarchy: 2.X.2.1.1.8.2</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the end of the stem.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPPC--****X</p> <p>Example</p>  <p>G*GPGPPC--****X</p> |

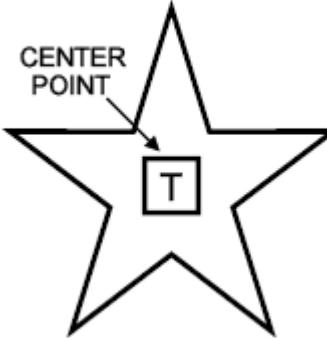
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p><b>TACGRP.C2GM.GNL.PNT.ACCTPNT.CRDPT</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>ACTION POINTS (GENERAL)<br/>COORDINATION POINT</p> <p>Hierarchy: 2.X.2.1.1.8.3</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is typically centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPPO--****X</p> |
|   | <p>Example</p>  <p>G*GPGPPO--****X</p> |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.C2GM.GNL.PNT.ACNPNT.DCNPNT</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>GENERAL<br>POINTS<br>ACTION POINTS (GENERAL)<br>DECISION POINT<br><br>Hierarchy: 2.X.2.1.1.8.4<br><br>Parameters:<br>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic is typically centered over the desired location.<br><br>Static/Dynamic: S | Template<br><br><br>G*GPGPPD--****X |
|   | Example<br><br><br>G*GPGPPD--****X |

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TABLE B-IV. Military operations tactical graphics - Continued.

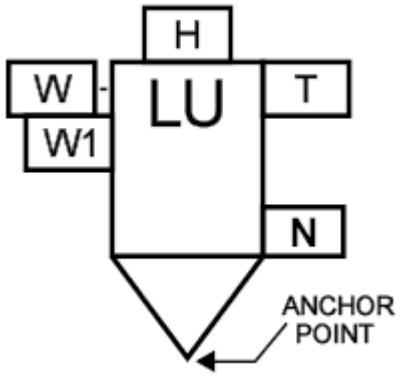
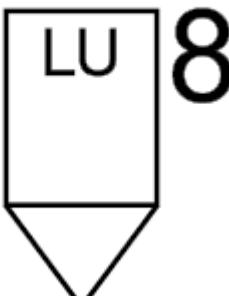
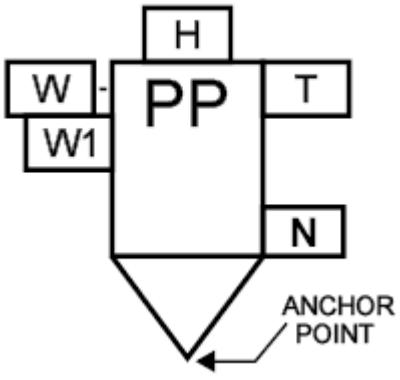
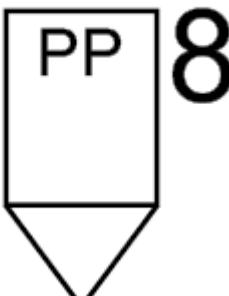
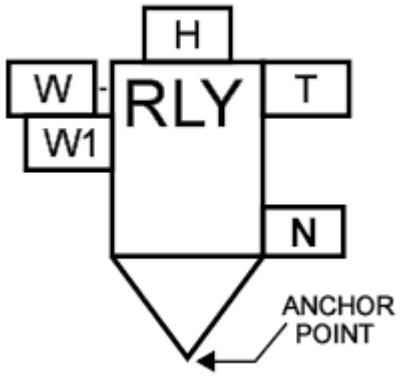
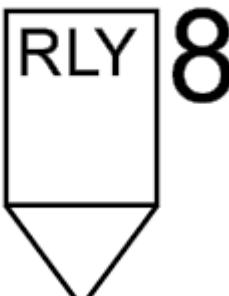
| GRAPHIC  | IMAGES  |
|--|---|
| <b>TACGRP.C2GM.GNL.PNT.ACPTPNT.LNKU PT</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>GENERAL<br>POINTS<br>ACTION POINTS (GENERAL)<br>LINKUP POINT<br><br>Hierarchy: 2.X.2.1.1.8.5<br><br>Parameters:<br><br>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.<br><br>2. Size/Shape. Static.<br><br>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .<br><br>Static/Dynamic: S | Template<br><br><br>Example<br><br> |
|  |   |

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.C2GM.GNL.PNT.ACCTPNT.PSSP<br/>NT</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>GENERAL<br>POINTS<br>ACTION POINTS (GENERAL)<br>PASSAGE POINT<br><br>Hierarchy: 2.X.2.1.1.8.6<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.<br><br>2. Size/Shape. Static.<br><br>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.<br><br>Static/Dynamic: S | Template<br><br><br>G*GPGPPP--****X<br><br>Example<br><br><br>G*GPGPPP--****X |
|   |   |

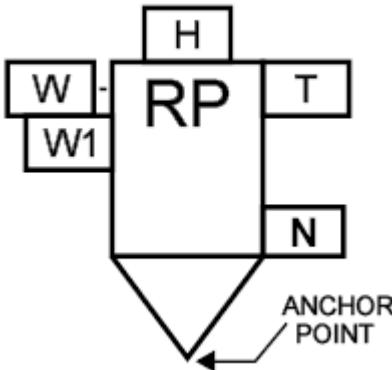
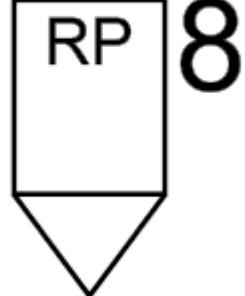
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.C2GM.GNL.PNT.ACCTPNT.RAYPTNT</b><br><b>TACTICAL GRAPHICS</b><br><b>COMMAND AND CONTROL AND</b><br><b>GENERAL MANEUVER</b><br><b>GENERAL</b><br><b>POINTS</b><br><b>ACTION POINTS (GENERAL)</b><br><b>RALLY POINT</b><br><br>Hierarchy: 2.X.2.1.1.8.7<br><br>Parameters:<br>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.<br><br>Static/Dynamic: S | Template<br><br>G*GPGPPR--****X  |
|   | Example<br><br>G*GPGPPR--****X |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <b>TACGRP.C2GM.GNL.PNT.ACCTPNT.RELPNT</b><br><b>TACTICAL GRAPHICS</b><br><b>COMMAND AND CONTROL AND</b><br><b>GENERAL MANEUVER</b><br><b>GENERAL</b><br><b>POINTS</b><br><b>ACTION POINTS (GENERAL)</b><br><b>RELEASE POINT</b><br><br><b>Hierarchy:</b> 2.X.2.1.1.8.8<br><br><u>Parameters:</u><br><ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .</li> </ol><br><u>Static/Dynamic:</u> S | <p>Template</p>  <p>G*GPGPPE--****X</p>  |
|  | <p>Example</p>  <p>G*GPGPPE--****X</p> |

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TABLE B-IV. Military operations tactical graphics - Continued.

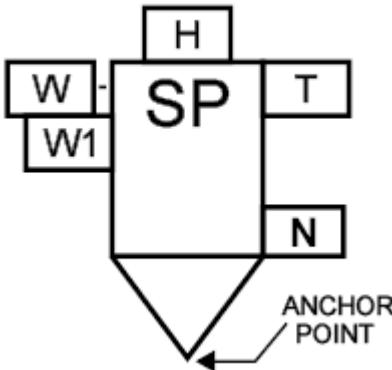
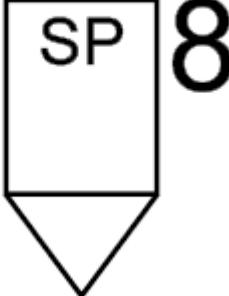
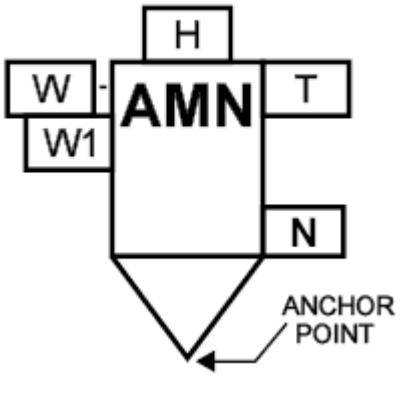
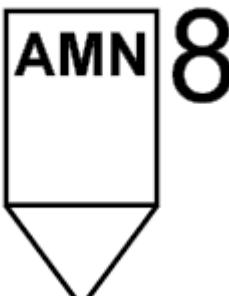
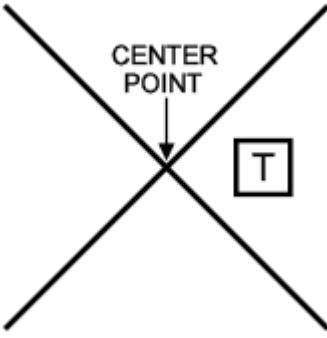
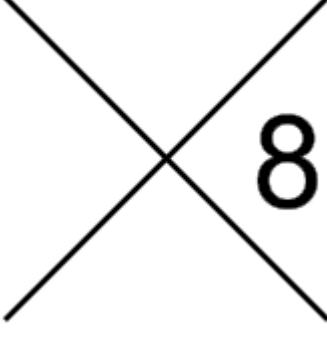
| GRAPHIC  | IMAGES   |
|--|--|
| <b>TACGRP.C2GM.GNL.PNT.ACCTPNT STRP NT</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>GENERAL<br>POINTS<br>ACTION POINTS (GENERAL)<br>START POINT<br><br>Hierarchy: 2.X.2.1.1.8.9<br><br>Parameters:<br><br>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.<br><br>2. Size/Shape. Static.<br><br>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.<br><br>Static/Dynamic: S | Template<br><br><br>G*GPGPPS--****X  |
|  | Example<br><br><br>G*GPGPPS--****X |

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <p><b>TACGRP.C2GM.GNL.PNT.ACPTPNT.AMN PNT</b></p> <p>TA<br/>CTICAL GRAP<br/>HIC COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>ACTION POINTS (GENERAL)<br/>AMNESTY POINT</p> <p>Hierarchy: N/A</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPPA--****X</p> <p>Example</p>  <p>G*GPGPPA--****X</p> |

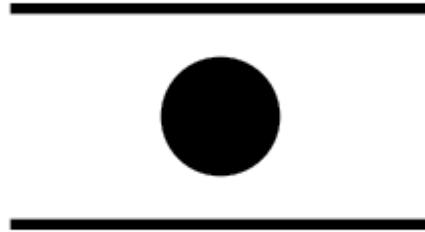
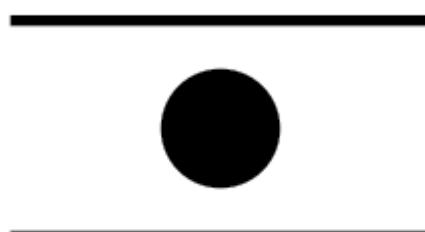
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p><b>TACGRP.C2GM.GNL.PNT.ACPTPNT.WAP</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>ACTION POINTS (GENERAL)<br/>WAYPOINT</p> <p>Hierarchy: 2.X.2.1.1.8.10</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is typically centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPPW--****X</p> |
|  | <p>Example</p>  <p>G*GPGPPW--****X</p> |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <p><b>TACGRP.C2GM.GNL.PNT.SCTL</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>SEA SURFACE CONTROL STATION</p> <p>Hierarchy: N/A</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point, the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPC---****X</p>  |
|   | <p>Example</p>  <p>G*GPGPC---****X</p> |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <p><b>TACGRP.C2GM.GNL.PNT.SCTL.USV</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>SEA SURFACE CONTROL STATION<br/>UNMANNED SURFACE VEHICLE<br/>(USV) CONTROL STATION</p> <p>Hierarchy: N/A</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point, the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPCU--****X</p>  |
|   | <p>Example</p>  <p>G*GPGPCU--****X</p> |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <p><b>TACGRP.C2GM.GNL.PNT.SCTL.USV.RM V</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>SEA SURFACE CONTROL STATION<br/>UNMANNED SURFACE VEHICLE<br/>(USV) CONTROL STATION<br/>REMOTE MULTIMISSION VEHICLE<br/>(RMV) USV CONTROL STATION</p> <p>Hierarchy: N/A</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point, the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPCUR-****X</p>  |
|  | <p>Example</p>  <p>G*GPGPCUR-****X</p> |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <p>TACGRP.C2GM.GNL.PNT.SCTL.USV.ASW</p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>SEA SURFACE CONTROL STATION<br/>UNMANNED SURFACE VEHICLE<br/>(USV) CONTROL STATION<br/>USV - ANTISUBMARINE WARFARE<br/>CONTROL STATION</p> <p>Hierarchy: N/A</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point, the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPCUA-****X</p>  |
|  | <p>Example</p>  <p>G*GPGPCUA-****X</p> |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <p>TACGRP.C2GM.GNL.PNT.SCTL.USV.SU<br/>W</p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>SEA SURFACE CONTROL STATION<br/>UNMANNED SURFACE VEHICLE<br/>(USV) CONTROL STATION<br/>USV - SURFACE WARFARE<br/>CONTROL STATION</p> <p>Hierarchy: N/A</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point, the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPCUS-****X</p>  |
|   | <p>Example</p>  <p>G*GPGPCUS-****X</p> |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <p>TACGRP.C2GM.GNL.PNT.SCTL.USV.MI<br/>W</p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>SEA SURFACE CONTROL STATION<br/>UNMANNED SURFACE VEHICLE<br/>(USV) CONTROL STATION<br/>USV - MINE WARFARE CONTROL<br/>STATION</p> <p>Hierarchy: N/A</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point, the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPCUM-****X</p>  |
|  | <p>Example</p>  <p>G*GPGPCUM-****X</p> |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <p><b>TACGRP.C2GM.GNL.PNT.SCTL.ASW</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>SEA SURFACE CONTROL STATION<br/>ASW CONTROL STATION</p> <p>Hierarchy: N/A</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point, the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPCA--****X</p>  |
|  | <p>Example</p>  <p>G*GPGPCA--****X</p> |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <p><b>TACGRP.C2GM.GNL.PNT.SCTL.SUW</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>SEA SURFACE CONTROL STATION<br/>SUW CONTROL STATION</p> <p>Hierarchy: N/A</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point, the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPCS--****X</p>  |
|  | <p>Example</p>  <p>G*GPGPCS--****X</p> |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <p><b>TACGRP.C2GM.GNL.PNT.SCTL.MIW</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>SEA SURFACE CONTROL STATION<br/>MIW CONTROL STATION</p> <p>Hierarchy: N/A</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point, the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPCM--****X</p>  |
|  | <p>Example</p>  <p>G*GPGPCM--****X</p> |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <p><b>TACGRP.C2GM.GNL.PNT.SCTL.PKT</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>SEA SURFACE CONTROL STATION<br/>PICKET CONTROL STATION</p> <p>Hierarchy: N/A</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point, the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPCP--****X</p>  |
|   | <p>Example</p>  <p>G*GPGPCP--****X</p> |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <p><b>TACGRP.C2GM.GNL.PNT.SCTL.RDV</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>SEA SURFACE CONTROL STATION<br/>RENDEZVOUS CONTROL POINT</p> <p>Hierarchy: N/A</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point, the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPCR--****X</p>  |
|   | <p>Example</p>  <p>G*GPGPCR--****X</p> |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <p><b>TACGRP.C2GM.GNL.PNT.SCTL.RSC</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>SEA SURFACE CONTROL STATION<br/>RESCUE CONTROL POINT</p> <p>Hierarchy: N/A</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point, the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPCC--****X</p>  |
|   | <p>Example</p>  <p>G*GPGPCC--****X</p> |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <p><b>TACGRP.C2GM.GNL.PNT.SCTL.REP</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>SEA SURFACE CONTROL STATION<br/>REPLENISHMENT CONTROL POINT</p> <p>Hierarchy: N/A</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point, the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPCE--****X</p>  |
|  | <p>Example</p>  <p>G*GPGPCE--****X</p> |

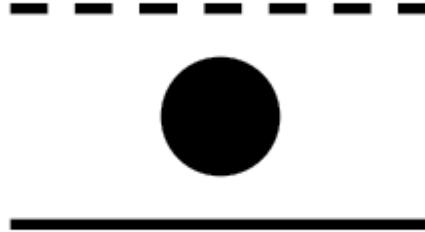
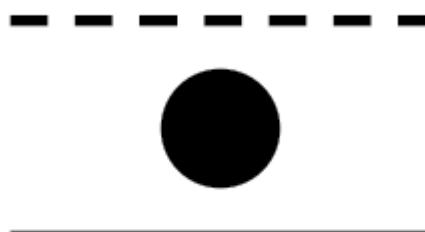
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <p><b>TACGRP.C2GM.GNL.PNT.SCTL.NCBTT</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>SEA SURFACE CONTROL STATION<br/>NONCOMBATANT CONTROL<br/>STATION</p> <p>Hierarchy: N/A</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point, the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPCN--****X</p>  |
|   | <p>Example</p>  <p>G*GPGPCN--****X</p> |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.C2GM.GNL.PNT.UCTL</b><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>GENERAL<br>POINTS<br>SUBSURFACE CONTROL STATION<br><br>Hierarchy: N/A<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point, the center of the graphic.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic is centered over the desired location.<br><br>Static/Dynamic: S | Template<br><br>G*GPGPB---****X  |
|   | Example<br><br>G*GPGPB---****X |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <p><b>TACGRP.C2GM.GNL.PNT.UCTL.UUV</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>SUBSURFACE CONTROL STATION<br/>UNMANNED UNDERWATER<br/>VEHICLE (UUV) CONTROL<br/>STATION</p> <p>Hierarchy: N/A</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point, the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPBU--****X</p>  |
|  | <p>Example</p>  <p>G*GPGPBU--****X</p> |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <p>TACGRP.C2GM.GNL.PNT.UCTL.UUV.ASW</p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>SUBSURFACE CONTROL STATION<br/>UNMANNED UNDERWATER<br/>VEHICLE (UUV) CONTROL STATION<br/>UUV - ANTISUBMARINE WARFARE<br/>CONTROL STATION</p> <p>Hierarchy: N/A</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point, the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPBUA-****X</p>  |
|  | <p>Example</p>  <p>G*GPGPBUA-****X</p> |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <p>TACGRP.C2GM.GNL.PNT.UCTL.UUV.SUW</p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>SUBSURFACE CONTROL STATION<br/>UNMANNED UNDERWATER<br/>VEHICLE (UUV) CONTROL STATION<br/>UUV - SURFACE WARFARE<br/>CONTROL STATION</p> <p>Hierarchy: N/A</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point, the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPBUS-****X</p>  |
|  | <p>Example</p>  <p>G*GPGPBUS-****X</p> |

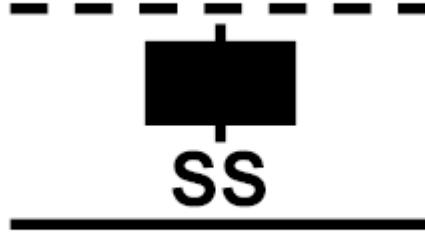
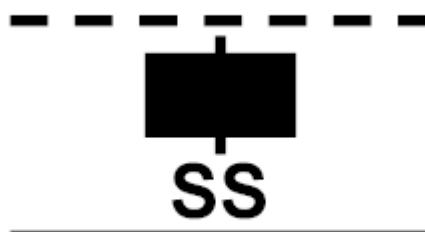
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p><b>TACGRP.C2GM.GNL.PNT.UCTL.UUV.MIW</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>SUBSURFACE CONTROL STATION<br/>UNMANNED UNDERWATER<br/>VEHICLE (UUV) CONTROL STATION<br/>UUV - MINE WARFARE CONTROL<br/>STATION</p> <p>Hierarchy: N/A</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point, the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGBUM-****X</p>  |
|  | <p>Example</p>  <p>G*GPGBUM-****X</p> |

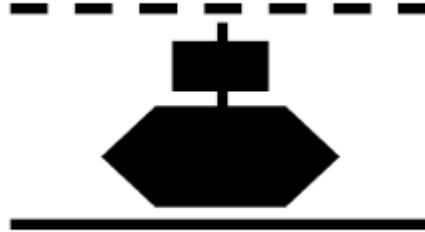
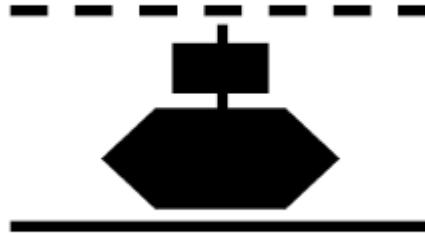
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <p><b>TACGRP.C2GM.GNL.PNT.UCTL.SBSTM</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>SUBSURFACE CONTROL STATION<br/>SUBMARINE CONTROL STATION</p> <p>Hierarchy: N/A</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point, the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPBS--****X</p>  |
|   | <p>Example</p>  <p>G*GPGPBS--****X</p> |

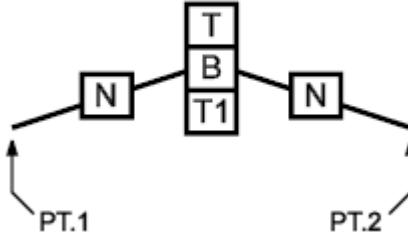
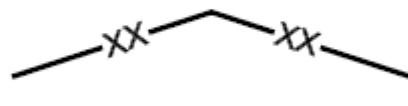
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <p><b>TACGRP.C2GM.GNL.PNT.UCTL.SBSTN.A</b><br/><b>SW</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>POINTS<br/>SUBSURFACE CONTROL STATION<br/>SUBMARINE CONTROL STATION<br/>ASW SUBMARINE CONTROL<br/>STATION</p> <p>Hierarchy: N/A</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point, the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPGPBSA-****X</p>  |
|   | <p>Example</p>  <p>G*GPGPBSA-****X</p> |

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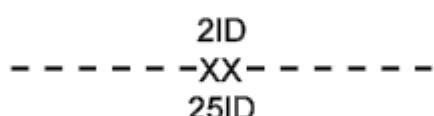
**TABLE B-IV. Military operations tactical graphics - Continued.**

| GRAPHIC  | IMAGES  |
|--|---|
| <b>TACGRP.C2GM.GNL.LNE</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>GENERAL<br>LINES<br><br>Hierarchy: 2.X.2.1.2<br><br><u>Static/Dynamic:</u> N/A   | N/A   |
| <b>TACGRP.C2GM.GNL.LNE.BNDS</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>GENERAL<br>LINES<br>BOUNDARIES<br><br>Hierarchy: 2.X.2.1.2.1<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line .<br><br>2. Size/Shape. The first and last anchor points determine the length of the line. The line segment between each pair of anchor points will repeat all information associated with the line segment between points 1 and 2.<br><br>3. Orientation. Orientation is determined by the anchor points.<br><br><u>Static/Dynamic:</u> D | Template<br><br>G*GPGLB---****X<br>Example1<br><br>GFGPGLB---****X |

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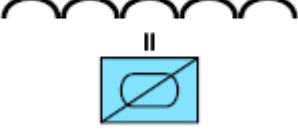
## APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
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| Example2 |  |
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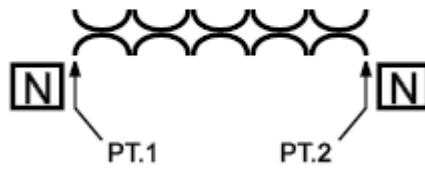
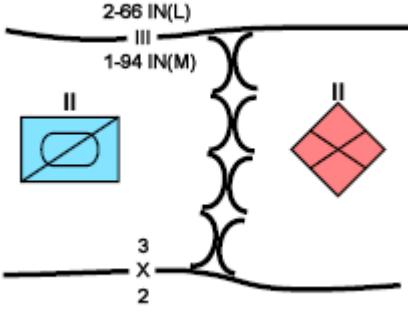
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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.C2GM.GNL.LNE.FLOT</b><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>GENERAL<br>LINES<br>FORWARD LINE OF OWN TROOPS<br>(FLOT)<br><br>Hierarchy: 2.X.2.1.2.2<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line.<br><br>2. Size/Shape. The first and last anchor points determine the length of the line. The end-of-line information will typically be posted at the ends of the line as it is displayed on the screen.<br><br>3. Orientation. Orientation is determined by the order in which the anchor points are entered.<br><br>Static/Dynamic: D | Template<br><br>G*GPGLF---****X  |
|   | Example<br><br>G*GPGLF---****X |

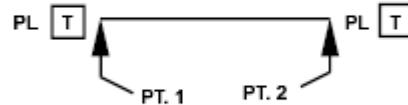
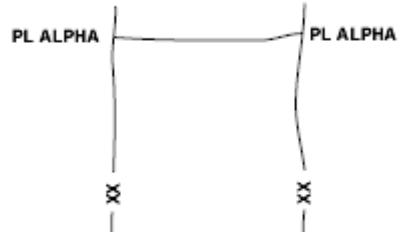
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.C2GM.GNL.LNE.LOC</b><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>GENERAL<br>LINES<br>LINE OF CONTACT<br><br>Hierarchy: 2.X.2.1.2.3<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line .<br><br>2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen.<br><br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D | Template<br><br>G*GPGLC---****X |
|   | Example<br><br>G*GPGLC---****X |

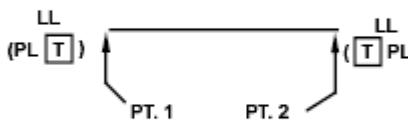
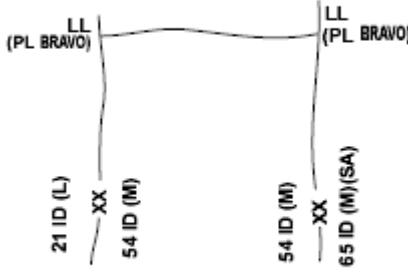
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p><b>TACGRP.C2GM.GNL.LNE.PHELNE</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>LINES<br/>PHASE LINE</p> <p>Hierarchy: 2.X.2.1.2.4</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line .</li> <li>2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen.</li> <li>3. Orientation. Orientation is determined by the anchor points</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*GPGLP---****X</p> |
|   | <p>Example</p>  <p>G*GPGLP---****X</p> |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p><b>TACGRP.C2GM.GNL.LNE.LITLNE</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>LINES<br/>LIGHT LINE</p> <p>Hierarchy: 2.X.2.1.2.5</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line .</li> <li>2. Size/Shape. The first and last anchor points determine the length of the line. The end-of-line information will typically be posted at the ends of the line as it is displayed on the screen.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*GPGLL---****X</p> |
|  | <p>Example</p>  <p>G*GPGLL---****X</p> |

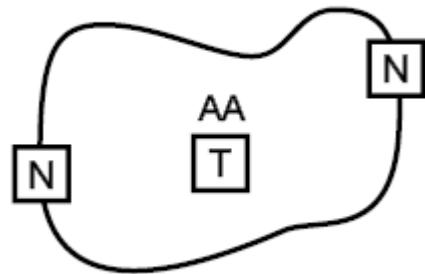
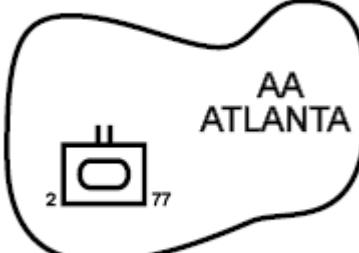
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.C2GM.GNL.ARS</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>GENERAL<br>AREAS<br><br>Hierarchy: 2.X.2.1.3<br><br>Static/Dynamic: N/A   | N/A   |
| <b>TACGRP.C2GM.GNL.ARS.GENARA</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>GENERAL<br>AREAS<br>GENERAL AREA<br><br>Hierarchy: 2.X.2.1.3.1<br><br><u>Parameters:</u><br><br>1. 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.<br><br>2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D<br><br>Note: Although unit symbols are not part of tactical graphic area, numerous unit symbols can be included in the area for presentation. | Template<br><br><br>G*GPGAG---****X<br><br>Example<br><br><br>G*GPGAG---****X |

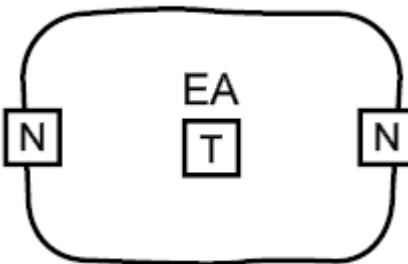
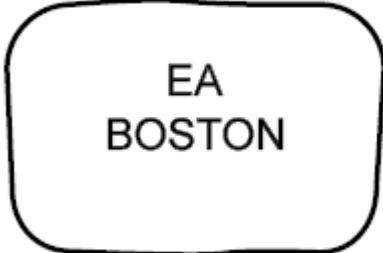
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <p><b>TACGRP.C2GM.GNL.ARS.ABYARA</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>AREAS<br/>ASSEMBLY AREA</p> <p>Hierarchy: 2.X.2.1.3.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. 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.</li> <li>2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Note: Although unit symbols are not part of tactical graphic area, numerous unit symbols can be included in the area for presentation.</p> | <p>Template</p>  <p>G*GPGAA---****X</p>  |
|  | <p>Example</p>  <p>G*GPGAA---****X</p> |

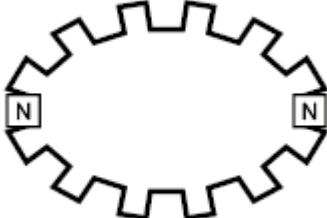
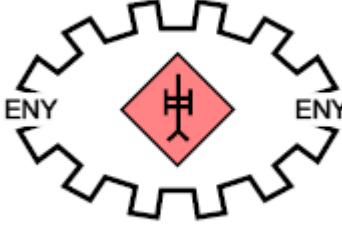
MIL-STD-2525C  
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <p><b>TACGRP.C2GM.GNL.ARS.EMTARA</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>AREAS<br/>ENGAGEMENT AREA</p> <p>Hierarchy: 2.X.2.1.3.3</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. 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.</li> <li>2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Note: Although unit symbols are not part of tactical graphic area, numerous unit symbols can be included in the area for presentation.</p> | <p>Template</p>  <p>G*GPGAE---****X</p>  |
|  | <p>Example</p>  <p>G*GPGAE---****X</p> |

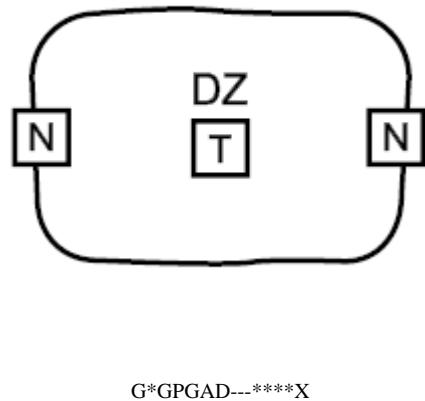
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <p><b>TACGRP.C2GM.GNL.ARS.FTFDAR</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>AREAS<br/>FORTIFIED AREA</p> <p>Hierarchy: 2.X.2.1.3.4</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. 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.</li> <li>2. Size/Shape. Determined by the anchor points.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Note: Although unit symbols are not part of tactical graphic area, numerous unit symbols can be included in the area for presentation.</p> | <p>Template</p>  <p>G*GPGAF---****X</p>  |
|  | <p>Example</p>  <p>G*GPGAF---****X</p> |

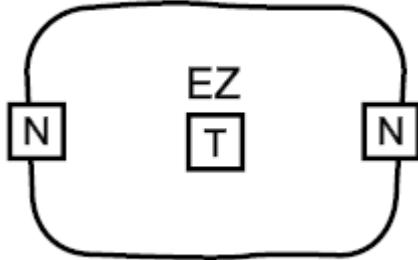
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.C2GM.GNL.ARS.DRPZ</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>GENERAL<br>AREAS<br>DROP ZONE<br><br>Hierarchy: 2.X.2.1.3.5<br><br><u>Parameters:</u><br><br>1. 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.<br><br>2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D<br><br>Note: Although unit symbols are not part of tactical graphic area, numerous unit symbols can be included in the area for presentation. | Template<br><br><br><br>G*GPGAD---****X  |
|   | Example<br><br><br><br>G*GPGAD---****X |

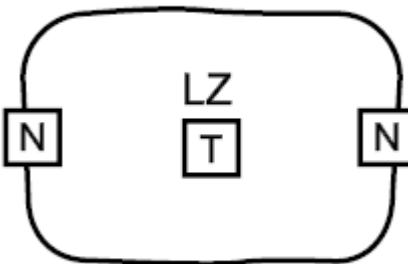
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <p><b>TACGRP.C2GM.GNL.ARS.EZ</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>AREAS<br/>EXTRACTION ZONE (EZ)</p> <p>Hierarchy: 2.X.2.1.3.6</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. 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.</li> <li>2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Note: Although unit symbols are not part of tactical graphic area, numerous unit symbols can be included in the area for presentation.</p> | <p>Template</p>  <p>G*GPGAX---****X</p>  |
|   | <p>Example</p>  <p>G*GPGAX---****X</p> |

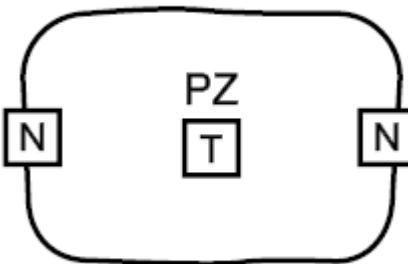
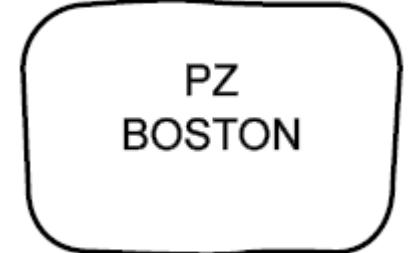
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <p><b>TACGRP.C2GM.GNL.ARS.LZ</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>AREAS<br/>LANDING ZONE (LZ)</p> <p>Hierarchy: 2.X.2.1.3.7</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. 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.</li> <li>2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Note: Although unit symbols are not part of tactical graphic area, numerous unit symbols can be included in the area for presentation.</p> | <p>Template</p>  <p>G*GPGAL---****X</p>  |
|  | <p>Example</p>  <p>G*GPGAL---****X</p> |

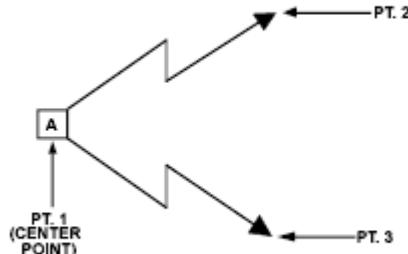
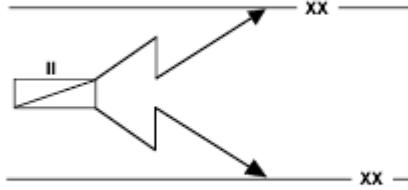
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <p><b>TACGRP.C2GM.GNL.ARS.PZ</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>AREAS<br/>PICKUP ZONE (PZ)</p> <p>Hierarchy: 2.X.2.1.3.8</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. 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.</li> <li>2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Note: Although unit symbols are not part of tactical graphic area, numerous unit symbols can be included in the area for presentation.</p> | <p>Template</p>  <p>G*GPGAP---****X</p>  |
|   | <p>Example</p>  <p>G*GPGAP---****X</p> |

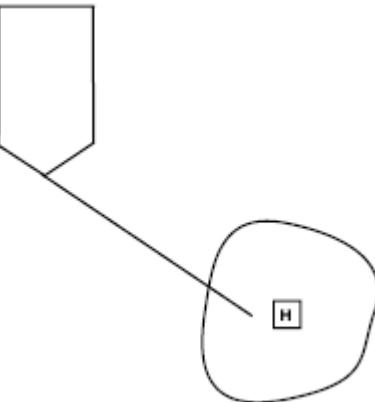
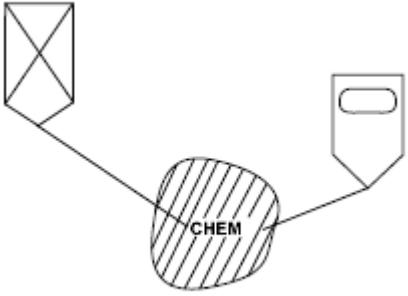
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <p><b>TACGRP.C2GM.GNL.ARS.SRHARA</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>GENERAL<br/>AREAS<br/>SEARCH AREA/RECONNAISSANCE<br/>AREA</p> <p>Hierarchy: 2.X.2.1.3.9</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This symbol requires three anchor points. Point 1 defines the vertex of the graphic. Points 2 and 3 define the tips of the arrowheads.</li> <li>2. 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.</li> <li>3. Orientation. Orientation is determined by the anchor points. The arrowheads may touch other graphics that define the limits of the task. The tactical symbol indicator is centered over point 1.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*GPGAS---****X</p>  |
|   | <p>Example</p>  <p>G*GPGAS---****X</p> |

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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <b>TACGRP.C2GM.GNL.ARS.LAARA</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>GENERAL<br>AREAS<br>LIMITED ACCESS AREA<br><br>Hierarchy: 2.X.2.1.3.10<br><br>(NOTE: A limited access area is comprised of a general area graphic, which defines the area and relays the nature of the hazard or obstacle, and a pentagon, which denotes the unit or equipment type that is restricted from the area. More pentagons can be added as necessary if more units and equipment are barred from the area. Pentagons can be positioned so as not to obscure any important data also presented on the display.)<br><br><u>Parameters:</u><br><ol style="list-style-type: none"> <li>1. Anchor Points. The area 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. A pentagon requires one anchor point and is connected to the area graphic with a straight line.</li> <li>2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area.</li> <li>3. Orientation. A pentagon will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.</li> </ol> <u>Static/Dynamic:</u> D<br><br>Note: Although unit symbols are not part of tactical graphic area, numerous unit symbols can be included in the area for presentation. | Template<br><br><br><b>G*GPGAY---****X</b><br><br>Example<br><br><br><b>G*GPGAY---****X</b> |

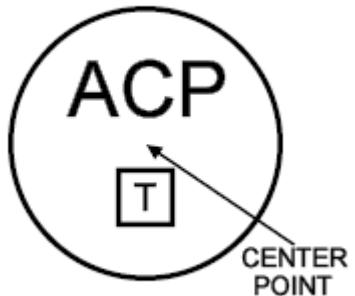
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.C2GM.GNL.ARS.AIRFZ</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>GENERAL<br>AREAS<br>AIRFIELD ZONE<br><br>Hierarchy: 2.X.2.1.3.11<br><br><u>Parameters:</u><br><br>1. 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.<br><br>2. Size/Shape. Determined by the anchor points. The airfield graphic should be moveable within the area.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D<br><br>Note: Although unit symbols are not part of tactical graphic area, numerous unit symbols can be included in the area for presentation. | Template<br><br><br>G*GPGAZ---****X  |
|   | Example<br><br><br>G*GPGAZ---****X |

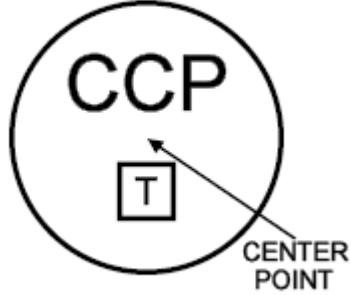
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.C2GM.AVN</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>AVIATION<br><br>Hierarchy: 2.X.2.2<br><br>Static/Dynamic: N/A   | N/A  |
| <b>TACGRP.C2GM.AVN.PNT</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>AVIATION<br>POINTS<br><br>Hierarchy: 2.X.2.2.1<br><br>Static/Dynamic: N/A   | N/A  |
| <b>TACGRP.C2GM.AVN.PNT.ACP</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>AVIATION<br>POINTS<br>AIR CONTROL POINT (ACP)<br><br>Hierarchy: 2.X.2.2.1.1<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.<br><br>2. Size/Shape. Static.<br><br>3. Orientation. The graphic is typically centered over the desired location.<br><br>Static/Dynamic: S | Template<br><br>G*GPAPP---****X<br><br>Example<br><br>G*GPAPP---****X |

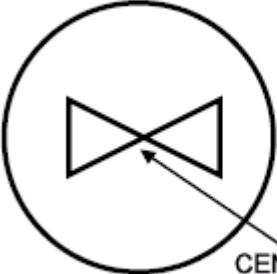
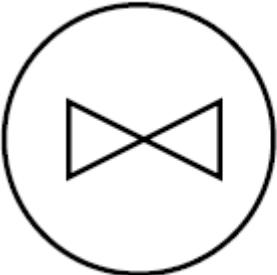
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p><b>TACGRP.C2GM.AVN.PNT.COMMCP</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>AVIATION<br/>POINTS<br/>COMMUNICATIONS CHECKPOINT<br/>(CCP)</p> <p>Hierarchy: 2.X.2.2.1.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is typically centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPAPC---****X</p> |
|   | <p>Example</p>  <p>G*GPAPC---****X</p> |

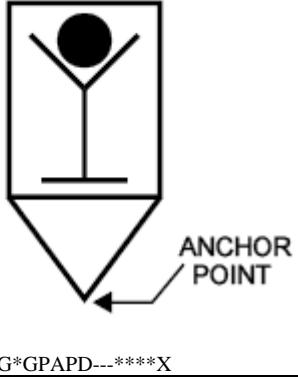
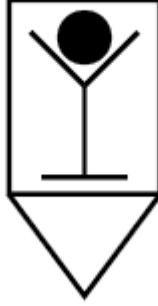
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <p><b>TACGRP.C2GM.AVN.PNT.PUP</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>AVIATION<br/>POINTS<br/>PULL-UP POINT (PUP)</p> <p>Hierarchy: 2.X.2.2.1.3</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is typically centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>PUP</p> <p>CENTER POINT</p> <p>G*GPAPU---****X</p> |
|  | <p>Example</p>  <p>PUP</p> <p>G*GPAPU---****X</p>                     |

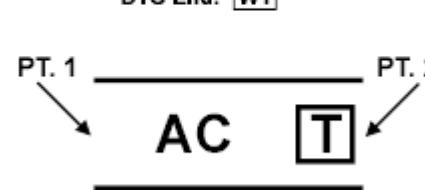
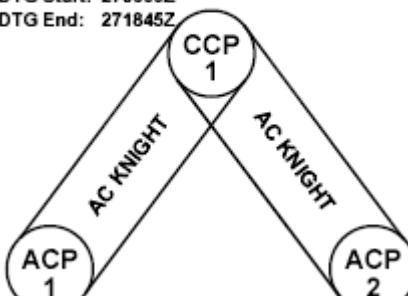
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <p><b>TACGRP.C2GM.AVN.PNT.DAPP</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>AVIATION<br/>POINTS<br/>DOWNED AIRCREW PICKUP POINT</p> <p>Hierarchy: 2.X.2.2.1.4</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPAPD---****X</p>  |
|   | <p>Example</p>  <p>G*GPAPD---****X</p> |

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**TABLE B-IV. Military operations tactical graphics - Continued.**

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.C2GM.AVN.LNE</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>AVIATION<br>LINES<br><br>Hierarchy: 2.X.2.2.2<br><br>Static/Dynamic: N/A  | N/A   |
| <b>TACGRP.C2GM.AVN.LNE.ACDR</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>AVIATION<br>LINES<br>AIR CORRIDOR<br><br>Hierarchy: 2.X.2.2.2.1<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic 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, 2.X.2.2.1.1), Communications Checkpoints (CCP, 2.X.2.2.1.2) or a combination of the two.<br><br>2. 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 graphic should be placed between points 1 and 2 in such a way it does not obscure the graphic.<br><br>3. Orientation. The anchor points determine orientation.<br><br>Static/Dynamic: D | Template<br><br><div style="display: flex; align-items: center; justify-content: center;"> <div style="margin-right: 20px;"> <b>Name:</b> T<br/> <b>Width:</b> AM<br/> <b>Min Alt:</b> X<br/> <b>Max Alt:</b> X1<br/> <b>DTG Start:</b> W<br/> <b>DTG End:</b> W1 </div>  <p style="text-align: center;">G*GPALC---****X</p> <br/> Example<br/> <div style="display: flex; align-items: center; justify-content: center;"> <div style="margin-right: 20px;"> <b>Name:</b> KNIGHT<br/> <b>Width:</b> 200m<br/> <b>Min Alt:</b> 50ft AGL<br/> <b>Max Alt:</b> 200ft AGL<br/> <b>DTG Start:</b> 270600Z<br/> <b>DTG End:</b> 271845Z </div>  <p style="text-align: center;">G*GPALC---****X</p> </div> </div> |

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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

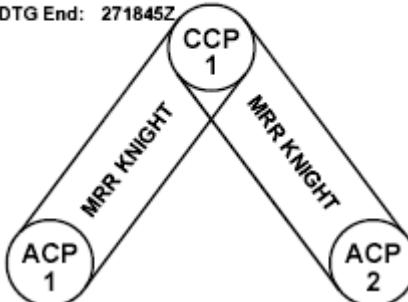
| GRAPHIC  | IMAGES   |         |           |            |             |              |             |              |             |                   |                    |                    |                  |
|--|--|---------|-----------|------------|-------------|--------------|-------------|--------------|-------------|-------------------|--------------------|--------------------|------------------|
| <b>TACGRP.C2GM.AVN.LNE.MRR</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>AVIATION<br>LINES<br>MINIMUM RISK ROUTE (MRR)<br><br>Hierarchy: 2.X.2.2.2<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic 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, 2.X.2.2.1.1), Communications Checkpoints (CCP, 2.X.2.2.1.2) or a combination of the two.<br><br>2. 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 graphic should be placed between points 1 and 2 in such a way it does not obscure the graphic.<br><br>3. Orientation. The anchor points determine orientation.<br><br>Static/Dynamic: D | <p>Template</p> <table> <tr> <td>Name: T</td> </tr> <tr> <td>Width: AM</td> </tr> <tr> <td>Min Alt: X</td> </tr> <tr> <td>Max Alt: X1</td> </tr> <tr> <td>DTG Start: W</td> </tr> <tr> <td>DTG End: W1</td> </tr> </table>  <p>G*GPALM---****X</p> <p>Example</p> <table> <tr> <td>Name: KNIGHT</td> </tr> <tr> <td>Width: 200m</td> </tr> <tr> <td>Min Alt: 50ft AGL</td> </tr> <tr> <td>Max Alt: 200ft AGL</td> </tr> <tr> <td>DTG Start: 270600Z</td> </tr> <tr> <td>DTG End: 271845Z</td> </tr> </table>  <p>G*GPALM---****X</p> | Name: T | Width: AM | Min Alt: X | Max Alt: X1 | DTG Start: W | DTG End: W1 | Name: KNIGHT | Width: 200m | Min Alt: 50ft AGL | Max Alt: 200ft AGL | DTG Start: 270600Z | DTG End: 271845Z |
| Name: T  |  |         |           |            |             |              |             |              |             |                   |                    |                    |                  |
| Width: AM  |  |         |           |            |             |              |             |              |             |                   |                    |                    |                  |
| Min Alt: X   |  |         |           |            |             |              |             |              |             |                   |                    |                    |                  |
| Max Alt: X1  |  |         |           |            |             |              |             |              |             |                   |                    |                    |                  |
| DTG Start: W   |  |         |           |            |             |              |             |              |             |                   |                    |                    |                  |
| DTG End: W1  |  |         |           |            |             |              |             |              |             |                   |                    |                    |                  |
| Name: KNIGHT   |  |         |           |            |             |              |             |              |             |                   |                    |                    |                  |
| Width: 200m  |  |         |           |            |             |              |             |              |             |                   |                    |                    |                  |
| Min Alt: 50ft AGL  |  |         |           |            |             |              |             |              |             |                   |                    |                    |                  |
| Max Alt: 200ft AGL   |  |         |           |            |             |              |             |              |             |                   |                    |                    |                  |
| DTG Start: 270600Z   |  |         |           |            |             |              |             |              |             |                   |                    |                    |                  |
| DTG End: 271845Z   |  |         |           |            |             |              |             |              |             |                   |                    |                    |                  |

TABLE B-IV. Military operations tactical graphics - Continued.

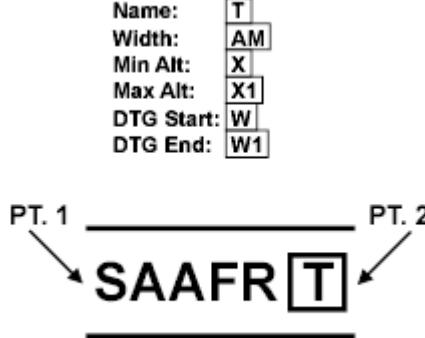
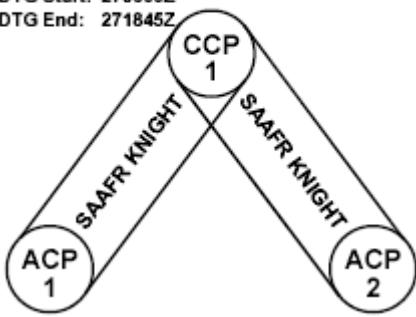
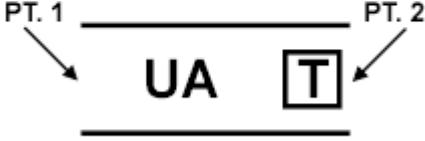
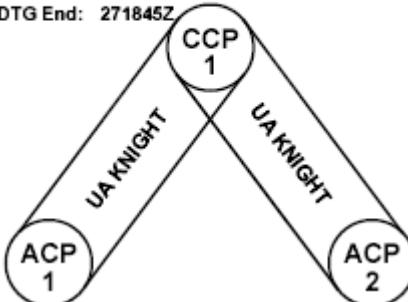
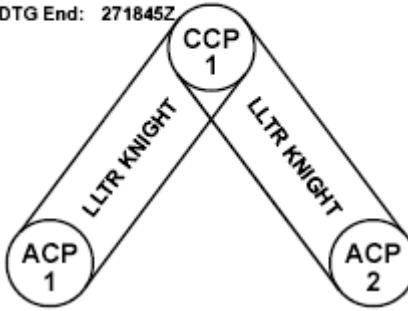
| GRAPHIC  | IMAGES   |
|--|--|
| <p><b>TACGRP.C2GM.AVN.LNE.SAAFR</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>AVIATION<br/>LINES<br/>STANDARD-USE ARMY AIRCRAFT<br/>FLIGHT ROUTE (SAAFR)</p> <p>Hierarchy: 2.X.2.2.3</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic 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, 2.X.2.2.1.1), Communications Checkpoints (CCP, 2.X.2.2.1.2) or a combination of the two.</li> <li>2. 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 graphic should be placed between points 1 and 2 in such a way it does not obscure the graphic.</li> <li>3. Orientation. The anchor points determine orientation.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p> <p>Name: T<br/>Width: AM<br/>Min Alt: X<br/>Max Alt: X1<br/>DTG Start: W<br/>DTG End: W1</p>  <p>G*GPALS---****X</p> <p>Example</p> <p>Name: KNIGHT<br/>Width: 200m<br/>Min Alt: 50ft AGL<br/>Max Alt: 200ft AGL<br/>DTG Start: 270600Z<br/>DTG End: 271845Z</p>  <p>G*GPALS---****X</p> |

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |         |           |            |             |              |             |              |             |                   |                    |                    |                  |
|---|--|---------|-----------|------------|-------------|--------------|-------------|--------------|-------------|-------------------|--------------------|--------------------|------------------|
| <b>TACGRP.C2GM.AVN.LNE.UAR</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>AVIATION<br>LINES<br>UNMANNED AIRCRAFT (UA)<br>ROUTE<br><br>Hierarchy: 2.X.2.2.4<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic 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, 2.X.2.2.1.1), Communications Checkpoints (CCP, 2.X.2.2.1.2) or a combination of the two.<br><br>2. 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 graphic should be placed between points 1 and 2 in such a way it does not obscure the graphic.<br><br>3. Orientation. The anchor points determine orientation.<br><br>Static/Dynamic: D | <p>Template</p> <table border="1" style="margin-left: auto; margin-right: auto;"> <tr> <td>Name: T</td> </tr> <tr> <td>Width: AM</td> </tr> <tr> <td>Min Alt: X</td> </tr> <tr> <td>Max Alt: X1</td> </tr> <tr> <td>DTG Start: W</td> </tr> <tr> <td>DTG End: W1</td> </tr> </table>  <p>G*GPALU---****X</p> <p>Example</p> <table border="1" style="margin-left: auto; margin-right: auto;"> <tr> <td>Name: KNIGHT</td> </tr> <tr> <td>Width: 200m</td> </tr> <tr> <td>Min Alt: 50ft AGL</td> </tr> <tr> <td>Max Alt: 200ft AGL</td> </tr> <tr> <td>DTG Start: 270600Z</td> </tr> <tr> <td>DTG End: 271845Z</td> </tr> </table>  <p>G*GPALU---****X</p> | Name: T | Width: AM | Min Alt: X | Max Alt: X1 | DTG Start: W | DTG End: W1 | Name: KNIGHT | Width: 200m | Min Alt: 50ft AGL | Max Alt: 200ft AGL | DTG Start: 270600Z | DTG End: 271845Z |
| Name: T   |  |         |           |            |             |              |             |              |             |                   |                    |                    |                  |
| Width: AM   |  |         |           |            |             |              |             |              |             |                   |                    |                    |                  |
| Min Alt: X  |  |         |           |            |             |              |             |              |             |                   |                    |                    |                  |
| Max Alt: X1   |  |         |           |            |             |              |             |              |             |                   |                    |                    |                  |
| DTG Start: W  |  |         |           |            |             |              |             |              |             |                   |                    |                    |                  |
| DTG End: W1   |  |         |           |            |             |              |             |              |             |                   |                    |                    |                  |
| Name: KNIGHT  |  |         |           |            |             |              |             |              |             |                   |                    |                    |                  |
| Width: 200m   |  |         |           |            |             |              |             |              |             |                   |                    |                    |                  |
| Min Alt: 50ft AGL   |  |         |           |            |             |              |             |              |             |                   |                    |                    |                  |
| Max Alt: 200ft AGL  |  |         |           |            |             |              |             |              |             |                   |                    |                    |                  |
| DTG Start: 270600Z  |  |         |           |            |             |              |             |              |             |                   |                    |                    |                  |
| DTG End: 271845Z  |  |         |           |            |             |              |             |              |             |                   |                    |                    |                  |

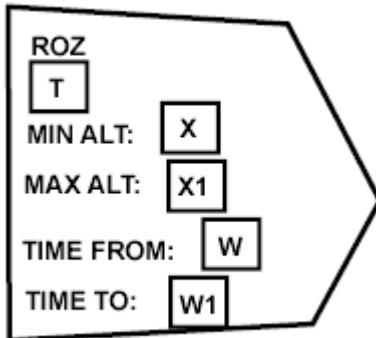
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |         |           |            |             |              |             |              |             |                   |                    |                    |                  |
|--|--|---------|-----------|------------|-------------|--------------|-------------|--------------|-------------|-------------------|--------------------|--------------------|------------------|
| <b>TACGRP.C2GM.AVN.LNE.LLTR</b><br><p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>AVIATION<br/>LINES<br/>LOW LEVEL TRANSIT ROUTE<br/>(LLTR)</p> <p>Hierarchy: 2.X.2.2.5</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic 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, 2.X.2.2.1.1), Communications Checkpoints (CCP, 2.X.2.2.1.2) or a combination of the two.</li> <li>2. 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 graphic should be placed between points 1 and 2 in such a way it does not obscure the graphic.</li> <li>3. Orientation. The anchor points determine orientation.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p> <table border="1"> <tr> <td>Name: T</td> </tr> <tr> <td>Width: AM</td> </tr> <tr> <td>Min Alt: X</td> </tr> <tr> <td>Max Alt: X1</td> </tr> <tr> <td>DTG Start: W</td> </tr> <tr> <td>DTG End: W1</td> </tr> </table>  <p>G*GPALL---****X</p> <p>Example</p> <table border="1"> <tr> <td>Name: KNIGHT</td> </tr> <tr> <td>Width: 200m</td> </tr> <tr> <td>Min Alt: 50ft AGL</td> </tr> <tr> <td>Max Alt: 200ft AGL</td> </tr> <tr> <td>DTG Start: 270600Z</td> </tr> <tr> <td>DTG End: 271845Z</td> </tr> </table>  <p>G*GPALL---****X</p> | Name: T | Width: AM | Min Alt: X | Max Alt: X1 | DTG Start: W | DTG End: W1 | Name: KNIGHT | Width: 200m | Min Alt: 50ft AGL | Max Alt: 200ft AGL | DTG Start: 270600Z | DTG End: 271845Z |
| Name: T  |  |         |           |            |             |              |             |              |             |                   |                    |                    |                  |
| Width: AM  |  |         |           |            |             |              |             |              |             |                   |                    |                    |                  |
| Min Alt: X   |  |         |           |            |             |              |             |              |             |                   |                    |                    |                  |
| Max Alt: X1  |  |         |           |            |             |              |             |              |             |                   |                    |                    |                  |
| DTG Start: W   |  |         |           |            |             |              |             |              |             |                   |                    |                    |                  |
| DTG End: W1  |  |         |           |            |             |              |             |              |             |                   |                    |                    |                  |
| Name: KNIGHT   |  |         |           |            |             |              |             |              |             |                   |                    |                    |                  |
| Width: 200m  |  |         |           |            |             |              |             |              |             |                   |                    |                    |                  |
| Min Alt: 50ft AGL  |  |         |           |            |             |              |             |              |             |                   |                    |                    |                  |
| Max Alt: 200ft AGL   |  |         |           |            |             |              |             |              |             |                   |                    |                    |                  |
| DTG Start: 270600Z   |  |         |           |            |             |              |             |              |             |                   |                    |                    |                  |
| DTG End: 271845Z   |  |         |           |            |             |              |             |              |             |                   |                    |                    |                  |

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**TABLE B-IV. Military operations tactical graphics - Continued.**

| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.C2GM.AVN.ARS</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>AVIATION<br>AREAS<br><br>Hierarchy: 2.X.2.2.3<br><br>Static/Dynamic: N/A  | N/A  |
| <b>TACGRP.C2GM.AVN.ARS.ROZ</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>AVIATION<br>AREAS<br>RESTRICTED OPERATIONS ZONE<br>(ROZ)<br><br>Hierarchy: 2.X.2.2.3.1<br><br><u>Parameters:</u><br><br>1. 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.<br><br>2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D | Template<br><br><br>G*GPAAR---****X |

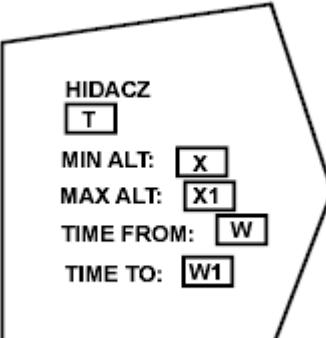
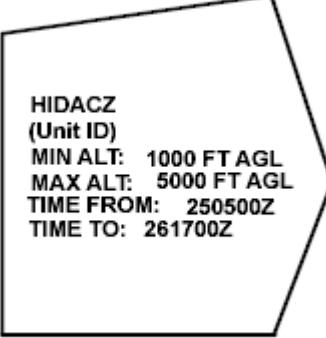
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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p><b>TACGRP.C2GM.AVN.ARS.SHRDEZ</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>AVIATION<br/>AREAS<br/>SHORT-RANGE AIR DEFENSE<br/>ENGAGEMENT ZONE (SHORADEZ)</p> <p>Hierarchy: 2.X.2.3.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. 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.</li> <li>2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p> <p>SHORADEZ</p> <p>T</p> <p>MIN ALT: X</p> <p>MAX ALT: X1</p> <p>TIME FROM: W</p> <p>TIME TO: W1</p> <p>G*GPAAF---****X</p>                     |
|  | <p>Example</p> <p>SHORADEZ<br/>(Unit ID)<br/>MIN ALT: 100 FT MSL<br/>MAX ALT: 500 FT MSL<br/>TIME FROM: 180530Z<br/>TIME TO: 182100Z</p> <p>G*GPAAF---****X</p> |

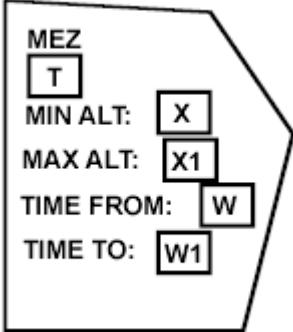
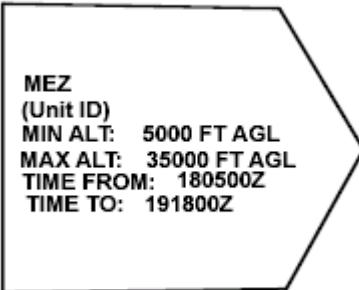
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p><b>TACGRP.C2GM.AVN.ARS.HIDACZ</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>AVIATION<br/>AREAS<br/>HIGH DENSITY AIRSPACE<br/>CONTROL ZONE (HIDACZ)</p> <p>Hierarchy: 2.X.2.2.3.3</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. 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.</li> <li>2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*GPAAH---****X</p> |
|   | <p>Example</p>  <p>G*GPAAH---****X</p> |

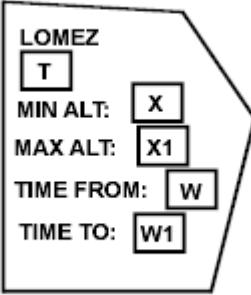
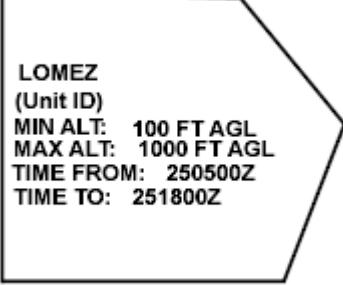
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p><b>TACGRP.C2GM.AVN.ARS.MEZ</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>AVIATION<br/>AREAS<br/>MISSILE ENGAGEMENT ZONE<br/>(MEZ)</p> <p>Hierarchy: 2.X.2.2.3.4</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. 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.</li> <li>2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*GPAAM---****X</p> |
|   | <p>Example</p>  <p>G*GPAAM---****X</p> |

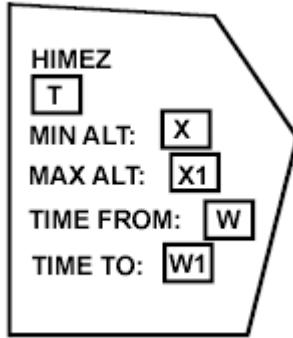
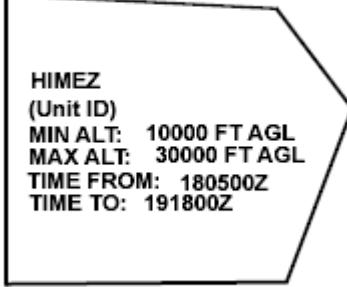
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p><b>TACGRP.C2GM.AVN.ARS.MEZ.LAMEZ</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>AVIATION<br/>AREAS<br/>MISSILE ENGAGEMENT ZONE (MEZ)<br/>LOW ALTITUDE MEZ</p> <p>Hierarchy: 2.X.2.2.3.4.1</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. 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.</li> <li>2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*GPAAML--****X</p> |
|   | <p>Example</p>  <p>G*GPAAML--****X</p> |

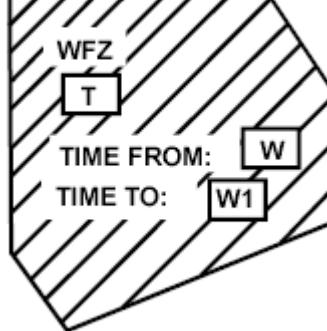
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p><b>TACGRP.C2GM.AVN.ARS.MEZ.HAMEZ</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>AVIATION<br/>AREAS<br/>MISSILE ENGAGEMENT ZONE (MEZ)<br/>HIGH ALTITUDE MEZ</p> <p>Hierarchy: 2.X.2.2.3.4.2</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. 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.</li> <li>2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*GPAAMH--****X</p> |
|   | <p>Example</p>  <p>G*GPAAMH--****X</p> |

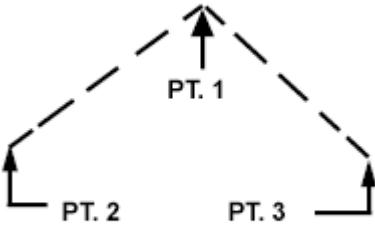
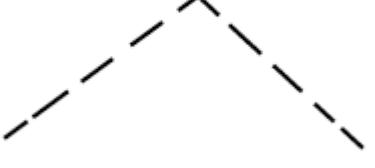
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.C2GM.AVN.ARS.WFZ</b><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>AVIATION<br>AREAS<br>WEAPONS FREE ZONE<br><br>Hierarchy: 2.X.2.2.3.5<br><br><u>Parameters:</u><br>1. 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.<br><br>2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D | Template<br><br>G*GPAAW---****X |
|   | Example<br><br>G*GPAAW---****X |

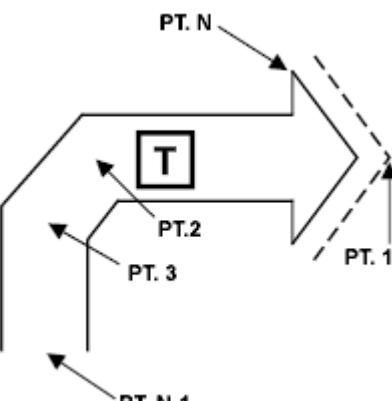
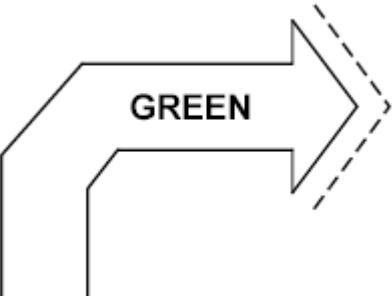
**MIL-STD-2525C**  
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**TABLE B-IV. Military operations tactical graphics - Continued.**

| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.C2GM.DCPN</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>DECEPTION<br><br>Hierarchy: 2.X.2.3<br><br>Static/Dynamic: N/A   | N/A  |
| <b>TACGRP.C2GM.DCPN.DMY</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>DECEPTION<br>DUMMY (DECEPTION/DECOY)<br><br>Hierarchy: 2.X.2.3.1<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires 3 anchor points. Point 1 defines the vertex of the graphic, and points 2 and 3 define its endpoints.<br><br>2. Size/Shape. Points 1, 2, and 3 determine the length of the lines connecting them. The line defined by points 1 and 2 is typically the same length as the line between points 2 and 3.<br><br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D<br><br>Note: The dashed lines in this graphic shall be displayed in present and anticipated status. | <p>Template</p>  <p>G*GPPD----****X</p> <p>Example</p>  <p>G*GPPD----****X</p> |

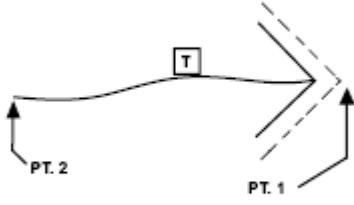
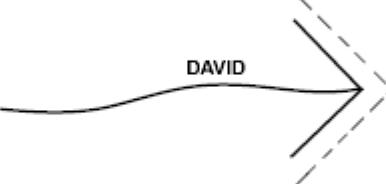
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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <b>TACGRP.C2GM.DCPN.AAFF</b><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>DECEPTION<br>AXIS OF ADVANCE FOR FEINT<br><br>Hierarchy: 2.X.2.3.2<br><br><u>Parameters:</u><br>1. Anchor Points. The graphic 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).<br><br>2. Size/Shape. Points 1 through N-1 determine the graphic's centerline and Point N determines the width.<br><br>3. Orientation. The arrowhead typically points toward enemy forces.<br><br>Static/Dynamic: D<br><br>Note: The dashed lines in this graphic shall be displayed in present and anticipated status. | Template<br><br>G*GPPA----****X<br><br>Example<br><br>G*GPPA----****X |

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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

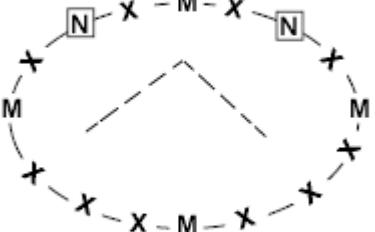
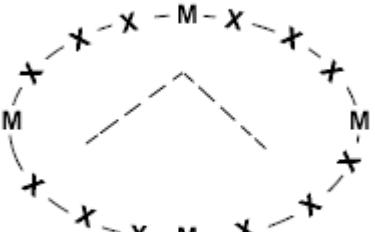
| GRAPHIC  | IMAGES   |
|--|--|
| <p><b>TACGRP.C2GM.DCPN.DAFF</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>DECEPTION<br/>DIRECTION OF ATTACK FOR FEINT</p> <p>Hierarchy: 2.X.2.3.3</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires two anchor points. Point 1 defines the vertex of the feint, and point 2 defines the rear of the graphic.</li> <li>2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length.</li> <li>3. Orientation. The arrow points in the direction of the action.</li> </ol> <p>Static/Dynamic: D</p> <p>Note: The dashed lines in this graphic shall be displayed in present and anticipated status.</p> | <p>Template</p>  <p>G*GPPF----****X</p> <p>Example</p>  <p>G*GPPF----****X</p> |

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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

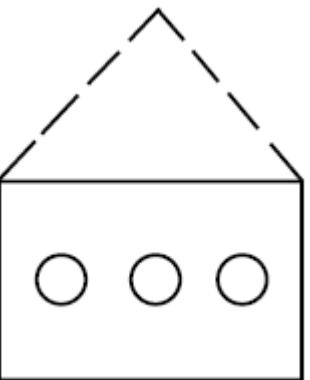
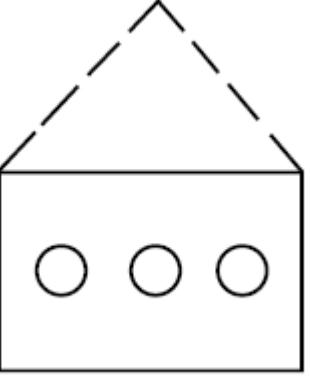
| GRAPHIC   | IMAGES                                 |
|---|--|
| <p><b>TACGRP.C2GM.DCPN.DMA</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>DECEPTION<br/>DECOY MINED AREA</p> <p>Hierarchy: 2.X.2.3.4</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. 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.</li> <li>2. Size/Shape. Determined by the anchor points. The feint should be moveable and scalable within the area.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Note: The dashed lines in this graphic shall be displayed in present and anticipated status.</p> | <p>Template</p> <p>G*GPPM----****X</p> |
|   | <p>Example</p> <p>G*GPPM----****X</p>  |

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <b>TACGRP.C2GM.DCPN.DMAF</b><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>DECEPTION<br>DECOY MINED AREA, FENCED<br><br>Hierarchy: 2.X.2.3.5<br><br><u>Parameters:</u><br><br>1. 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.<br><br>2. Size/Shape. Determined by the anchor points. The feint should be moveable and scalable within the area.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D<br><br>Note: The dashed lines in this graphic shall be displayed in present and anticipated status. | Template<br><br><p>G*GPPY----****X</p>  |
|  | Example<br><br><p>G*GPPY----****X</p> |

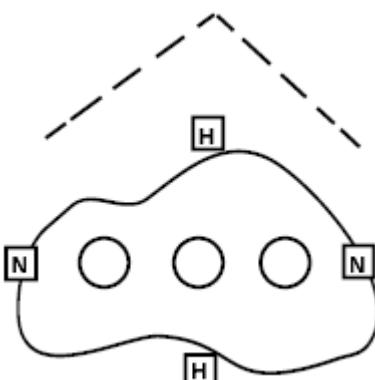
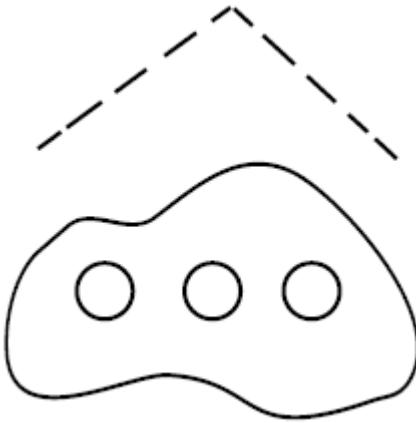
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p><b>TACGRP.C2GM.DCPN.DMYMS</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>DECEPTION<br/>DUMMY MINEFIELD (STATIC)</p> <p>Hierarchy: 2.X.2.3.6</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic's center point is typically centered over the desired location. If an offset location indicator is used with this graphic, the indicator will point to the center of mass of the minefield.</li> </ol> <p>Static/Dynamic: S</p> <p>Note: The dashed lines in this graphic shall be displayed in present and anticipated status.</p> | <p>Template</p>  <p>G*GPPN----****X</p> |
|   | <p>Example</p>  <p>G*GPPN----****X</p> |

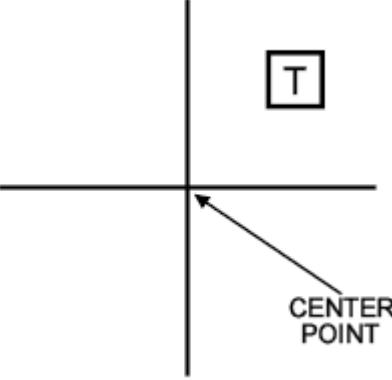
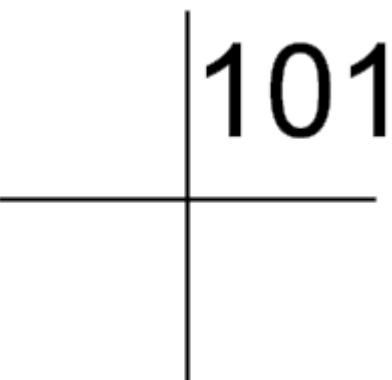
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <b>TACGRP.C2GM.DCPN.DMYMD</b><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>DECEPTION<br>DUMMY MINEFIELD (DYNAMIC)<br>Hierarchy: 2.X.2.3.7<br><u>Parameters:</u><br>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. An additional 3 points will define the decoy graphic (see 2.X.2.3.1) above the area.<br>2. Size/Shape. Determined by anchor points. The graphic will be filled with unspecified mines (See 2.X.3.1.5.5).<br>3. Orientation. Not applicable.<br>Static/Dynamic: D<br>Note: The dashed lines in this graphic shall be displayed in present and anticipated status. | Template<br><br>G*GPPC----****X |
|  | Example<br><br>G*GPPC----****X |

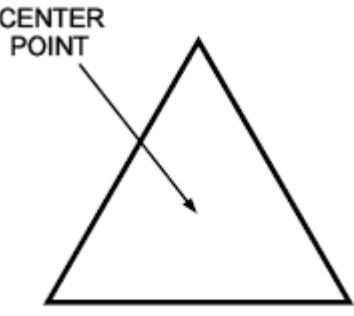
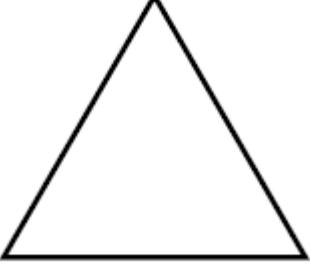
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.C2GM.DEF</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>DEFENSE<br><br>Hierarchy: 2.X.2.4<br><br>Static/Dynamic: N/A  | N/A   |
| <b>TACGRP.C2GM.DEF.PNT</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>DEFENSE<br>POINTS<br><br>Hierarchy: 2.X.2.4.1<br><br>Static/Dynamic: N/A  | N/A   |
| <b>TACGRP.C2GM.DEF.PNT.TGTREF</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>DEFENSE<br>POINTS<br>TARGET REFERENCE<br><br>Hierarchy: 2.X.2.4.1.1<br><br>Parameters:<br><br>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.<br><br>2. Size/Shape. Static.<br><br>3. Orientation. The graphic is typically centered over the desired location.<br><br>Static/Dynamic: S | <p>Template</p>  <p>G*GPDPT---****X</p> <p>Example</p>  <p>G*GPDPT---****X</p> |

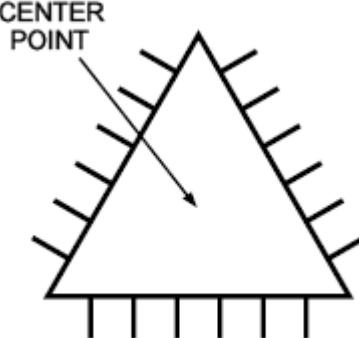
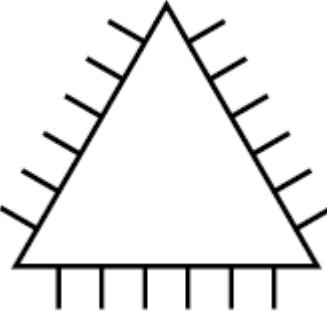
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p><b>TACGRP.C2GM.DEF.PNT.OBSPST</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>DEFENSE<br/>POINTS<br/>OBSERVATION POST/OUTPOST</p> <p>Hierarchy: 2.X.2.4.1.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is typically centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPDPO---****X</p> |
|   | <p>Example</p>  <p>G*GPDPO---****X</p> |

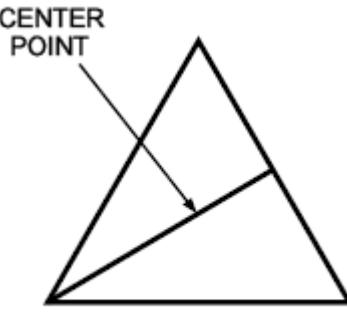
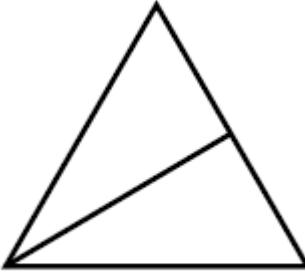
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p><b>TACGRP.C2GM.DEF.PNT.OBSPST.CBTPS T</b></p> <p>TA<br/>CTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>DEFENSE<br/>POINTS<br/>OBSERVATION POST/OUTPOST<br/>COMBAT OUTPOST</p> <p>Hierarchy: 2.X.2.4.1.2.1</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is typically centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPDPOC--****X</p> |
|  | <p>Example</p>  <p>G*GPDPOC--****X</p> |

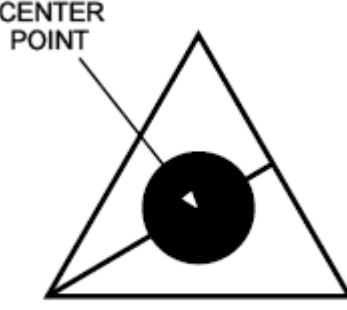
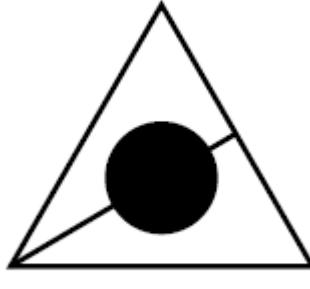
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p><b>TACGRP.C2GM.DEF.PNT.OBSPST.RECON</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>DEFENSE<br/>POINTS<br/>OBSERVATION POST/OUTPOST<br/>OBSERVATION POST OCCUPIED BY<br/>DISMOUNTED SCOUTS OR<br/>RECONNAISSANCE</p> <p>Hierarchy: 2.X.2.4.1.2.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is typically centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPDPOR--****X</p> <p>Example</p>  <p>G*GPDPOR--****X</p> |

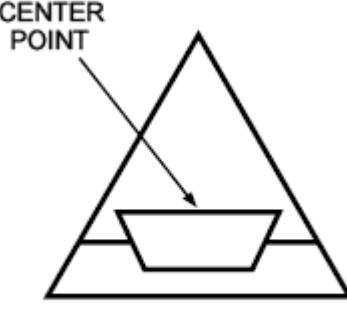
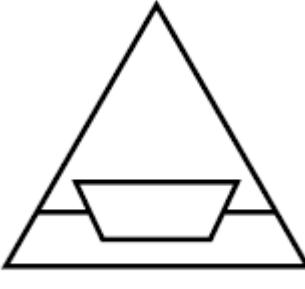
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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p><b>TACGRP.C2GM.DEF.PNT.OBSPST.FWDO P</b></p> <p>TA<del>TICAL</del> GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>DEFENSE<br/>POINTS<br/>OBSERVATION POST/OUTPOST<br/>FORWARD OBSERVER POSITION</p> <p>Hierarchy: 2.X.2.4.1.2.3</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is typically centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPDPOF--****X</p> <p>Example</p>  <p>G*GPDPOF--****X</p> |

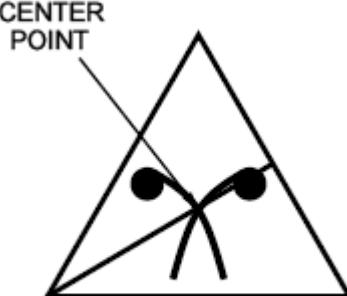
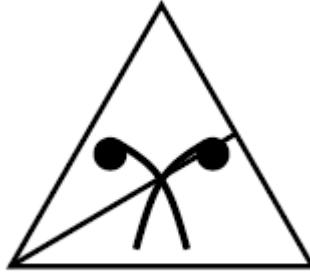
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <b>TACGRP.C2GM.DEF.PNT.OBSPST.SOP</b><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>DEFENSE<br>POINTS<br>OBSERVATION POST/OUTPOST<br>SENSOR OUTPOST/LISTENING<br>POST (OP/LP)<br><br>Hierarchy: 2.X.2.4.1.2.4<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic is typically centered over the desired location.<br><br>Static/Dynamic: S | Template<br><br><br>G*GPDPOS--****X |
|  | Example<br><br><br>G*GPDPOS--****X |

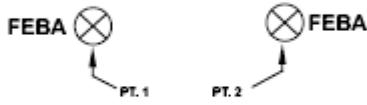
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p><b>TACGRP.C2GM.DEF.PNT.OBSPST.CBRN OP</b></p> <p>TA<del>TICAL</del> GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>DEFENSE<br/>POINTS<br/>OBSERVATION POST/OUTPOST<br/>CBRN OBSERVATION POST<br/>(DISMOUNTED)</p> <p>Hierarchy: 2.X.2.4.1.2.5</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is typically centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*GPDPON--****X</p> <p>Example</p>  <p>G*GPDPON--****X</p> |

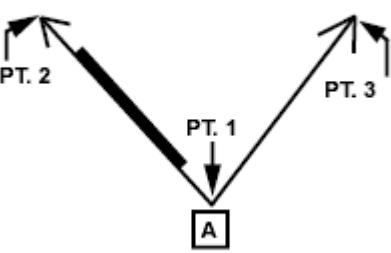
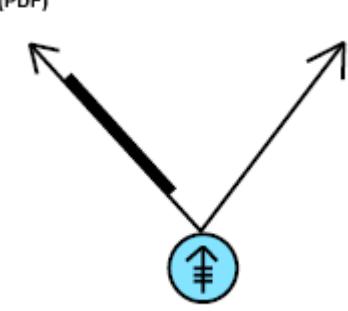
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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.C2GM.DEF.LNE</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>DEFENSE<br>LINES<br><br>Hierarchy: 2.X.2.4.2<br><br>Static/Dynamic: N/A   | N/A   |
| <b>TACGRP.C2GM.DEF.LNE.FEBA</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>DEFENSE<br>LINES<br>FORWARD EDGE OF BATTLE AREA<br>(FEBA)<br><br>Hierarchy: 2.X.2.4.2.1<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires two anchor points. Points 1 and 2 define the center of the circular portions of the graphic.<br><br>2. Size/Shape. Determined by anchor points.<br><br>3. Orientation. The centerpoint of the circles in the graphic are typically centered over the endpoints of a phase line as displayed on a screen.<br><br>Static/Dynamic: D | Template<br><br><br>G*GPDLF---****X<br><br>Example<br><br><br>G*GPDLF---****X |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p><b>TACGRP.C2GM.DEF.LNE.PDF</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>DEFENSE<br/>LINES<br/>PRINCIPAL DIRECTION OF FIRE<br/>(PDF)</p> <p>Hierarchy: 2.X.2.4.2.2</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This symbol requires three anchor points. Point 1 defines the vertex of the graphic. Points 2 and 3 define the tips of the arrowheads.</li> <li>2. Size/Shape. The length and orientation of the arrows can vary independently.</li> <li>3. Orientation. Orientation is determined by the anchor points. The arrowheads may touch other graphics that define the limits of the task. The tactical symbol indicator is centered over point 1.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p> <p>(PDF)</p>  <p>G*GPDL...****X</p> <p>Example</p> <p>(PDF)</p>  <p>G*GPDL...****X</p> |

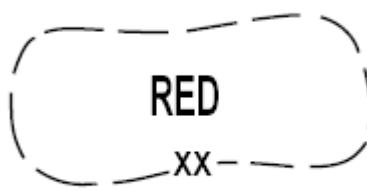
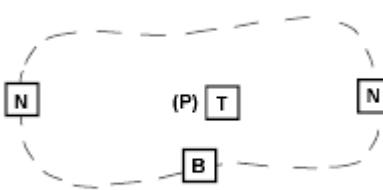
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**TABLE B-IV. Military operations tactical graphics - Continued.**

| <b>GRAPHIC</b>   | <b>IMAGES</b>   |
|--|---|
| <b>TACGRP.C2GM.DEF.ARS</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>DEFENSE<br>AREAS<br><br>Hierarchy: 2.X.2.4.3<br><br><u>Static/Dynamic:</u> N/A   | N/A   |
| <b>TACGRP.C2GM.DEF.ARS.BTLPSN</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>DEFENSE<br>AREAS<br>BATTLE POSITION<br><br>Hierarchy: 2.X.2.4.3.1<br><br><u>Parameters:</u><br><br>1. 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.<br><br>2. Size/Shape. Determined by the anchor points. The information field should be moveable and scalable within the area.<br><br>3. Orientation. The side opposite Field B (Echelon) faces toward the hostile force.<br><br><u>Static/Dynamic:</u> D | <p>Template</p> <p>G*GPDAB---****X</p> <p>Example: Friendly Occupied</p> <p>GFGPDAB---****X</p> |

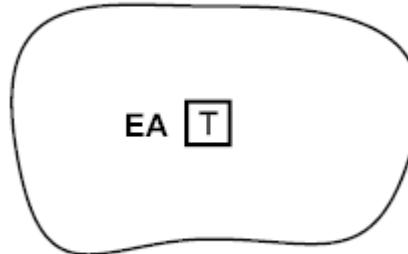
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
|   | <p>Example: Friendly Planned</p>  <p>GFGADAB---****X</p>   |
| <b>TACGRP.C2GM.DEF.ARS.BTLPSN.PBNO</b><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>DEFENSE<br>AREAS<br>BATTLE POSITION<br>PREPARED BUT NOT OCCUPIED<br>Hierarchy: 2.X.2.4.3.1.1<br><u>Parameters:</u> <ol style="list-style-type: none"> <li>1. 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.</li> <li>2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.</li> <li>3. Orientation. The side opposite Field B (Echelon) faces toward the hostile force.</li> </ol> Static/Dynamic: D<br>Note: The dashed lines in this graphic shall be displayed in present and anticipated status. | <p>Template</p>  <p>G*GPDABP---****X</p> <p>Example</p>  <p>G*GPDABP---****X</p> |

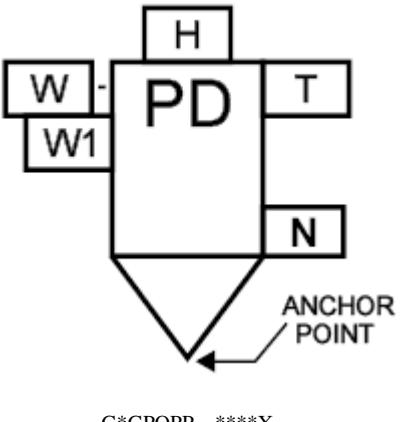
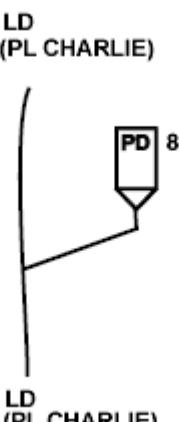
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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <b>TACGRP.C2GM.DEF.ARS.EMTARA</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>DEFENSE<br>AREAS<br>ENGAGEMENT AREA<br><br>Hierarchy: 2.X.2.4.3.2<br><br><u>Parameters:</u><br><br>1. 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.<br><br>2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D | Template<br><br><br>G*GPDAE---****X |
|  | Example<br><br><br>G*GPDAE---****X |
| <b>TACGRP.C2GM.OFF</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>OFFENSE<br><br>Hierarchy: 2.X.2.5<br><br>Static/Dynamic: N/A   | N/A   |

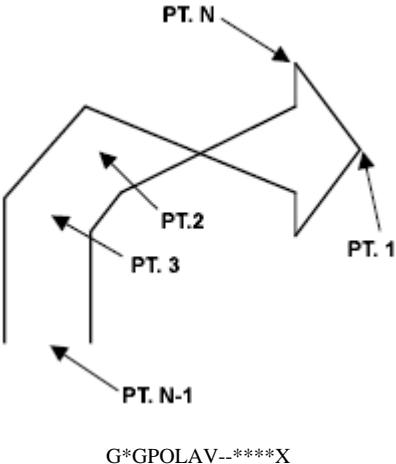
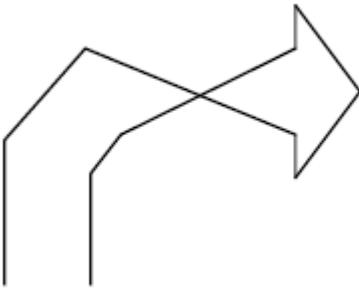
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**TABLE B-IV. Military operations tactical graphics - Continued.**

| <b>GRAPHIC</b>  | <b>IMAGES</b>  |
|---|--|
| <b>TACGRP.C2GM.OFF.PNT</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>OFFENSE<br>POINTS<br><br>Hierarchy: 2.X.2.5.1<br><br>Static/Dynamic: N/A  | N/A  |
| <b>TACGRP.C2GM.OFF.PNT.PNTD</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>OFFENSE<br>POINTS<br>POINT OF DEPARTURE<br><br>Hierarchy: 2.X.2.5.1.1<br><br>Parameters:<br><br>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.<br><br>2. Size/Shape. Static.<br><br>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.<br><br>Static/Dynamic: D | <p>Template</p>  <p>G*GPOPP---****X</p> <p>Example</p>  <p>LD (PL CHARLIE)</p> <p>8</p> <p>LD (PL CHARLIE)</p> <p>G*GPOPP---****X</p> |
| <b>TACGRP.C2GM.OFF.LNE</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>OFFENSE<br>LINES<br><br>Hierarchy: 2.X.2.5.2<br><br>Static/Dynamic: N/A   | N/A  |

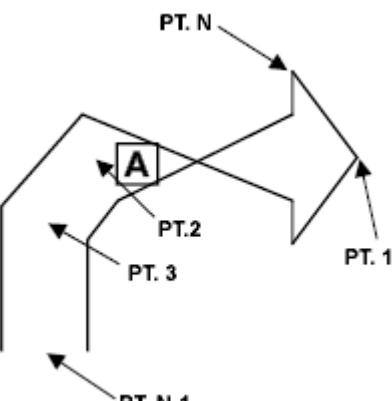
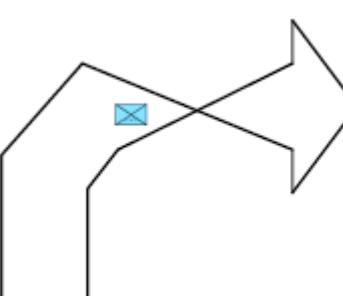
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <b>TACGRP.C2GM.OFF.LNE.AXSADV</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>OFFENSE<br>LINES<br>AXIS OF ADVANCE<br><br>Hierarchy: 2.X.2.5.2.1<br><br>Static/Dynamic: N/A  | N/A  |
| <b>TACGRP.C2GM.OFF.LNE.AXSADV.AVN</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>OFFENSE<br>LINES<br>AXIS OF ADVANCE<br>AVIATION<br><br>Hierarchy: 2.X.2.5.2.1.1<br><br><u>Parameters:</u><br><br>1. Anchor Points. The graphic 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).<br><br>2. Size/Shape. Points 1 through N-1 determine the graphic's centerline and Point N determines the width.<br><br>3. Orientation. The arrowhead typically points toward enemy forces.<br><br>Static/Dynamic: D<br><br>Note: The crossover point on the graphic shall occur between Points 1 and 2. | Template<br><br><br><br>Example<br><br> |

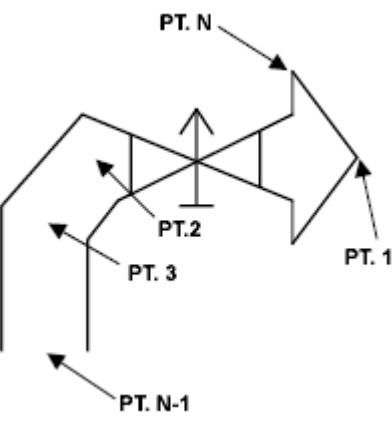
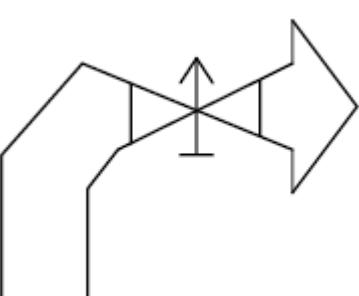
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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p><b>TACGRP.C2GM.OFF.LNE.AXSADV.ABN</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>OFFENSE<br/>LINES<br/>AXIS OF ADVANCE<br/>AIRBORNE</p> <p>Hierarchy: 2.X.2.5.2.1.2</p> <p><u>Parameters:</u></p> <p>1. Anchor Points. The graphic 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>2. Size/Shape. Points 1 through N-1 determine the graphic's centerline and Point N determines the width.</p> <p>3. Orientation. The arrowhead typically points toward enemy forces.</p> <p>Static/Dynamic: D</p> <p>Note: The crossover point on the graphic shall occur between Points 1 and 2.</p> | <p>Template</p>  <p>G*GPOLAA--****X</p> <p>Example</p>  <p>G*GPOLAA--****X</p> |

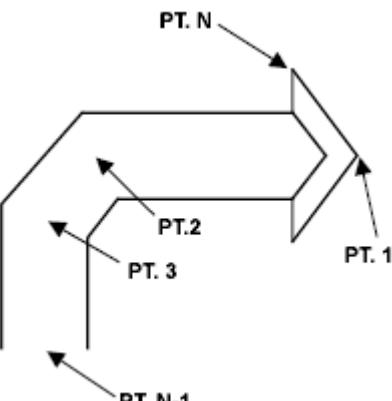
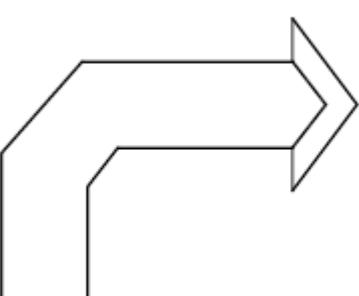
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p><b>TACGRP.C2GM.OFF.LNE.AXSADV.ATK</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>OFFENSE<br/>LINES<br/>AXIS OF ADVANCE<br/>ATTACK, ROTARY WING</p> <p>Hierarchy: 2.X.2.5.2.1.3</p> <p><u>Parameters:</u></p> <p>1. Anchor Points. The graphic 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>2. Size/Shape. Points 1 through N-1 determine the graphic's centerline and Point N determines the width.</p> <p>3. Orientation. The arrowhead typically points toward enemy forces.</p> <p>Static/Dynamic: D</p> <p>Note: The crossover point on the graphic shall occur between Points 1 and 2.</p> | <p>Template</p>  <p>G*GPOLAR--****X</p> <p>Example</p>  <p>G*GPOLAR--****X</p> |

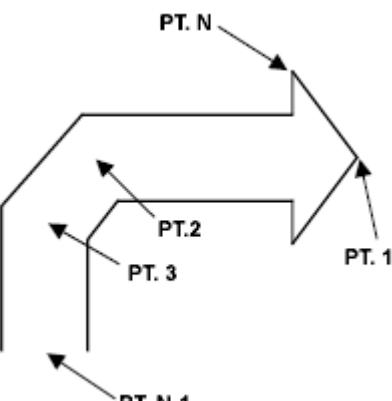
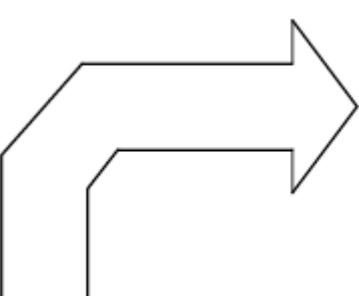
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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.C2GM.OFF.LNE.AXSADV.GRD</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>OFFENSE<br>LINES<br>AXIS OF ADVANCE<br>GROUND<br><br>Hierarchy: 2.X.2.5.2.1.4<br><br>Static/Dynamic: N/A   | N/A  |
| <b>TACGRP.C2GM.OFF.LNE.AXSADV.GRD.<br/>MANATK</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>OFFENSE<br>LINES<br>AXIS OF ADVANCE<br>GROUND<br>MAIN ATTACK<br><br>Hierarchy: 2.X.2.5.2.1.4.1<br><br><u>Parameters:</u><br><br>1. Anchor Points. The graphic 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).<br><br>2. Size/Shape. Points 1 through N-1 determine the graphic's centerline and Point N determines the width.<br><br>3. Orientation. The arrowhead typically points toward enemy forces.<br><br>Static/Dynamic: D | Template<br><br><br>G*GPOLAGM-****X<br><br>Example<br><br><br>G*GPOLAGM-****X |

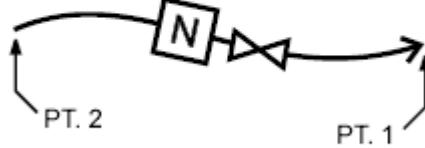
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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.C2GM.OFF.LNE.AXSADV.GRD.<br/>SUPATK</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>OFFENSE<br>LINES<br>AXIS OF ADVANCE<br>GROUND<br>SUPPORTING ATTACK<br><br>Hierarchy: 2.X.2.5.2.1.4.2<br><br><u>Parameters:</u><br><br>1. Anchor Points. The graphic requires N anchor points, where N is between 3 and 50. Point 1 defines the tip of the arrowhead. Point N defines the rear of the symbol. Point N-1 defines the back of the arrowhead. Anchor points are numbered sequentially beginning with point number one (1), in increments of one (1).<br><br>2. Size/Shape. Points 1 through N-1 determine the graphic's centerline and Point N determines the width.<br><br>3. Orientation. The arrowhead typically points toward enemy forces.<br><br>Static/Dynamic: D | Template<br><br><br>G*GPOLAGS-****X |
|   | Example<br><br><br>G*GPOLAGS-****X |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <b>TACGRP.C2GM.OFF.LNE.DIRATK</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>OFFENSE<br>LINES<br>DIRECTION OF ATTACK<br><br>Hierarchy: 2.X.2.5.2.2<br><br>Static/Dynamic: N/A  | N/A  |
| <b>TACGRP.C2GM.OFF.LNE.DIRATK.AVN</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>OFFENSE<br>LINES<br>DIRECTION OF ATTACK<br>AVIATION<br><br>Hierarchy: 2.X.2.5.2.2.1<br><br>Parameters:<br><br>1. 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.<br><br>2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length.<br><br>3. Orientation. The arrow points in the direction of the action.<br><br>Static/Dynamic: D | Template<br><br><br>G*GPOLKA--****X<br><br>Example<br><br><br>G*GPOLKA--****X |

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**TABLE B-IV. Military operations tactical graphics - Continued.**

| GRAPHIC  | IMAGES  |
|--|---|
| <b>TACGRP.C2GM.OFF.LNE.DIRATK.GRD</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>OFFENSE<br>LINES<br>DIRECTION OF ATTACK<br>GROUND<br><br>Hierarchy: 2.X.2.5.2.2.2<br><br>Static/Dynamic: N/A  | N/A   |
| <b>TACGRP.C2GM.OFF.LNE.DIRATK.GRD.<br/>MANATK</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>OFFENSE<br>LINES<br>DIRECTION OF ATTACK<br>GROUND<br>MAIN ATTACK<br><br>Hierarchy: 2.X.2.5.2.2.2.1<br><br><u>Parameters:</u><br><br>1. 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.<br><br>2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length.<br><br>3. Orientation. The arrow points in the direction of the action.<br><br>Static/Dynamic: D | Template<br><br>G*GPOLKGM-****X<br>Example<br><br>G*GPOLKGM-****X |

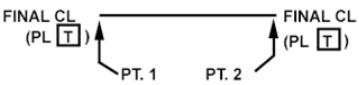
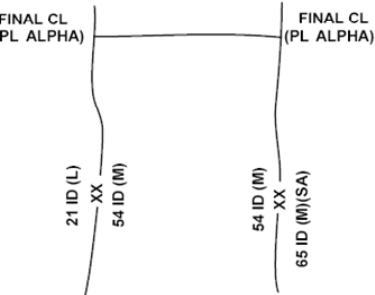
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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <b>TACGRP.C2GM.OFF.LNE.DIRATK.GRD.S<br/>UPATK</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>OFFENSE<br>LINES<br>DIRECTION OF ATTACK<br>GROUND<br>SUPPORTING ATTACK<br><br>Hierarchy: 2.X.2.5.2.2.2.2<br><br><u>Parameters:</u><br><br>1. 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.<br><br>2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length.<br><br>3. Orientation. The arrow points in the direction of the action.<br><br>Static/Dynamic: D | Template<br><br><br><br><b>G*GPOLKGS-****X</b> |
|  | Example<br><br><br><br><b>G*GPOLKGS-****X</b>  |

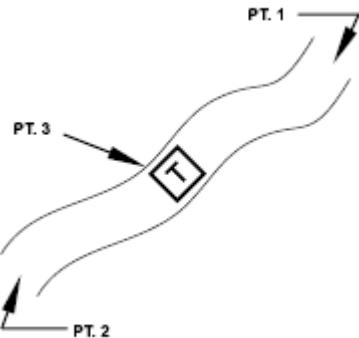
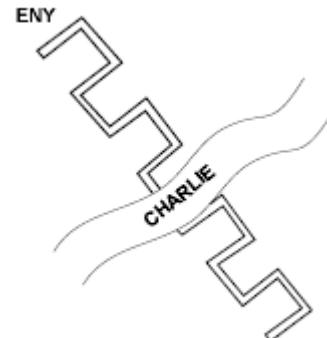
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p><b>TACGRP.C2GM.OFF.LNE.FCL</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>OFFENSE<br/>LINES<br/>FINAL COORDINATION LINE</p> <p>Hierarchy: 2.X.2.5.2.3</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line .</li> <li>2. Size/Shape. The first and last anchor points determine the length of the line. The end-of-line information will typically be posted at the ends of the line as it is displayed on the screen.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*GPOLF---****X</p> |
|  | <p>Example</p>  <p>G*GPOLF---****X</p> |

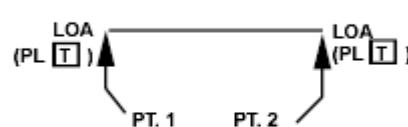
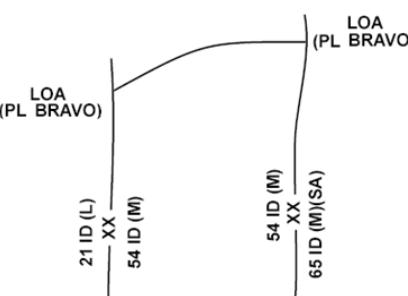
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p><b>TACGRP.C2GM.OFF.LNE.INFNLE</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>OFFENSE<br/>LINES<br/>INFILTRATION LANE</p> <p>Hierarchy: 2.X.2.5.2.4</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the infiltration lane, and point 3 defines one side of the lane.</li> <li>2. Size/Shape. Points 1 and 2 determine the centerline of the graphic, and point 3 determines the width of the infiltration lane. The rest of the graphic stays proportional to the length of the centerline.</li> <li>3. Orientation. Orientation is determined by points 1 and 2.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*GPOLI---****X</p> |
|   | <p>Example</p>  <p>G*GPOLI---****X</p> |

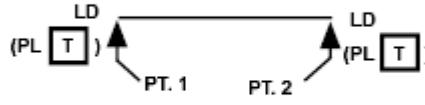
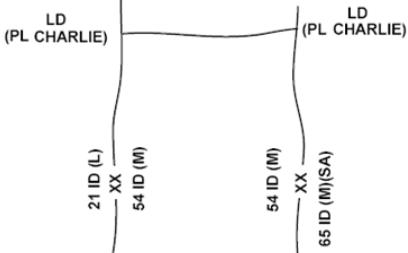
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p><b>TACGRP.C2GM.OFF.LNE.LMTADV</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>OFFENSE<br/>LINES<br/>LIMIT OF ADVANCE</p> <p>Hierarchy: 2.X.2.5.2.5</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line .</li> <li>2. Size/Shape. The first and last anchor points determine the length of the line. The end-of-line information will typically be posted at the ends of the line as it is displayed on the screen.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*GPOLL---****X</p> |
|  | <p>Example</p>  <p>G*GPOLL---****X</p> |

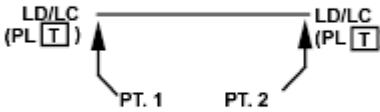
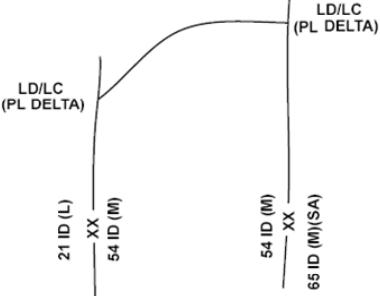
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <b>TACGRP.C2GM.OFF.LNE.LD</b><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>OFFENSE<br>LINES<br>LINE OF DEPARTURE<br><br>Hierarchy: 2.X.2.5.2.6<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line .<br><br>2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen.<br><br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D | Template<br><br><br>G*GPOLT---****X  |
|  | Example<br><br><br>G*GPOLT---****X |

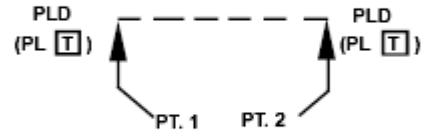
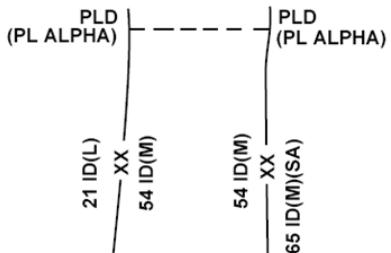
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p><b>TACGRP.C2GM.OFF.LNE.LDLC</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>OFFENSE<br/>LINES<br/>LINE OF DEPARTURE/LINE OF<br/>CONTACT (LD/LC)</p> <p>Hierarchy: 2.X.2.5.2.7</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line .</li> <li>2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*GPOLC---****X</p> |
|  | <p>Example</p>  <p>G*GPOLC---****X</p> |

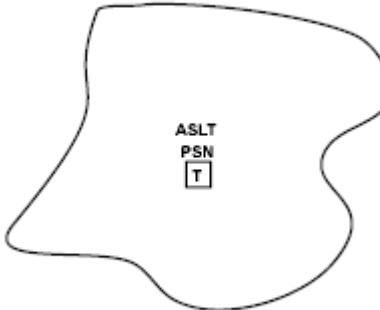
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <p><b>TACGRP.C2GM.OFF.LNE.PLD</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>OFFENSE<br/>LINES<br/>PROBABLE LINE OF DEPLOYMENT<br/>(PLD)</p> <p>Hierarchy: 2.X.2.5.2.8</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line .</li> <li>2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> <p>Note: The dashed lines in this graphic shall be displayed in present and anticipated status.</p> | <p>Template</p>  <p>G*GPOLP---****X</p>  |
|   | <p>Example</p>  <p>G*GPOLP---****X</p> |

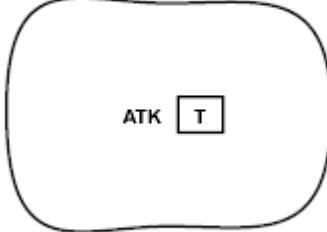
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <b>TACGRP.C2GM.OFF.ARS</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>OFFENSE<br>AREAS<br><br>Hierarchy: 2.X.2.5.3<br><br>Static/Dynamic: N/A  | N/A  |
| <b>TACGRP.C2GM.OFF.ARS.ASTPSN</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>OFFENSE<br>AREAS<br>ASSAULT POSITION<br><br>Hierarchy: 2.X.2.5.3.1<br><br>Parameters:<br><br>1. 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.<br><br>2. Size/Shape. Determined by the anchor points.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D | Template<br><br><br><br>G*GPOAA---****X |
|  | Example<br><br><br><br>G*GPOAA---****X |

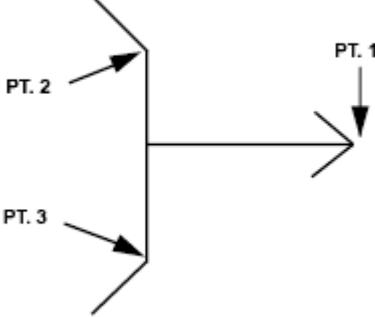
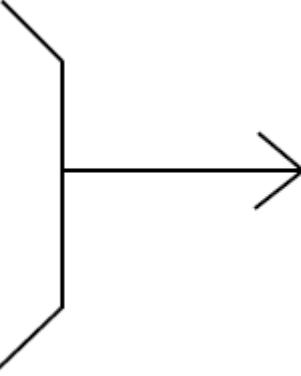
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <p><b>TACGRP.C2GM.OFF.ARS.ATKPSN</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>OFFENSE<br/>AREAS<br/>ATTACK POSITION</p> <p>Hierarchy: 2.X.2.5.3.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. 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.</li> <li>2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.</li> <li>3. Orientation. Not applicable</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*GPOAK---****X</p>  |
|   | <p>Example</p>  <p>G*GPOAK---****X</p> |

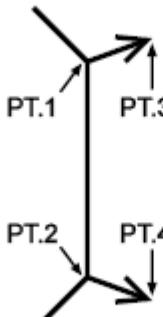
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p><b>TACGRP.C2GM.OFF.ARS.AFP</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>OFFENSE<br/>AREAS<br/>ATTACK BY FIRE POSITION</p> <p>Hierarchy: 2.X.2.5.3.3</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic 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 graphic.</li> <li>2. Size/Shape. Points 2 and 3 determine the length of the straight line on the back side of the graphic. The rear of the arrow should connect to the midpoint of the line between points 2 and 3.</li> <li>3. Orientation. Orientation is determined by the anchor points. The back side of the graphic encompasses the firing position, while the arrowhead typically points at the target .</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*GPOAF---****X</p> |
|   | <p>Example</p>  <p>G*GPOAF---****X</p> |

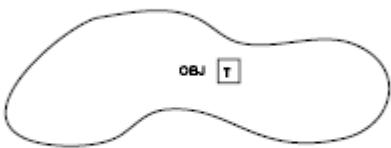
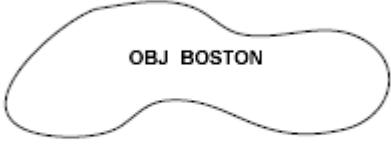
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.C2GM.OFF.ARS.SFP</b><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>OFFENSE<br>AREAS<br>SUPPORT BY FIRE POSITION<br><br>Hierarchy: 2.X.2.5.3.4<br><br><u>Parameters:</u><br><ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires four anchor points. Points 1 and 2 define the endpoints of the straight line on the back side of the graphic. Points 3 and 4 define the tips of the arrowheads.</li> <li>2. Size/Shape. Points 1 and 2 determine the length of the straight line on the back side of the graphic. The rear of the arrows should connect to points 1 and 2.</li> <li>3. Orientation. Orientation is determined by the anchor points. The back side of the graphic encompasses the firing position, while the arrowheads typically indicate the arc of coverage that the firing position is meant to support.</li> </ol> Static/Dynamic: D | Template<br><br>G*GPOAS---****X |
|   | Example<br><br>G*GPOAS---****X |

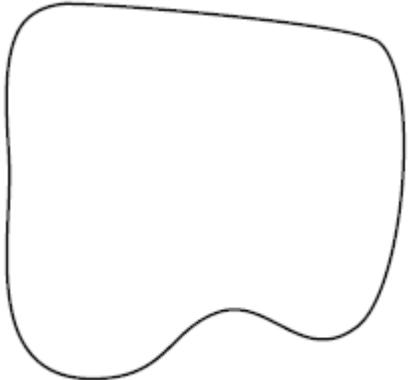
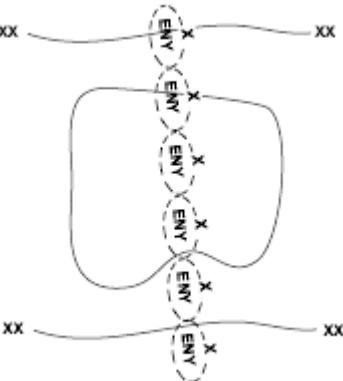
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <b>TACGRP.C2GM.OFF.ARS.OBJ</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>OFFENSE<br>AREAS<br>OBJECTIVE<br><br>Hierarchy: 2.X.2.5.3.5<br><br><u>Parameters:</u><br><br>1. 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.<br><br>2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D | Template<br><br><br><br>G*GPOAO---****X  |
|  | Example<br><br><br><br>G*GPOAO---****X |

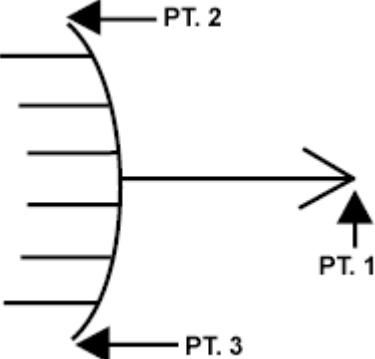
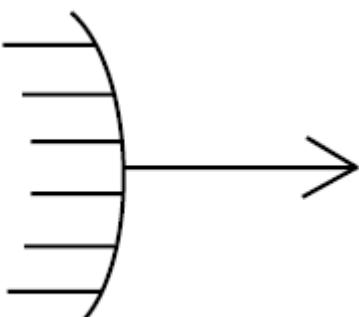
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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p><b>TACGRP.C2GM.OFF.ARS.PBX</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>OFFENSE<br/>AREAS<br/>PENETRATION BOX</p> <p>Hierarchy: 2.X.2.5.3.6</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. 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.</li> <li>2. Size/Shape. Determined by the anchor points.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*GPOAP---****X</p> <p>Example</p>  <p>G*GPOAP---****X</p> |

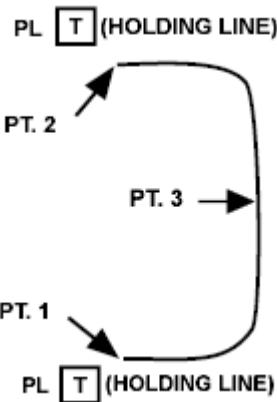
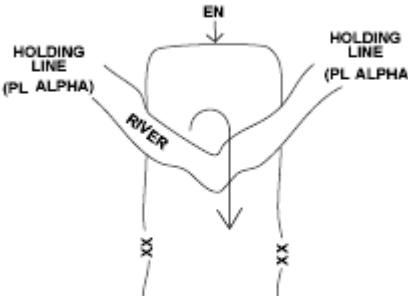
**MIL-STD-2525C**  
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**TABLE B-IV. Military operations tactical graphics - Continued.**

| GRAPHIC  | IMAGES  |
|--|---|
| <b>TACGRP.C2GM.SPL</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>SPECIAL<br><br>Hierarchy: 2.X.2.6<br><br>Static/Dynamic: N/A   | N/A   |
| <b>TACGRP.C2GM.SPL.LNE</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>SPECIAL<br>LINE<br><br>Hierarchy: 2.X.2.6.1<br><br>Static/Dynamic: N/A   | N/A   |
| <b>TACGRP.C2GM.SPL.LNE.AMB</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>SPECIAL<br>LINE<br>AMBUSH<br><br>Hierarchy: 2.X.2.6.1.1<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic 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 graphic.<br><br>2. Size/Shape. Points 2 and 3 determine the length of the curved line on the back side of the graphic. The rear of the arrow should 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.<br><br>3. Orientation. Orientation is determined by the anchor points. The back side of the graphic encompasses the ambush position, while the arrowhead typically points at the target .<br><br>Static/Dynamic: D | <p>Template</p>  <p>G*GPSLA---****X</p> <p>Example</p>  <p>G*GPSLA---****X</p> |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p><b>TACGRP.C2GM.SPL.LNE.HGL</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>SPECIAL<br/>LINE<br/>HOLDING LINE</p> <p>Hierarchy: 2.X.2.6.1.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of three points. Points 1 and 2 define the line. Point 3 defines the arc. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. Anchor points 1 and 2 determine the length of the line. The end-of-line information will typically be posted at the ends of the line as it is displayed on the screen.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>PL [T] (HOLDING LINE)<br/>PT. 2<br/>PT. 3<br/>PT. 1<br/>PL [T] (HOLDING LINE)</p> <p>G*GPSLH---****X</p>    |
|   | <p>Example</p>  <p>HOLDING LINE (PL ALPHA)<br/>RIVER<br/>EN<br/>HOLDING LINE (PL ALPHA)<br/>XX X XX</p> <p>G*GPSLH---****X</p> |

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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

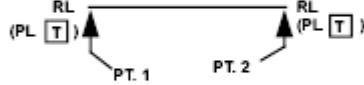
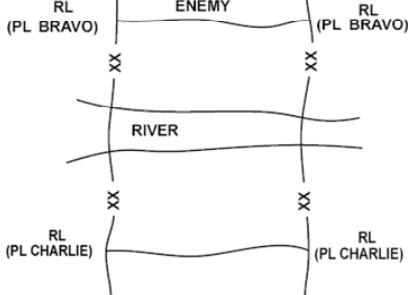
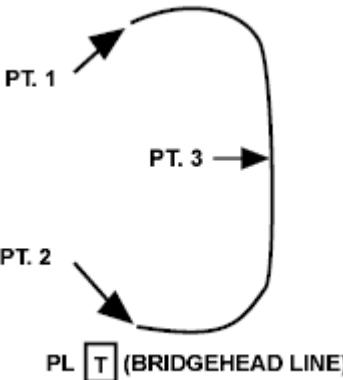
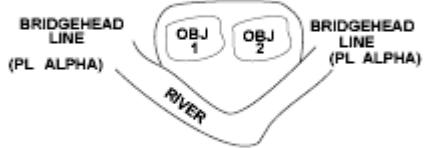
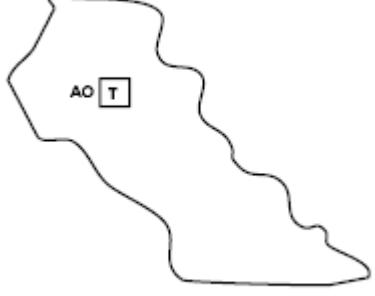
| GRAPHIC  | IMAGES  |
|--|---|
| <p><b>TACGRP.C2GM.SPL.LNE.REL</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>SPECIAL<br/>LINE<br/>RELEASE LINE</p> <p>Hierarchy: 2.X.2.6.1.3</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line .</li> <li>2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*GPSLR---****X</p> |
|  | <p>Example</p>  <p>G*GPSLR---****X</p> |

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.C2GM.SPL.LNE.BRGH</b><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>SPECIAL<br>LINE<br>BRIDGEHEAD<br><br>Hierarchy: 2.X.2.6.1.4<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires a minimum of three points. Points 1 and 2 define the line. Point 3 defines the arc. Additional points can be defined to extend the line.<br><br>2. Size/Shape. Anchor points 1 and 2 determine the length of the line. The end-of-line information will typically be posted at the ends of the line as it is displayed on the screen.<br><br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D | Template<br><br><br>G*GPSLB---****X  |
|   | Example<br><br><br>G*GPSLB---****X |

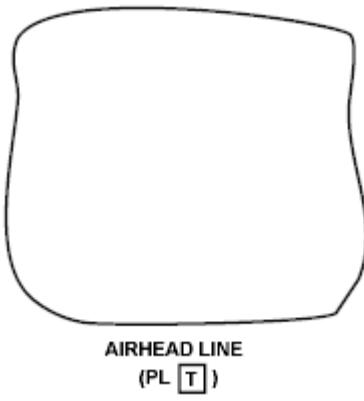
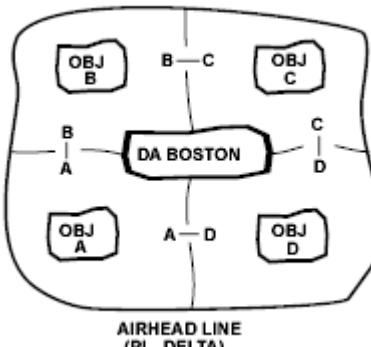
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <b>TACGRP.C2GM.SPL.ARA</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>SPECIAL<br>AREA<br><br>Hierarchy: 2.X.2.6.2<br><br><u>Static/Dynamic:</u> N/A  | N/A  |
| <b>TACGRP.C2GM.SPL.ARA.AOO</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>SPECIAL<br>AREA<br>AREA OF OPERATIONS (AO)<br><br>Hierarchy: 2.X.2.6.2.1<br><br><u>Parameters:</u><br><br>1. 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.<br><br>2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.<br><br>3. Orientation. Not applicable.<br><br><u>Static/Dynamic:</u> D | Template<br><br><br>G*GPSAO---****X<br><br>Example<br><br><br>G*GPSAO---****X |

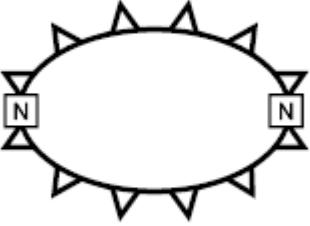
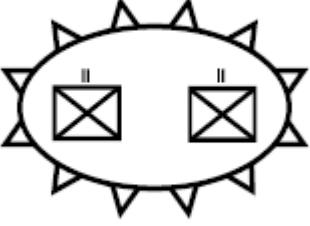
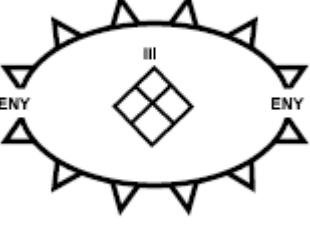
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <b>TACGRP.C2GM.SPL.ARA.AHD</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>SPECIAL<br>AREA<br>AIRHEAD<br><br>Hierarchy: 2.X.2.6.2.2<br><br><u>Parameters:</u><br><br>1. 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.<br><br>2. Size/Shape. Determined by the anchor points.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D | <p>Template</p>  <p>AIRHEAD LINE<br/>(PL T)</p> <p>G*GPSAA---****X</p>     |
|  | <p>Example</p>  <p>AIRHEAD LINE<br/>(PL DELTA)</p> <p>G*GPSAA---****X</p> |

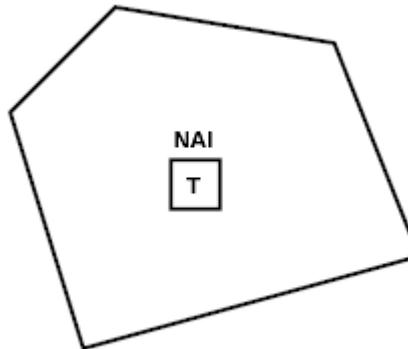
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.C2GM.SPL.ARA.ENCMT</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>SPECIAL<br>AREA<br>ENCIRCLEMENT<br><br>Hierarchy: 2.X.2.6.2.3<br><br><u>Parameters:</u> <ol style="list-style-type: none"> <li>1. 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.</li> <li>2. Size/Shape. Determined by the anchor points.</li> <li>3. Orientation. Not applicable. The area will encompass one or more UEIs or features.</li> </ol> Static/Dynamic: D | Template<br><br><br><br>G*GPSAE---****X   |
|   | Example1<br><br><br><br>G*GPSAE---****X |
|   | Example2<br><br><br><br>G*GPSAE---****X |

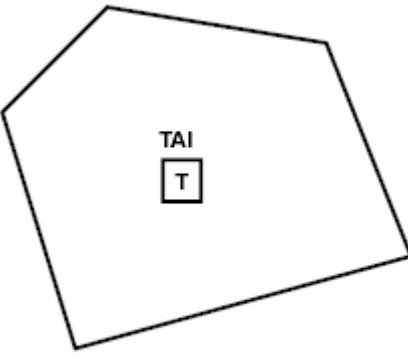
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p><b>TACGRP.C2GM.SPL.ARA.NAI</b></p> <p>TACTICAL GRAPHICS<br/>COMMAND AND CONTROL AND<br/>GENERAL MANEUVER<br/>SPECIAL<br/>AREA<br/>NAMED AREA OF INTEREST (NAI)</p> <p>Hierarchy: 2.X.2.6.2.4</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. 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.</li> <li>2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*GPSAN---****X</p> |
|   | <p>Example</p>  <p>G*GPSAN---****X</p> |

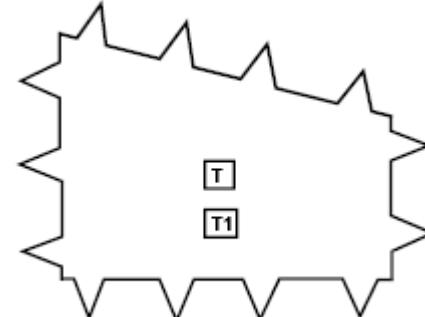
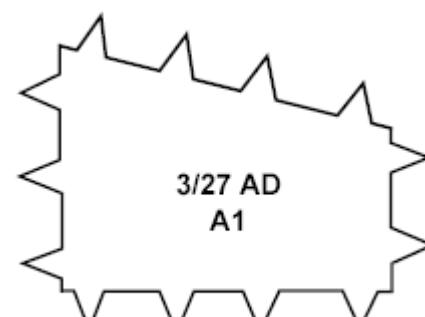
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <b>TACGRP.C2GM.SPL.ARA.TAI</b><br><br>TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND<br>GENERAL MANEUVER<br>SPECIAL<br>AREA<br>TARGETED AREA OF INTEREST<br>(TAI)<br><br>Hierarchy: 2.X.2.6.2.5<br><br><u>Parameters:</u><br><br>1. 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.<br><br>2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D | Template<br><br><br><br>G*GPSAT---****X |
|  | Example<br><br><br><br>G*GPSAT---****X |
| <b>TACGRP.MOBSU</b><br><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br><br>Hierarchy: 2.X.3<br><br>Static/Dynamic: N/A  | N/A   |
| <b>TACGRP.MOBSU.OBST</b><br><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>OBSTACLES<br><br>Hierarchy: 2.X.3.1<br><br>Static/Dynamic: N/A  | N/A   |

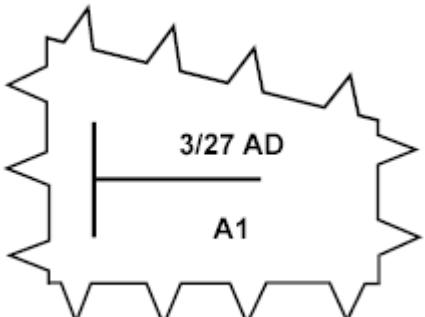
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <b>TACGRP.MOBSU.OBST.GNL</b><br><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>OBSTACLES<br>GENERAL<br><br>Hierarchy: 2.X.3.1.1<br><br>Static/Dynamic: N/A   | N/A   |
| <b>TACGRP.MOBSU.OBST.GNL.BLT</b><br><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>OBSTACLES<br>GENERAL<br>BELT<br><br>Hierarchy: 2.X.3.1.1.1<br><br><u>Parameters:</u><br><br>1. 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.<br><br>2. Size/Shape. Determined by the anchor points. The information fields should be moveable within the area.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D | Template<br><br><br>G*MPOGB---****X<br><br>Example1<br><br><br>G*MPOGB---****X |

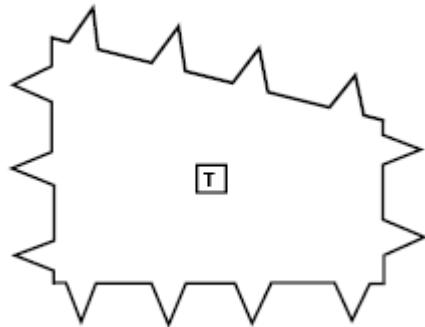
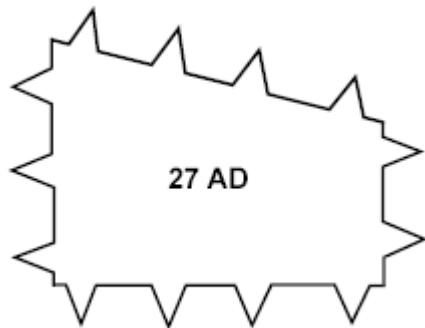
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
|   | <p>Example2</p>  <p>G*MPOGB---****X</p>   |
| <p><b>TACGRP.MOBSU.OBST.GNL.LNE</b></p> <p>TACTICAL GRAPHICS<br/>MOBILITY/SURVIVABILITY<br/>OBSTACLES<br/>GENERAL<br/>LINE</p> <p>Hierarchy: 2.X.3.1.1.2</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. 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.</li> <li>2. Size/Shape. The first and last anchor points determine the length of the line.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*MPOGL---****X</p> |
|   | <p>Example</p>  <p>G*MPOGL---****X</p>  |

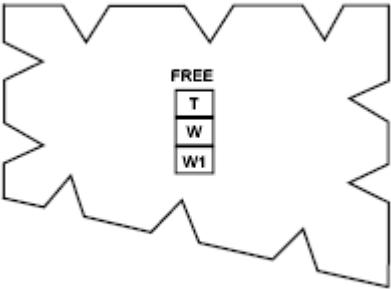
MIL-STD-2525C  
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.MOBSU.OBST.GNL.Z</b><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>OBSTACLES<br>GENERAL<br>ZONE<br>Hierarchy: 2.X.3.1.1.3<br><u>Parameters:</u><br>1. 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.<br>2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area.<br>3. Orientation. Not applicable.<br>Static/Dynamic: D | Template<br><br><b>G*MPOGZ---****X</b> |
|   | Example<br><br><b>G*MPOGZ---****X</b> |

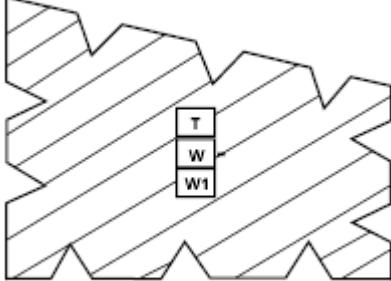
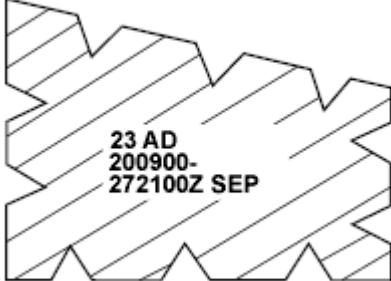
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <b>TACGRP.MOBSU.OBST.GNL.OFA</b><br><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>OBSTACLES<br>GENERAL<br>OBSTACLE FREE AREA<br><br>Hierarchy: 2.X.3.1.1.4<br><br><u>Parameters:</u><br><br>1. 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.<br><br>2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D | <p>Template</p>  <p>G*MPOGF---****X</p> <p>Example</p>  <p>G*MPOGF---****X</p> |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <b>TACGRP.MOBSU.OBST.GNL.ORA</b><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>OBSTACLES<br>GENERAL<br>OBSTACLE RESTRICTED AREA<br><br>Hierarchy: 2.X.3.1.1.5<br><br><u>Parameters:</u><br>1. 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.<br><br>2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D | Template<br><br><br>G*MPOGR---****X |
|  | Example<br><br><br>G*MPOGR---****X |

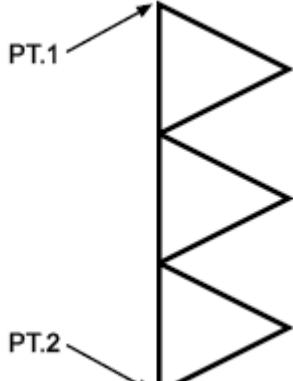
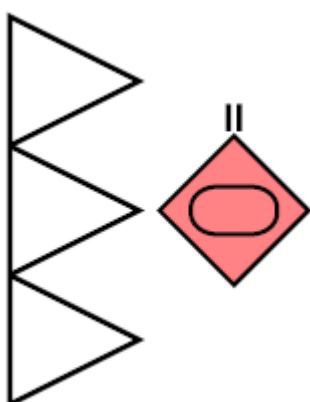
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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <b>TACGRP.MOBST.OBST.ABS</b><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>OBSTACLES<br>ABATIS<br><br>Hierarchy: 2.X.3.1.2<br><br><u>Parameters:</u><br>1. 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.<br>2. Size/Shape. The first and last anchor points determine the length of the line. The size of the tooth does not change.<br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D | Template<br><br>G*MPOS----****X  |
|  | Example<br><br>G*MPOS----****X |

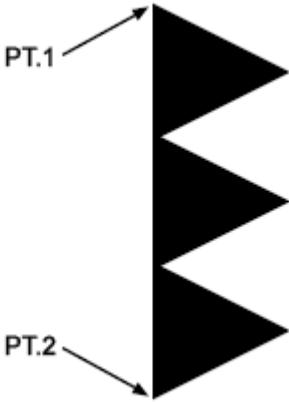
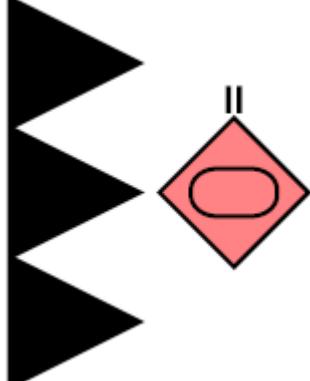
**MIL-STD-2525C**  
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**TABLE B-IV. Military operations tactical graphics - Continued.**

| GRAPHIC  | IMAGES  |
|--|---|
| <b>TACGRP.MOBSU.OBST.ATO</b><br><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>OBSTACLES<br>ANTITANK OBSTACLES<br><br>Hierarchy: 2.X.3.1.3<br><br>Static/Dynamic: N/A  | N/A   |
| <b>TACGRP.MOBSU.OBST.ATO.ATD</b><br><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>OBSTACLES<br>ANTITANK OBSTACLES<br>ANTITANK DITCH<br><br>Hierarchy: 2.X.3.1.3.1<br><br>Static/Dynamic: N/A  | N/A   |
| <b>TACGRP.MOBSU.OBST.ATO.ATD.ATDU</b><br>C<br><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>OBSTACLES<br>ANTITANK OBSTACLES<br>ANTITANK DITCH<br>UNDER CONSTRUCTION<br><br>Hierarchy: 2.X.3.1.3.1.1<br><br><u>Parameters:</u><br><br>1. 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.<br><br>2. Size/Shape. The first and last anchor points determine the length of the line.<br><br>3. Orientation. Orientation is determined by the anchor points. The teeth typically point toward enemy forces.<br><br>Static/Dynamic: D | <p>Template</p>  <p>G*MPOADU--****X</p> <p>Example</p>  <p>G*MPOADU--****X</p> |

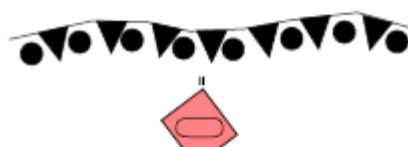
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.MOBSU.OBST.ATO.ATD.ATDC</b><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>OBSTACLES<br>ANTITANK OBSTACLES<br>ANTITANK DITCH<br>COMPLETE<br><br>Hierarchy: 2.X.3.1.3.1.2<br><br><u>Parameters:</u><br>1. 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.<br>2. Size/Shape. The first and last anchor points determine the length of the line.<br>3. Orientation. Orientation is determined by the anchor points. The teeth typically point toward enemy forces.<br><br>Static/Dynamic: D | Template<br><br><br>G*MPOADC--****X |
|   | Example<br><br><br>G*MPOADC--****X |

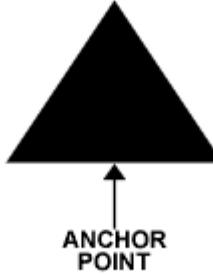
MIL-STD-2525C  
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <p><b>TACGRP.MOBSU.OBST.ATO.ATDATM</b></p> <p>TACTICAL GRAPHICS<br/>MOBILITY/SURVIVABILITY<br/>OBSTACLES<br/>ANTITANK OBSTACLES<br/>  ANTITANK DITCH REINFORCED<br/>  WITH ANTITANK MINES</p> <p>Hierarchy: 2.X.3.1.3.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. 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.</li> <li>2. Size/Shape. The first and last anchor points determine the length of the line.</li> <li>3. Orientation. Orientation is determined by the anchor points. The teeth typically point toward enemy forces.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*MPOAR---****X</p>  |
|  | <p>Example</p>  <p>G*MPOAR---****X</p> |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.MOBSU.OBST.ATO.TDTSM</b><br><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>OBSTACLES<br>ANTITANK OBSTACLES<br>ANTITANK OBSTACLES:<br>TETRAHEDRONS, DRAGONS<br>TEETH, AND OTHER SIMILAR<br>OBSTACLES<br><br>Hierarchy: 2.X.3.1.3.3<br><br>Static/Dynamic: N/A  | N/A   |
| <b>TACGRP.MOBSU.OBST.ATO.TDTSM.FIX PFD</b><br><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>OBSTACLES<br>ANTITANK OBSTACLES<br>ANTITANK OBSTACLES:<br>TETRAHEDRONS, DRAGONS TEETH,<br>AND OTHER SIMILAR OBSTACLES<br>FIXED AND PREFABRICATED<br><br>Hierarchy: 2.X.3.1.3.3.1<br><br><u>Parameters:</u><br><ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.</li> </ol> Static/Dynamic: S | <p>Template</p>  <p>G*MPOAOF--****X</p> <p>Example</p>  <p>G*MPOAOF--****X</p> |

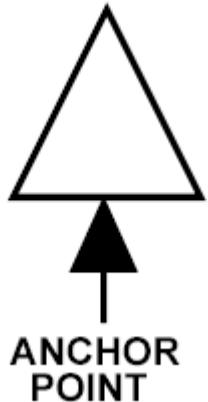
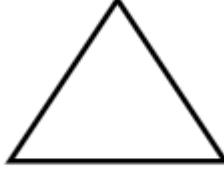
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <b>TACGRP.MOBST.ATO.TDTSM.MV<br/>B</b><br><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>OBSTACLES<br>ANTITANK OBSTACLES:<br>ANTITANK OBSTACLES:<br>TETRAHEDRONS, DRAGONS TEETH,<br>AND OTHER SIMILAR OBSTACLES<br>MOVEABLE<br><br>Hierarchy: 2.X.3.1.3.3.2<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base.<br><br>2. Size/Shape. Static.<br><br>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.<br><br>Static/Dynamic: S | Template<br><br><br><b>G*MPOAOM--****X</b><br><br>Example<br><br><br><b>G*MPOAOM--****X</b> |

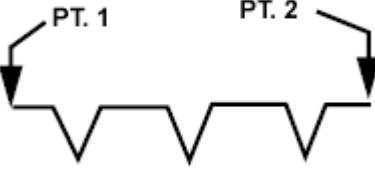
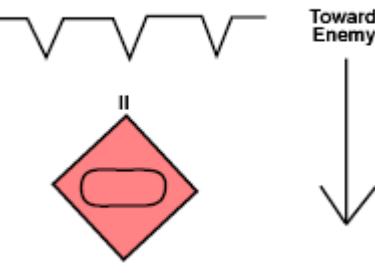
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.MOBSU.OBST.ATO.TDTSM.MV<br/>BPFD</b><br><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>OBSTACLES<br>ANTITANK OBSTACLES<br>ANTITANK OBSTACLES:<br>TETRAHEDRONS, DRAGONS TEETH,<br>AND OTHER SIMILAR OBSTACLES<br>MOVEABLE AND PREFABRICATED<br><br>Hierarchy: 2.X.3.1.3.3.3<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base.<br><br>2. Size/Shape. Static.<br><br>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.<br><br>Static/Dynamic: S | Template<br><br><br>G*MPOAOP--****X  |
|   | Example<br><br><br>G*MPOAOP--****X |

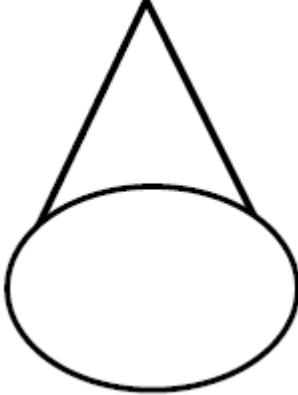
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p><b>TACGRP.MOBSU.OBST.ATO.ATW</b></p> <p>TA<del>TICAL</del> GRAPHICS<br/>MOBILITY/SURVIVABILITY<br/>OBSTACLES<br/>ANTITANK OBSTACLES<br/>ANTITANK WALL</p> <p>Hierarchy: 2.X.3.1.3.4</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. 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.</li> <li>2. Size/Shape. The first and last anchor points determine the length of the line.</li> <li>3. Orientation. Orientation is determined by the anchor points. The teeth typically point toward enemy forces.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*MPOAW---****X</p> |
|   | <p>Example</p>                        |

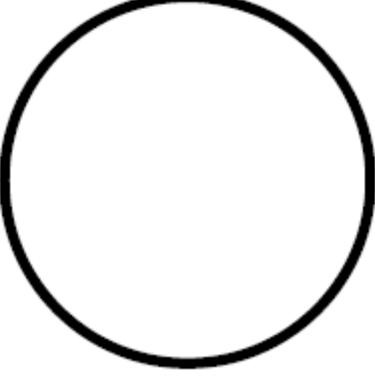
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <b>TACGRP.MOBSU.OBST.BBY</b><br><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>OBSTACLES<br>BOOBY TRAP<br><br>Hierarchy: 2.X.3.1.4<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the ellipse.<br><br>2. Size/Shape. Static.<br><br>3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.<br><br>Static/Dynamic: S | <p>Template</p>  <p>G*MPOB----****X</p> |
|  | <p>Example</p>  <p>G*MPOB----****X</p> |

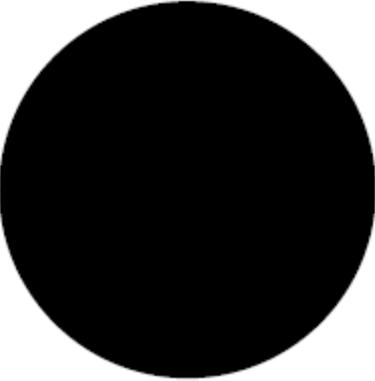
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.MOBSU.OBST.MNE</b><br><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>OBSTACLES<br>MINES<br><br>Hierarchy: 2.X.3.1.5<br><br>Static/Dynamic: N/A  | N/A  |
| <b>TACGRP.MOBSU.OBST.MNE.USPMNE</b><br><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>OBSTACLES<br>MINES<br>UNSPECIFIED MINE<br><br>Hierarchy: 2.X.3.1.5.1<br><br>Parameters:<br><br>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the circle.<br><br>2. Size/Shape. Static.<br><br>3. Orientation. The graphic's center point is typically centered over the desired location.<br><br>Static/Dynamic: S | Template<br><br><br>G*MPOMU---****X  |
|   | Example<br><br><br>G*MPOMU---****X |

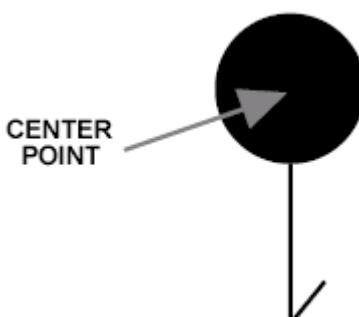
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p>TACGRP.MOBSU.OBST.MNE.ATMNE</p> <p>TACTICAL GRAPHICS<br/>MOBILITY/SURVIVABILITY<br/>OBSTACLES<br/>MINES<br/>ANTITANK MINE (AT)</p> <p>Hierarchy: 2.X.3.1.5.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the circle.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is typically centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*MPOMT---****X</p> |
|   | <p>Example</p>  <p>G*MPOMT---****X</p> |

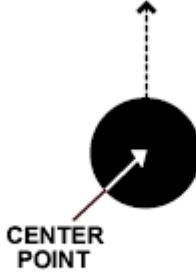
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p><b>TACGRP.MOBSU.OBST.MNE.ATMAHD</b></p> <p>TACTICAL GRAPHICS<br/>MOBILITY/SURVIVABILITY<br/>OBSTACLES<br/>MINES<br/>ANTITANK MINE WITH<br/>ANTIHANDLING DEVICE</p> <p>Hierarchy: 2.X.3.1.5.3</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the circle.</li> <li>2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the symbol.</li> <li>3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*MPOMD---****X</p> |
|  | <p>Example</p>  <p>G*MPOMD---****X</p> |

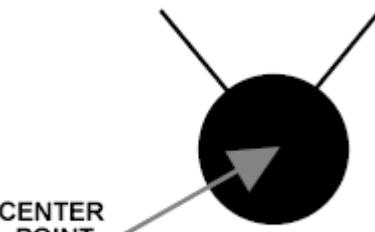
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p><b>TACGRP.MOBSU.OBST.MNE.ATMDIR</b></p> <p>TACTICAL GRAPHICS<br/>MOBILITY/SURVIVABILITY<br/>OBSTACLES<br/>MINES<br/>ANTITANK MINE (DIRECTIONAL)</p> <p>Hierarchy: 2.X.3.1.5.4</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the circle.</li> <li>2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the symbol.</li> <li>3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable. Arrow shows effects.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*MPOME---****X</p> |
|  | <p>Example</p>  <p>G*MPOME---****X</p> |

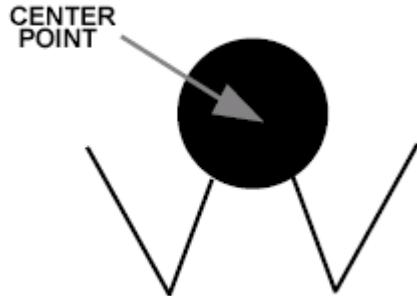
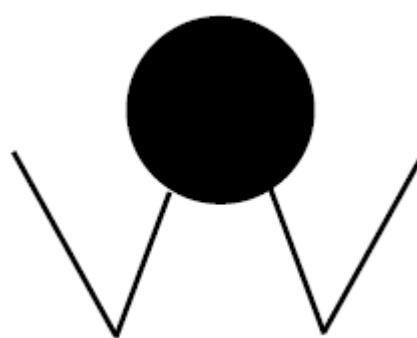
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p><b>TACGRP.MOBSU.OBST.MNE.APMNE</b></p> <p>TACTICAL GRAPHICS<br/>MOBILITY/SURVIVABILITY<br/>OBSTACLES<br/>MINES<br/>ANTIPERSONNEL (AP) MINES</p> <p>Hierarchy: 2.X.3.1.5.5</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the circle.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*MPOMP---****X</p> |
|  | <p>Example</p>  <p>G*MPOMP---****X</p> |

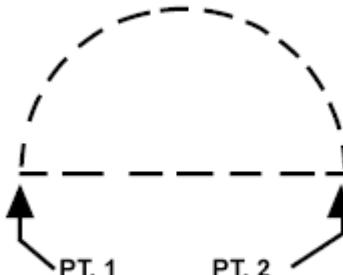
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p><b>TACGRP.MOBSU.OBST.MNE.WAMNE</b></p> <p>TACTICAL GRAPHICS<br/>MOBILITY/SURVIVABILITY<br/>OBSTACLES<br/>MINES<br/>WIDE AREA MINES</p> <p>Hierarchy: 2.X.3.1.5.6</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the circle.</li> <li>2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the symbol.</li> <li>3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*MPOMW---****X</p> |
|  | <p>Example</p>  <p>G*MPOMW---****X</p> |

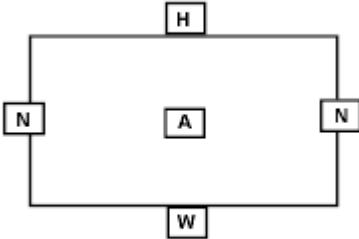
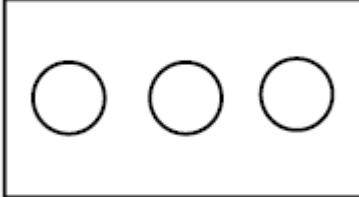
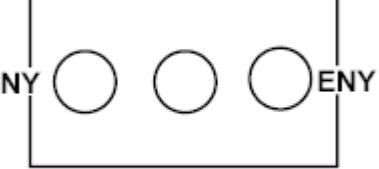
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <b>TACGRP.MOBSU.OBST.MNE.MCLST</b><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>OBSTACLES<br>MINES<br>MINE CLUSTER<br>Hierarchy: 2.X.3.1.5.7<br><u>Parameters:</u><br>1. Anchor Points. This graphic requires at least two anchor points. Points 1 and 2 define the corners of the graphic.<br>2. 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.<br>3. Orientation. Not applicable.<br><u>Static/Dynamic:</u> D<br>Note: The dashed lines in this graphic shall be displayed in present and anticipated status. | Template<br><br>G*MPOMC---****X         |
|  | <u>Example</u><br><br>G*MPOMC---****X |
| <b>TACGRP.MOBSU.OBST.MNEFLD</b><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>OBSTACLES<br>MINEFIELDS<br>Hierarchy: 2.X.3.1.6<br><u>Static/Dynamic:</u> N/A  | N/A   |

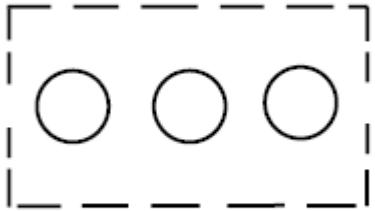
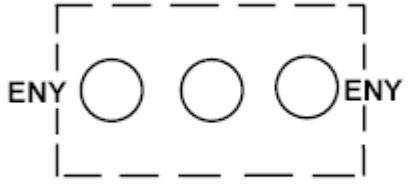
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.MOBST.ObST.MNEFLD.STC</b><br><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>OBSTACLES<br>MINEFIELDS<br>STATIC DEPICTION<br><br>Hierarchy: 2.X.3.1.6.1<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.<br><br>2. Size/Shape. Static. The graphic will be filled with the type of mine(s) contained in the minefield (see mine types listed in this appendix). If scatterable mines are within the minefield, the H field will be filled with an "S" or a "+S" as appropriate, and a self-destruct time will be posted in the W field.<br><br>3. Orientation. The graphic's center point is typically centered over the desired location. If an offset location indicator is used with this graphic, the indicator will point to the center of mass of the minefield.<br><br>Static/Dynamic: S | Template<br><br><br>G*MPOFS---****X<br><br>Example: Friendly Present |
|   | <br>GFMPOFS---****X<br><br>Example: Enemy Known                    |
|   | <br>GHMPOFS---****X  |

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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC | IMAGES  |
|---------|---|
|         | <p>Example: Friendly Planned</p>  <p>GFMAOFS---****X</p>  |
|         | <p>Example: Enemy Suspected</p>  <p>GHMAOFS---****X</p> |

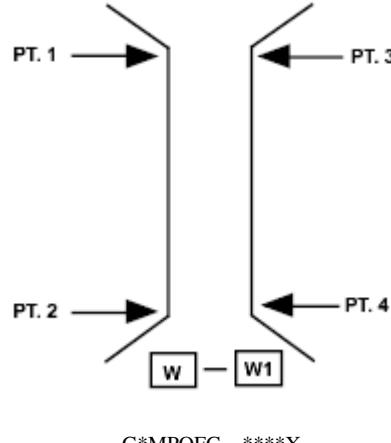
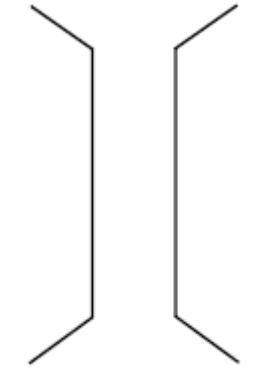
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES                                 |
|--|--|
| <p><b>TACGRP.MOBSU.OBST.MNEFLD.DYN</b></p> <p>TACTICAL GRAPHICS<br/>MOBILITY/SURVIVABILITY<br/>OBSTACLES<br/>MINEFIELDS<br/>DYNAMIC DEPICTION</p> <p>Hierarchy: 2.X.3.1.6.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The graphic will be filled with the type of mine(s) contained in the minefield (see mine types listed in this appendix). If scatterable mines are within the minefield, the H field will be filled with an “S” or a “+S” as appropriate, and a self-destruct time will be posted in the W field.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p> <p>G*MPOFD---****X</p> |
|  | <p>Example</p> <p>G*MPOFD---****X</p>  |

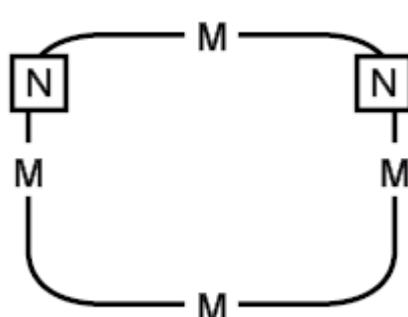
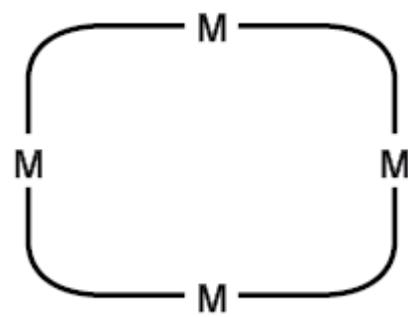
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p><b>TACGRP.MOBSU.OBST.MNEFLD.GAP</b></p> <p>TACTICAL GRAPHICS<br/>MOBILITY/SURVIVABILITY<br/>OBSTACLES<br/>MINEFIELDS<br/>GAP</p> <p>Hierarchy: 2.X.3.1.6.3</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires four points. Point 1 and 2 define one side of the gap and points 3 and 4 define the opposite side of the gap. The two sides must be parallel.</li> <li>2. Size/Shape. Determined by the anchor points.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*MPOFG---****X</p> <p>Example</p>  <p>272100ZSEP- 300400ZSEP</p> <p>G*MPOFG---****X</p> |

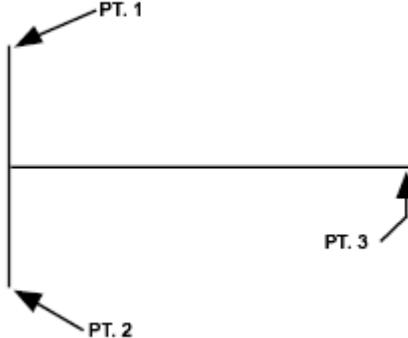
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.MOBSU.OBST.MNEFLD.MNDA<br/>RA</b><br><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>OBSTACLES<br>MINEFIELDS<br>MINED AREA<br><br>Hierarchy: 2.X.3.1.6.4<br><br><u>Parameters:</u><br><br>1. 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.<br><br>2. Size/Shape. Determined by the anchor points.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D | <p>Template</p>  <p>G*MPOFA---****X</p> |
|   | <p>Example</p>  <p>G*MPOFA---****X</p> |

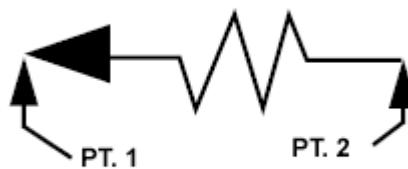
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <b>TACGRP.MOBSU.OBST.OBSEFT</b><br><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>OBSTACLES<br>OBSTACLE EFFECT<br><br>Hierarchy: 2.X.3.1.7<br><br>Static/Dynamic: N/A  | N/A   |
| <b>TACGRP.MOBSU.OBST.OBSEFT.BLK</b><br><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>OBSTACLES<br>OBSTACLE EFFECT<br>BLOCK<br><br>Hierarchy: 2.X.3.1.7.1<br><br>Parameters:<br><br>1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the vertical line and point 3 defines the endpoint of the horizontal line.<br><br>2. Size/Shape. The anchor points determine the length of the vertical line. The horizontal line will project perpendicularly from the midpoint of the vertical line.<br><br>3. Orientation. The horizontal line's orientation must be selected. The "flat" side of the vertical line faces enemy forces, with the horizontal line projecting from the other side.<br><br>Static/Dynamic: D | <p>Template</p>  <p>G*MPOEB---****X</p> <p>Example</p>  <p>G*MPOEB---****X</p> |

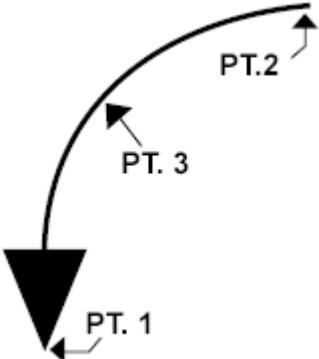
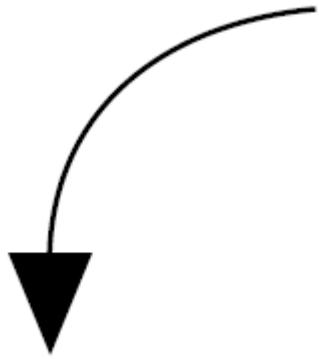
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <b>TACGRP.MOBST.Obst.Obseft.Fix</b><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>OBSTACLES<br>OBSTACLE EFFECT<br>FIX<br><br>Hierarchy: 2.X.3.1.7.2<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires 2 anchor points. Point 1 defines the tip of the arrowhead, and point 2 defines the rear of the graphic.<br>2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length.<br>3. Orientation. The arrow typically points away from enemy forces with the tip of the arrowhead indicating the location of the action.<br><br>Static/Dynamic: D | Template<br><br><br><u>G*MPOEF---****X</u>  |
|  | Example<br><br><br><u>G*MPOEF---****X</u> |

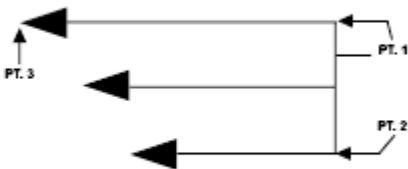
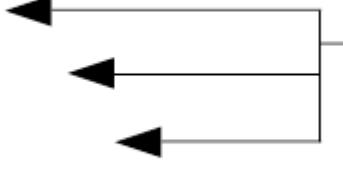
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p><b>TACGRP.MOBSU.OBST.OBSEFT.TUR</b></p> <p>TA<del>TICAL</del> GRAPHICS<br/>MOBILITY/SURVIVABILITY<br/>OBSTACLES<br/>OBSTACLE EFFECT<br/>TURN</p> <p>Hierarchy: 2.X.3.1.7.3</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This symbol requires two anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the rear of the graphic. Point 3 defines the 90 degree arc.</li> <li>2. 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.</li> <li>3. Orientation. The rear of the graphic identifies the enemy's location and the arrow points in the direction the obstacle should force the enemy to turn.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*MPOET---****X</p> |
|  | <p>Example</p>  <p>G*MPOET---****X</p> |

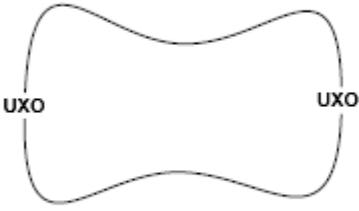
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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <p><b>TACGRP.MOBSU.OBST.OBSEFT.DRT</b></p> <p>TACTICAL GRAPHICS<br/>MOBILITY/SURVIVABILITY<br/>OBSTACLES<br/>OBSTACLE EFFECT<br/>DISRUPT</p> <p>Hierarchy: 2.X.3.1.7.4</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the end points of the graphic's vertical line. Point 3 defines the tip of the longest arrow.</li> <li>2. Size/Shape. Points 1 and 2 determine the height of the graphic and point 3 determines its length. The spacing between the graphic's arrows will stay proportional to the graphic's vertical line. The length of the short arrows will remain in proportion to the length of the longest arrow.</li> <li>3. Orientation. The arrows typically point away from enemy forces.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*MPOED---****X</p>  |
|  | <p>Example</p>  <p>G*MPOED---****X</p> |

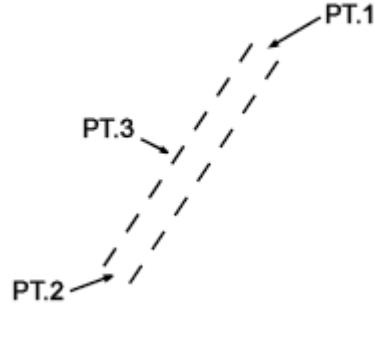
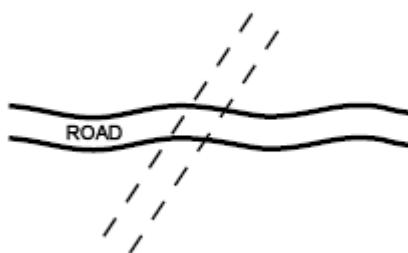
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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.MOBSU.OBST.UXO</b><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>OBSTACLES<br>UNEXPLODED ORDNANCE AREA<br>(UXO)<br><br>Hierarchy: 2.X.3.1.8<br><br><u>Parameters:</u><br>1. 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.<br>2. Size/Shape. Determined by the anchor points.<br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D | Template<br><br><br><u>G*MPOU----****X</u>  |
|   | Example<br><br><br><u>G*MPOU----****X</u> |

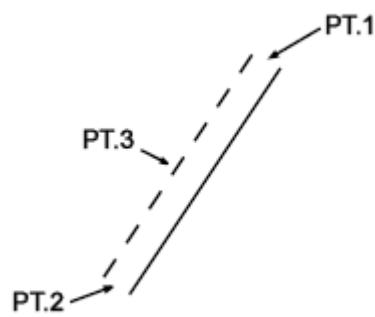
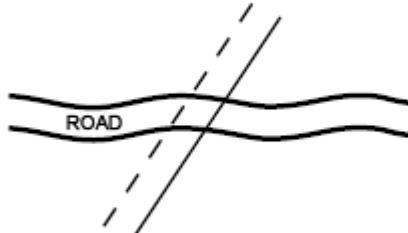
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.MOBSU.OBST.RCBB</b><br><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>OBSTACLES<br>ROADBLOCKS, CRATERS, AND<br>BLOWN BRIDGES<br><br>Hierarchy: 2.X.3.1.9<br><br>Static/Dynamic: N/A   | N/A  |
| <b>TACGRP.MOBSU.OBST.RCBB.PLND</b><br><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>OBSTACLES<br>ROADBLOCKS, CRATERS, AND<br>BLOWN BRIDGES<br>PLANNED<br><br>Hierarchy: 2.X.3.1.9.1<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic, and point 3 defines the location of one side of the graphic.<br><br>2. Size/Shape. Points 1 and 2 determine the centerline of the graphic, and point 3 determines its width.<br><br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D<br><br>Note: The dashed lines in this graphic shall be displayed in present and anticipated status. | Template<br><br><br><b>G*MPORP---****X</b><br><br>Example<br><br><br><b>G*MPORP---****X</b> |

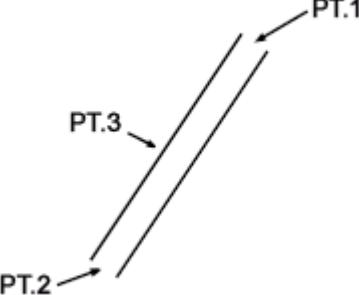
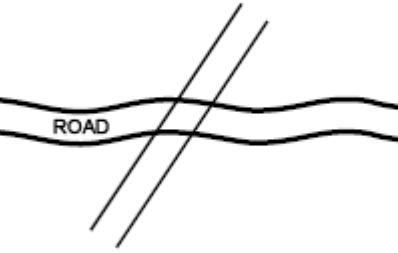
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <b>TACGRP.MOBSU.OBST.RCBB.SAFE</b><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>OBSTACLES<br>ROADBLOCKS, CRATERS, AND<br>BLOWN BRIDGES<br>EXPLOSIVES, STATE OF<br>READINESS 1 (SAFE)<br><br>Hierarchy: 2.X.3.1.9.2<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic, and point 3 defines the location of one side of the graphic.<br><br>2. Size/Shape. Points 1 and 2 determine the centerline of the graphic, and point 3 determines its width.<br><br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D<br><br>Note: The dashed lines in this graphic shall be displayed in present and anticipated status. | Template<br><br>G*MPORS---****X  |
|  | Example<br><br>G*MPORS---****X |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <b>TACGRP.MOBSU.OBST.RCBB.ABP</b><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>OBSTACLES<br>ROADBLOCKS, CRATERS, AND<br>BLOWN BRIDGES<br>EXPLOSIVES, STATE OF<br>READINESS 2 (ARMED-BUT<br>PASSABLE)<br><br>Hierarchy: 2.X.3.1.9.3  | Template<br><br>G*MPORA---****X  |
| Parameters:<br>1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic, and point 3 defines the location of one side of the graphic.<br>2. Size/Shape. Points 1 and 2 determine the centerline of the graphic, and point 3 determines its width.<br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D | Example<br><br>G*MPORA---****X |

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TABLE B-IV. Military operations tactical graphics - Continued.

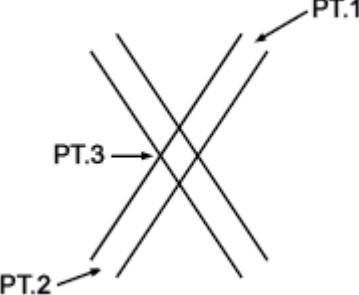
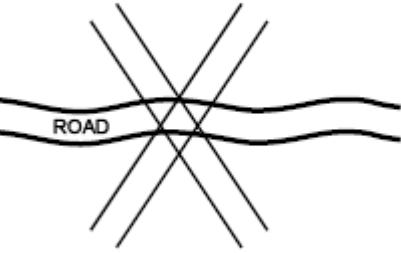
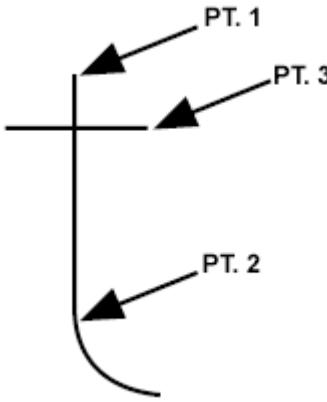
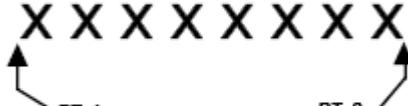
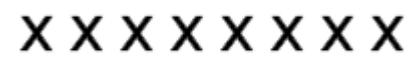
| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.MOBSU.OBST.RCBB.EXCD</b><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>OBSTACLES<br>ROADBLOCKS, CRATERS, AND<br>BLOWN BRIDGES<br>ROADBLOCK COMPLETE<br>(EXECUTED)<br><br>Hierarchy: 2.X.3.1.9.4<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic, and point 3 defines the location of one side of the graphic.<br><br>2. Size/Shape. Points 1 and 2 determine the centerline of one set of the graphic's parallel lines, and point 3 determines their width. The additional set of parallel lines stays proportional to the first set, and crosses the first set at the center point of the overall graphic, at an angle of 60 degrees.<br><br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D | Template<br><br><br>G*MPORC---****X  |
|   | Example<br><br><br>G*MPORC---****X |

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <p><b>TACGRP.MOBSU.OBST.TRIPWR</b></p> <p>TACTICAL GRAPHICS<br/>MOBILITY/SURVIVABILITY<br/>OBSTACLES<br/>TRIP WIRE</p> <p>Hierarchy: 2.X.3.1.10</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the vertical straight line portion of the graphic. Point 3 defines an end of the horizontal line.</li> <li>2. Size/Shape. Points 1 and 2 determine the length of the vertical, straight-line portion of the graphic and point 3 determines its width. The distance between the line connecting points 1 and 2, and point 3 is the radius of the 90 degree arc at the bottom of the graphic.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*MPOT----****X</p>  |
|  | <p>Example</p>  <p>G*MPOT----****X</p> |

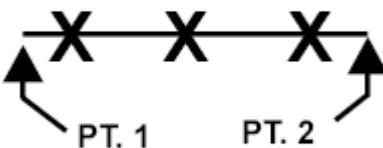
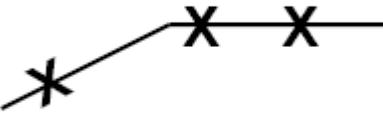
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <b>TACGRP.MOBSU.OBST.WREOBS</b><br><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>OBSTACLES<br>WIRE OBSTACLE<br><br>Hierarchy: 2.X.3.1.11<br><br>Static/Dynamic: N/A   | N/A   |
| <b>TACGRP.MOBSU.OBST.WREOBS.USP</b><br><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>OBSTACLES<br>WIRE OBSTACLE<br>UNSPECIFIED<br><br>Hierarchy: 2.X.3.1.11.1<br><br>Parameters:<br><br>1. 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.<br><br>2. Size/Shape. The first and last anchor points determine the length of the line.<br><br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D | Template<br><br><br>G*MPOWU---****X<br><br>Example<br><br><br>G*MPOWU---****X |

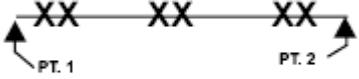
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <p>TACGRP.MOBST.ObST.WREOBS.SNGFN<br/>C</p> <p>TA<del>T</del>CTICAL GRAPHICS<br/>MOBILITY/SURVIVABILITY<br/>OBSTACLES<br/>WI<del>R</del>E OBSTACLE<br/>SINGLE FENCE</p> <p>Hierarchy: 2.X.3.1.11.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. 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.</li> <li>2. Size/Shape. The first and last anchor points determine the length of the line.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*MPOWS---****X</p>  |
|  | <p>Example</p>  <p>G*MPOWS---****X</p> |

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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <p><b>TACGRP.MOBST.ObST.WREOBS.DBLFN</b><br/><b>C</b></p> <p>TA<br/>CTICAL GRAP<br/>MOBILITY/SURVIVABILITY<br/>OBSTACLES<br/>WI<br/>RE OBSTACLE<br/>DO<br/>UBLE FENCE</p> <p>Hierarchy: 2.X.3.1.11.3</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. 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.</li> <li>2. Size/Shape. The first and last anchor points determine the length of the line.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*MPOWD---****X</p>  |
|  | <p>Example</p>  <p>G*MPOWD---****X</p> |

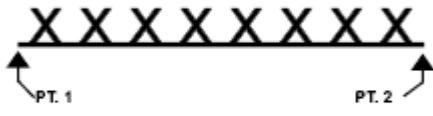
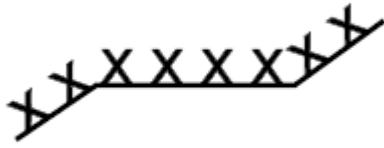
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <p><b>TACGRP.MOBST.ObST.WREOBS.DAFNC</b></p> <p>TACTICAL GRAPHICS<br/>MOBILITY/SURVIVABILITY<br/>OBSTACLES<br/>WIRE OBSTACLE<br/>DOUBLE APRON FENCE</p> <p>Hierarchy: 2.X.3.1.11.4</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. 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.</li> <li>2. Size/Shape. The first and last anchor points determine the length of the line.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*MPOWA---****X</p>  |
|  | <p>Example</p>  <p>G*MPOWA---****X</p> |

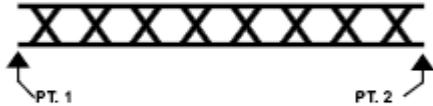
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <p>TACGRP.MOBST.ObST.WREOBS.LWFn<br/>C</p> <p>TA<del>TICAL</del> GRAPHICS<br/>MOBILITY/SURVIVABILITY<br/>OBSTACLES<br/>WI<del>R</del>E OBSTACLE<br/>LOW WI<del>R</del>E FENCE</p> <p>Hierarchy: 2.X.3.1.11.5</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. 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.</li> <li>2. Size/Shape. The first and last anchor points determine the length of the line.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*MPOWL---****X</p> <p>Example</p>  <p>G*MPOWL---****X</p> |

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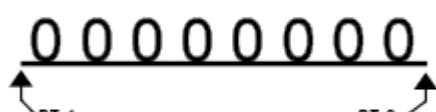
TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <p><b>TACGRP.MOBSU.OBST.WREOBS.HWFC</b></p> <p>TA<br/>CTICAL GRAP<br/>HIC<br/>MOBILITY/SURVIVABILITY<br/>OBSTACLES<br/>WI<br/>RE OBSTACLE<br/>HIGH WI<br/>RE FENCE</p> <p>Hierarchy: 2.X.3.1.11.6</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. 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.</li> <li>2. Size/Shape. The first and last anchor points determine the length of the line.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*MPOWH---****X</p> <p>Example</p>  <p>G*MPOWH---****X</p> |

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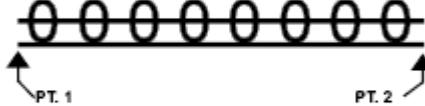
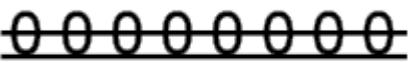
## APPENDIX B

**TABLE B-IV. Military operations tactical graphics - Continued.**

| GRAPHIC  | IMAGES   |
|--|--|
| <p><b>TACGRP.MOBSU.OBST.WREOBS.CCTA</b></p> <p>TACTICAL GRAPHICS<br/>MOBILITY/SURVIVABILITY<br/>OBSTACLES<br/>WIRE OBSTACLE<br/>CONCERTINA</p> <p>Hierarchy: 2.X.3.1.11.7</p> <p>Static/Dynamic: N/A</p>   | <p>N/A</p>   |
| <p><b>TACGRP.MOBSU.OBST.WREOBS.CCTA.S</b></p> <p>NG</p> <p>TACTICAL GRAPHICS<br/>MOBILITY/SURVIVABILITY<br/>OBSTACLES<br/>WIRE OBSTACLE<br/>CONCERTINA<br/>SINGLE CONCERTINA</p> <p>Hierarchy: 2.X.3.1.11.7.1</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. 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.</li> <li>2. Size/Shape. The first and last anchor points determine the length of the line.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*MPOWCS--****X</p> <p>Example</p>  <p>G*MPOWCS--****X</p> |

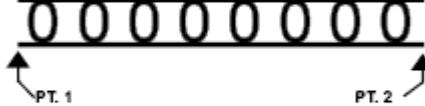
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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <p><b>TACGRP.MOBSU.OBST.WREOBS.CCTA.<br/>DBLSTD</b></p> <p>TACTICAL GRAPHICS<br/>MOBILITY/SURVIVABILITY<br/>OBSTACLES<br/>WIRE OBSTACLE<br/>CONCERTINA<br/>DOUBLE STRAND CONCERTINA</p> <p>Hierarchy: 2.X.3.1.11.7.2</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. 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.</li> <li>2. Size/Shape. The first and last anchor points determine the length of the line.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*MPOWCD--****X</p>  |
|   | <p>Example</p>  <p>G*MPOWCD--****X</p> |

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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.MOBST.ObST.WREOBS.CCTA.<br/>TRISTD</b><br><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>OBSTACLES<br>WIRE OBSTACLE<br>CONCERTINA<br>TRIPLE STRAND CONCERTINA<br><br>Hierarchy: 2.X.3.1.11.7.3<br><br><u>Parameters:</u><br><br>1. 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.<br><br>2. Size/Shape. The first and last anchor points determine the length of the line.<br><br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D | <p>Template</p>  <p>G*MPOWCT--****X</p>  |
|   | <p>Example</p>  <p>G*MPOWCT--****X</p> |

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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.MOBSU.OBST.AVN</b><br><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>OBSTACLES<br>AVIATION<br><br>Hierarchy: N/A<br><br>Static/Dynamic: N/A   | N/A  |
| <b>TACGRP.MOBSU.OBST.AVN.TWR</b><br><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>OBSTACLES<br>AVIATION<br>TOWER<br><br>Hierarchy: N/A<br><br>Static/Dynamic: N/A  | N/A  |
| <b>TACGRP.MOBSU.OBST.AVN.TWR.LOW</b><br><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>OBSTACLES<br>AVIATION<br>TOWER<br>LOW<br><br>Hierarchy: N/A<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one anchor point; the point defines the circle at the base of the tower.<br>2. Size/Shape. The graphic is a high-angle cone.<br>3. Orientation. The graphic will remain upright.<br><br>Static/Dynamic: D<br><br>Note: Towers less than 1000 Ft AGL | Template<br><br><br>G*MPOHTL--****X<br><br>Example<br><br><br>G*MPOHTL--****X |

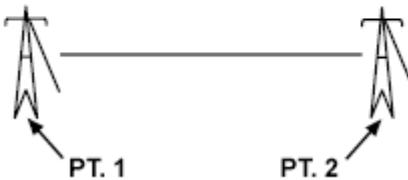
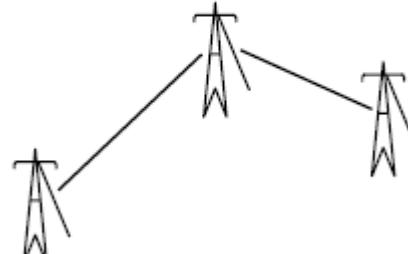
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <b>TACGRP.MOBSU.OBST.AVN.TWR.HIGH</b><br><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>OBSTACLES<br>AVIATION<br>TOWER<br>HIGH<br><br>Hierarchy: N/A<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one anchor point; the point defines the circle at the base of the tower.<br><br>2. Size/Shape. The graphic is a high-angle cone.<br><br>3. Orientation. The graphic will remain upright.<br><br>Static/Dynamic: D<br><br>Note: Towers 1000 Ft and Higher AGL | Template<br><br><br>G*MPOHTH--****X  |
|  | Example<br><br><br>G*MPOHTH--****X |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.MOBST.OBST.AVN.OHWire</b><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>OBSTACLES<br>AVIATION<br>OVERHEAD WIRE  | Template1<br><br><b>For use on maps of all scales</b>  |
| Hierarchy: N/A<br><br><u>Parameters:</u><br><br>1. 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.<br><br>2. Size/Shape. The first and last anchor points determine the length of the line.<br><br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D | <br><b>G*MPOHO---****X</b><br>Example1   |
|   | <br><b>Template2</b><br><br><b>For alternate use on maps that show a larger portion of the earth's surface (1:250,000, 1:500,000, 1:1,000,000, etc.)</b><br><br><b>G*MPOHO---****X</b> |

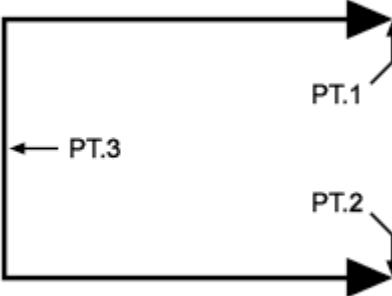
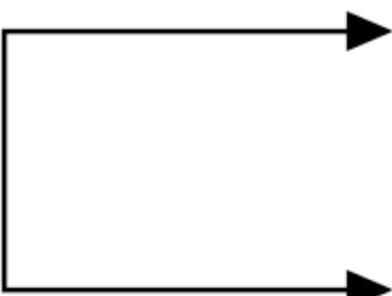
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC | IMAGES  |
|---------|---|
|         | <p>Example2</p>  <p>G*MPOHO---****X</p> |

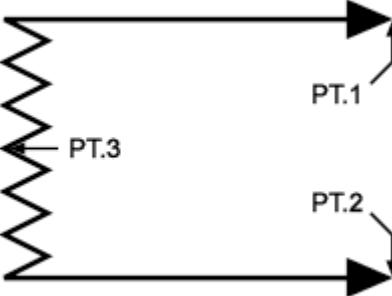
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**TABLE B-IV. Military operations tactical graphics - Continued.**

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.MOBSU.OBSTBP</b><br><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>OBSTACLE BYPASS<br><br>Hierarchy: 2.X.3.2<br><br>Static/Dynamic: N/A   | N/A   |
| <b>TACGRP.MOBSU.OBSTBP.DFTY</b><br><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>OBSTACLE BYPASS<br>OBSTACLE BYPASS DIFFICULTY<br><br>Hierarchy: 2.X.3.2.1<br><br>Static/Dynamic: N/A  | N/A   |
| <b>TACGRP.MOBSU.OBSTBP.DFTY.ESY</b><br><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>OBSTACLE BYPASS<br>OBSTACLE BYPASS DIFFICULTY<br>BYPASS EASY<br><br>Hierarchy: 2.X.3.2.1.1<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the tips of the arrowheads and point 3 defines the rear of the graphic.<br><br>2. Size/Shape. Points 1 and 2 determine the graphic's height and point 3 determines its length. The vertical line at the rear of the graphic will be the same length as the opening and parallel to it.<br><br>3. Orientation. The opening typically faces enemy forces.<br><br>Static/Dynamic: D | <p>Template</p>  <p>G*MPBDE---****X</p> <p>Example</p>  <p>G*MPBDE---****X</p> |

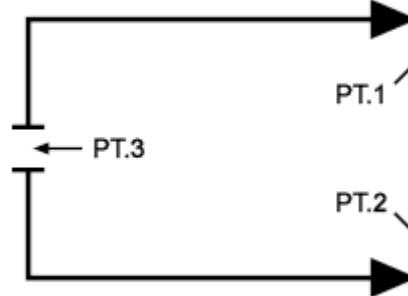
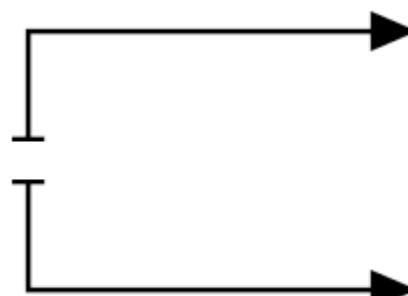
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p><b>TACGRP.MOBSU.OBSTBP.DFTY.DFT</b></p> <p>TACTICAL GRAPHICS<br/>MOBILITY/SURVIVABILITY<br/>OBSTACLE BYPASS<br/>OBSTACLE BYPASS DIFFICULTY<br/>BYPASS DIFFICULT</p> <p>Hierarchy: 2.X.3.2.1.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the tips of the arrowheads and point 3 defines the rear of the graphic.</li> <li>2. Size/Shape. Points 1 and 2 determine the graphic's height and point 3 determines its length. The vertical line at the rear of the graphic will be the same length as the opening and parallel to it.</li> <li>3. Orientation. The opening typically faces enemy forces.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*MPBDD---****X</p> |
|  | <p>Example</p>  <p>G*MPBDD---****X</p> |

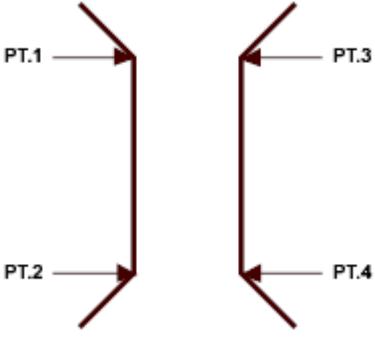
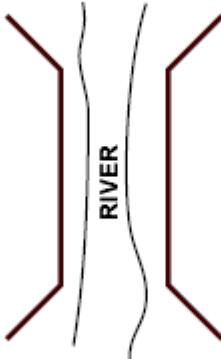
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p><b>TACGRP.MOBSU.OBSTBP.DFTY.IMP</b></p> <p>TACTICAL GRAPHICS<br/>MOBILITY/SURVIVABILITY<br/>OBSTACLE BYPASS<br/>OBSTACLE BYPASS DIFFICULTY<br/>BYPASS IMPOSSIBLE</p> <p>Hierarchy: 2.X.3.2.1.3</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the tips of the arrowheads and point 3 defines the rear of the graphic.</li> <li>2. Size/Shape. Points 1 and 2 determine the graphic's height and point 3 determines its length. The vertical line at the rear of the graphic will be the same length as the opening and parallel to it.</li> <li>3. Orientation. The opening typically faces enemy forces.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*MPBDI---****X</p> |
|   | <p>Example</p>  <p>G*MPBDI---****X</p> |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.MOBSU.OBSTBP.CSGSTE</b><br><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>OBSTACLE BYPASS<br>CROSSING SITE/WATER CROSSING<br><br>Hierarchy: 2.X.3.2.2<br><br>Static/Dynamic: N/A  | N/A   |
| <b>TACGRP.MOBSU.OBSTBP.CSGSTE.ASTC A</b><br><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>OBSTACLE BYPASS<br>CROSSING SITE/WATER CROSSING<br>ASSAULT CROSSING AREA<br><br>Hierarchy: 2.X.3.2.2.1<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires four points. Point 1 and 2 define one side of the gap and points 3 and 4 define the opposite side of the gap. The two sides must be parallel.<br>2. Size/Shape. Determined by the anchor points.<br>3. Orientation. Orientation is determined by the anchor points. The graphic is typically parallel to a river.<br><br>Static/Dynamic: D | <p>Template</p>  <p>G*MPBCA---****X</p> <p>Example</p>  <p>G*MPBCA---****X</p> |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <p><b>TACGRP.MOBSU.OBSTBP.CSGSTE.BRG</b></p> <p>TACTICAL GRAPHICS<br/>MOBILITY/SURVIVABILITY<br/>OBSTACLE BYPASS<br/>CROSSING SITE/WATER CROSSING<br/>BRIDGE OR GAP</p> <p>Hierarchy: 2.X.3.2.2.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires four points. Point 1 and 2 define one side of the gap and points 3 and 4 define the opposite side of the gap. The two sides must be parallel.</li> <li>2. Size/Shape. Determined by the anchor points.</li> <li>3. Orientation. Orientation is determined by the anchor points. The graphic is typically perpendicular to a river.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>   <p>G*MPBCB---****X</p> <p>Example</p>   <p>G*MPBCB---****X</p> |

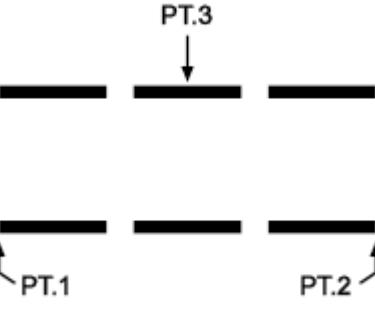
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.MOBSU.OBSTBP.CSGSTE.FRY</b><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>OBSTACLE BYPASS<br>CROSSING SITE/WATER CROSSING<br>FERRY<br><br>Hierarchy: 2.X.3.2.2.3<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires two anchor points. Points 1 and 2 define the tips of the arrowheads.<br>2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. The arrowheads will be filled-in versions of a common arrowhead.<br>3. Orientation. Orientation is determined by the anchor points. The graphic is typically perpendicular to a river.<br><br>Static/Dynamic: D | Template<br><br><br>G*MPBCF---****X  |
|   | Example<br><br><br>G*MPBCF---****X |

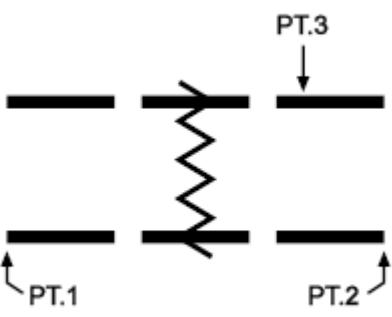
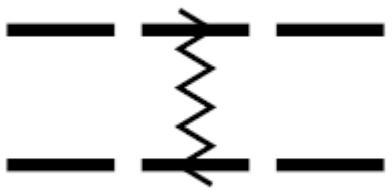
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <p>TACGRP.MOBSU.OBSTBP.CSGSTE.FRDE<br/>SY</p> <p>TACTICAL GRAPHICS<br/>MOBILITY/SURVIVABILITY<br/>OBSTACLE BYPASS<br/>CROSSING SITE/WATER CROSSING<br/>FORD EASY</p> <p>Hierarchy: 2.X.3.2.2.4</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the first line. Point 3 defines the location of the parallel line.</li> <li>2. Size/Shape. Points 1 and 2 determine the length of the graphic. Point 3 determines its width.</li> <li>3. Orientation. Orientation is determined by the anchor points. The graphic is typically perpendicular to a river.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*MPBCE---****X</p>  |
|  | <p>Example</p>  <p>G*MPBCE---****X</p> |

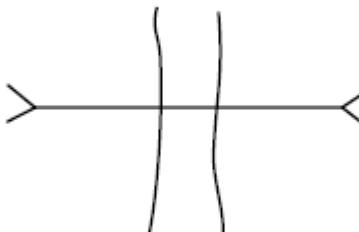
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <p><b>TACGRP.MOBSU.OBSTBP.CSGSTE.FRDD</b><br/><b>FT</b></p> <p>TACTICAL GRAPHICS<br/>MOBILITY/SURVIVABILITY<br/>OBSTACLE BYPASS<br/>CROSSING SITE/WATER CROSSING<br/>FORD DIFFICULT</p> <p>Hierarchy: 2.X.3.2.2.5</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the first line. Point 3 defines the location of the parallel line.</li> <li>2. Size/Shape. Points 1 and 2 determine the length of the graphic. Point 3 determines its width.</li> <li>3. Orientation. Orientation is determined by the anchor points. The graphic is typically perpendicular to a river.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*MPBCD---****X</p>  |
|   | <p>Example</p>  <p>G*MPBCD---****X</p> |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <p><b>TACGRP.MOBSU.OBSTBP.CSGSTE.LANE</b></p> <p>TACTICAL GRAPHICS<br/>MOBILITY/SURVIVABILITY<br/>OBSTACLE BYPASS<br/>CROSSING SITE/WATER CROSSING<br/>LANE</p> <p>Hierarchy: 2.X.3.2.2.6</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires two anchor points. Points 1 and 2 define the tips of the arrowheads.</li> <li>2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. The lines of the arrowhead will form an acute angle.</li> <li>3. Orientation. Orientation is determined by the anchor points. The graphic is typically perpendicular to a river.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*MPBCL---****X</p> <p>Example</p>  <p>G*MPBCL---****X</p> |

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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

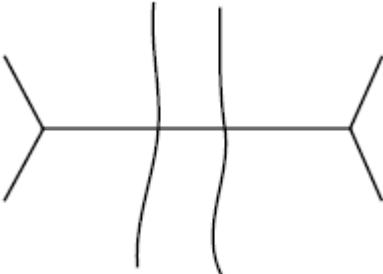
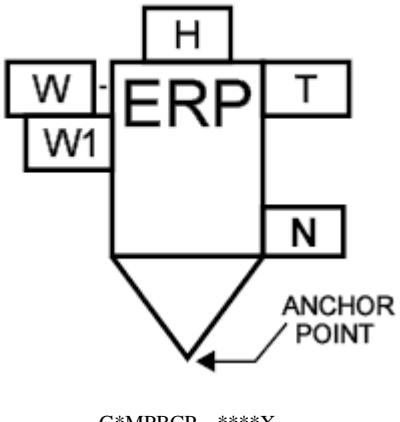
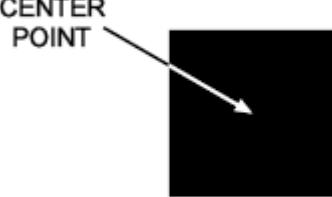
| GRAPHIC   | IMAGES  |
|---|---|
| <p><b>TACGRP.MOBSTRU.OBSTBP.CSGSTE.RFT</b></p> <p>TA<br/>CTICAL GRAP<br/>HICS<br/>MOBILITY/SURVIVABILITY<br/>OBSTACLE BYPASS<br/>CROSSING SITE/WATER CROSSING<br/>RAFT SITE</p> <p>Hierarchy: 2.X.3.2.2.7</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires two anchor points. Points 1 and 2 define the tips of the arrowheads.</li> <li>2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. The lines of the arrowheads will form an obtuse angle.</li> <li>3. Orientation. Orientation is determined by the anchor points. The graphic is typically perpendicular to a river.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*MPBCR---****X</p> <p>Example</p>  <p>G*MPBCR---****X</p> |

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <p><b>TACGRP.MOBSU.OBSTBP.CSGSTE.ERP</b></p> <p>TACTICAL GRAPHICS<br/>MOBILITY/SURVIVABILITY<br/>OBSTACLE BYPASS<br/>CROSSING SITE/WATER CROSSING<br/>ENGINEER REGULATING POINT</p> <p>Hierarchy: 2.X.3.2.2.8</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The symbol will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*MPBCP---****X</p> <p>Example</p>  <p>G*MPBCP---****X</p> |

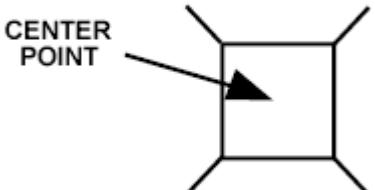
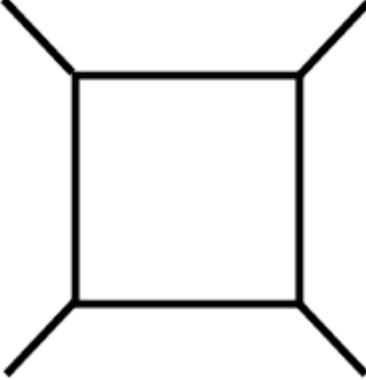
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.MOBSU.SU</b><br><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>SURVIVABILITY<br><br>Hierarchy: 2.X.3.3<br><br>Static/Dynamic: N/A   | N/A  |
| <b>TACGRP.MOBSU.SU.ESTOF</b><br><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>SURVIVABILITY<br>EARTHWORK, SMALL TRENCH OR<br>FORTIFICATION<br><br>Hierarchy: 2.X.3.3.1<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.<br><br>2. Size/Shape. Static.<br><br>3. Orientation. The graphic is typically centered over the desired location.<br><br>Static/Dynamic: S | Template<br><br><br><br>G*MPSE----****X  |
|   | Example<br><br><br><br>G*MPSE----****X |

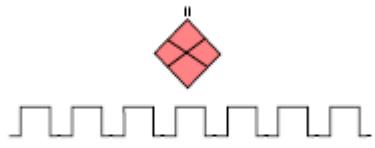
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.MOBSU.SU.FRT</b><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>SURVIVABILITY<br>FORT<br>Hierarchy: 2.X.3.3.2<br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic's center point is typically centered over the desired location.<br>Static/Dynamic: S | Template<br><br>G*MPSF----****X |
|   | Example<br><br>G*MPSF----****X |

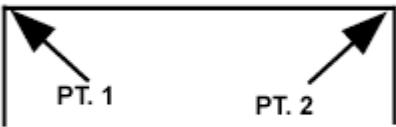
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <p><b>TACGRP.MOBSU.SU.FTFDLN</b></p> <p>TA<del>C</del>TICAL GRAPHICS<br/>MOBILITY/SURVIVABILITY<br/>SURVIVABILITY<br/>FORTIFIED LINE</p> <p>Hierarchy: 2.X.3.3.3</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. 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.</li> <li>2. Size/Shape. The first and last anchor points determine the length of the line.</li> <li>3. Orientation. Orientation is determined by the anchor points. The ramparts typically point toward enemy forces.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*MPSL----****X</p>  |
|   | <p>Example</p>  <p>G*MPSL----****X</p> |

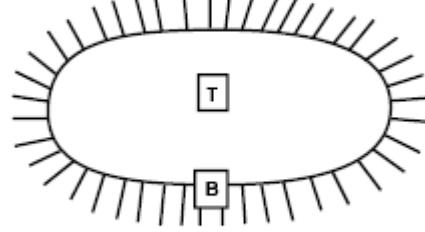
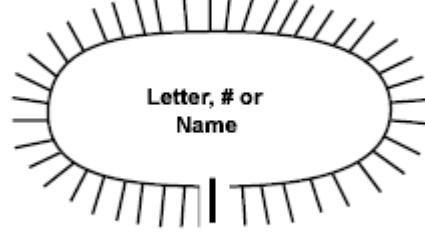
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <p><b>TACGRP.MOBSU.SU.FEWS</b></p> <p>TA<del>C</del>TICAL GRAPHICS<br/>MOBILITY/SURVIVABILITY<br/>SURVIVABILITY<br/>FOXHOLE, EMPLACEMENT OR<br/>WEAPON SITE</p> <p>Hierarchy: 2.X.3.3.4</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires two anchor points. Points 1 and 2 define the corners on the front of the graphic.</li> <li>2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length.</li> <li>3. Orientation. Orientation is determined by the anchor points. The graphic typically faces enemy forces.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*MPSW----****X</p>  |
|  | <p>Example</p>  <p>G*MPSW----****X</p> |

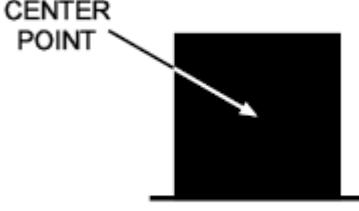
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.MOBSU.SU STRGPT</b><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>SURVIVABILITY<br>STRONG POINT<br><br>Hierarchy: 2.X.3.3.5<br><br><u>Parameters:</u><br>1. 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.<br><br>2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D | Template<br><br><br>G*MPSP----****X  |
|   | Example<br><br><br>G*MPSP----****X |

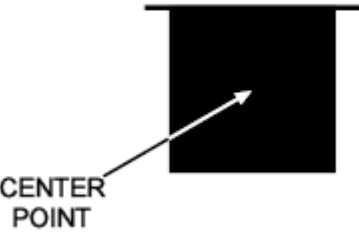
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.MOBSU.SU.SUFSHL</b><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>SURVIVABILITY<br>SURFACE SHELTER<br>Hierarchy: 2.X.3.3.6<br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic's center point is typically centered over the desired location.<br>Static/Dynamic: S | Template<br><br>G*MPSS----****X  |
|   | Example<br><br>G*MPSS----****X |

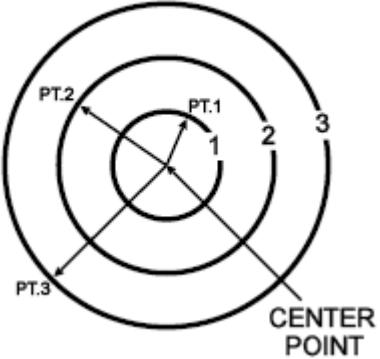
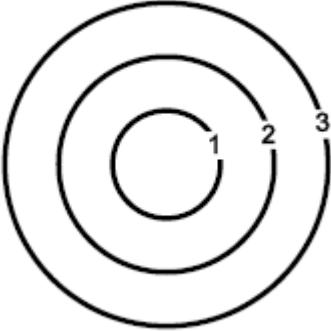
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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p><b>TACGRP.MOBSU.SU.UGDSHL</b></p> <p>TACTICAL GRAPHICS<br/>MOBILITY/SURVIVABILITY<br/>SURVIVABILITY<br/>UNDERGROUND SHELTER</p> <p>Hierarchy: 2.X.3.3.7</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic's center point is typically centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p><b>G*MPSU----****X</b></p>  |
|  | <p>Example</p>  <p><b>G*MPSU----****X</b></p> |

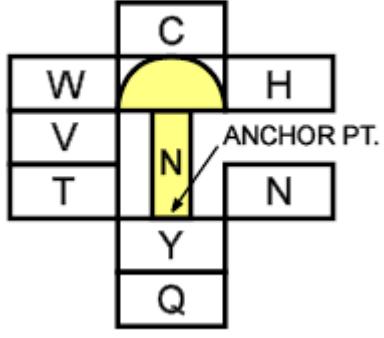
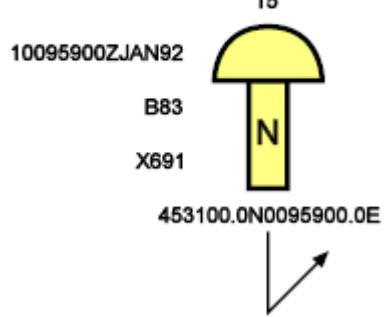
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.MOBSU.CBRN</b><br><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>CHEMICAL, BIOLOGICAL,<br>RADIOLOGICAL, AND NUCLEAR<br><br>Hierarchy: 2.X.3.4<br><br>Static/Dynamic: N/A  | N/A   |
| <b>TACGRP.MOBSU.CBRN.MSDZ</b><br><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>CHEMICAL, BIOLOGICAL,<br>RADIOLOGICAL, AND NUCLEAR<br>MINIMUM SAFE DISTANCE ZONES<br><br>Hierarchy: 2.X.3.4.1<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires four anchor points. The centerpoint defines the center of the graphic. Points 1, 2, and 3 define the radii of circles 1, 2, and 3.<br><br>2. Size/Shape. As defined by the operator.<br><br>3. Orientation. The centerpoint is typically centered over the known/suspected source location of a CBRN event.<br><br>Static/Dynamic: D | <p>Template</p>  <p>G*MPNM----****X</p> <p>Example</p>  <p>G*MPNM----****X</p> |

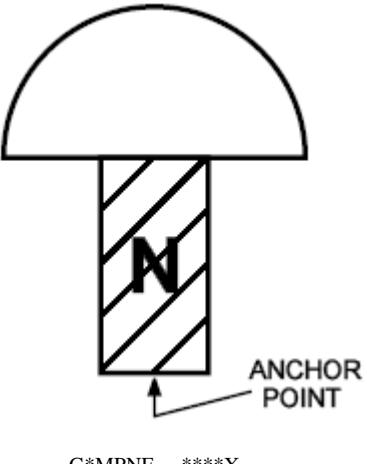
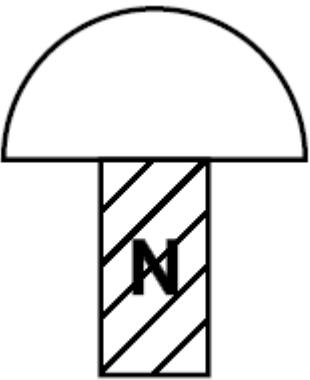
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <p><b>TACGRP.MOBSU.CBRN.NDGZ</b></p> <p>TACTICAL GRAPHICS<br/>MOBILITY/SURVIVABILITY<br/>CHEMICAL, BIOLOGICAL,<br/>RADIOLOGICAL, AND NUCLEAR<br/>NUCLEAR DETONATIONS GROUND<br/>ZERO</p> <p>Hierarchy: 2.X.3.4.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*MPNZ----****X</p>  |
|  | <p>Example</p>  <p>G*MPNZ----****X</p> |

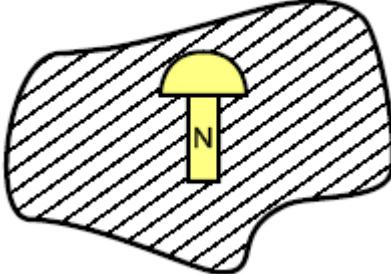
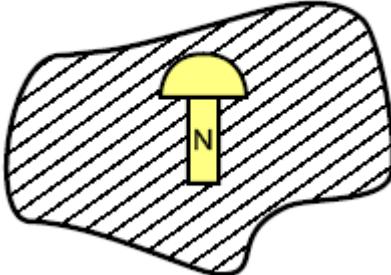
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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.MOBSU.CBRN.FAOTP</b><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>CHEMICAL, BIOLOGICAL,<br>RADIOLOGICAL, AND NUCLEAR<br>FALLOUT PRODUCING<br><br>Hierarchy: 2.X.3.4.3<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.<br><br>Static/Dynamic: S | Template<br><br>G*MPNF----****X |
|   | Example<br><br>G*MPNF----****X |

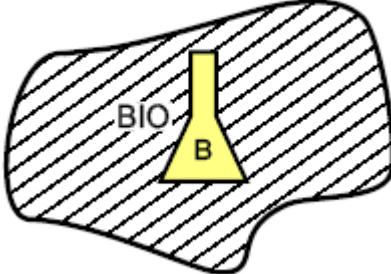
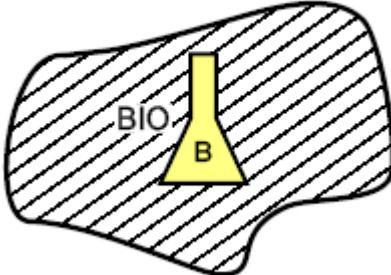
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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <p><b>TACGRP.MOBSU.CBRN.RADA</b></p> <p>TACTICAL GRAPHICS<br/>MOBILITY/SURVIVABILITY<br/>CHEMICAL, BIOLOGICAL,<br/>RADIOLOGICAL, AND NUCLEAR<br/>RADIOACTIVE AREA</p> <p>Hierarchy: 2.X.3.4.4</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. 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.</li> <li>2. Size/Shape. Determined by the anchor points. The nuclear graphic, hierarchy number 2.X.3.4.2, should be moveable within the area.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*MPNR----****X</p>  |
|   | <p>Example</p>  <p>G*MPNR----****X</p> |

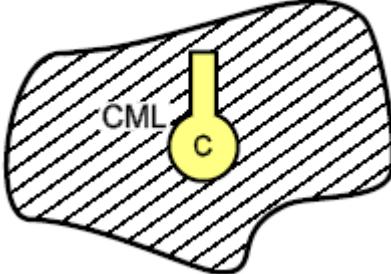
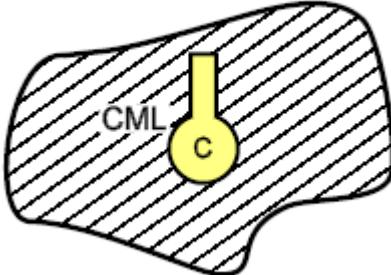
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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <b>TACGRP.MOBSU.CBRN.BIOCA</b><br><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>CHEMICAL, BIOLOGICAL,<br>RADIOLOGICAL, AND NUCLEAR<br>BIOLOGICALLY CONTAMINATED<br>AREA<br><br>Hierarchy: 2.X.3.4.5<br><br><u>Parameters:</u><br><br>1. 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.<br><br>2. Size/Shape. Determined by the anchor points. The biological graphic, hierarchy number 2.X.3.4.7.1, should be moveable within the area.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D | Template<br><br><br>G*MPNB----****X  |
|  | Example<br><br><br>G*MPNB----****X |

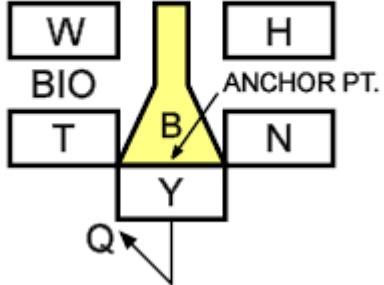
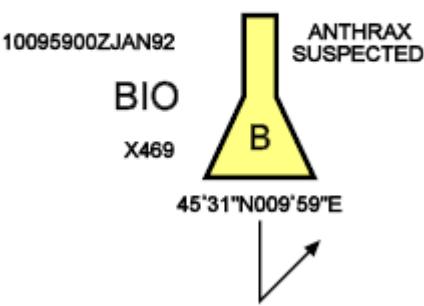
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <b>TACGRP.MOBUS.CBRN.CMLCA</b><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>CHEMICAL, BIOLOGICAL,<br>RADIOLOGICAL, AND NUCLEAR<br>CHEMICALLY CONTAMINATED<br>AREA<br><br>Hierarchy: 2.X.3.4.6<br><br><u>Parameters:</u><br>1. 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.<br><br>2. Size/Shape. Determined by the anchor points. The chemical graphic, hierarchy number 2.X.3.4.7.2, should be moveable within the area.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D | Template<br><br>G*MPNC----****X  |
|  | Example<br><br>G*MPNC----****X |

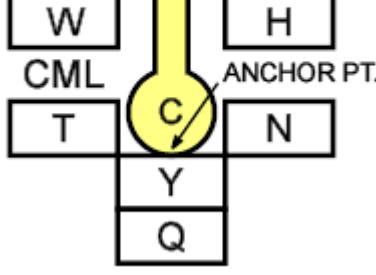
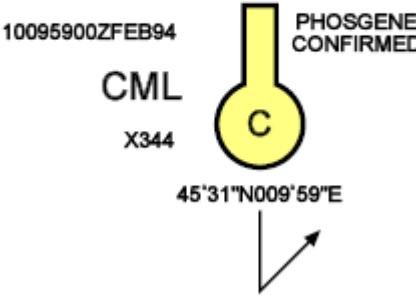
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <b>TACGRP.MOBSU.CBRN.REEVNT</b><br><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>CHEMICAL, BIOLOGICAL,<br>RADIOLOGICAL, AND NUCLEAR<br>RELEASE EVENTS<br><br>Hierarchy: 2.X.3.4.7<br><br>Static/Dynamic: N/A  | N/A   |
| <b>TACGRP.MOBSU.CBRN.REEVNT.BIO</b><br><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>CHEMICAL, BIOLOGICAL,<br>RADIOLOGICAL, AND NUCLEAR<br>RELEASE EVENTS<br>BIOLOGICAL<br><br>Hierarchy: 2.X.3.4.7.1<br><br>Parameters:<br><br>1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base.<br><br>2. Size/Shape. Static.<br><br>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.<br><br>Static/Dynamic: S | <p>Template</p>  <p>G*MPNEB---****X</p> <p>Example</p>  <p>G*MPNEB---****X</p> |

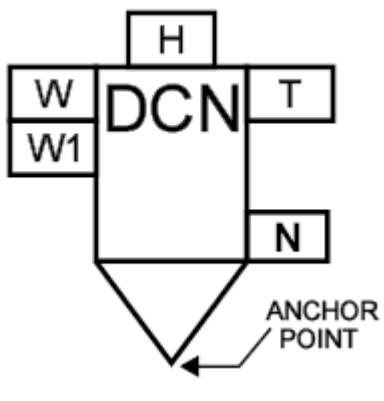
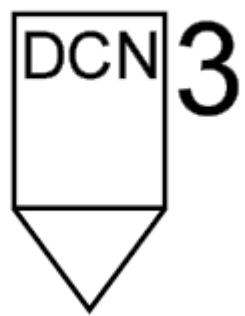
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <p><b>TACGRP.MOBSU.CBRN.REEVNT.CML</b></p> <p>TACTICAL GRAPHICS<br/>MOBILITY/SURVIVABILITY<br/>CHEMICAL, BIOLOGICAL,<br/>RADIOLOGICAL, AND NUCLEAR<br/>RELEASE EVENTS<br/>CHEMICAL</p> <p>Hierarchy: 2.X.3.4.7.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*MPNEC---****X</p>  |
|  | <p>Example</p>  <p>G*MPNEC---****X</p> |

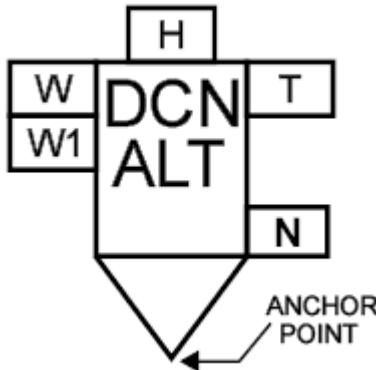
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <b>TACGRP.MOBSU.CBRN.DECONP</b><br><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>CHEMICAL, BIOLOGICAL,<br>RADIOLOGICAL, AND NUCLEAR<br>DECONTAMINATION (DECON)<br>POINTS<br><br>Hierarchy: 2.X.3.4.8<br><br>Static/Dynamic: N/A   | N/A   |
| <b>TACGRP.MOBSU.CBRN.DECONP.USP</b><br><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>CHEMICAL, BIOLOGICAL,<br>RADIOLOGICAL, AND NUCLEAR<br>DECONTAMINATION (DECON)<br>POINTS<br>DECON SITE/POINT (UNSPECIFIED)<br><br>Hierarchy: 2.X.3.4.8.1<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .<br><br>Static/Dynamic: S | <p>Template</p>  <p>G*MPNDP---****X</p> <p>Example</p>  <p>G*MPNDP---****X</p> |

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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <b>TACGRP.MOBUS.CBRN.DECONP.ALTUS P</b><br><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>CHEMICAL, BIOLOGICAL,<br>RADIOLOGICAL, AND NUCLEAR<br>DECONTAMINATION (DECON)<br>POINTS<br>ALTERNATE DECON SITE/POINT<br>(UNSPECIFIED)<br><br>Hierarchy: 2.X.3.4.8.2<br><br><u>Parameters:</u> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .</li> </ol><br>Static/Dynamic: S | Template<br><br><br>G*MPNDA---****X  |
|  | Example<br><br><br>G*MPNDA---****X |

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TABLE B-IV. Military operations tactical graphics - Continued.

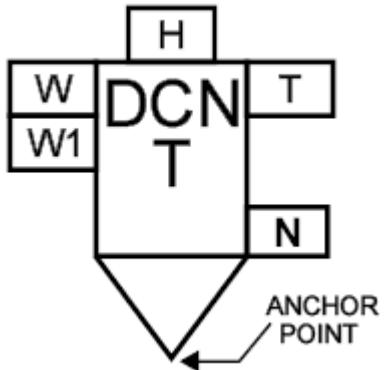
| GRAPHIC  | IMAGES   |
|--|--|
| <p><b>TACGRP.MOBSU.CBRN.DECONP.TRP</b></p> <p>TACTICAL GRAPHICS<br/>MOBILITY/SURVIVABILITY<br/>CHEMICAL, BIOLOGICAL,<br/>RADIOLOGICAL, AND NUCLEAR<br/>DECONTAMINATION (DECON)<br/>POINTS<br/>DECON SITE/POINT (TROOPS)</p> <p>Hierarchy: 2.X.3.4.8.3</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*MPNDT---****X</p>  |
|  | <p>Example</p>  <p>G*MPNDT---****X</p> |

TABLE B-IV. Military operations tactical graphics - Continued.

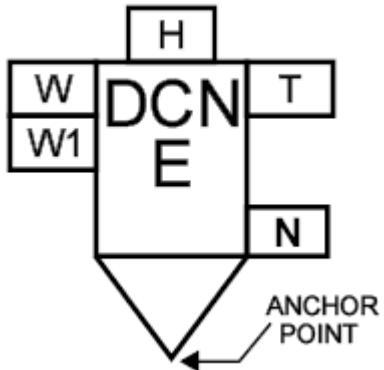
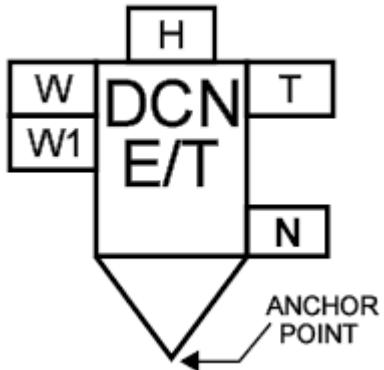
| GRAPHIC  | IMAGES   |
|--|--|
| <b>TACGRP.MOBSU.CBRN.DECONP.EQT</b><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>CHEMICAL, BIOLOGICAL,<br>RADIOLOGICAL, AND NUCLEAR<br>DECONTAMINATION (DECON)<br>POINTS<br>DECON SITE/POINT (EQUIPMENT)<br><br>Hierarchy: 2.X.3.4.8.4<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .<br><br>Static/Dynamic: S | Template<br><br>G*MPNDE---****X  |
|  | Example<br><br>G*MPNDE---****X |

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <b>TACGRP.MOBSU.CBRN.DECONP.EQTTR</b><br><b>P</b><br><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>CHEMICAL, BIOLOGICAL,<br>RADIOLOGICAL, AND NUCLEAR<br>DECONTAMINATION (DECON)<br>POINTS<br>DECON SITE/POINT (EQUIPMENT<br>AND TROOPS)<br><br>Hierarchy: 2.X.3.4.8.5<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .<br><br>Static/Dynamic: S | Template<br><br>G*MPNDB---****X  |
|  | Example<br><br>G*MPNDB---****X |

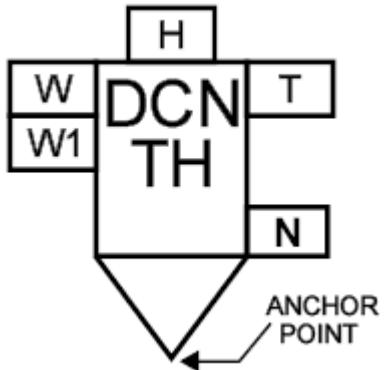
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES                                 |
|--|--|
| <p><b>TACGRP.MOBUS.CBRN.DECONP.OPDEC N</b></p> <p>TACTICAL GRAPHICS<br/>MOBILITY/SURVIVABILITY<br/>CHEMICAL, BIOLOGICAL,<br/>RADIOLOGICAL, AND NUCLEAR<br/>DECONTAMINATION (DECON)<br/>POINTS<br/>DECON SITE/POINT (OPERATIONAL<br/>DECONTAMINATION)</p> <p>Hierarchy: 2.X.3.4.8.6</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p> <p>G*MPNDO---****X</p> |
|  | <p>Example</p> <p>G*MPNDO---****X</p>  |

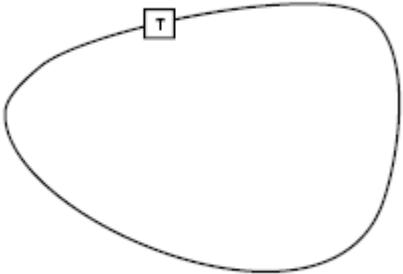
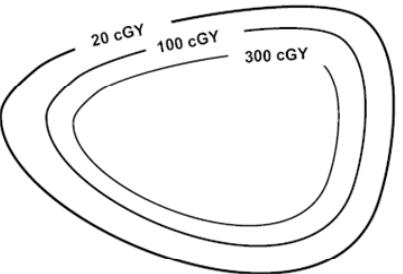
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <b>TACGRP.MOBSU.CBRN.DECONP.TRGH</b><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>CHEMICAL, BIOLOGICAL,<br>RADIOLOGICAL, AND NUCLEAR<br>DECONTAMINATION (DECON)<br>POINTS<br>DECON SITE/POINT (THOROUGH<br>DECONTAMINATION)<br><br>Hierarchy: 2.X.3.4.8.7<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.<br><br>Static/Dynamic: S | Template<br><br>Example<br> |
|  |   |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.MOBSU.CBRN.DRCL</b><br>TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>CHEMICAL, BIOLOGICAL,<br>RADIOLOGICAL, AND NUCLEAR<br>DOSE RATE CONTOUR LINES<br><br>Hierarchy: 2.X.3.4.9<br><br><u>Parameters:</u><br>1. 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.<br><br>2. Size/Shape. Determined by the anchor points.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D | Template<br><br><br><u>G*MPNL----****X</u>  |
|   | Example<br><br><br><u>G*MPNL----****X</u> |
| <b>TACGRP.FSUPP</b><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br><br>Hierarchy: 2.X.4<br><br>Static/Dynamic: N/A   | N/A   |

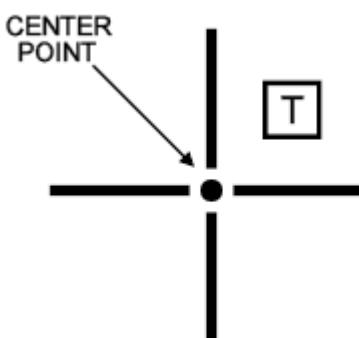
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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.FSUPP.PNT</b><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>POINT<br><br>Hierarchy: 2.X.4.1<br><br>Static/Dynamic: N/A  | N/A   |
| <b>TACGRP.FSUPP.PNT.TGT</b><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>POINT<br>TARGET<br><br>Hierarchy: 2.X.4.1.1<br><br>Static/Dynamic: N/A  | N/A   |
| <b>TACGRP.FSUPP.PNT.TGT.PTGT</b><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>POINT<br>TARGET<br>POINT/SINGLE TARGET<br><br>Hierarchy: 2.X.4.1.1.1<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic is typically centered over the desired location.<br><br>Static/Dynamic: S | Template<br><br>G*FPPTS---****X<br><br>Example<br><br>G*FPPTS---****X |

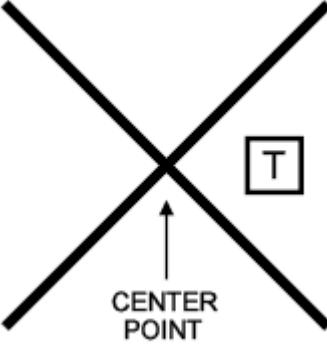
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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <b>TACGRP.FSUPP.PNT.TGT.NUCTGT</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>POINT<br>TARGET<br>NUCLEAR TARGET<br><br>Hierarchy: 2.X.4.1.1.2<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.<br><br>2. Size/Shape. Static.<br><br>3. Orientation. The graphic is typically centered over the desired location.<br><br>Static/Dynamic: S | <p>Template</p>  <p>G*FPPTN---****X</p> |
|  | <p>Example</p>  <p>G*FPPTN---****X</p> |

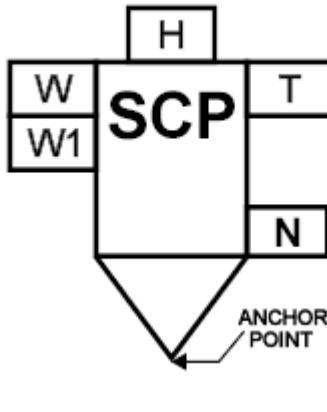
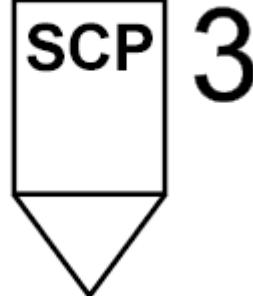
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <b>TACGRP.FSUPP.PNT.C2PNT</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>POINT<br>COMMAND & CONTROL POINTS<br><br>Hierarchy: 2.X.4.1.2<br><br>Static/Dynamic: N/A   | N/A  |
| <b>TACGRP.FSUPP.PNT.C2PNT.FSS</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>POINT<br>COMMAND & CONTROL POINTS<br>FIRE SUPPORT STATION<br><br>Hierarchy: 2.X.4.1.2.1<br><br>Parameters:<br><br>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic is typically centered over the desired location.<br><br>Static/Dynamic: S | Template<br><br><br>G*FPPCF---****X<br><br>Example<br><br><br>G*FPPCF---****X |

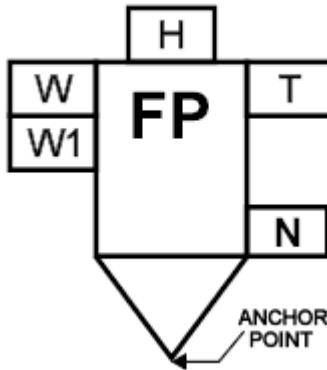
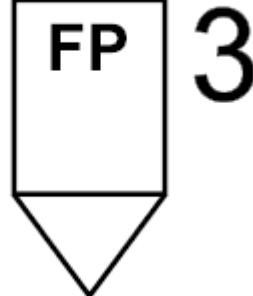
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <b>TACGRP.FSUPP.PNT.C2PNT.SCP</b><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>POINT<br>COMMAND & CONTROL POINTS<br>SURVEY CONTROL POINT<br>Hierarchy: 2.X.4.1.2.2<br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic will typically be oriented upright, as shown in the example, but will be rotatable.<br>Static/Dynamic: S | Template<br><br>Example<br> |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.FSUPP.PNT.C2PNT.FP</b><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>POINT<br>COMMAND & CONTROL POINTS<br>FIRING POINT<br>Hierarchy: 2.X.4.1.2.3<br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic will typically be oriented upright, as shown in the example, but will be rotatable.<br>Static/Dynamic: S | Template<br><br>G*FPPCB---****X  |
|   | Example<br><br>G*FPPCB---****X |

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TABLE B-IV. Military operations tactical graphics - Continued.

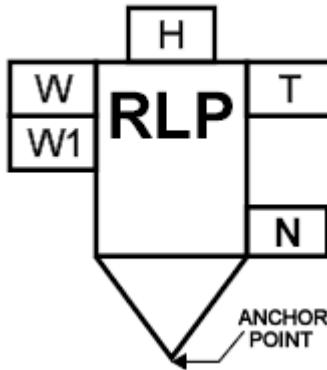
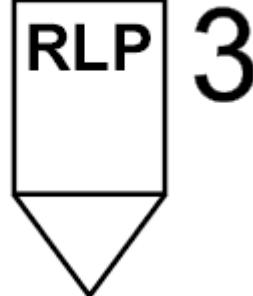
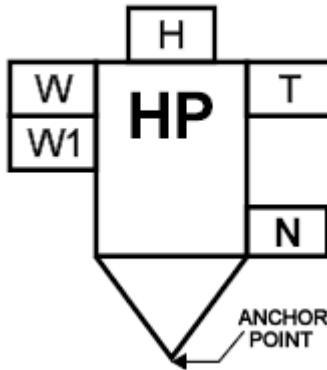
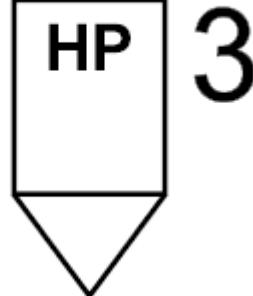
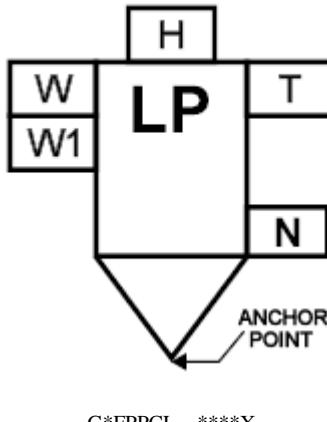
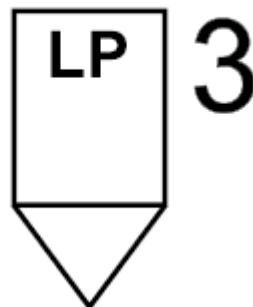
| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.FSUPP.PNT.C2PNT.RP</b><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>POINT<br>COMMAND & CONTROL POINTS<br>RELOAD POINT<br>Hierarchy: 2.X.4.1.2.4<br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic will typically be oriented upright, as shown in the example, but will be rotatable.<br>Static/Dynamic: S | Template<br><br>G*FPPCR---****X  |
|   | Example<br><br>G*FPPCR---****X |

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.FSUPP.PNT.C2PNT.HP</b><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>POINT<br>COMMAND & CONTROL POINTS<br>HIDE POINT<br><br>Hierarchy: 2.X.4.1.2.5<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic will typically be oriented upright, as shown in the example, but will be rotatable.<br><br>Static/Dynamic: S | Template<br><br>G*FPPCH---****X  |
|   | Example<br><br>G*FPPCH---****X |

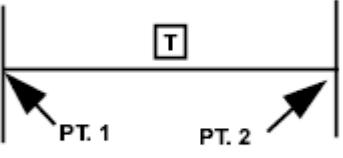
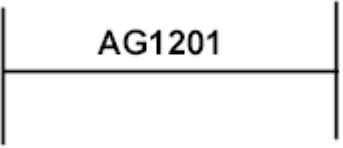
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.FSUPP.PNT.C2PNT.LP</b><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>POINT<br>COMMAND & CONTROL POINTS<br>LAUNCH POINT<br>Hierarchy: 2.X.4.1.2.6<br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic will typically be oriented upright, as shown in the example, but will be rotatable.<br>Static/Dynamic: S | Template<br><br>Example<br> |
|   |   |

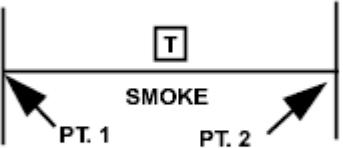
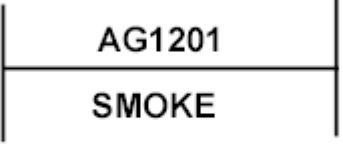
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <b>TACGRP.FSUPP.LNE</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>LINES<br><br>Hierarchy: 2.X.4.2<br><br>Static/Dynamic: N/A   | N/A  |
| <b>TACGRP.FSUPP.LNE.LNRTGT</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>LINES<br>LINEAR TARGET<br><br>Hierarchy: 2.X.4.2.1<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires two (2) anchor points. Point 1 defines the start of the graphic. Point 2 defines the end of the graphic.<br><br>2. Size/Shape. The anchor points define the size.<br><br>3. Orientation. As determined by the anchor points.<br><br>Static/Dynamic: D | <p>Template</p>  <p>G*FPLT----****X</p> <p>Example</p>  <p>G*FPLT----****X</p> |

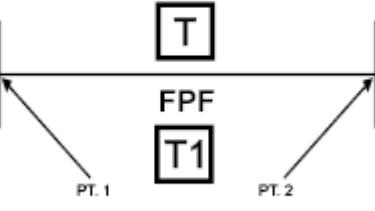
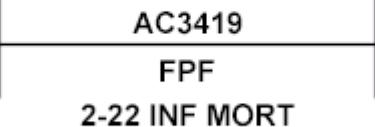
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <p><b>TACGRP.FSUPP.LNE.LNRTGT.LSTGT</b></p> <p>TACTICAL GRAPHICS<br/>FIRE SUPPORT<br/>LINES<br/>LINEAR TARGET<br/>LINEAR SMOKE TARGET</p> <p>Hierarchy: 2.X.4.2.1.1</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires two (2) anchor points. Point 1 defines the start of the graphic. Point 2 defines the end of the graphic.</li> <li>2. Size/Shape. The anchor points define the size.</li> <li>3. Orientation. As determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*FPLTS---****X</p>  |
|   | <p>Example</p>  <p>G*FPLTS---****X</p> |

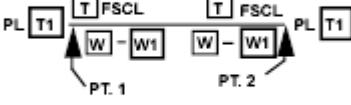
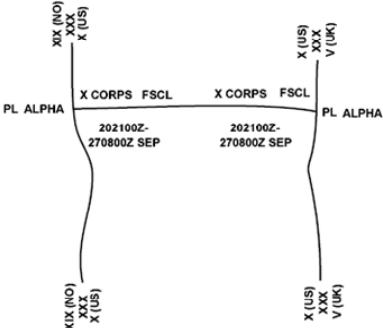
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <p><b>TACGRP.FSUPP.LNE.LNRTGT.FPF</b></p> <p>TA<del>C</del>TICAL GRAPHICS<br/>FIRE SUPPORT<br/>LINES<br/>LINEAR TARGET<br/>FINAL PROTECTIVE FIRE (FPF)</p> <p>Hierarchy: 2.X.4.2.1.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires two (2) anchor points. Point 1 defines the start point of the graphic. Point 2 defines the end point of the graphic.</li> <li>2. Size/Shape. Size: The anchor points define the size.<br/>Shape: Line. The information fields should be scaleable and movable along the line.</li> <li>3. Orientation. As determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*FPLTF---****X</p>  |
|  | <p>Example</p>  <p>G*FPLTF---****X</p> |

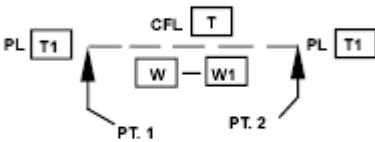
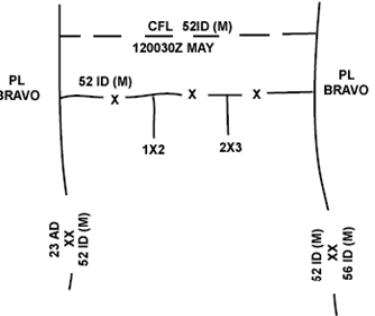
**MIL-STD-2525C**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.FSUPP.LNE.C2LNE</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>LINES<br>COMMAND & CONTROL LINES<br><br>Hierarchy: 2.X.4.2.2<br><br>Static/Dynamic: N/A   | N/A  |
| <b>TACGRP.FSUPP.LNE.C2LNE.FSCL</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>LINES<br>COMMAND & CONTROL LINES<br>FIRE SUPPORT COORDINATION<br>LINE (FSCL)<br><br>Hierarchy: 2.X.4.2.2.1<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line .<br><br>2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen.<br><br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D | <p>Template</p>  <p>G*FPLCF---****X</p> <p>Example</p>  <p>G*FPLCF---****X</p> |

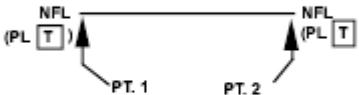
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <b>TACGRP.FSUPP.LNE.C2LNE.CFL</b><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>LINES<br>COMMAND & CONTROL LINES<br>COORDINATED FIRE LINE (CFL)<br>Hierarchy: 2.X.4.2.2.2<br><u>Parameters:</u><br>1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line.<br>2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen.<br>3. Orientation. Orientation is determined by the anchor points.<br>Static/Dynamic: D<br>Note: The dashed lines in this graphic shall be displayed in present and anticipated status. | Template<br><br>G*FPLCC---****X<br><br>Example<br><br>G*FPLCC---****X |

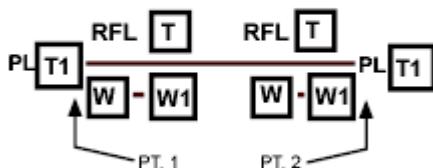
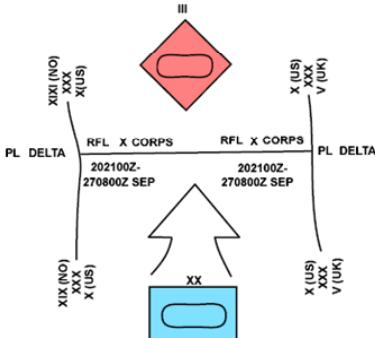
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.FSUPP.LNE.C2LNE.NFL</b><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>LINES<br>COMMAND & CONTROL LINES<br>NO-FIRE LINE (NFL)<br><br>Hierarchy: 2.X.4.2.2.3<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line.<br>2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen.<br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D | Template<br><br><br>G*FPLCN---****X |

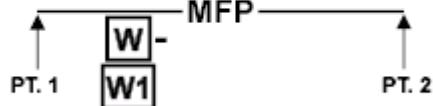
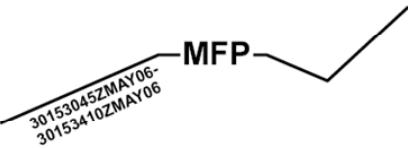
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <b>TACGRP.FSUPP.LNE.C2LNE.RFL</b><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>LINES<br>COMMAND & CONTROL LINES<br>RESTRICTIVE FIRE LINE (RFL)<br><br>Hierarchy: 2.X.4.2.2.4<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line.<br>2. Size/Shape. The first and last anchor points determine the length of the line. The end-of-line information will typically be posted at the ends of the line as it is displayed on the screen.<br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D | Template<br><br><br>Example<br> |

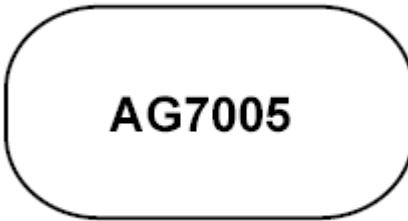
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p><b>TACGRP.FSUPP.LNE.C2LNE.MFP</b></p> <p>TACTICAL GRAPHICS<br/>FIRE SUPPORT<br/>LINES<br/>COMMAND &amp; CONTROL LINES<br/>MUNITION FLIGHT PATH (MFP)</p> <p>Hierarchy: N/A</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two (2) and a maximum of one hundred twenty-seven (127) anchor points. 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.</li> <li>2. Size/Shape. The anchor points define the size and shape.</li> <li>3. Orientation. The orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</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 mid point of the graphic.</p> <p>NOTE 4. The 3D display of a MFP requires a height value for each anchor point.</p> | <p>Template</p>  <p>G*FPLCM---****X</p>   |
|  | <p>Example1</p>  <p>G*FPLCM---****X</p> |
|  | <p>Example2</p>  <p>G*FPLCM---****X</p> |

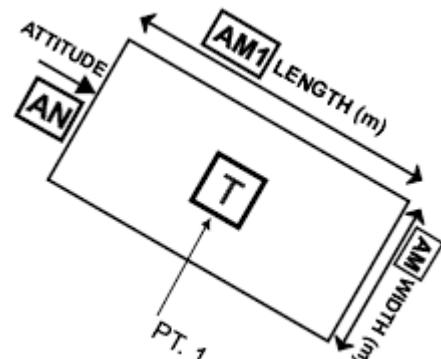
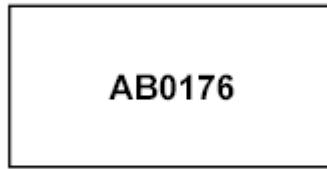
**MIL-STD-2525C**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

| <b>GRAPHIC</b>  | <b>IMAGES</b>  |
|---|--|
| <b>TACGRP.FSUPP.ARS</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br><br>Hierarchy: 2.X.4.3<br><br>Static/Dynamic: N/A  | N/A  |
| <b>TACGRP.FSUPP.ARS.ARATGT</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>AREA TARGET<br><br>Hierarchy: 2.X.4.3.1<br><br><u>Parameters:</u><br><br>1. 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.<br><br>2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D | <p>Template</p>  <p>G*FPAT----****X</p> <p>Example</p>  <p>G*FPAT----****X</p> |

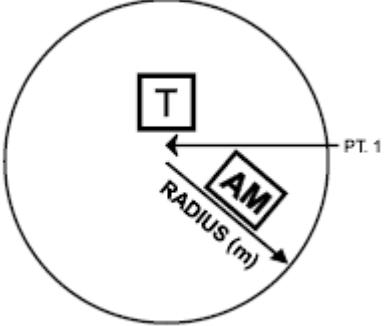
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <b>TACGRP.FSUPP.ARS.ARATGT.RTGTGT</b><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>AREA TARGET<br>RECTANGULAR TARGET<br>Hierarchy: 2.X.4.3.1.1<br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one (1) anchor point to define the center of the area.<br>2. Size/Shape. Size: as determined by the anchor point, the target length (in meters), and target width (in meters). A rectangular target is wider and longer than 200 meters. The information fields should be moveable and scaleable within the area. Shape: Rectangle.<br>3. Orientation. As determined by the Target Attitude (modifier "AN") in degrees.<br>Static/Dynamic: D | Template<br><br>G*FPATR---****X  |
|  | Example<br><br>G*FPATR---****X |

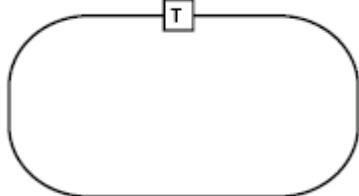
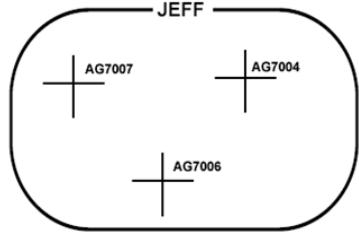
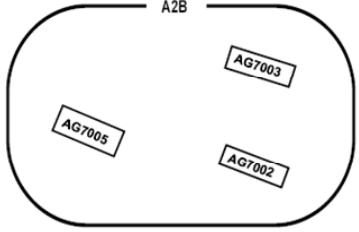
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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.FSUPP.ARS.ARATGT.CIRTGT</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>AREA TARGET<br>CIRCULAR TARGET<br><br>Hierarchy: 2.X.4.3.1.2<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one (1) anchor point. Point 1 defines the center point of the graphic.<br><br>2. Size/Shape. Size: The radius, defined in meters, determines the size of the Circular Target. Shape: Circle. The information fields should be movable and scaleable within the circle.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D | <p>Template</p>  <p>G*FPATC---****X</p> |
|   | <p>Example</p>  <p>G*FPATC---****X</p> |

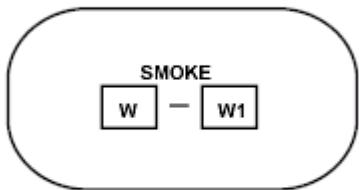
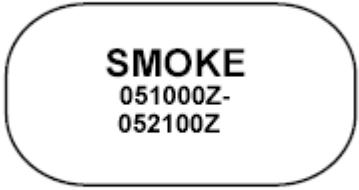
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.FSUPP.ARS.ARATGT.SGTGT</b><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>AREA TARGET<br>SERIES OR GROUP OF TARGETS<br>Hierarchy: 2.X.4.3.1.3<br><u>Parameters:</u><br>1. 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.<br>2. Size/Shape. Determined by the anchor points.<br>3. Orientation. Not applicable. The area will encompass two or more fire support graphics (point/single target, nuclear target, circular target, or rectangular target).<br>The naming convention determines whether the area describes a series or group of targets.<br>Static/Dynamic: D | Template<br><br>G*FPATG---****X                     |
|   | Example: Series of targets<br><br>G*FPATG---****X |
|   | Example: Group of targets<br><br>G*FPATG---****X  |

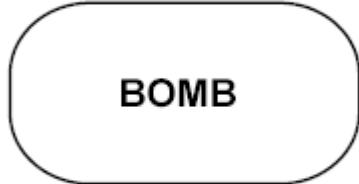
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <b>TACGRP.FSUPP.ARS.ARATGT.SMK</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>AREA TARGET<br>SMOKE<br><br>Hierarchy: 2.X.4.3.1.4<br><br><u>Parameters:</u><br><br>1. 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.<br><br>2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.<br><br>3. Orientation. Not applicable<br><br>Static/Dynamic: D | <p>Template</p>  <p>G*FPATS---****X</p>  |
|  | <p>Example</p>  <p>G*FPATS---****X</p> |

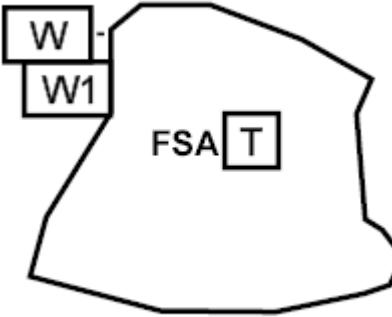
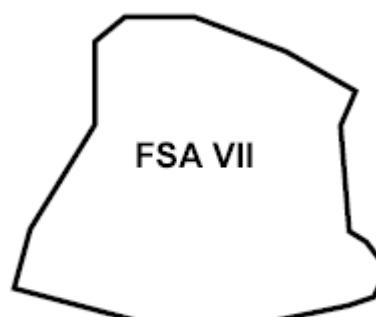
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <b>TACGRP.FSUPP.ARS.ARATGT.BMARA</b><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>AREA TARGET<br>BOMB AREA<br><br>Hierarchy: 2.X.4.3.1.5<br><br><u>Parameters:</u><br>1. 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.<br><br>2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D | Template<br><br><br><u>G*FPATB---****X</u>  |
|  | Example<br><br><br><u>G*FPATB---****X</u> |

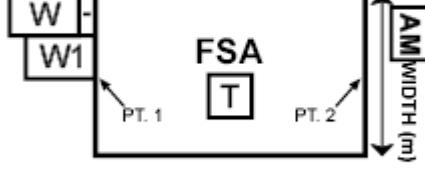
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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.FSUPP.ARS.C2ARS</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>COMMAND & CONTROL AREAS<br><br>Hierarchy: 2.X.4.3.2<br><br>Static/Dynamic: N/A   | N/A  |
| <b>TACGRP.FSUPP.ARS.C2ARS.FSA</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>COMMAND & CONTROL AREAS<br>FIRE SUPPORT AREA (FSA)<br><br>Hierarchy: 2.X.4.3.2.1<br><br>Static/Dynamic: N/A  | N/A  |
| <b>TACGRP.FSUPP.ARS.C2ARS.FSA.IRR</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>COMMAND & CONTROL AREAS<br>FIRE SUPPORT AREA (FSA)<br>IRREGULAR<br><br>Hierarchy: 2.X.4.3.2.1.1<br><br><u>Parameters:</u><br><br>1. Anchor Points. The 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.<br><br>2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D | Template<br><br>G*FPACSI--****X<br><br>Example<br><br>G*FPACSI--****X |

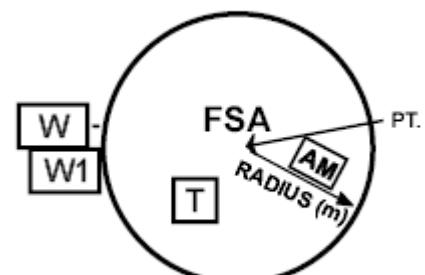
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <p>TACGRP.FSUPP.ARS.C2ARS.FSA.RTG</p> <p>TACTICAL GRAPHICS<br/>FIRE SUPPORT<br/>AREAS<br/>COMMAND &amp; CONTROL AREAS<br/>FIRE SUPPORT AREA (FSA)<br/>RECTANGULAR</p> <p>Hierarchy: 2.X.4.3.2.1.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic 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.</li> <li>2. Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scaleable.</li> <li>3. Orientation. As determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*FPACSR--****X</p> <p>Example</p>  <p>G*FPACSR--****X</p> |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p><b>TACGRP.FSUPP.ARS.C2ARS.FSA.CIRCLR</b></p> <p>TACTICAL GRAPHICS<br/>FIRE SUPPORT<br/>AREAS<br/>COMMAND &amp; CONTROL AREAS<br/>FIRE SUPPORT AREA (FSA)<br/>CIRCULAR</p> <p>Hierarchy: 2.X.4.3.2.1.3</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic.</li> <li>2. Size/Shape. Size: The radius, defined in meters, defines the size. Shape: Circle. The information fields should be scaleable within the circle.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*FPACSC--****X</p> <p>Example</p>  <p>G*FPACSC--****X</p> |

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TABLE B-IV. Military operations tactical graphics - Continued.

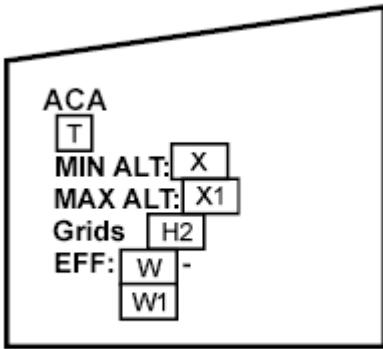
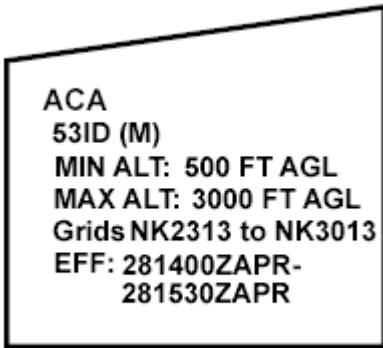
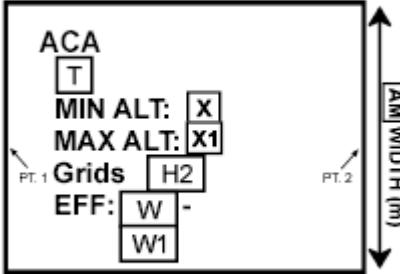
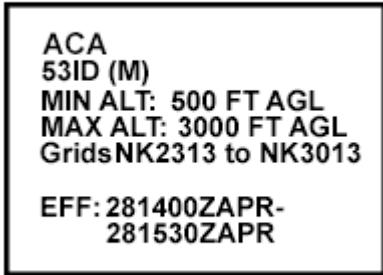
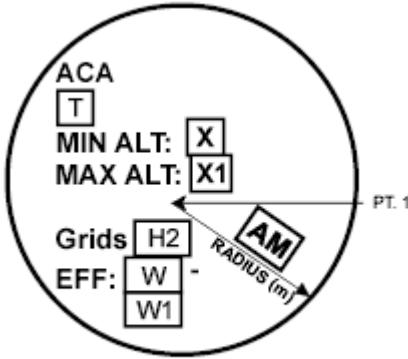
| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.FSUPP.ARS.C2ARS.ACA</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>COMMAND & CONTROL AREAS<br>AIRSPACE COORDINATION AREA<br>(ACA)<br><br>Hierarchy: 2.X.4.3.2.2<br><br>Static/Dynamic: N/A  | N/A   |
| <b>TACGRP.FSUPP.ARS.C2ARS.ACA.IRR</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>COMMAND & CONTROL AREAS<br>AIRSPACE COORDINATION AREA<br>(ACA)<br>IRREGULAR<br><br>Hierarchy: 2.X.4.3.2.2.1<br><br><u>Parameters:</u><br><br>1. 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.<br><br>2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D | <p>Template</p>  <p>G*FPACAI--****X</p> <p>Example</p>  <p>G*FPACAI--****X</p> |

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p><b>TACGRP.FSUPP.ARS.C2ARS.ACA.RTG</b></p> <p>TACTICAL GRAPHICS<br/>FIRE SUPPORT<br/>AREAS<br/>COMMAND &amp; CONTROL AREAS<br/>AIRSPACE COORDINATION AREA<br/>(ACA)<br/>RECTANGULAR</p> <p>Hierarchy: 2.X.4.3.2.2.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic 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.</li> <li>2. Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scaleable.</li> <li>3. Orientation. As determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*FPACAR--****X</p> <p>Example</p>  <p>G*FPACAR--****X</p> |

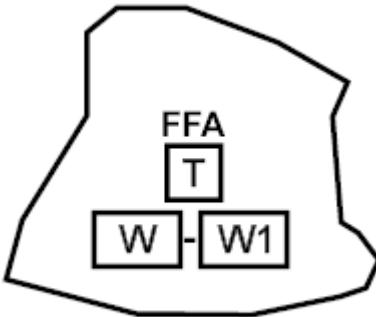
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p><b>TACGRP.FSUPP.ARS.C2ARS.ACA.CIRCLR</b></p> <p>TACTICAL GRAPHICS<br/>FIRE SUPPORT<br/>AREAS<br/>COMMAND &amp; CONTROL AREAS<br/>AIRSPACE COORDINATION AREA<br/>(ACA)<br/>CIRCULAR</p> <p>Hierarchy: 2.X.4.3.2.2.3</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic.</li> <li>2. Size/Shape. Size: The radius, defined in meters, defines the size. Shape: Circle. The information fields should be scaleable within the circle.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*FPACAC--****X</p> |
|  | <p>Example</p>  <p>G*FPACAC--****X</p> |

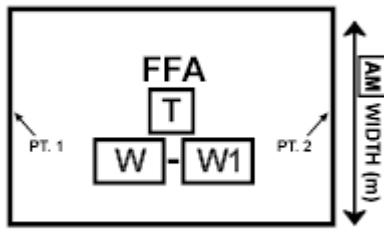
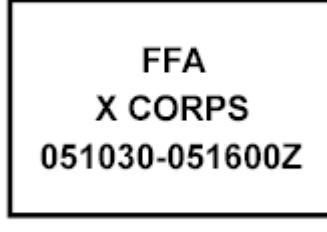
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.FSUPP.ARS.C2ARS.FFA</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>COMMAND & CONTROL AREAS<br>FREE FIRE AREA (FFA)<br><br>Hierarchy: 2.X.4.3.2.3<br><br><u>Static/Dynamic:</u> N/A  | N/A   |
| <b>TACGRP.FSUPP.ARS.C2ARS.FFA.IRR</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>COMMAND & CONTROL AREAS<br>FREE FIRE AREA (FFA)<br>IRREGULAR<br><br>Hierarchy: 2.X.4.3.2.3.1<br><br><u>Parameters:</u><br><br>1. 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.<br><br>2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.<br><br>3. Orientation. Not applicable.<br><br><u>Static/Dynamic:</u> D | <p>Template</p>  <p>G*FPACFL--****X</p> <p>Example</p>  <p>G*FPACFL--****X</p> |

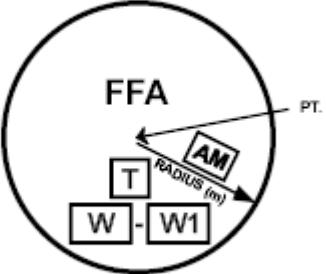
MIL-STD-2525C  
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <p><b>TACGRP.FSUPP.ARS.C2ARS.FFA.RTG</b></p> <p>TACTICAL GRAPHICS<br/>FIRE SUPPORT<br/>AREAS<br/>COMMAND &amp; CONTROL AREAS<br/>FREE FIRE AREA (FFA)<br/>RECTANGULAR</p> <p>Hierarchy: 2.X.4.3.2.3.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic 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.</li> <li>2. Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scaleable.</li> <li>3. Orientation. As determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*FPACFR--****X</p>  |
|   | <p>Example</p>  <p>G*FPACFR--****X</p> |

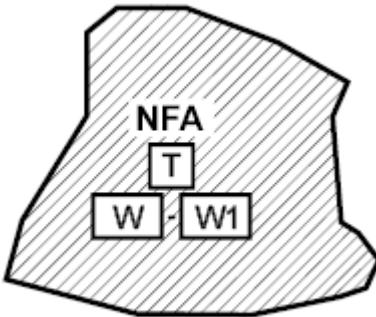
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p><b>TACGRP.FSUPP.ARS.C2ARS.FFA.CIRCLR</b></p> <p>TACTICAL GRAPHICS<br/>FIRE SUPPORT<br/>AREAS<br/>COMMAND &amp; CONTROL AREAS<br/>FREE FIRE AREA (FFA)<br/>CIRCULAR</p> <p>Hierarchy: 2.X.4.3.2.3.3</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic.</li> <li>2. Size/Shape. Size: The radius, defined in meters, defines the size. Shape: Circle. The information fields should be scaleable within the circle.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*FPACFC--****X</p> |
|  | <p>Example</p>  <p>G*FPACFC--****X</p> |

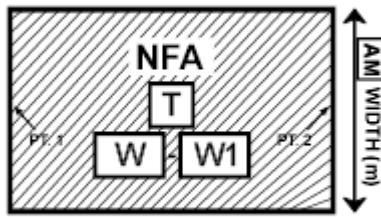
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.FSUPP.ARS.C2ARS.NFA</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>COMMAND & CONTROL AREAS<br>NO-FIRE AREA (NFA)<br><br>Hierarchy: 2.X.4.3.2.4<br><br>Static/Dynamic: N/A   | N/A  |
| <b>TACGRP.FSUPP.ARS.C2ARS.NFA.IRR</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>COMMAND & CONTROL AREAS<br>NO-FIRE AREA (NFA)<br>IRREGULAR<br><br>Hierarchy: 2.X.4.3.2.4.1<br><br><u>Parameters:</u><br><br>1. 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.<br><br>2. Size/Shape. Determined by the anchor points. The information fields should be movable and scalable as a block within the area.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D | Template<br><br><br>G*FPACNI--****X |
|   | Example<br><br><br>G*FPACNI--****X |

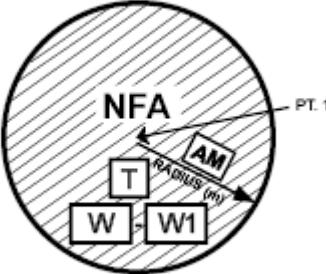
MIL-STD-2525C  
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.FSUPP.ARS.C2ARS.NFA.RTG</b><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>COMMAND & CONTROL AREAS<br>NO-FIRE AREA (NFA)<br>RECTANGULAR<br><br>Hierarchy: 2.X.4.3.2.4.2<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic 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.<br><br>2. Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scaleable within the rectangle.<br><br>3. Orientation. As determined by the anchor points.<br><br>Static/Dynamic: D | Template<br><br><br>G*FPACNR--****X  |
|   | Example<br><br><br>G*FPACNR--****X |

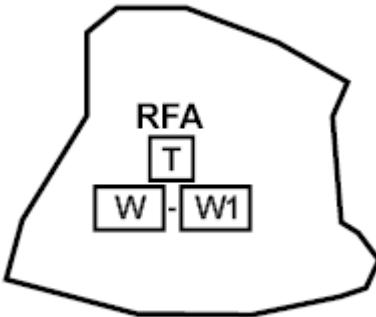
MIL-STD-2525C  
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p><b>TACGRP.FSUPP.ARS.C2ARS.NFA.CIRCLR</b></p> <p>TACTICAL GRAPHICS<br/>FIRE SUPPORT<br/>AREAS<br/>COMMAND &amp; CONTROL AREAS<br/>NO-FIRE AREA (NFA)<br/>CIRCULAR</p> <p>Hierarchy: 2.X.4.3.2.4.3</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic.</li> <li>2. Size/Shape. Size: The radius, defined in meters, defines the size. Shape: Circle. The information fields should be scaleable within the circle.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*FPACNC--****X</p> |
|  | <p>Example</p>  <p>G*FPACNC--****X</p> |

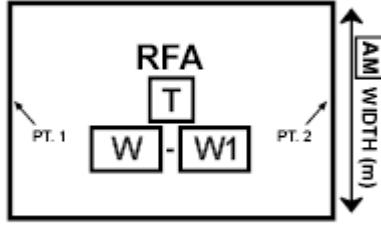
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <b>TACGRP.FSUPP.ARS.C2ARS.RFA</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>COMMAND & CONTROL AREAS<br>RESTRICTIVE FIRE AREA (RFA)<br><br>Hierarchy: 2.X.4.3.2.5<br><br><u>Static/Dynamic:</u> N/A  | N/A  |
| <b>TACGRP.FSUPP.ARS.C2ARS.RFA.IRR</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>COMMAND & CONTROL AREAS<br>RESTRICTIVE FIRE AREA (RFA)<br>IRREGULAR<br><br>Hierarchy: 2.X.4.3.2.5.1<br><br><u>Parameters:</u><br><br>1. 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.<br><br>2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.<br><br>3. Orientation. Not applicable.<br><br><u>Static/Dynamic:</u> D | Template<br><br><br>G*FPACRI--****X |
|  | Example<br><br><br>G*FPACRI--****X |

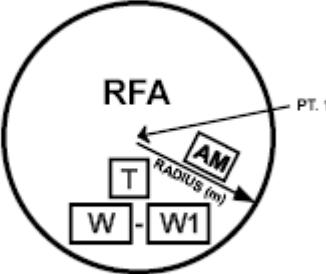
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.FSUPP.ARS.C2ARS.RFA.RTG</b><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>COMMAND & CONTROL AREAS<br>RESTRICTIVE FIRE AREA (RFA)<br>RECTANGULAR<br><br>Hierarchy: 2.X.4.3.2.5.2<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic 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.<br><br>2. Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scaleable.<br><br>3. Orientation. As determined by the anchor points.<br><br>Static/Dynamic: D | Template<br><br><br>G*FPACRR--****X  |
|   | Example<br><br><br>G*FPACRR--****X |

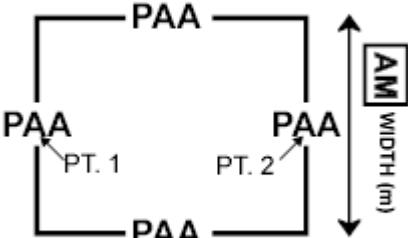
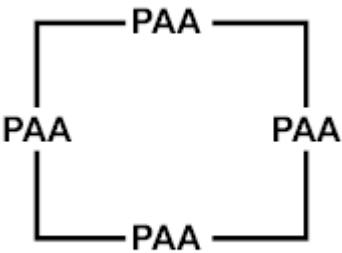
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p><b>TACGRP.FSUPP.ARS.C2ARS.RFA.CIRCLR</b></p> <p>TA<del>T</del>CTICAL GRAPHICS<br/>FIRE SUPPORT<br/>AREAS<br/>COMMAND &amp; CONTROL AREAS<br/>RESTRICTIVE FIRE AREA (RFA)<br/>CIRCULAR</p> <p>Hierarchy: 2.X.4.3.2.5.3</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic.</li> <li>2. Size/Shape. Size: The radius, defined in meters, defines the size. Shape: Circle. The information fields should be scaleable within the circle.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*FPACRC--****X</p> |
|   | <p>Example</p>  <p>G*FPACRC--****X</p> |

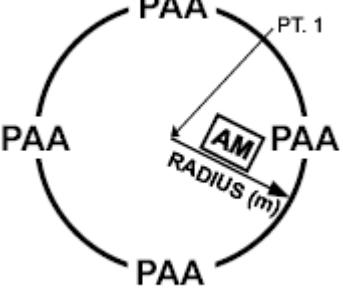
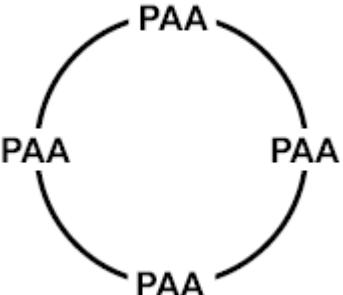
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <b>TACGRP.FSUPP.ARS.C2ARS.PAA</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>COMMAND & CONTROL AREAS<br>POSITION AREA FOR ARTILLERY<br>(PAA)<br><br>Hierarchy: 2.X.4.3.2.6<br><br>Static/Dynamic: N/A  | N/A   |
| <b>TACGRP.FSUPP.ARS.C2ARS.PAA.RTG</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>COMMAND & CONTROL AREAS<br>POSITION AREA FOR ARTILLERY<br>(PAA)<br>RECTANGULAR<br><br>Hierarchy: 2.X.4.3.2.6.1<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic 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.<br><br>2. Size/Shape. Determined by the anchor points.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D | <p>Template</p>  <p>The diagram shows a rectangle divided into four quadrants by its midpoints. The top-left quadrant is labeled 'PT. 1' and the top-right quadrant is labeled 'PT. 2'. The rectangle is labeled 'PAA' at all four vertices. To the right of the rectangle, there is a vertical double-headed arrow indicating its width, with the label 'WIDTH (m)' above it. A small box labeled 'AM' is positioned next to the arrow.</p> <p>G*FPACPR--****X</p> <p>Example</p>  <p>The diagram shows a square divided into four quadrants by its midpoints. All four vertices of the square are labeled 'PAA'. A small box labeled 'AM' is positioned to the right of the square.</p> <p>G*FPACPR--****X</p> |

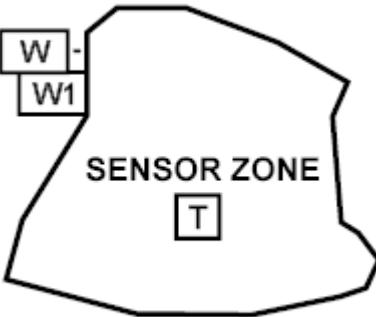
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p><b>TACGRP.FSUPP.ARS.C2ARS.PAA.CIRCLR</b></p> <p>TACTICAL GRAPHICS<br/>FIRE SUPPORT<br/>AREAS<br/>COMMAND &amp; CONTROL AREAS<br/>POSITION AREA FOR ARTILLERY<br/>(PAA)<br/>CIRCULAR</p> <p>Hierarchy: 2.X.4.3.2.6.2</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic.</li> <li>2. Size/Shape. Size: The radius, defined in meters, defines the size. Shape: Circle. The information fields should be scaleable within the circle.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*FPACPC--****X</p> |
|   | <p>Example</p>  <p>G*FPACPC--****X</p> |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <b>TACGRP.FSUPP.ARS.C2ARS.SNSZ</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>COMMAND & CONTROL AREAS<br>SENSOR ZONE<br><br>Hierarchy: N/A<br><br>Static/Dynamic: N/A  | N/A  |
| <b>TACGRP.FSUPP.ARS.C2ARS.SNSZ.IRR</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>COMMAND & CONTROL AREAS<br>SENSOR ZONE<br>IRREGULAR<br><br>Hierarchy: N/A<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires a minimum of 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.<br><br>2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scaleable within the area.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D | Template<br><br><br>G*FPACEI--****X<br><br>Example<br><br><br>G*FPACEI--****X |

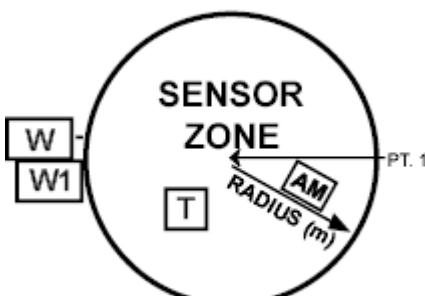
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES                                 |
|---|--|
| <p><b>TACGRP.FSUPP.ARS.C2ARS.SNSZ.RTG</b></p> <p>TACTICAL GRAPHICS<br/>FIRE SUPPORT<br/>AREAS<br/>COMMAND &amp; CONTROL AREAS<br/>SENSOR ZONE<br/>RECTANGULAR</p> <p>Hierarchy: N/A</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic 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.</li> <li>2. Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scaleable.</li> <li>3. Orientation. As determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p> <p>G*FPACER--****X</p> |
|   | <p>Example</p> <p>G*FPACER--****X</p>  |

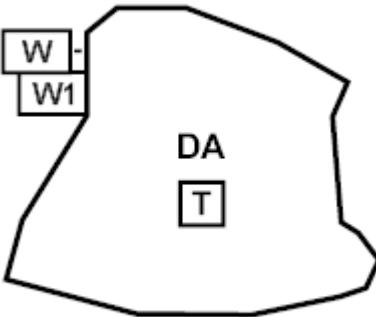
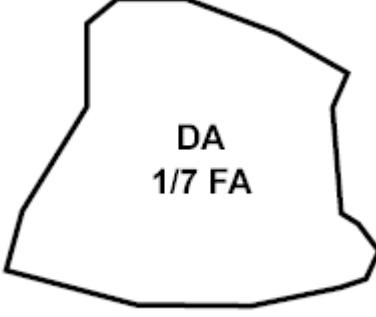
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.FSUPP.ARS.C2ARS.SNSZ.CIRCLR</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>COMMAND & CONTROL AREAS<br>SENSOR ZONE<br>CIRCULAR<br><br>Hierarchy: N/A<br><br>Parameters:<br><br>1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic.<br><br>2. Size/Shape. Size: The radius, defined in meters, defines the size. Shape: Circle. The information fields should be scaleable within the circle.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D | Template<br><br><br><br>G*FPACEC--****X |
|   | Example<br><br><br><br>G*FPACEC--****X |

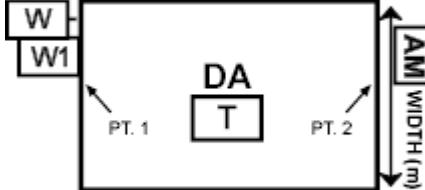
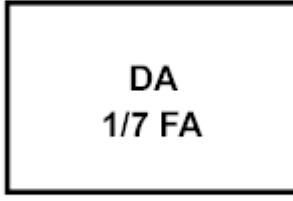
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.FSUPP.ARS.C2ARS.DA</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>COMMAND & CONTROL AREAS<br>DEAD SPACE AREA (DA)<br><br>Hierarchy: N/A<br><br>Static/Dynamic: N/A  | N/A   |
| <b>TACGRP.FSUPP.ARS.C2ARS.DA.IRR</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>COMMAND & CONTROL AREAS<br>DEAD SPACE AREA (DA)<br>IRREGULAR<br><br>Hierarchy: N/A<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires a minimum of 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.<br><br>2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scaleable within the area.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D | <p>Template</p>  <p>G*FPACDI--****X</p> <p>Example</p>  <p>G*FPACDI--****X</p> |

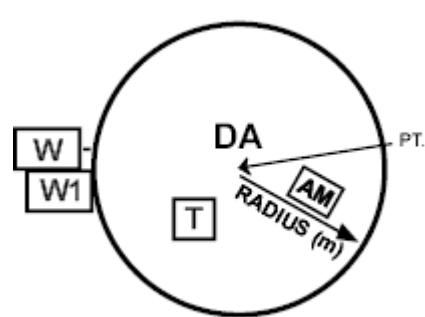
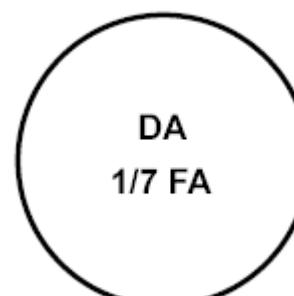
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.FSUPP.ARS.C2ARS.DA.RTG</b><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>COMMAND & CONTROL AREAS<br>DEAD SPACE AREA (DA)<br>RECTANGULAR<br><br>Hierarchy: N/A<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic 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.<br>2. Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scaleable.<br>3. Orientation. As determined by the anchor points.<br><br>Static/Dynamic: D | Template<br><br>G*FPACDR--****X  |
|   | Example<br><br>G*FPACDR--****X |

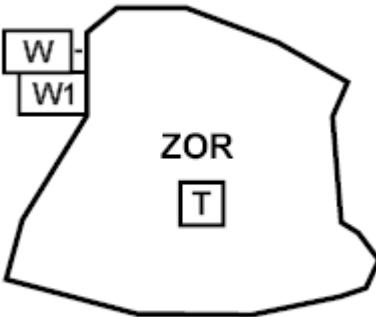
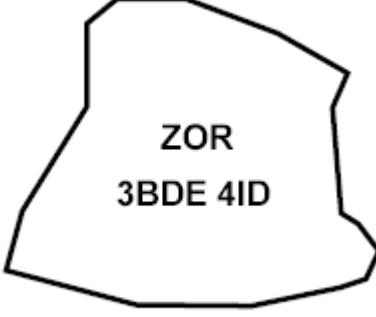
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.FSUPP.ARS.C2ARS.DA.CIRCLR</b><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>COMMAND & CONTROL AREAS<br>DEAD SPACE AREA (DA)<br>CIRCULAR<br><br>Hierarchy: N/A<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic.<br>2. Size/Shape. Size: The radius, defined in meters, defines the size. Shape: Circle. The information fields should be scaleable within the circle.<br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D | Template<br><br><br>G*FPACDC--****X |
|   | Example<br><br><br>G*FPACDC--****X |

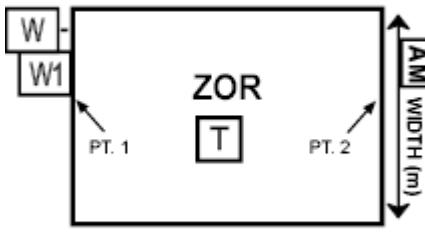
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.FSUPP.ARS.C2ARS.ZOR</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>COMMAND & CONTROL AREAS<br>ZONE OF RESPONSIBILITY (ZOR)<br><br>Hierarchy: N/A<br><br><u>Static/Dynamic:</u> N/A  | N/A  |
| <b>TACGRP.FSUPP.ARS.C2ARS.ZOR.IRR</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>COMMAND & CONTROL AREAS<br>ZONE OF RESPONSIBILITY (ZOR)<br>IRREGULAR<br><br>Hierarchy: N/A<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires a minimum of 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.<br><br>2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scaleable within the area.<br><br>3. Orientation. Not applicable.<br><br><u>Static/Dynamic:</u> D | Template<br><br><br>G*FPACZI--****X<br><br>Example<br><br><br>G*FPACZI--****X |

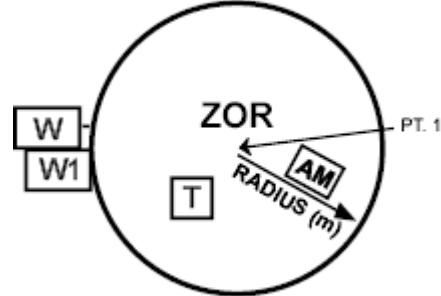
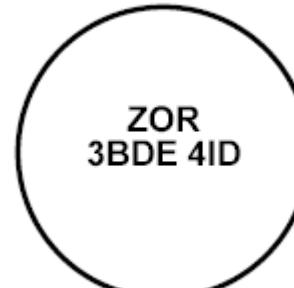
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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <p><b>TACGRP.FSUPP.ARS.C2ARS.ZOR.RTG</b></p> <p>TA<del>TICAL</del> GRAPHICS<br/>FIRE SUPPORT<br/>AREAS<br/>COMMAND &amp; CONTROL AREAS<br/>ZONE OF RESPONSIBILITY (ZOR)<br/>RECTANGULAR</p> <p>Hierarchy: N/A</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic 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.</li> <li>2. Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scaleable.</li> <li>3. Orientation. As determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*FPACZR--****X</p>  |
|   | <p>Example</p>  <p>G*FPACZR--****X</p> |

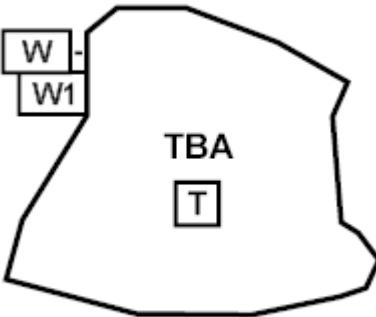
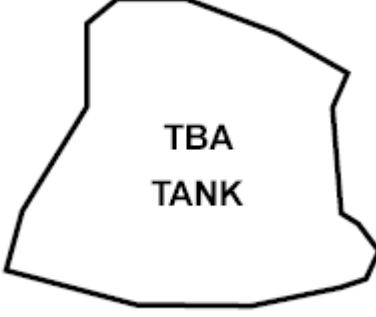
MIL-STD-2525C  
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p><b>TACGRP.FSUPP.ARS.C2ARS.ZOR.CIRCLR</b></p> <p>TACTICAL GRAPHICS<br/>FIRE SUPPORT<br/>AREAS<br/>COMMAND &amp; CONTROL AREAS<br/>ZONE OF RESPONSIBILITY (ZOR)<br/>CIRCULAR</p> <p>Hierarchy: N/A</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic.</li> <li>2. Size/Shape. Size: The radius, defined in meters, defines the size. Shape: Circle. The information fields should be scaleable within the circle.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*FPACZC--****X</p> |
|  | <p>Example</p>  <p>G*FPACZC--****X</p> |

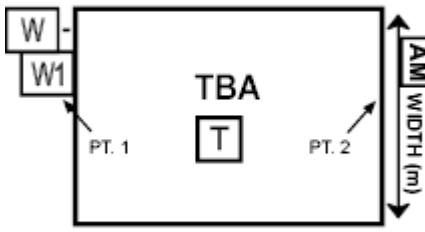
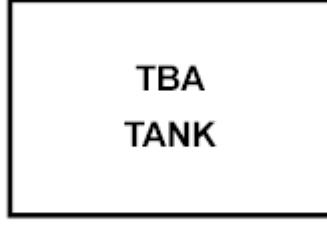
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.FSUPP.ARS.C2ARS.TBA</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>COMMAND & CONTROL AREAS<br>TARGET BUILD-UP AREA (TBA)<br><br>Hierarchy: N/A<br><br><u>Static/Dynamic:</u> N/A  | N/A  |
| <b>TACGRP.FSUPP.ARS.C2ARS.TBA.IRR</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>COMMAND & CONTROL AREAS<br>TARGET BUILD-UP AREA (TBA)<br>IRREGULAR<br><br>Hierarchy: N/A<br><br><u>Parameters:</u><br><br>1. 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.<br><br>2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scaleable within the area.<br><br>3. Orientation. Not applicable.<br><br><u>Static/Dynamic:</u> D | Template<br><br><br>G*FPACBI--****X<br><br>Example<br><br><br>G*FPACBI--****X |

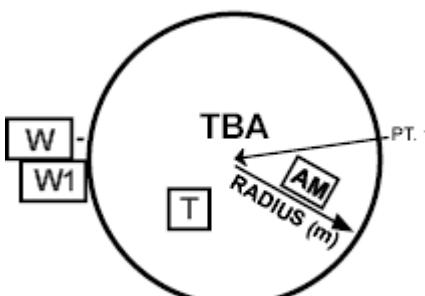
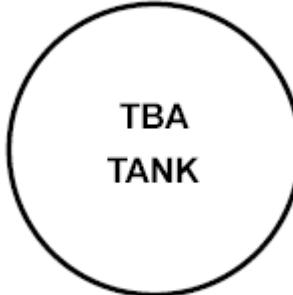
MIL-STD-2525C  
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <b>TACGRP.FSUPP.ARS.C2ARS.TBA.RTG</b><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>COMMAND & CONTROL AREAS<br>TARGET BUILD-UP AREA (TBA)<br>RECTANGULAR<br><br>Hierarchy: N/A<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic 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.<br><br>2. Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scaleable.<br><br>3. Orientation. As determined by the anchor points.<br><br>Static/Dynamic: D | Template<br><br><br>G*FPACBR--****X  |
|  | Example<br><br><br>G*FPACBR--****X |

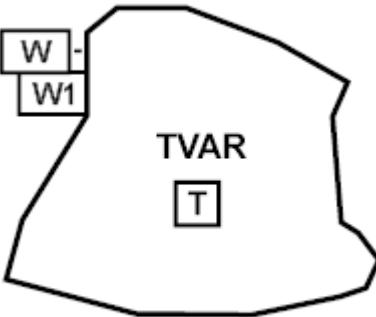
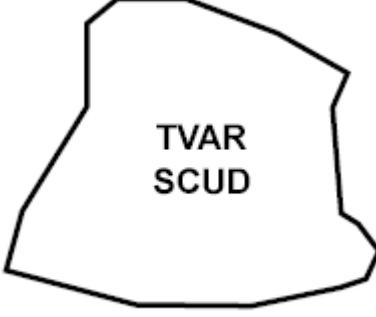
MIL-STD-2525C  
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p><b>TACGRP.FSUPP.ARS.C2ARS.TBA.CIRCLR</b></p> <p>TACTICAL GRAPHICS<br/>FIRE SUPPORT<br/>AREAS<br/>COMMAND &amp; CONTROL AREAS<br/>TARGET BUILD-UP AREA (TBA)<br/>CIRCULAR</p> <p>Hierarchy: N/A</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic.</li> <li>2. Size/Shape. Size: The radius, defined in meters, defines the size. Shape: Circle. The information fields should be scaleable within the circle.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*FPACBC--****X</p> |
|  | <p>Example</p>  <p>G*FPACBC--****X</p> |

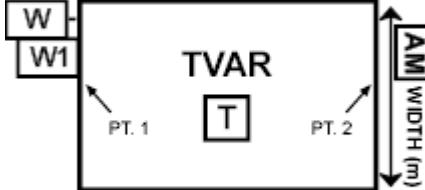
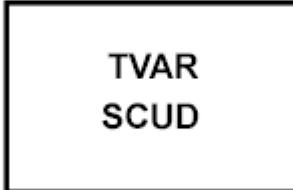
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <b>TACGRP.FSUPP.ARS.C2ARS.TVAR</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>COMMAND & CONTROL AREAS<br>TARGET VALUE AREA (TVAR)<br><br>Hierarchy: N/A<br><br><u>Static/Dynamic:</u> N/A  | N/A  |
| <b>TACGRP.FSUPP.ARS.C2ARS.TVAR.IRR</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>COMMAND & CONTROL AREAS<br>TARGET VALUE AREA (TVAR)<br>IRREGULAR<br><br>Hierarchy: N/A<br><br><u>Parameters:</u><br><br>1. 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.<br><br>2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scaleable within the area.<br><br>3. Orientation. Not applicable.<br><br><u>Static/Dynamic:</u> D | Template<br><br><br>G*FPACVI--****X<br><br>Example<br><br><br>G*FPACVI--****X |

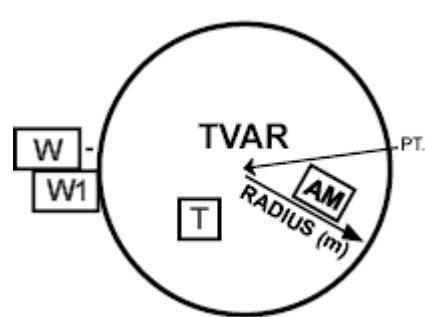
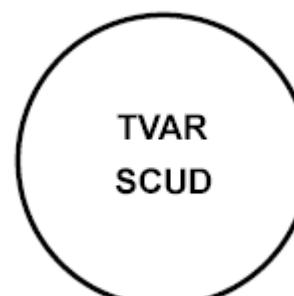
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.FSUPP.ARS.C2ARS.TVAR.RTG</b><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>COMMAND & CONTROL AREAS<br>TARGET VALUE AREA (TVAR)<br>RECTANGULAR<br><br>Hierarchy: N/A<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic 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.<br>2. Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scaleable.<br>3. Orientation. As determined by the anchor points.<br><br>Static/Dynamic: D | Template<br><br><br>G*FPACVR--****X<br>Example<br><br><br>G*FPACVR--****X |

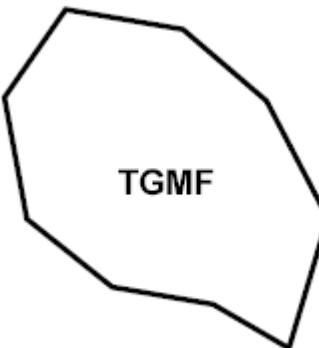
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p><b>TACGRP.FSUPP.ARS.C2ARS.TVAR.CIRC<br/>LR</b></p> <p>TACTICAL GRAPHICS<br/>FIRE SUPPORT<br/>AREAS<br/>COMMAND &amp; CONTROL AREAS<br/>TARGET VALUE AREA (TVAR)<br/>CIRCULAR</p> <p>Hierarchy: N/A</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic.</li> <li>2. Size/Shape. Size: The radius, defined in meters, defines the size. Shape: Circle. The information fields should be scaleable within the circle.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*FPACVC--****X</p> |
|  | <p>Example</p>  <p>G*FPACVC--****X</p> |

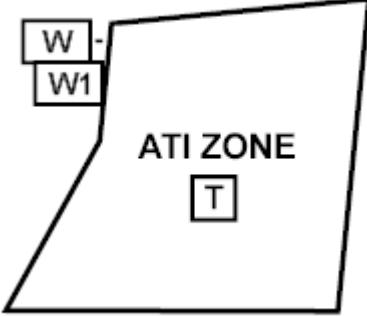
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <b>TACGRP.FSUPP.ARS.C2ARS.TGMF</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>COMMAND & CONTROL AREAS<br>TERMINALLY GUIDED MUNITION<br>FOOTPRINT (TGMF)<br><br>Hierarchy: N/A<br><br><u>Parameters:</u><br><ol style="list-style-type: none"> <li>1. 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.</li> <li>2. Size/Shape. Determined by the anchor points.</li> <li>3. Orientation. Not applicable.</li> </ol> Static/Dynamic: D | <p>Template</p>  <p>G*FPACT---****X</p> <p>Example</p>  <p>G*FPACT---****X</p> |

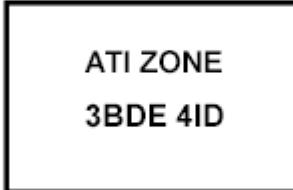
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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <b>TACGRP.FSUPP.ARS.TGTAQZ</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>TARGET ACQUISITION ZONES<br><br>Hierarchy: 2.X.4.3.3<br><br>Static/Dynamic: N/A  | N/A   |
| <b>TACGRP.FSUPP.ARS.TGTAQZ.ATIZ</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>TARGET ACQUISITION ZONES<br>ARTILLERY TARGET<br>INTELLIGENCE (ATI) ZONE<br><br>Hierarchy: 2.X.4.3.3.1<br><br>Static/Dynamic: N/A  | N/A   |
| <b>TACGRP.FSUPP.ARS.TGTAQZ.ATIZ.IRR</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>TARGET ACQUISITION ZONES<br>ARTILLERY TARGET INTELLIGENCE<br>(ATI) ZONE<br>IRREGULAR<br><br>Hierarchy: 2.X.4.3.3.1.1<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic 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).<br><br>2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scaleable within the area.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D | Template<br><br><br>G*FPAZII--****X<br><br>Example<br><br><br>G*FPAZII--****X |

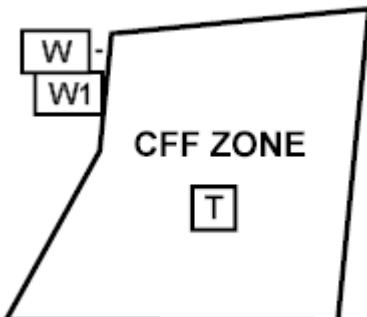
MIL-STD-2525C  
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <p><b>TACGRP.FSUPP.ARS.TGTAQZ.ATIZ.RTG</b></p> <p>TACTICAL GRAPHICS<br/>FIRE SUPPORT<br/>AREAS<br/>TARGET ACQUISITION ZONES<br/>ARTILLERY TARGET INTELLIGENCE (ATI) ZONE<br/>RECTANGULAR</p> <p>Hierarchy: 2.X.4.3.3.1.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic 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.</li> <li>2. Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scaleable.</li> <li>3. Orientation. As determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*FPAZIR--****X</p> <p>Example</p>  <p>G*FPAZIR--****X</p> |

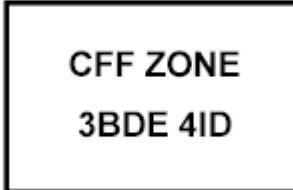
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.FSUPP.ARS.TGTAQZ.CFFZ</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>TARGET ACQUISITION ZONES<br>CALL FOR FIRE ZONE (CFFZ)<br><br>Hierarchy: 2.X.4.3.3.2<br><br>Static/Dynamic: N/A   | N/A  |
| <b>TACGRP.FSUPP.ARS.TGTAQZ.CFFZ.IRR</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>TARGET ACQUISITION ZONES<br>CALL FOR FIRE ZONE (CFFZ)<br>IRREGULAR<br><br>Hierarchy: 2.X.4.3.3.2.1<br><br>Parameters:<br><br>1. Anchor Points. This graphic 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).<br><br>2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scaleable within the area.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D | Template<br><br><br>G*FPAZXL--****X<br><br>Example<br><br><br>G*FPAZXL--****X |

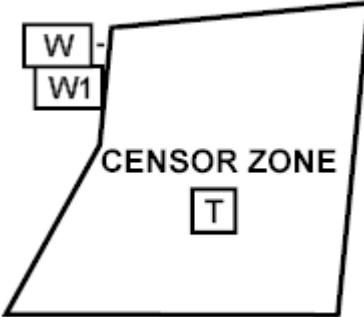
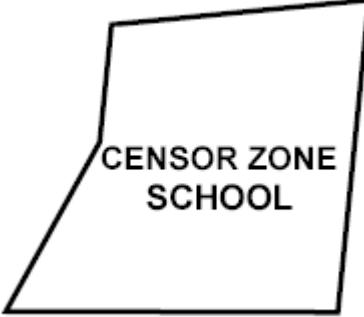
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <p><b>TACGRP.FSUPP.ARS.TGTAQZ.CFFZ.RTG</b></p> <p>TA<sup>T</sup>CTICAL GRAP<sup>H</sup>HICS<br/>FIRE SUPPORT<br/>AREAS<br/>TARGET ACQUISITION ZONES<br/>CALL FOR FIRE ZONE (CFFZ)<br/>RECTANGULAR</p> <p>Hierarchy: 2.X.4.3.3.2.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic 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.</li> <li>2. Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scaleable.</li> <li>3. Orientation. As determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*FPAZXR--****X</p> <p>Example</p>  <p>G*FPAZXR--****X</p> |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <b>TACGRP.FSUPP.ARS.TGTAQZ.CNS</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>TARGET ACQUISITION ZONES<br>CENSOR ZONE<br><br>Hierarchy: 2.X.4.3.3.4<br><br><u>Static/Dynamic:</u> N/A  | N/A   |
| <b>TACGRP.FSUPP.ARS.TGTAQZ.CNS.IRR</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>TARGET ACQUISITION ZONES<br>CENSOR ZONE<br>IRREGULAR<br><br>Hierarchy: 2.X.4.3.3.4.1<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic 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).<br><br>2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scaleable within the area.<br><br>3. Orientation. Not applicable.<br><br><u>Static/Dynamic:</u> D | <p>Template</p>  <p>G*FPAZCI--****X</p> <p>Example</p>  <p>G*FPAZCI--****X</p> |

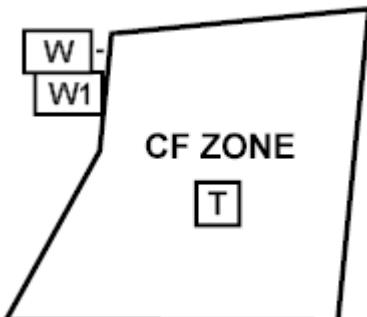
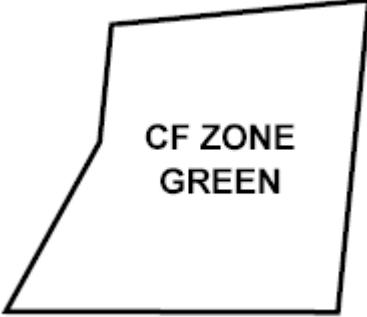
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <p><b>TACGRP.FSUPP.ARS.TGTAQZ.CNS.RTG</b></p> <p>TA<sup>T</sup>CTICAL GRAPHC<sup>S</sup><br/>FI<sup>R</sup>E SUPPO<sup>R</sup>T<br/>AREAS<br/>TARGET ACQUISITION ZONES<br/>CENSOR ZONE<br/>RECTANGULAR</p> <p>Hierarchy: 2.X.4.3.3.4.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic 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.</li> <li>2. Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scaleable.</li> <li>3. Orientation. As determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*FPAZCR--****X</p> <p>Example</p>  <p>G*FPAZCR--****X</p> |

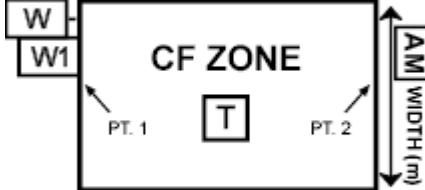
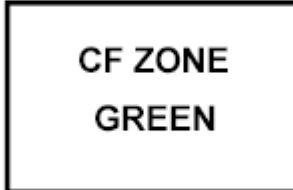
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.FSUPP.ARS.TGTAQZ.CFZ</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>TARGET ACQUISITION ZONES<br>CRITICAL FRIENDLY ZONE (CFZ)<br><br>Hierarchy: 2.X.4.3.3.6<br><br><u>Static/Dynamic:</u> N/A  | N/A  |
| <b>TACGRP.FSUPP.ARS.TGTAQZ.CFZ.IRR</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>TARGET ACQUISITION ZONES<br>CRITICAL FRIENDLY ZONE (CFZ)<br>IRREGULAR<br><br>Hierarchy: 2.X.4.3.3.6.1<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic 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).<br><br>2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scaleable within the area.<br><br>3. Orientation. Not applicable.<br><br><u>Static/Dynamic:</u> D | Template<br><br><br>G*FPAZFI--****X<br><br>Example<br><br><br>G*FPAZFI--****X |

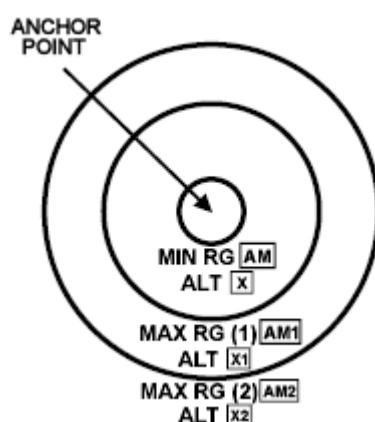
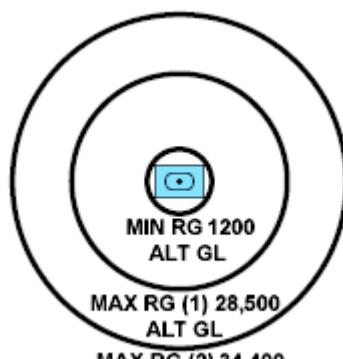
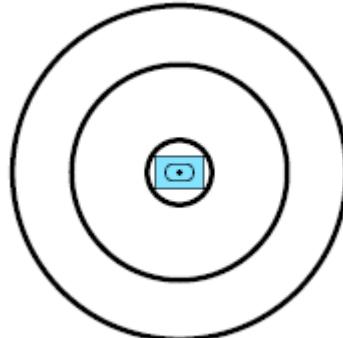
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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <b>TACGRP.FSUPP.ARS.TGTAQZ.CFZ.RTG</b><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>TARGET ACQUISITION ZONES<br>CRITICAL FRIENDLY ZONE (CFZ)<br>RECTANGULAR<br><br>Hierarchy: 2.X.4.3.3.6.2<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic 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.<br>2. Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scaleable.<br>3. Orientation. As determined by the anchor points.<br><br>Static/Dynamic: D | Template<br><br><br>G*FPAZFR--****X  |
|  | Example<br><br><br>G*FPAZFR--****X |
| <b>TACGRP.FSUPP.ARS.WPNRF</b><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>WEAPON/SENSOR RANGE FANS<br><br>Hierarchy: 2.X.4.3.4<br><br>Static/Dynamic: N/A   | N/A  |

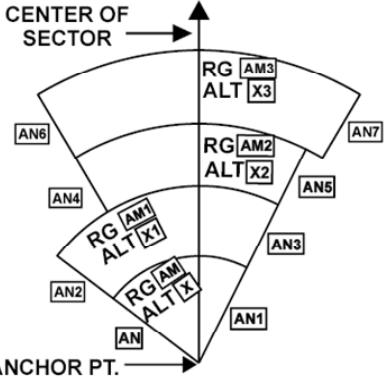
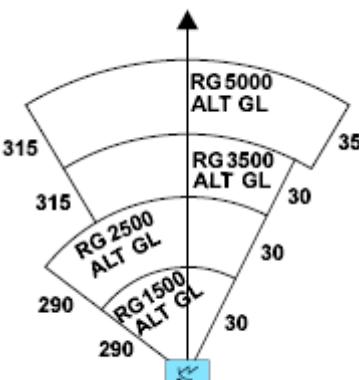
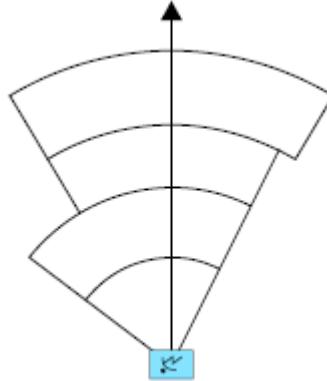
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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <b>TACGRP.FSUPP.ARS.WPNRF.CIRCLR</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>WEAPON/SENSOR RANGE FANS<br>CIRCULAR<br><br>Hierarchy: 2.X.4.3.4.1<br><br><u>Parameters:</u><br><br>1. 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.<br><br>2. 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.<br><br>3. Orientation. The center point is typically centered over the known location of a weapon or sensor system.<br><br>Static/Dynamic: D<br><br>Note: The display of distance and altitude numerical values is not required. An altitude of zero indicates surface level. | Template<br><br><br>G*FPAXC---****X   |
|  | Example1<br><br><br>G*FPAXC---****X  |
|  | Example2<br><br><br>G*FPAXC---****X |

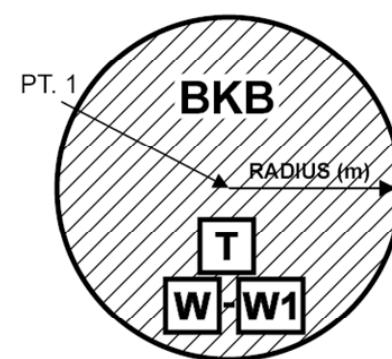
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.FSUPP.ARS.WPNRF.SCR</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>WEAPON/SENSOR RANGE FANS<br>SECTOR<br><br>Hierarchy: 2.X.4.3.4.2<br><br><u>Parameters:</u>   | <p>Template</p>  <p>The diagram illustrates a Sector Range Fan template. It features a central vertical axis with an upward-pointing arrow labeled "CENTER OF SECTOR". A horizontal line extends from the center to the left, labeled "ANCHOR PT.". Concentric arcs are drawn around the center, representing different sectors. Labels "RG" and "ALT" are placed above each arc, followed by identifiers like "AM3 X3", "AM2 X2", "AM1 X1", and "AM". Numbered boxes labeled AN1 through AN6 are positioned along the outer edges of the arcs. An additional box labeled "AN" is located near the bottom left of the fan.</p> <p>G*FPAXS---****X</p> |
| <p>1. 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>2. 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> <p>3. 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>Static/Dynamic: D</p> | <p>Example1</p>  <p>The diagram shows a Sector Range Fan with specific parameters. The center has a small blue square icon. Concentric arcs are labeled with ranges: "RG 5000 ALT GL", "RG 3500 ALT GL", "RG 2500 ALT GL", and "RG 1500 ALT GL". Azimuths are indicated on the left and right sides: "315" and "290" on the left; "35" and "30" on the right. The labels "RG" and "ALT GL" are placed above each arc.</p> <p>G*FPAXS---****X</p>   |
|   | <p>Example2</p>  <p>This diagram shows a Sector Range Fan with a simplified range scale. The center has a small blue square icon. Concentric arcs are shown without numerical labels, only the "RG" and "ALT GL" identifiers are present above them.</p> <p>G*FPAXS---****X</p>   |

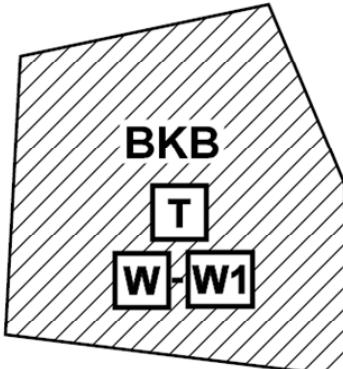
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.FSUPP.ARS.KLBOX</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>KILL BOX<br><br>Hierarchy: N/A<br><br>Static/Dynamic: D  | N/A  |
| <b>TACGRP.FSUPP.ARS.KLBOX.BLUE</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>KILL BOX<br>BLUE<br><br>Hierarchy: N/A<br><br>Static/Dynamic: d   | N/A  |
| <b>TACGRP.FSUPP.ARS.KLBOX.BLUE.CIRC</b><br><b>LR</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>KILL BOX<br>BLUE<br>CIRCULAR<br><br>Hierarchy: N/A<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic.<br><br>2. Size/Shape. Size: The radius, defined in meters, defines the size. Shape: Circle. The information fields should be scaleable within the circle.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D | Template<br><br><br>G*F-AKBC--****X |
|   | Example<br><br><br>G*FPAKBC--****X |

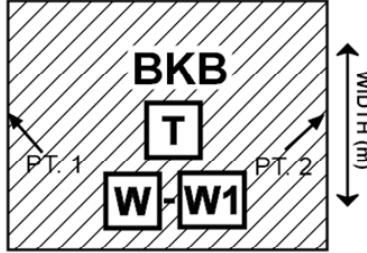
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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <b>TACGRP.FSUPP.ARS.KLBOX.BLUE.IRR</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>KILL BOX<br>BLUE<br>IRREGULAR<br><br>Hierarchy: N/A<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires a minimum of 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.<br><br>2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scaleable within the area.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D | <p>Template</p>  <p>G*F-AKBI--****X</p> |
|  | <p>Example</p>  <p>G*FPAKBI--****X</p> |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <b>TACGRP.FSUPP.ARS.KLBOX.BLUE.RTG</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>KILL BOX<br>BLUE<br>RECTANGULAR<br><br>Hierarchy: N/A<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic 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.<br><br>2. Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scaleable.<br><br>3. Orientation. As determined by the anchor points.<br><br>Static/Dynamic: D | <p>Template</p> <br><p>G*F-AKBR--****X</p>  |
|  | <p>Example</p> <br><p>G*FPAKBR--****X</p> |

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TABLE B-IV. Military operations tactical graphics - Continued.

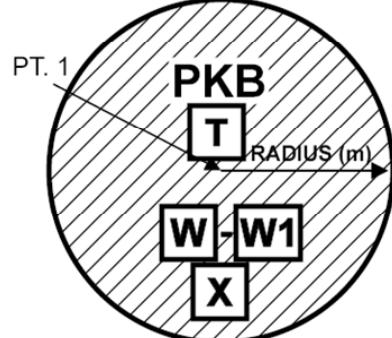
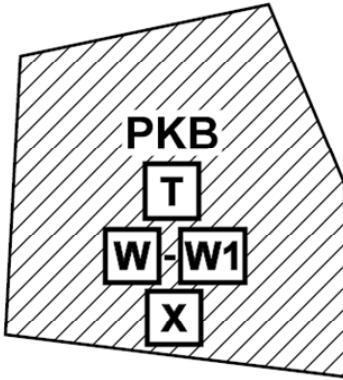
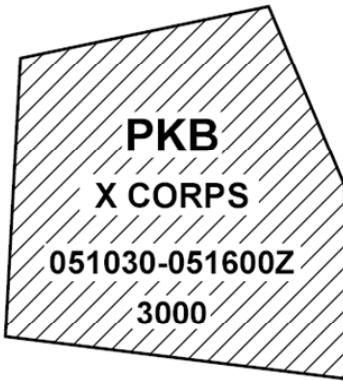
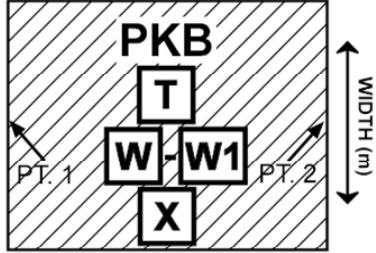
| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.FSUPP.ARS.KLBOX.PURPLE</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>KILL BOX<br>PURPLE<br><br>Hierarchy: N/A<br><br>Static/Dynamic: D   | N/A  |
| <b>TACGRP.FSUPP.ARS.KLBOX.PURPLE.CI<br/>RCLR</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>KILL BOX<br>PURPLE<br>CIRCULAR<br><br>Hierarchy: N/A<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic.<br><br>2. Size/Shape. Size: The radius, defined in meters, defines the size. Shape: Circle. The information fields should be scaleable within the circle.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D | Template<br><br><br>G*F-AKPC--****X |
|   | Example<br><br><br>G*FPAKPC--****X |

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.FSUPP.ARS.KLBOX.PURPLE.IR</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>KILL BOX<br>PURPLE<br>IRREGULAR<br><br>Hierarchy: N/A<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires a minimum of 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.<br>2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scaleable within the area.<br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D | Template<br><br>G*F-AKPI--****X |
|   | Example<br><br>G*FPAKPI--****X |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.FSUPP.ARS.KLBOX.PURPLE.RT G</b><br><br>TACTICAL GRAPHICS<br>FIRE SUPPORT<br>AREAS<br>KILL BOX<br>PURPLE<br>RECTANGULAR<br><br>Hierarchy: N/A<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic 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.<br><br>2. Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scaleable.<br><br>3. Orientation. As determined by the anchor points.<br><br>Static/Dynamic: D | <p>Template</p>  <p>G*F-AKPR--****X</p>  |
|   | <p>Example</p>  <p>G*FPAKPR--****X</p> |

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TABLE B-IV. Military operations tactical graphics - Continued.

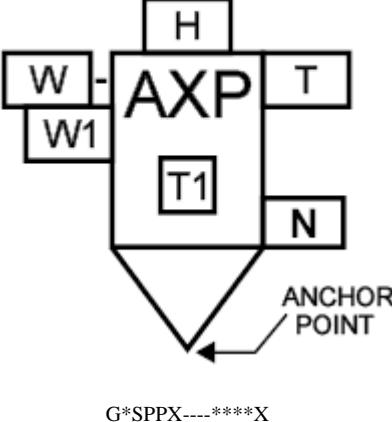
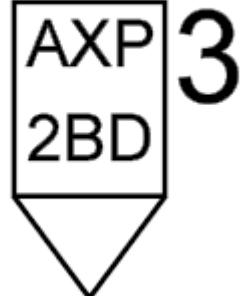
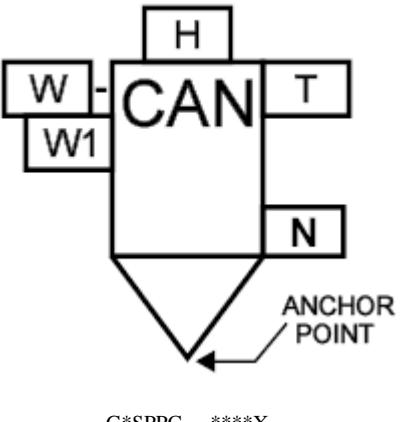
| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.CSS</b><br>TACTICAL GRAPHICS<br>COMBAT SERVICE SUPPORT<br>Hierarchy: 2.X.5<br>Static/Dynamic: N/A   | N/A  |
| <b>TACGRP.CSS.PNT</b><br>TACTICAL GRAPHICS<br>COMBAT SERVICE SUPPORT<br>POINTS<br>Hierarchy: 2.X.5.1<br>Static/Dynamic: N/A   | N/A  |
| <b>TACGRP.CSS.PNT.AEP</b><br>TACTICAL GRAPHICS<br>COMBAT SERVICE SUPPORT<br>POINTS<br>AMBULANCE EXCHANGE POINT<br>Hierarchy: 2.X.5.1.1<br>Parameters:<br>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.<br>Static/Dynamic: S | Template<br><br>Example<br> |

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <b>TACGRP.CSS.PNT.CBNP</b><br>TACTICAL GRAPHICS<br>COMBAT SERVICE SUPPORT<br>POINTS<br>CANNIBALIZATION POINT<br><br>Hierarchy: 2.X.5.1.2<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments . | Template<br><br>G*SPPC----****X  |
| Static/Dynamic: S  | Example<br><br>G*SPPC----****X |

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TABLE B-IV. Military operations tactical graphics - Continued.

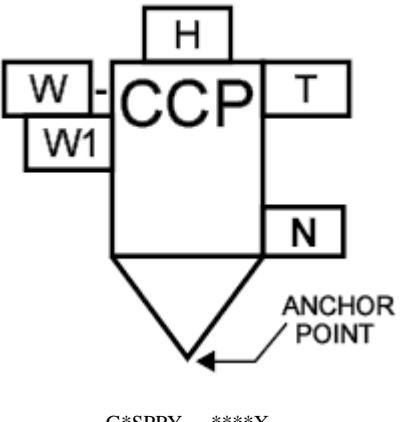
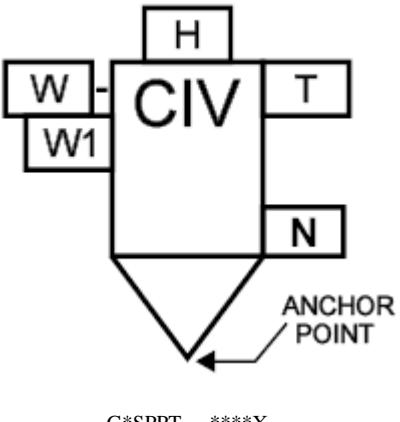
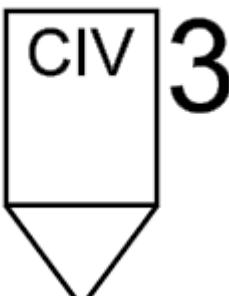
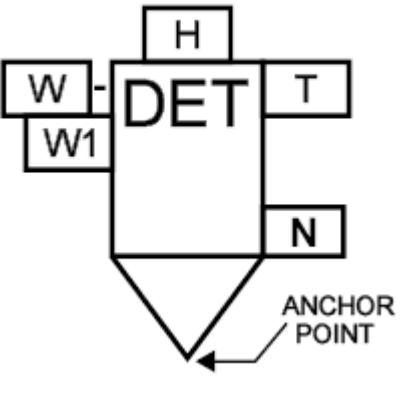
| GRAPHIC  | IMAGES  |
|--|---|
| <b>TACGRP.CSS.PNT.CCP</b><br>TACTICAL GRAPHICS<br>COMBAT SERVICE SUPPORT<br>POINTS<br>CASUALTY COLLECTION POINT<br>Hierarchy: 2.X.5.1.3<br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .<br>Static/Dynamic: S | Template<br><br>Example<br> |
|  |   |

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.CSS.PNT.CVP</b><br>TACTICAL GRAPHICS<br>COMBAT SERVICE SUPPORT<br>POINTS<br>CIVILIAN COLLECTION POINT<br><br>Hierarchy: 2.X.5.1.4<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments . | Template<br><br>G*SPPT----****X  |
| Static/Dynamic: S   | Example<br><br>G*SPPT----****X |

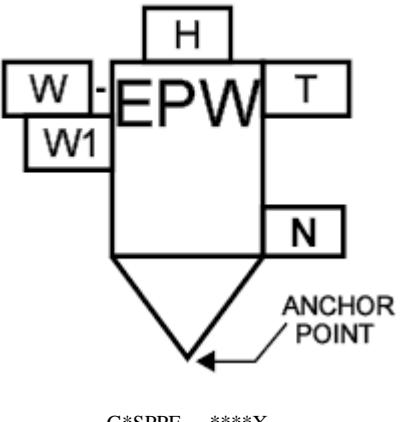
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.CSS.PNT.DCP</b><br>TACTICAL GRAPHICS<br>COMBAT SERVICE SUPPORT<br>POINTS<br>DETAINEE COLLECTION POINT<br><br>Hierarchy: 2.X.5.1.5<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments . | Template<br><br><br>Example<br> |
| Static/Dynamic: S   |   |

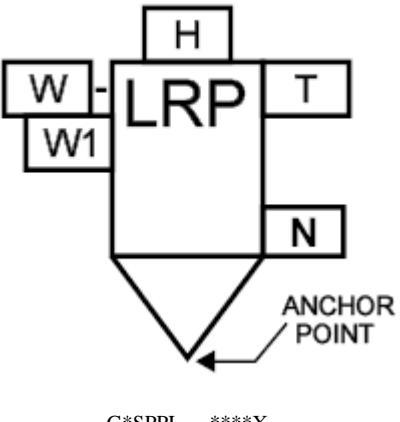
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <b>TACGRP.CSS.PNT.EPWCP</b><br>TACTICAL GRAPHICS<br>COMBAT SERVICE SUPPORT<br>POINTS<br>ENEMY PRISONER OF WAR (EPW)<br>COLLECTION POINT<br><br>Hierarchy: 2.X.5.1.6<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .<br><br>Static/Dynamic: S | Template<br><br>Example<br> |
|  |   |

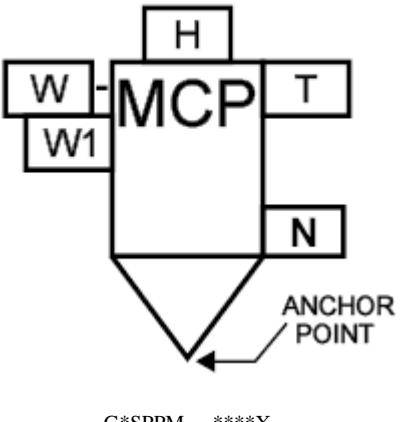
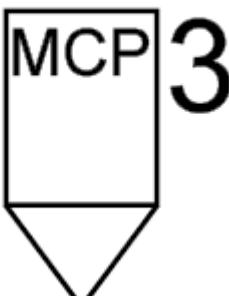
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.CSS.PNT.LRP</b><br>TACTICAL GRAPHICS<br>COMBAT SERVICE SUPPORT<br>POINTS<br>LOGISTICS RELEASE POINT (LRP)<br>Hierarchy: 2.X.5.1.7<br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments . | Template<br><br>G*SPPL---****X  |
| Static/Dynamic: S   | Example<br><br>G*SPPL---****X |

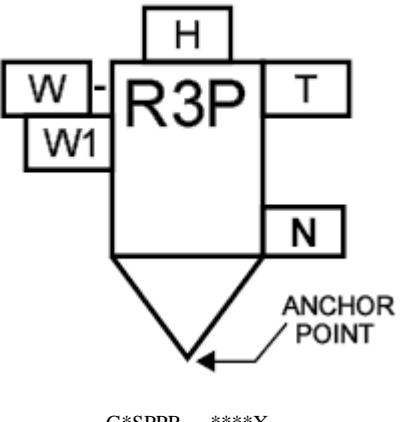
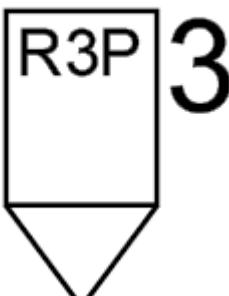
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <p><b>TACGRP.CSS.PNT.MCP</b></p> <p>TACTICAL GRAPHICS<br/>COMBAT SERVICE SUPPORT<br/>POINTS<br/>MAINTENANCE COLLECTION<br/>POINT</p> <p>Hierarchy: 2.X.5.1.8</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*SPPM----****X</p> <p>Example</p>  <p>G*SPPM----****X</p> |

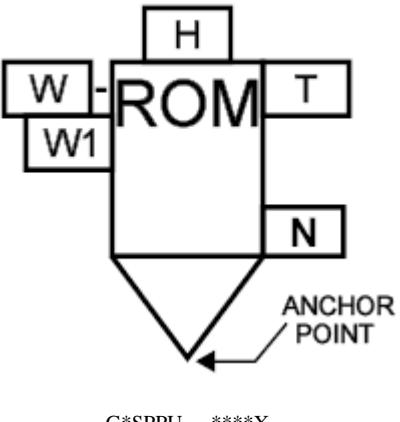
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.CSS.PNT.RRRP</b><br>TACTICAL GRAPHICS<br>COMBAT SERVICE SUPPORT<br>POINTS<br>REARM, REFUEL AND RESUPPLY<br>POINT<br><br>Hierarchy: 2.X.5.1.9<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .<br><br>Static/Dynamic: S | Template<br><br>Example<br> |
|   |   |

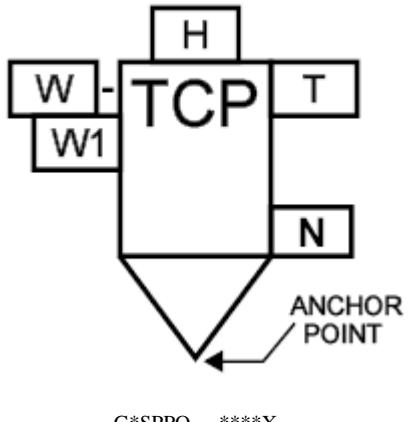
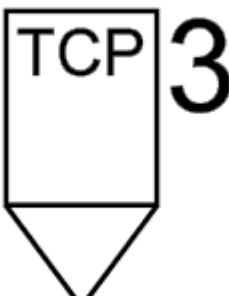
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <p><b>TACGRP.CSS.PNT.ROM</b></p> <p>TACTICAL GRAPHICS<br/>COMBAT SERVICE SUPPORT<br/>POINTS<br/>REFUEL ON THE MOVE (ROM)<br/>POINT</p> <p>Hierarchy: 2.X.5.1.10</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*SPPU----****X</p> <p>Example</p>  <p>G*SPPU----****X</p> |

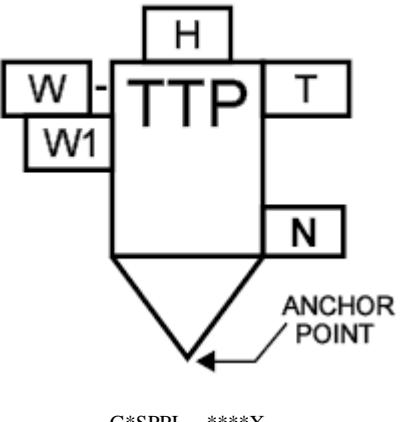
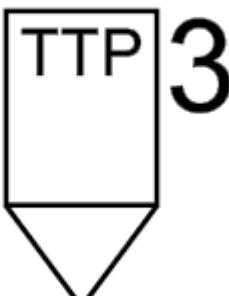
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.CSS.PNT.TCP</b><br>TACTICAL GRAPHICS<br>COMBAT SERVICE SUPPORT<br>POINTS<br>TRAFFIC CONTROL POST (TCP)<br>Hierarchy: 2.X.5.1.11<br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments . | Template<br><br>Example<br> |
| Static/Dynamic: S   |   |

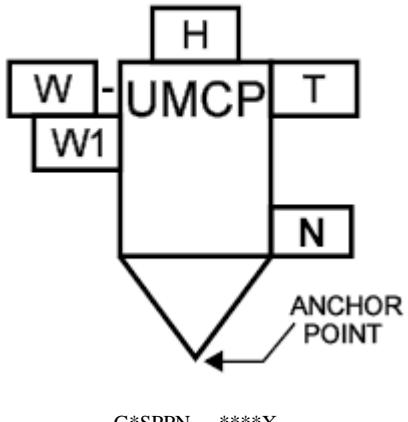
MIL-STD-2525C  
APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.CSS.PNT.TTP</b><br>TACTICAL GRAPHICS<br>COMBAT SERVICE SUPPORT<br>POINTS<br>TRAILER TRANSFER POINT<br><br>Hierarchy: 2.X.5.1.12<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments . | Template<br><br>Example<br> |
| Static/Dynamic: S   |   |

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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <b>TACGRP.CSS.PNT.UMC</b><br>TACTICAL GRAPHICS<br>COMBAT SERVICE SUPPORT<br>POINTS<br>UNIT MAINTENANCE COLLECTION<br>POINT<br>Hierarchy: 2.X.5.1.13<br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .<br>Static/Dynamic: S | Template<br><br>Example<br> |
|  |   |

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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

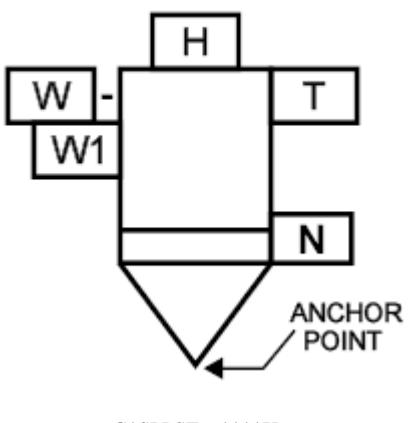
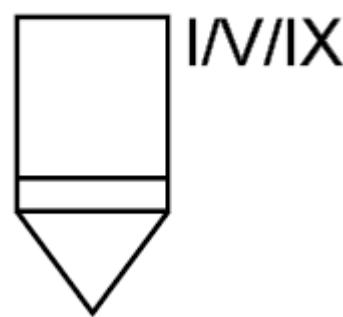
| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.CSS.PNT.SPT</b><br><br>TACTICAL GRAPHICS<br>COMBAT SERVICE SUPPORT<br>POINTS<br>SUPPLY POINTS<br><br>Hierarchy: 2.X.5.1.14<br><br>Static/Dynamic: N/A   | N/A  |
| <b>TACGRP.CSS.PNT.SPT.GNL</b><br><br>TACTICAL GRAPHICS<br>COMBAT SERVICE SUPPORT<br>POINTS<br>SUPPLY POINTS<br>GENERAL<br><br>Hierarchy: 2.X.5.1.14.1<br><br>Parameters:<br><br>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.<br><br>2. Size/Shape. Static.<br><br>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .<br><br>Static/Dynamic: S | Template<br><br><br>Example<br><br> |

TABLE B-IV. Military operations tactical graphics - Continued.

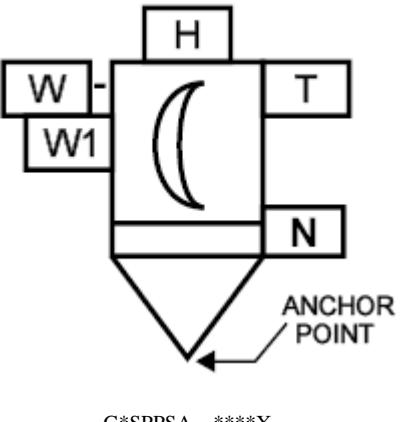
| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.CSS.PNT.SPT.CLS1</b><br>TACTICAL GRAPHICS<br>COMBAT SERVICE SUPPORT<br>POINTS<br>SUPPLY POINTS<br>CLASS I<br>Hierarchy: 2.X.5.1.14.2<br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .<br>Static/Dynamic: S | Template<br><br>Example<br> |

TABLE B-IV. Military operations tactical graphics - Continued.

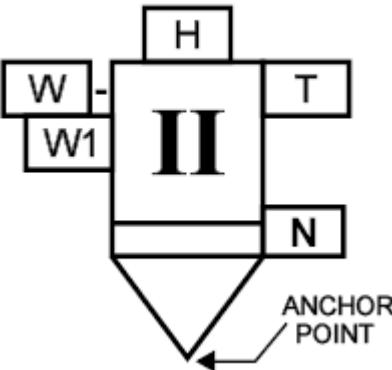
| GRAPHIC  | IMAGES   |
|--|--|
| <b>TACGRP.CSS.PNT.SPT.CLS2</b><br>TACTICAL GRAPHICS<br>COMBAT SERVICE SUPPORT<br>POINTS<br>SUPPLY POINTS<br>CLASS II<br><br>Hierarchy: 2.X.5.1.14.3<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .<br><br>Static/Dynamic: S | Template<br><br>G*SPPSB---****X  |
|  | Example<br><br>G*SPPSB---****X |

TABLE B-IV. Military operations tactical graphics - Continued.

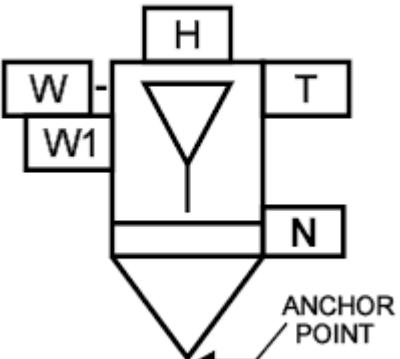
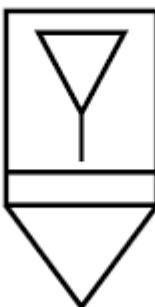
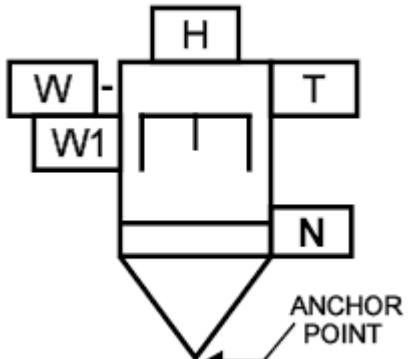
| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.CSS.PNT.SPT.CLS3</b><br>TACTICAL GRAPHICS<br>COMBAT SERVICE SUPPORT<br>POINTS<br>SUPPLY POINTS<br>CLASS III<br><br>Hierarchy: 2.X.5.1.14.4<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .<br><br>Static/Dynamic: S | Template<br><br>Example<br> |

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <b>TACGRP.CSS.PNT.SPT.CLS4</b><br>TACTICAL GRAPHICS<br>COMBAT SERVICE SUPPORT<br>POINTS<br>SUPPLY POINTS<br>CLASS IV<br>Hierarchy: 2.X.5.1.14.5<br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .<br>Static/Dynamic: S | Template<br><br>Example<br> |

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APPENDIX B

TABLE B-IV. Military operations tactical graphics - Continued.

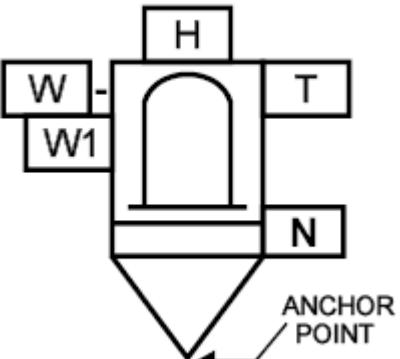
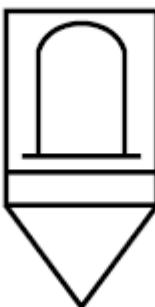
| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.CSS.PNT.SPT.CLS5</b><br>TACTICAL GRAPHICS<br>COMBAT SERVICE SUPPORT<br>POINTS<br>SUPPLY POINTS<br>CLASS V<br>Hierarchy: 2.X.5.1.14.6<br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .<br>Static/Dynamic: S | Template<br><br>Example<br> |
|   |   |

TABLE B-IV. Military operations tactical graphics - Continued.

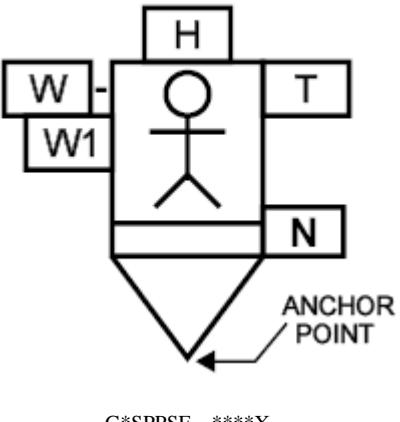
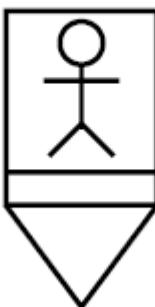
| GRAPHIC  | IMAGES  |
|--|---|
| <b>TACGRP.CSS.PNT.SPT.CLS6</b><br>TACTICAL GRAPHICS<br>COMBAT SERVICE SUPPORT<br>POINTS<br>SUPPLY POINTS<br>CLASS VI<br><br>Hierarchy: 2.X.5.1.14.7<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .<br><br>Static/Dynamic: S | Template<br><br>Example<br> |
|  |   |

TABLE B-IV. Military operations tactical graphics - Continued.

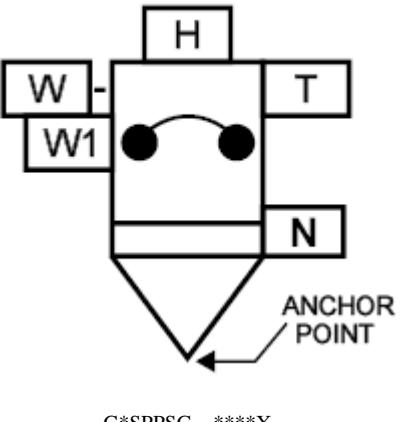
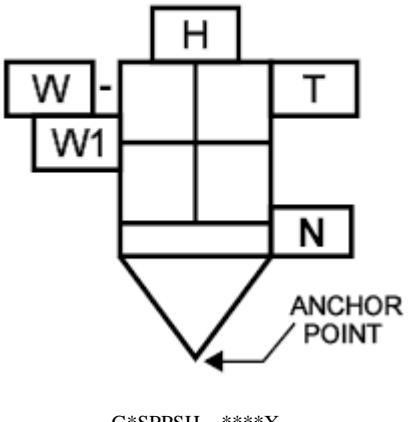
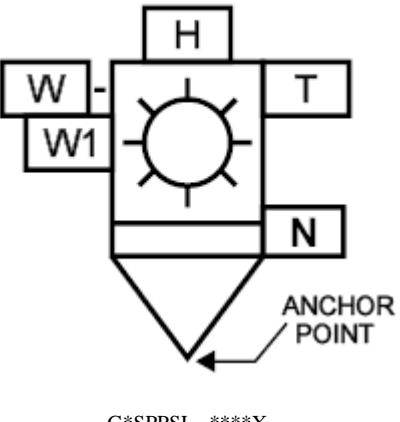
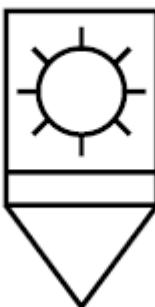
| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.CSS.PNT.SPT.CLS7</b><br>TACTICAL GRAPHICS<br>COMBAT SERVICE SUPPORT<br>POINTS<br>SUPPLY POINTS<br>CLASS VII<br><br>Hierarchy: 2.X.5.1.14.8<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .<br><br>Static/Dynamic: S | Template<br><br>Example<br> |

TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <b>TACGRP.CSS.PNT.SPT.CLS8</b><br>TACTICAL GRAPHICS<br>COMBAT SERVICE SUPPORT<br>POINTS<br>SUPPLY POINTS<br>CLASS VIII<br>Hierarchy: 2.X.5.1.14.9<br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .<br>Static/Dynamic: S | Template<br><br>Example<br> |
|  |   |

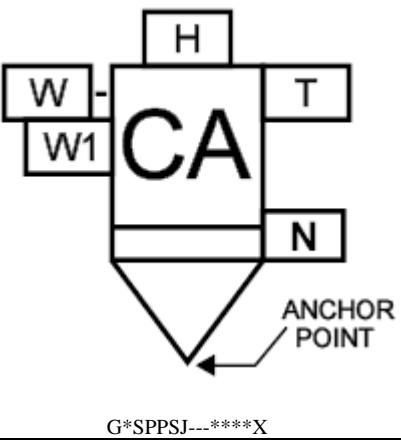
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <b>TACGRP.CSS.PNT.SPT.CLS9</b><br>TACTICAL GRAPHICS<br>COMBAT SERVICE SUPPORT<br>POINTS<br>SUPPLY POINTS<br>CLASS IX<br><br>Hierarchy: 2.X.5.1.14.10<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.<br><br>Static/Dynamic: S | Template<br><br><br>Example<br> |

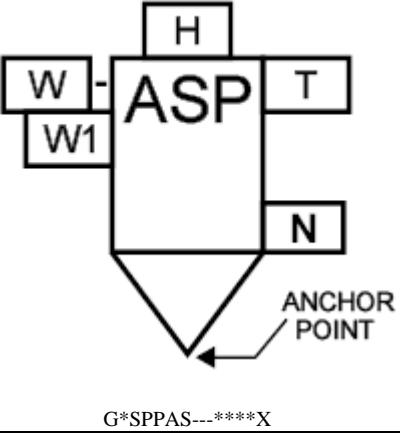
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <b>TACGRP.CSS.PNT.SPT.CLS10</b><br>TACTICAL GRAPHICS<br>COMBAT SERVICE SUPPORT<br>POINTS<br>SUPPLY POINTS<br>CLASS X<br><br>Hierarchy: 2.X.5.1.14.11<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.<br><br>Static/Dynamic: S | Template<br><br>Example<br> |

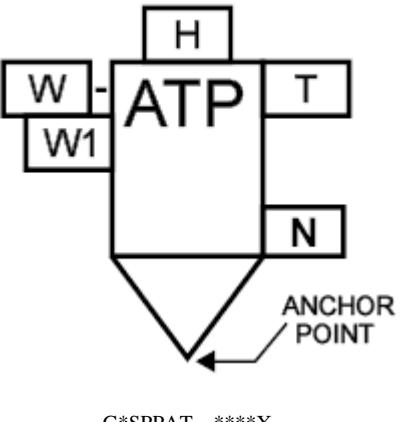
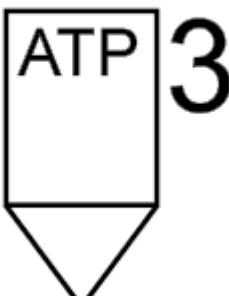
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.CSS.PNT.AP</b><br><br>TACTICAL GRAPHICS<br>COMBAT SERVICE SUPPORT<br>POINTS<br>AMMUNITION POINTS<br><br>Hierarchy: 2.X.5.1.15<br><br>Static/Dynamic: N/A  | N/A   |
| <b>TACGRP.CSS.PNT.AP.ASP</b><br><br>TACTICAL GRAPHICS<br>COMBAT SERVICE SUPPORT<br>POINTS<br>AMMUNITION POINTS<br>AMMUNITION SUPPLY POINT (ASP)<br><br>Hierarchy: 2.X.5.1.15.1<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.<br><br>2. Size/Shape. Static.<br><br>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .<br><br>Static/Dynamic: S | <p>Template</p>  <p>G*SPPAS---****X</p> <p>Example</p>  <p>G*SPPAS---****X</p> |

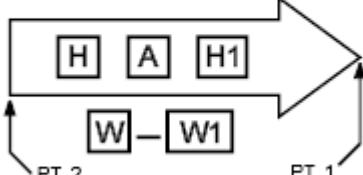
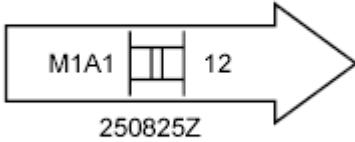
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <b>TACGRP.CSS.PNT.AP.ATP</b><br>TACTICAL GRAPHICS<br>COMBAT SERVICE SUPPORT<br>POINTS<br>AMMUNITION POINTS<br>AMMUNITION TRANSFER POINT<br>(ATP)<br><br>Hierarchy: 2.X.5.1.15.2<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .<br><br>Static/Dynamic: S | Template<br><br>G*SPPAT---****X  |
|  | Example<br><br>G*SPPAT---****X |

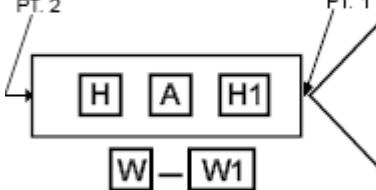
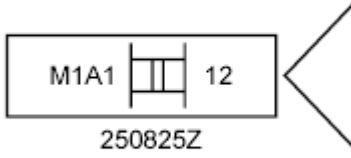
**MIL-STD-2525C**  
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**TABLE B-IV. Military operations tactical graphics - Continued.**

| GRAPHIC  | IMAGES   |
|--|--|
| <b>TACGRP.CSS.LNE</b><br><br>TACTICAL GRAPHICS<br>COMBAT SERVICE SUPPORT<br>LINES<br><br>Hierarchy: 2.X.5.2<br><br>Static/Dynamic: N/A   | N/A  |
| <b>TACGRP.CSS.LNE.CNY</b><br><br>TACTICAL GRAPHICS<br>COMBAT SERVICE SUPPORT<br>LINES<br>CONVOYS<br><br>Hierarchy: 2.X.5.2.1<br><br>Static/Dynamic: N/A  | N/A  |
| <b>TACGRP.CSS.LNE.CNY.MCNY</b><br><br>TACTICAL GRAPHICS<br>COMBAT SERVICE SUPPORT<br>LINES<br>CONVOYS<br>MOVING CONVOY<br><br>Hierarchy: 2.X.5.2.1.1<br><br><u>Parameters:</u><br>1. 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.<br>2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length.<br>3. Orientation. The arrow points in the direction the convoy is moving.<br><br>Static/Dynamic: D | <p>Template</p>  <p>G*SPLCM---*****X</p> <p>Example</p>  <p>G*SPLCM---*****X</p> |

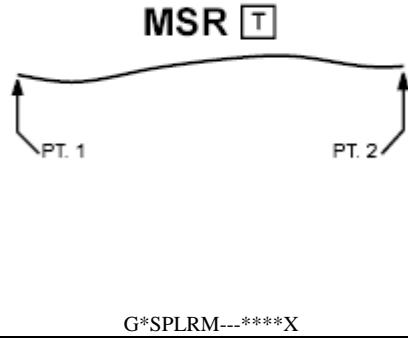
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <b>TACGRP.CSS.LNE.CNY.HCNY</b><br>TACTICAL GRAPHICS<br>COMBAT SERVICE SUPPORT<br>LINES<br>CONVOYS<br>HALTED CONVOY<br>Hierarchy: 2.X.5.2.1.2<br><u>Parameters:</u><br>1. 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.<br>2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length.<br>3. Orientation. The arrow points to the location where the convoy has halted.<br>Static/Dynamic: D | Template<br><br><b>G*SPLCH---****X</b><br>Example<br><br><b>G*SPLCH---****X</b> |

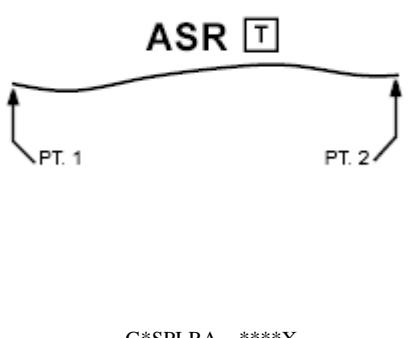
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.CSS.LNE.SLPRUT</b><br><br>TACTICAL GRAPHICS<br>COMBAT SERVICE SUPPORT<br>LINES<br>SUPPLY ROUTES<br><br>Hierarchy: 2.X.5.2.2<br><br>Static/Dynamic: N/A  | N/A   |
| <b>TACGRP.CSS.LNE.SLPRUT.MSRUT</b><br><br>TACTICAL GRAPHICS<br>COMBAT SERVICE SUPPORT<br>LINES<br>SUPPLY ROUTES<br>MAIN SUPPLY ROUTE<br><br>Hierarchy: 2.X.5.2.2.1<br><br><u>Parameters:</u><br><br>1. 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 .<br><br>2. Size/Shape. The first and last anchor points determine the length of the line. The line segment between each pair of anchor points will repeat all information associated with the line segment between points 1 and 2.<br><br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D | <p>Template</p>  <p>G*SPLRM---****X</p> <p>Example</p>  <p>G*SPLRM---****X</p> |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <b>TACGRP.CSS.LNE.SLPRUT.ASRUT</b><br><br>TACTICAL GRAPHICS<br>COMBAT SERVICE SUPPORT<br>LINES<br>SUPPLY ROUTES<br>ALTERNATE SUPPLY ROUTE<br><br>Hierarchy: 2.X.5.2.2.2<br><br><u>Parameters:</u><br><br>1. 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 .<br><br>2. Size/Shape. The first and last anchor points determine the length of the line. The line segment between each pair of anchor points will repeat all information associated with the line segment between points 1 and 2.<br><br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D | Template<br><br><br><br>Example<br><br> |
|  |   |

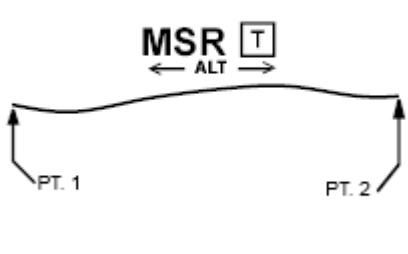
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <p><b>TACGRP.CSS.LNE.SLPRUT.1WTRFF</b></p> <p>TACTICAL GRAPHICS<br/>COMBAT SERVICE SUPPORT<br/>LINES<br/>SUPPLY ROUTES<br/>ONE-WAY TRAFFIC</p> <p>Hierarchy: 2.X.5.2.2.3</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. 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 .</li> <li>2. Size/Shape. The first and last anchor points determine the length of the line. The line segment between each pair of anchor points will repeat all information associated with the line segment between points 1 and 2.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*SPLRO---****X</p>  |
|  | <p>Example</p>  <p>G*SPLRO---****X</p> |

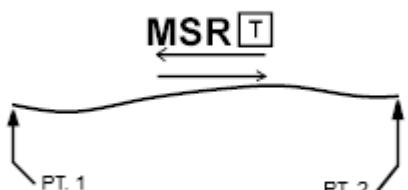
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.CSS.LNE.SLPRUT.ATRFF</b><br>TACTICAL GRAPHICS<br>COMBAT SERVICE SUPPORT<br>LINES<br>SUPPLY ROUTES<br>ALTERNATING TRAFFIC<br>Hierarchy: 2.X.5.2.2.4<br><u>Parameters:</u><br>1. 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 .<br>2. Size/Shape. The first and last anchor points establish the length of the line. The line segment between each pair of anchor points will repeat all information associated with the line segment between points 1 and 2.<br>3. Orientation. Orientation is determined by the anchor points.<br>Static/Dynamic: D | Template<br><br>Example<br> |
|   |   |

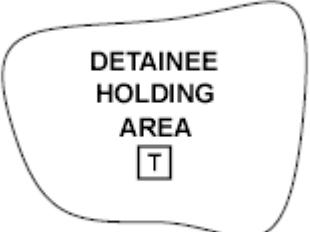
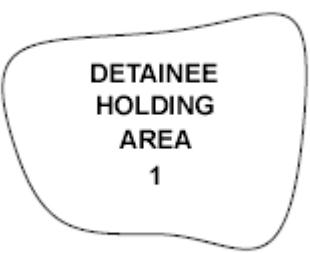
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <p><b>TACGRP.CSS.LNE.SLPRUT.2WTRFF</b></p> <p>TACTICAL GRAPHICS<br/>COMBAT SERVICE SUPPORT<br/>LINES<br/>SUPPLY ROUTES<br/>TWO-WAY TRAFFIC</p> <p>Hierarchy: 2.X.5.2.2.5</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. 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 .</li> <li>2. Size/Shape. The first and last anchor points determine the length of the line. The line segment between each pair of anchor points will repeat all information associated with the line segment between points 1 and 2.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*SPLRW---****X</p>  |
|  | <p>Example</p>  <p>G*SPLRW---****X</p> |

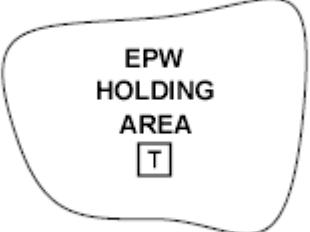
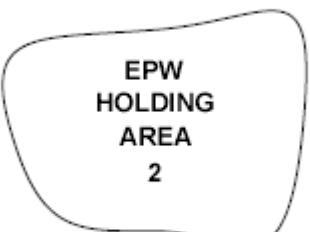
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.CSS.ARA</b><br><br>TACTICAL GRAPHICS<br>COMBAT SERVICE SUPPORT<br>AREA<br><br>Hierarchy: 2.X.5.3<br><br>Static/Dynamic: N/A   | N/A  |
| <b>TACGRP.CSS.ARA.DHA</b><br><br>TACTICAL GRAPHICS<br>COMBAT SERVICE SUPPORT<br>AREA<br>DETAINEE HOLDING AREA<br><br>Hierarchy: 2.X.5.3.1<br><br><u>Parameters:</u><br><br>1. 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.<br><br>2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D | Template<br><br><br><br>G*SPAD----****X  |
|   | Example<br><br><br><br>G*SPAD----****X |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <p><b>TACGRP.CSS.ARA.EPWHA</b></p> <p>TACTICAL GRAPHICS<br/>COMBAT SERVICE SUPPORT<br/>AREA<br/>ENEMY PRISONER OF WAR (EPW)<br/>HOLDING AREA</p> <p>Hierarchy: 2.X.5.3.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. 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.</li> <li>2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> | <p>Template</p>  <p>G*SPAE----****X</p>  |
|   | <p>Example</p>  <p>G*SPAE----****X</p> |

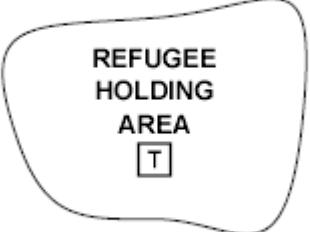
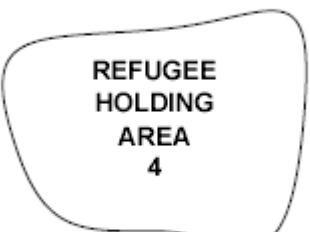
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <b>TACGRP.CSS.ARA.FARP</b><br><br>TACTICAL GRAPHICS<br>COMBAT SERVICE SUPPORT<br>AREA<br>FORWARD ARMING AND<br>REFUELING AREA (FARP)<br><br>Hierarchy: 2.X.5.3.3<br><br><u>Parameters:</u><br><br>1. 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.<br><br>2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D | <p>Template</p>  <p>G*SPAR----****X</p>  |
|  | <p>Example</p>  <p>G*SPAR----****X</p> |

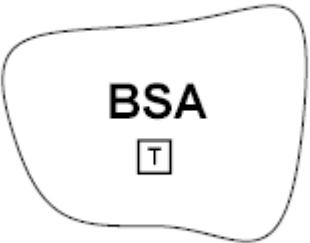
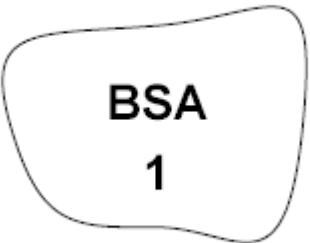
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <b>TACGRP.CSS.ARA.RHA</b><br><br>TACTICAL GRAPHICS<br>COMBAT SERVICE SUPPORT<br>AREA<br>REFUGEE HOLDING AREA<br><br>Hierarchy: 2.X.5.3.4<br><br><u>Parameters:</u><br>1. 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.<br><br>2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D | <p>Template</p>  <p>G*SPAH----****X</p>  |
|  | <p>Example</p>  <p>G*SPAH----****X</p> |

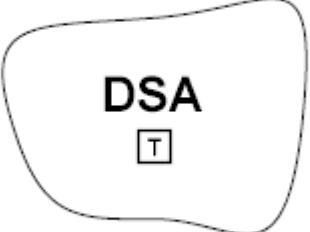
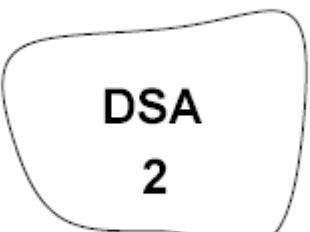
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.CSS.ARA.SUPARS</b><br><br>TACTICAL GRAPHICS<br>COMBAT SERVICE SUPPORT<br>AREA<br>SUPPORT AREAS<br><br>Hierarchy: 2.X.5.3.5<br><br>Static/Dynamic: N/A   | N/A   |
| <b>TACGRP.CSS.ARA.SUPARS.BSA</b><br><br>TACTICAL GRAPHICS<br>COMBAT SERVICE SUPPORT<br>AREA<br>SUPPORT AREAS<br>BRIGADE (BSA)<br><br>Hierarchy: 2.X.5.3.5.1<br><br><u>Parameters:</u><br><br>1. 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.<br><br>2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D | Template<br><br><br><br>G*SPASB---****X<br><br>Example<br><br><br><br>G*SPASB---****X |

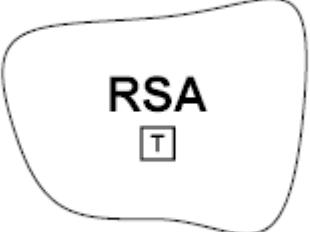
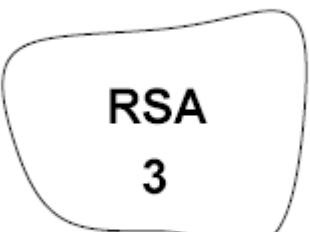
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <b>TACGRP.CSS.ARA.SUPARS.DSA</b><br><br>TACTICAL GRAPHICS<br>COMBAT SERVICE SUPPORT<br>AREA<br>SUPPORT AREAS<br>DIVISION (DSA)<br><br>Hierarchy: 2.X.5.3.5.2<br><br><u>Parameters:</u><br><br>1. 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.<br><br>2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D | <p>Template</p>  <p>G*SPASD---****X</p>  |
|  | <p>Example</p>  <p>G*SPASD---****X</p> |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <b>TACGRP.CSS.ARA.SUPARS.RSA</b><br><br>TACTICAL GRAPHICS<br>COMBAT SERVICE SUPPORT<br>AREA<br>SUPPORT AREAS<br>REGIMENTAL (RSA)<br><br>Hierarchy: 2.X.5.3.5.3<br><br><u>Parameters:</u><br><br>1. 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.<br><br>2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D | <p>Template</p>  <p>G*SPASR---****X</p>  |
|  | <p>Example</p>  <p>G*SPASR---****X</p> |

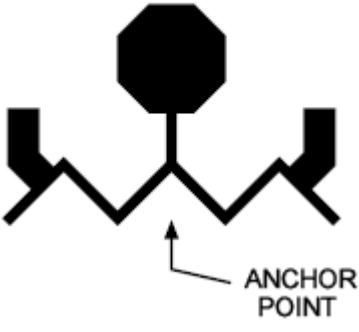
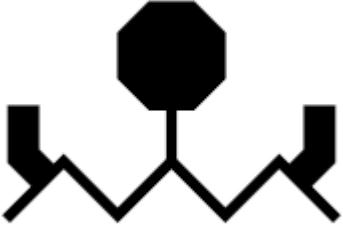
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| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.OTH</b><br>TACTICAL GRAPHICS<br>OTHER<br>Hierarchy: 2.X.6<br>Static/Dynamic: N/A  | N/A  |
| <b>TACGRP.OTHE.R</b><br>TACTICAL GRAPHICS<br>OTHER<br>EMERGENCY<br>Hierarchy: 2.X.6.1<br>Static/Dynamic: N/A  | N/A  |
| <b>TACGRP.OTHE.R.DTHAC</b><br>TACTICAL GRAPHICS<br>OTHER<br>EMERGENCY<br>DITCHED AIRCRAFT<br>Hierarchy: 2.X.6.1.1<br>Parameters:<br>1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.<br>Static/Dynamic: S | Template<br><br>Example<br> |

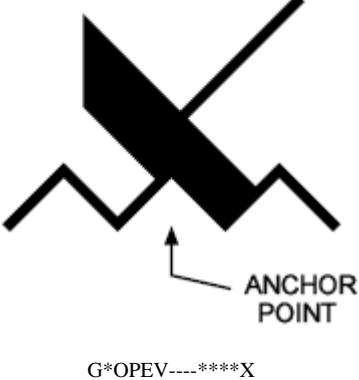
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| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.OTH.ER.PIW</b><br><br>TACTICAL GRAPHICS<br>OTHER<br>EMERGENCY<br>PERSON IN WATER<br><br>Hierarchy: 2.X.6.1.2<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.<br><br>Static/Dynamic: S | Template<br><br><br>G*OPEP----****X  |
|   | Example<br><br><br>G*OPEP----****X |

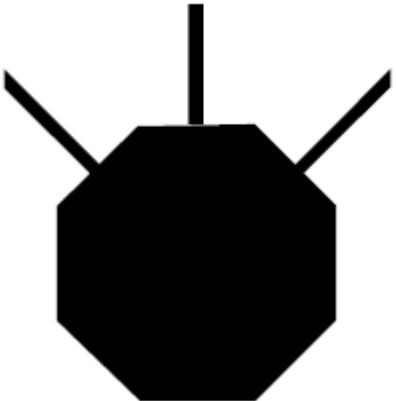
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <b>TACGRP.OTH.ER.DSTVES</b><br><br>TACTICAL GRAPHICS<br>OTHER<br>EMERGENCY<br>DISTRESSED VESSEL<br><br>Hierarchy: 2.X.6.1.3<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.<br><br>Static/Dynamic: S | <p>Template</p>  <p>G*OPEV----****X</p>  |
|  | <p>Example</p>  <p>G*OPEV----****X</p> |

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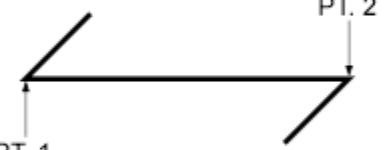
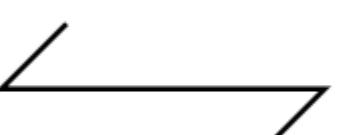
TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <b>TACGRP.OTH.HAZ</b><br><br>TACTICAL GRAPHICS<br>OTHER<br>HAZARD<br><br>Hierarchy: 2.X.6.2<br><br>Static/Dynamic: N/A   | N/A   |
| <b>TACGRP.OTH.HAZ.SML</b><br><br>TACTICAL GRAPHICS<br>OTHER<br>HAZARD<br>SEA MINE-LIKE<br><br>Hierarchy: 2.X.6.2.1<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the octagon.<br><br>2. Size/Shape. Static.<br><br>3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.<br><br>Static/Dynamic: S | Template<br><br><br>G*OPHM----****X<br><br>Example<br><br><br>G*OPHM----****X |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <b>TACGRP.OTH.HAZ.NVGL</b><br>TACTICAL GRAPHICS<br>OTHER<br>HAZARD<br>NAVIGATIONAL   | Template   |
| Hierarchy: 2.X.6.2.2<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires two anchor points. Points 1 and 2 define the corner points of the graphic.<br><br>2. Size/Shape. The graphic varies only in length.<br><br>3. Orientation. Orientation is determined by the anchor points. |  <p>PT. 1</p> <p>PT. 2</p>                                       |
| Static/Dynamic: S  | <u>G*OPHN---****X</u><br><u>Example</u>  <p>G*OPHN---****X</p> |

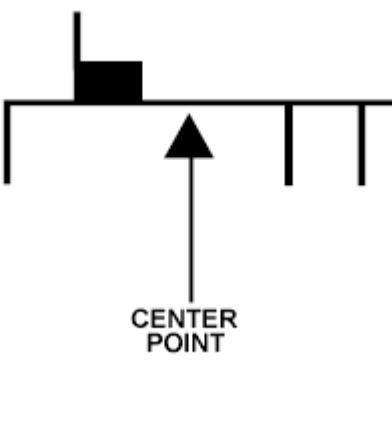
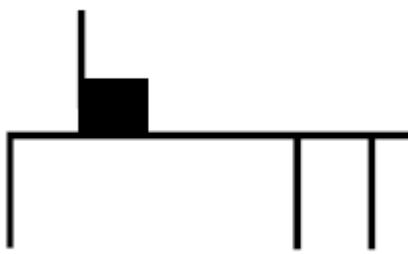
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.OTH.HAZ.IB</b><br><br>TACTICAL GRAPHICS<br>OTHER<br>HAZARD<br>ICEBERG<br><br>Hierarchy: 2.X.6.2.3<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The center point defines center of the graphic.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic is typically centered over the desired location.<br><br>Static/Dynamic: S | Template<br><br><br>G*OPHI----****X |
|   | Example<br><br><br>G*OPHI----****X |

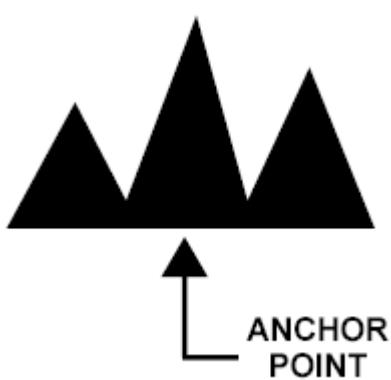
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.OTH.HAZ.OLRG</b><br>TACTICAL GRAPHICS<br>OTHER<br>HAZARD<br>OIL RIG<br>Hierarchy: 2.X.6.2.4<br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The center point defines center of the graphic.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic is typically centered over the desired location.<br>Static/Dynamic: S | Template<br><br><b>G*OPHO----****X</b> |
|   | Example<br><br><b>G*OPHO----****X</b> |

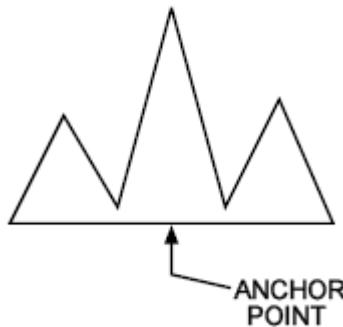
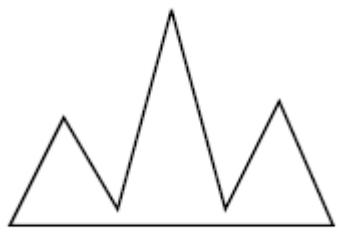
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.OTH.SSUBSR</b><br><br>TACTICAL GRAPHICS<br>OTHER<br>SEA SUBSURFACE RETURNS<br><br>Hierarchy: 2.X.6.3<br><br>Static/Dynamic: N/A   | N/A  |
| <b>TACGRP.OTH.SSUBSR.BTMRTN</b><br><br>TACTICAL GRAPHICS<br>OTHER<br>SEA SUBSURFACE RETURNS<br>BOTTOM RETURN/NON-MILCO<br><br>Hierarchy: 2.X.6.3.1<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base.<br><br>2. Size/Shape. Static.<br><br>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.<br><br>Static/Dynamic: S | Template<br><br><br>G*OPSB----****X |
|   | Example<br><br><br>G*OPSB----****X |

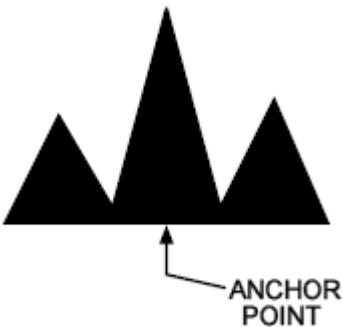
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <p><b>TACGRP.OTH.SSUBSR.BTMRTN.INS</b></p> <p>TACTICAL GRAPHICS<br/>OTHER<br/>SEA SUBSURFACE RETURNS<br/>BOTTOM RETURN/NON-MILCO<br/>INSTALLATION/MANMADE</p> <p>Hierarchy: 2.X.6.3.1.1</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*OPSBM---****X</p> |
|   | <p>Example</p>  <p>G*OPSBM---****X</p> |

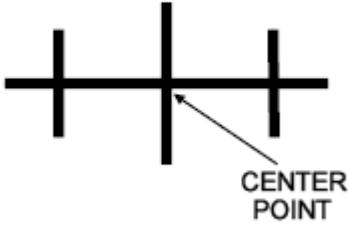
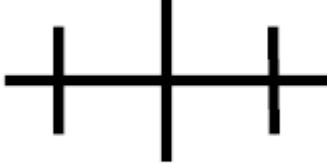
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <p><b>TACGRP.OTH.SSUBSR.BTMRTN.SBRSO</b><br/><b>O</b></p> <p>TA<br/>CTICAL GRAPHICS<br/>OT<br/>HE<br/>R<br/>SEA SUBSURFACE RETURNS<br/>BOT<br/>OM RETURN/NON-MILCO<br/>SEABED ROCK/STONE, OBSTACLE,<br/>OT<br/>HE</p> <p>Hierarchy: 2.X.6.3.1.2</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.</li> </ol> <p>Static/Dynamic: S</p> | <p>Template</p>  <p>G*OPSBN---****X</p> |
|  | <p>Example</p>  <p>G*OPSBN---****X</p> |

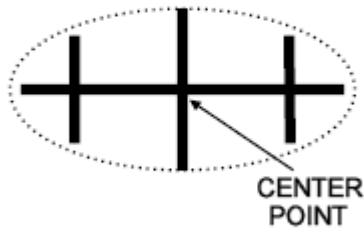
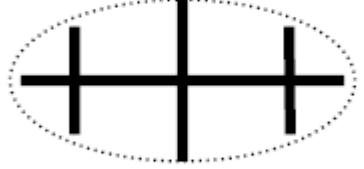
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <p><b>TACGRP.OTH.SSUBSR.BTMRTN.WRKND</b></p> <p>TACTICAL GRAPHICS<br/>OTHER<br/>SEA SUBSURFACE RETURNS<br/>BOTTOM RETURN/NON-MILCO<br/>WRECK, NON DANGEROUS</p> <p>Hierarchy: 2.X.6.3.1.3</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic's center point is typically centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Note: This symbol is safe for vessels having drafts less than or equal to 66 feet (20 meters).</p> | <p>Template</p>  <p>G*OPSBW---****X</p>  |
|   | <p>Example</p>  <p>G*OPSBW---****X</p> |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.OTH.SSUBSR.BTMRTN.WRKD</b><br>TACTICAL GRAPHICS<br>OTHER<br>SEA SUBSURFACE RETURNS<br>BOTTOM RETURN/NON-MILCO<br>WRECK, DANGEROUS<br><br>Hierarchy: N/A<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic's center point is typically centered over the desired location. | Template<br><br><b>G*OPSBX---****X</b>  |
| Static/Dynamic: S<br><br>Note: The outer shell of this graphic is always displayed as a dotted line. This symbol is a wreck that is not visible and is hazardous to vessels having drafts less than 66 feet (20 meters) or the depth is unknown.  | Example<br><br><b>G*OPSBX---****X</b> |

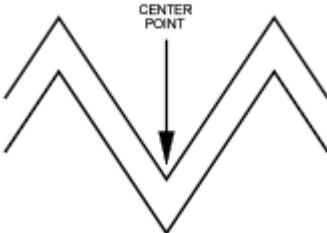
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <b>TACGRP.OTH.SSUBSR.MARLFE</b><br><br>TACTICAL GRAPHICS<br>OTHER<br>SEA SUBSURFACE RETURNS<br>MARINE LIFE<br><br>Hierarchy: 2.X.6.3.2<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The anchor point defines "nose" of the graphic.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic is typically centered over the desired location.<br><br>Static/Dynamic: S | <p>Template</p>  <p>G*OPSM----****X</p>  |
|  | <p>Example</p>  <p>G*OPSM----****X</p> |

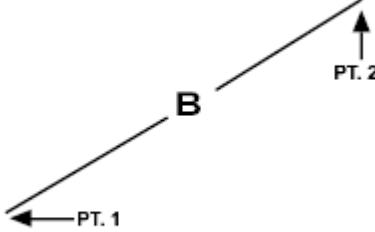
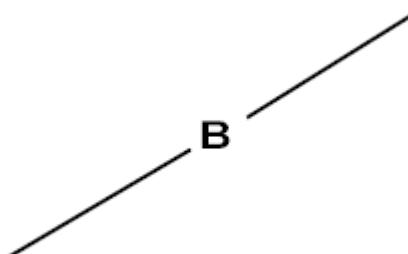
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES  |
|--|---|
| <b>TACGRP.OTH.SSUBSR.SA</b><br>TACTICAL GRAPHICS<br>OTHER<br>SEA SUBSURFACE RETURNS<br>SEA ANOMALY (WAKE, CURRENT,<br>KNUCKLE)<br>Hierarchy: 2.X.6.3.3<br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The center point defines center of the graphic.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic is typically centered over the desired location.<br>Static/Dynamic: S | Template<br><br><b>G*OPSS----****X</b>  |
|  | Example<br><br><b>G*OPSS----****X</b> |

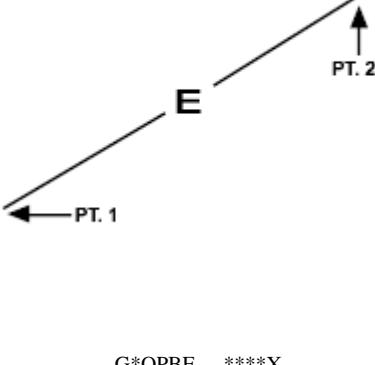
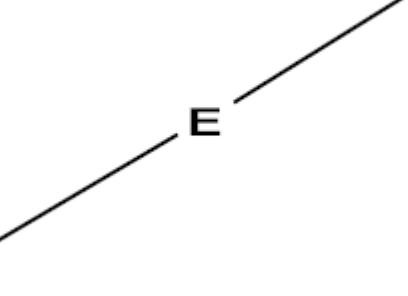
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.OTH.BERLNE</b><br>TACTICAL GRAPHICS<br>OTHER<br>BEARING LINE<br>Hierarchy: 2.X.6.4<br><u>Parameters:</u><br>1. Anchor Points. This graphic requires two anchor points. Points 1 and 2 define the endpoints of the graphic.<br>2. Size/Shape. The graphic varies only in length.<br>3. 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.<br>Static/Dynamic: D | Template<br><br>G*OPB-----****X |
|   | Example<br><br>G*OPB-----****X |

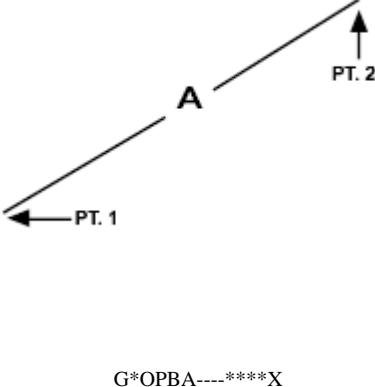
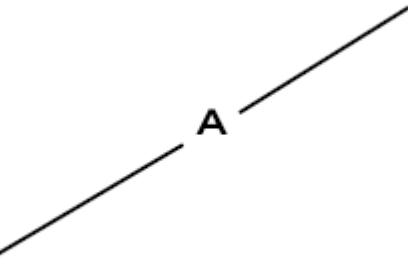
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.OTH.BERLNE.ELC</b><br>TACTICAL GRAPHICS<br>OTHER<br>BEARING LINE<br>ELECTRONIC<br>Hierarchy: 2.X.6.4.1<br><u>Parameters:</u><br>1. Anchor Points. This graphic requires two anchor points. Points 1 and 2 define the endpoints of the graphic.<br>2. Size/Shape. The graphic varies only in length.<br>3. 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.<br>Static/Dynamic: D | Template<br><br>Example<br> |

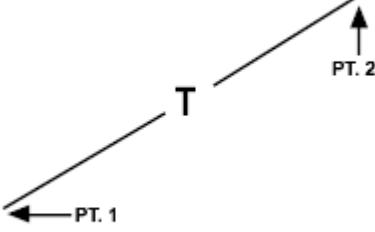
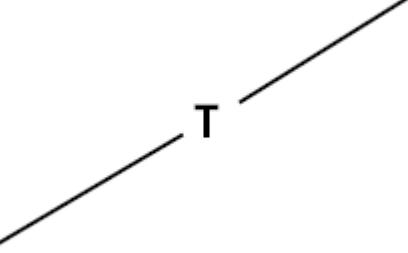
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <b>TACGRP.OTH.BERLNE.ACU</b><br>TACTICAL GRAPHICS<br>OTHER<br>BEARING LINE<br>ACOUSTIC<br><br>Hierarchy: 2.X.6.4.2<br><br><u>Parameters:</u> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires two anchor points. Points 1 and 2 define the endpoints of the graphic.</li> <li>2. Size/Shape. The graphic varies only in length.</li> <li>3. 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.</li> </ol><br>Static/Dynamic: D | Template<br><br><br>Example<br> |

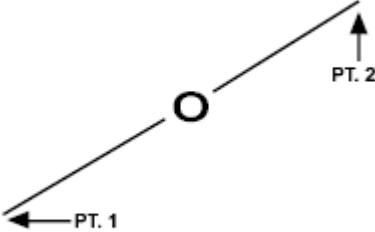
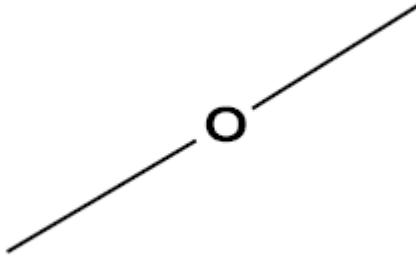
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <b>TACGRP.OTH.BERLNE.TPD</b><br><br>TACTICAL GRAPHICS<br>OTHER<br>BEARING LINE<br>TORPEDO<br><br>Hierarchy: 2.X.6.4.3<br><br><u>Parameters:</u> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires two anchor points. Points 1 and 2 define the endpoints of the graphic.</li> <li>2. Size/Shape. The graphic varies only in length.</li> <li>3. 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.</li> </ol> Static/Dynamic: D | <p>Template</p>  <p>G*OPBT----****X</p>  |
|  | <p>Example</p>  <p>G*OPBT----****X</p> |

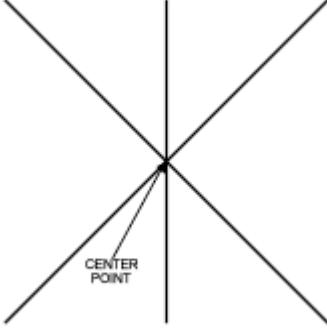
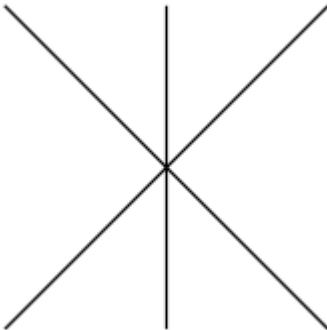
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.OTH.BERLNE.EOPI</b><br>TACTICAL GRAPHICS<br>OTHER<br>BEARING LINE<br>ELECTRO-OPTICAL INTERCEPT<br><br>Hierarchy: 2.X.6.4.4<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires two anchor points. Points 1 and 2 define the endpoints of the graphic.<br>2. Size/Shape. The graphic varies only in length.<br>3. 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.<br><br>Static/Dynamic: D | Template<br><br>G*OPBO----****X  |
|   | Example<br><br>G*OPBO----****X |

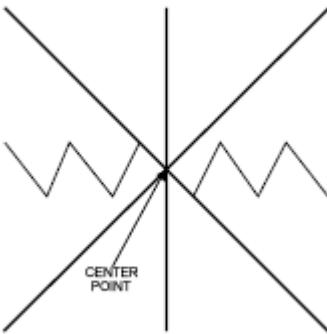
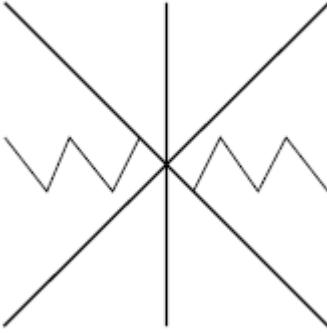
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC  | IMAGES   |
|--|--|
| <b>TACGRP.OTH.FIX</b><br><br>TACTICAL GRAPHICS<br>OTHER<br>FIX<br><br>Hierarchy: 2.X.6.5<br><br>Static/Dynamic: N/A  | N/A  |
| <b>TACGRP.OTH.FIX.ACU</b><br><br>TACTICAL GRAPHICS<br>OTHER<br>FIX<br>ACOUSTIC<br><br>Hierarchy: 2.X.6.5.1<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one anchor point. The center point defines center of the graphic.<br><br>2. Size/Shape. Static.<br><br>3. Orientation. The graphic is typically centered over the desired location.<br><br>Static/Dynamic: S | Template<br><br><br><br>G*OPFA----****X  |
|  | Example<br><br><br><br>G*OPFA----****X |

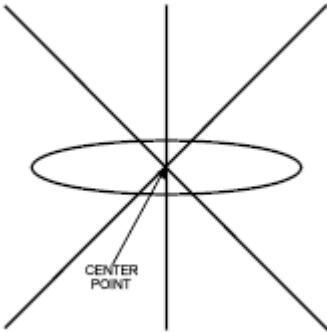
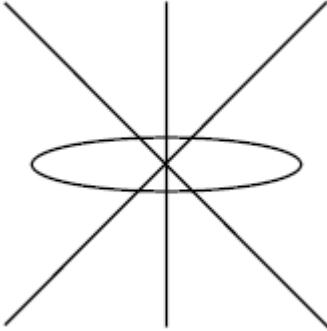
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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES   |
|---|--|
| <b>TACGRP.OTH.FIX.EM</b><br>TACTICAL GRAPHICS<br>OTHER<br>FIX<br>ELECTRO-MAGNETIC<br>Hierarchy: 2.X.6.5.2<br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The center point defines center of the graphic.<br>2. Size/Shape. Static.<br>3. Orientation. The graphic is typically centered over the desired location.<br>Static/Dynamic: S | Template<br><br><b>G*OPFE----****X</b> |
|   | Example<br><br><b>G*OPFE----****X</b> |

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TABLE B-IV. Military operations tactical graphics - Continued.

| GRAPHIC   | IMAGES  |
|---|---|
| <b>TACGRP.OTH.FIX.EOP</b><br><br>TACTICAL GRAPHICS<br>OTHER<br>FIX<br>ELECTRO-OPTICAL<br><br>Hierarchy: 2.X.6.5.3<br><br><u>Parameters:</u> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The center point defines center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic is typically centered over the desired location.</li> </ol> Static/Dynamic: S | <p>Template</p>  <p>G*OPFO----****X</p> |
|   | <p>Example</p>  <p>G*OPFO----****X</p> |

## METEOROLOGICAL AND OCEANOGRAPHIC SYMOLOGY

### C.1 SCOPE

C.1.1 Scope. This appendix addresses tactical graphics in the Meteorological and Oceanographic (METOC) domain. Although the symbology in this domain is outside the configuration management of the Symbology Standards Management Committee (SSMC), it is beneficial to present the information to users of this standard as a separate appendix. This appendix has been coordinated and approved by the Joint METOC community and is a mandatory part of this standard. The information contained herein is intended for compliance.

### C.2 APPLICABLE DOCUMENTS

Specific documents in 2.2.2 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. The purpose of warfighting symbology is to convey information about objects in the warfighter battlespace. This appendix contains the technical specifications, symbol coding scheme, symbology hierarchy, and the tactical graphics for the METOC symbology set.

### C.5. DETAILED REQUIREMENTS

C.5.1 Technical specifications. Composition, construction, display, and transmission of tactical graphics are explained in the Detailed Requirements section of the standard.

C.5.2 Symbology identification coding scheme. A symbol identification code (SIDC) is a 15-character alphanumeric identifier that provides the information necessary to display or transmit a tactical graphic between MIL-STD-2525 compliant systems.

C.5.2.1 Code positions. The positions of the SIDC are described below. Since many graphics do not have an entry in every code position, a dash (-) is used to fill each unused position. Table C-I identifies the fields of information included in a SIDC and the position each occupies in the 15-character identifier. The values in each field are filled from left to right unless otherwise specified.

- a. Position 1, coding scheme, indicates to which overall symbology set a graphic belongs.
- b. Position 2, category, identifies a graphic as an atmospheric, oceanic, or space weather phenomenon.
- c. Positions 3 and 4, Static/Dynamic, indicate whether the METOC graphic's size is fixed

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(static = "S-") or changes (dynamic = "-D") in proportion with the background projection.

- d. Positions 5 through 10, function ID, identify a graphic's function. Each position indicates an increasing level of detail and specialization.
- e. Positions 11 through 13, Graphic Type, indicate whether the METOC graphic is point = "P--", line = "-L-", or area based = "--A".
- f. Positions 14 through 15 are not used in the METOC symbology set.

TABLE C-I. SIDC positions and categories.

| CODING SCHEME (1)<br>(POSITION 1) | CATEGORY (1)<br>(POSITION 2)                | STATIC/DYNAMIC<br>(POSITIONS 3-4) | FUNCTION ID<br>(POSITIONS 5-10)     | GRAPHIC TYPE<br>(POSITIONS 11-13)       | (POSITIONS 14,15) |
|-----------------------------------|---|-----------------------------------|-------------------------------------|---|-------------------|
| W - METOC                         | A - Atmospheric<br>O - Oceanic<br>S - Space | S- - Static<br>-D - Dynamic       | See table C-II for specific values. | P-- - Point<br>-L- - Line<br>--A - Area | Not Used          |

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C.5.2.2 SIDC table. The following table lists the codes for METOC symbology. As stated in C.5.2.1, a dash (-) is used to fill each unused position.

TABLE C-II. SIDC table.

| HIERARCHY                          | C<br>O<br>D<br>E<br>S<br>C<br>H<br>E<br>M<br>E | C<br>A<br>E<br>G<br>O<br>R<br>Y | S<br>T<br>A<br>I<br>C<br>I<br>C | D<br>Y<br>N<br>M<br>I<br>O<br>N | F<br>U<br>N<br>T<br>I<br>D | G<br>R<br>A<br>P<br>H<br>I<br>C<br>T<br>Y<br>P<br>E | G<br>R<br>A<br>P<br>H<br>I<br>C<br>T<br>Y<br>P<br>E | N<br>O<br>T<br>U<br>S<br>E<br>D | DESCRIPTION          |
|------------------------------------|--|---------------------------------|---------------------------------|---------------------------------|----------------------------|---|---|---------------------------------|----------------------|
| METOC                              | W  | -                               | -                               | -                               | -- -- --                   | --  | --  | -                               | METOC                |
| METOC.AMPHC                        | W  | A                               | -                               | -                               | -- -- --                   | --  | --  | -                               | ATMOSPHERIC          |
| METOC.AMPHC.PRS                    | W  | A                               | -                               | -                               | P- -- --                   | --  | --  | -                               | PRESSURE SYSTEMS     |
| METOC.AMPHC.PRS.LOWCTR             | W  | A                               | S                               | -                               | PL -- --                   | P-  | --  | -                               | LOW PRESSURE CENTER  |
| METOC.AMPHC.PRS.LOWCTR.CYC         | W  | A                               | S                               | -                               | PC -- --                   | P-  | --  | -                               | CYCLONE CENTER       |
| METOC.AMPHC.PRS.LOWCTR.TROPLW      | W  | A                               | S                               | -                               | PL T- --                   | P-  | --  | -                               | TROPOPAUSE LOW       |
| METOC.AMPHC.PRS.HGHCTR             | W  | A                               | S                               | -                               | PH -- --                   | P-  | --  | -                               | HIGH PRESSURE CENTER |
| METOC.AMPHC.PRS.HGHCTR.ACYC        | W  | A                               | S                               | -                               | PA -- --                   | P-  | --  | -                               | ANTICYCLONE CENTER   |
| METOC.AMPHC.PRS.HGHCTR.TROPHG      | W  | A                               | S                               | -                               | PH T- --                   | P-  | --  | -                               | TROPOPAUSE HIGH      |
| METOC.AMPHC.PRS.FRNSYS             | W  | A                               | -                               | D                               | PF -- --                   | -L  | --  | -                               | FRONTAL SYSTEMS      |
| METOC.AMPHC.PRS.FRNSYS.CLDFRN      | W  | A                               | -                               | D                               | PF C- --                   | -L  | --  | -                               | COLD FRONT           |
| METOC.AMPHC.PRS.FRNSYS.CLDFRN.UPP  | W  | A                               | -                               | D                               | PF CU --                   | -L  | --  | -                               | UPPER COLD FRONT     |
| METOC.AMPHC.PRS.FRNSYS.CLDFRN.FRGS | W  | A                               | -                               | D                               | PF C- FG                   | -L  | --  | -                               | COLD FRONTOGENESIS   |
| METOC.AMPHC.PRS.FRNSYS.CLDFRN.FRLS | W  | A                               | -                               | D                               | PF C- FY                   | -L  | --  | -                               | COLD FRONTOLYSIS     |
| METOC.AMPHC.PRS.FRNSYS.WRMFRN      | W  | A                               | -                               | D                               | PF W- --                   | -L  | --  | -                               | WARM FRONT           |
| METOC.AMPHC.PRS.FRNSYS.WRMFRN.UPP  | W  | A                               | -                               | D                               | PF WU --                   | -L  | --  | -                               | UPPER WARM FRONT     |
| METOC.AMPHC.PRS.FRNSYS.WRMFRN.FRGS | W  | A                               | -                               | D                               | PF W- FG                   | -L  | --  | -                               | WARM FRONTOGENESIS   |
| METOC.AMPHC.PRS.FRNSYS.WRMFRN.FRLS | W  | A                               | -                               | D                               | PF W- FY                   | -L  | --  | -                               | WARM FRONTOLYSIS     |
| METOC.AMPHC.PRS.FRNSYS.OCD         | W  | A                               | -                               | D                               | PF O- --                   | -L  | --  | -                               | OCCLUDED FRONT       |
| METOC.AMPHC.PRS.FRNSYS.OCD.UPP     | W  | A                               | -                               | D                               | PF OU --                   | -L  | --  | -                               | UPPER OCCLUDED FRONT |
| METOC.AMPHC.PRS.FRNSYS.OCD.FRLS    | W  | A                               | -                               | D                               | PF O- FY                   | -L  | --  | -                               | OCCLUDED FRONTOLYSIS |

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TABLE C-II. SIDC table - Continued.

| HIERARCHY                        | C<br>O<br>D<br>E<br>S<br>C<br>H<br>E<br>M<br>E | C<br>A<br>E<br>G<br>O<br>R<br>Y | S<br>T<br>A<br>I<br>C<br>I<br>C | D<br>Y<br>N<br>I<br>O<br>N | F<br>U<br>C<br>T<br>I<br>D | G<br>R<br>A<br>P<br>H<br>I<br>C<br>T<br>Y<br>P<br>E | G<br>R<br>A<br>P<br>H<br>I<br>C<br>T<br>Y<br>P<br>E | N<br>O<br>T<br>U<br>S<br>E<br>D | DESCRIPTION                     |
|----------------------------------|--|---------------------------------|---------------------------------|----------------------------|----------------------------|---|---|---------------------------------|---------------------------------|
| METOC.AMPHC.PRS.FRNSYS.STAT      | W  | A                               | -                               | D                          | PF S--                     | -L  | --  | -                               | STATIONARY FRONT                |
| METOC.AMPHC.PRS.FRNSYS.STAT.UPP  | W  | A                               | -                               | D                          | PF SU--                    | -L  | --  | -                               | UPPER STATIONARY FRONT          |
| METOC.AMPHC.PRS.FRNSYS.STAT.FRGS | W  | A                               | -                               | D                          | PF S-FG                    | -L  | --  | -                               | STATIONARY FRONTOGENESIS        |
| METOC.AMPHC.PRS.FRNSYS.STAT.FRLS | W  | A                               | -                               | D                          | PF S-FY                    | -L  | --  | -                               | STATIONARY FRONTOLYSIS          |
| METOC.AMPHC.PRS.LNE              | W  | A                               | -                               | -                          | PX --                      | --  | --  | -                               | LINES                           |
| METOC.AMPHC.PRS.LNE.TRUAXS       | W  | A                               | -                               | D                          | PX T--                     | -L  | --  | -                               | TROUGH AXIS                     |
| METOC.AMPHC.PRS.LNE.RDGAXS       | W  | A                               | -                               | D                          | PX R--                     | -L  | --  | -                               | RIDGE AXIS                      |
| METOC.AMPHC.PRS.LNE.SSL          | W  | A                               | -                               | D                          | PX SQ--                    | -L  | --  | -                               | SEVERE SQUALL LINE              |
| METOC.AMPHC.PRS.LNE.ISTB         | W  | A                               | -                               | D                          | PX IL--                    | -L  | --  | -                               | INSTABILITY LINE                |
| METOC.AMPHC.PRS.LNE.SHA          | W  | A                               | -                               | D                          | PX SH--                    | -L  | --  | -                               | SHEAR LINE                      |
| METOC.AMPHC.PRS.LNE.ITCZ         | W  | A                               | -                               | D                          | PX IT CZ                   | -L  | --  | -                               | INTER-TROPICAL CONVERGANCE ZONE |
| METOC.AMPHC.PRS.LNE.CNGLNE       | W  | A                               | -                               | D                          | PX CV--                    | -L  | --  | -                               | CONVERGANCE LINE                |
| METOC.AMPHC.PRS.LNE.ITD          | W  | A                               | -                               | D                          | PX IT D-                   | -L  | --  | -                               | INTER-TROPICAL DISCONTINUITY    |
| METOC.AMPHC.TRB                  | W  | A                               | -                               | -                          | T--                        | --  | --  | -                               | TURBULENCE                      |
| METOC.AMPHC.TRB.LIT              | W  | A                               | S                               | -                          | TL --                      | --  | P-  | --                              | TURBULENCE - LIGHT              |
| METOC.AMPHC.TRB.MOD              | W  | A                               | S                               | -                          | TM --                      | --  | P-  | --                              | TURBULENCE - MODERATE           |
| METOC.AMPHC.TRB.SVR              | W  | A                               | S                               | -                          | TS --                      | --  | P-  | --                              | TURBULENCE - SEVERE             |
| METOC.AMPHC.TRB.EXT              | W  | A                               | S                               | -                          | TE --                      | --  | P-  | --                              | TURBULENCE - EXTREME            |
| METOC.AMPHC.TRB.MNTWAV           | W  | A                               | S                               | -                          | T- MW                      | --  | P-  | --                              | MOUNTAIN WAVES                  |
| METOC.AMPHC.ICG                  | W  | A                               | -                               | -                          | I--                        | --  | --  | --                              | ICING                           |
| METOC.AMPHC.ICG.CLR              | W  | A                               | S                               | -                          | IC --                      | --  | P-  | --                              | CLEAR ICING                     |
| METOC.AMPHC.ICG.CLR.LIT          | W  | A                               | S                               | -                          | IC L--                     | --  | P-  | --                              | CLEAR ICING - LIGHT             |
| METOC.AMPHC.ICG.CLR.MOD          | W  | A                               | S                               | -                          | IC M--                     | --  | P-  | --                              | CLEAR ICING - MODERATE          |
| METOC.AMPHC.ICG.CLR.SVR          | W  | A                               | S                               | -                          | IC S--                     | --  | P-  | --                              | CLEAR ICING - SEVERE            |
| METOC.AMPHC.ICG.RIME             | W  | A                               | S                               | -                          | IR --                      | --  | P-  | --                              | RIME ICING                      |

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TABLE C-II. SIDC table - Continued.

| HIERARCHY                        | C<br>O<br>D<br>E<br>S<br>C<br>H<br>E<br>M<br>E | C<br>A<br>E<br>G<br>O<br>R<br>Y | S<br>T<br>A<br>I<br>C<br>I<br>C | D<br>Y<br>N<br>I<br>C<br>I<br>N | F<br>U<br>N<br>T<br>I<br>O<br>N | G<br>R<br>A<br>P<br>H<br>I<br>C<br>T<br>Y<br>P<br>E | G<br>R<br>A<br>P<br>H<br>I<br>C<br>T<br>Y<br>P<br>E | N<br>O<br>T<br>U<br>S<br>E<br>D | DESCRIPTION                       |
|----------------------------------|--|---------------------------------|---------------------------------|---------------------------------|---------------------------------|---|---|---------------------------------|-----------------------------------|
| METOC.AMPHC.ICG.RIME.LIT         | W  | A                               | S                               | -                               | IR L--                          | P-  | --  | -                               | RIME ICING - LIGHT                |
| METOC.AMPHC.ICG.RIME.MOD         | W  | A                               | S                               | -                               | IR M--                          | P-  | --  | -                               | RIME ICING - MODERATE             |
| METOC.AMPHC.ICG.RIME.SVR         | W  | A                               | S                               | -                               | IR S--                          | P-  | --  | -                               | RIME ICING - SEVERE               |
| METOC.AMPHC.ICG.MIX              | W  | A                               | S                               | -                               | IM --                           | P-  | --  | -                               | MIXED ICING                       |
| METOC.AMPHC.ICG.MIX.LIT          | W  | A                               | S                               | -                               | IM L--                          | P-  | --  | -                               | MIXED ICING - LIGHT               |
| METOC.AMPHC.ICG.MIX.MOD          | W  | A                               | S                               | -                               | IM M--                          | P-  | --  | -                               | MIXED ICING - MODERATE            |
| METOC.AMPHC.ICG.MIX.SVR          | W  | A                               | S                               | -                               | IM S--                          | P-  | --  | -                               | MIXED ICING - SEVERE              |
| METOC.AMPHC.WND                  | W  | A                               | -                               | -                               | W--                             | --  | --  | -                               | WINDS                             |
| METOC.AMPHC.WND.CALM             | W  | A                               | S                               | -                               | WC --                           | P-  | --  | -                               | CALM WINDS                        |
| METOC.AMPHC.WND.PLT              | W  | A                               | S                               | -                               | WP --                           | P-  | --  | -                               | WIND PLOT                         |
| METOC.AMPHC.WND.JTSM             | W  | A                               | -                               | D                               | WJ --                           | -L  | --  | -                               | JET STREAM                        |
| METOC.AMPHC.WND.SMLNE            | W  | A                               | -                               | D                               | WS --                           | -L  | --  | -                               | STREAM LINE                       |
| METOC.AMPHC.CUDCOV               | W  | A                               | -                               | -                               | CC --                           | --  | --  | -                               | CLOUD COVERAGE                    |
| METOC.AMPHC.CUDCOV.SYM           | W  | A                               | -                               | -                               | CC CS --                        | --  | --  | -                               | CLOUD COVERAGE SYMBOLS            |
| METOC.AMPHC.CUDCOV.SYM.SK        | W  | A                               | S                               | -                               | CC CS CS                        | P-  | --  | -                               | CLEAR SKY                         |
| METOC.AMPHC.CUDCOV.SYM.FEW       | W  | A                               | S                               | -                               | CC CS FC                        | P-  | --  | -                               | FEW COVERAGE                      |
| METOC.AMPHC.CUDCOV.SYM.SCT       | W  | A                               | S                               | -                               | CC CS SC                        | P-  | --  | -                               | SCATTERED COVERAGE                |
| METOC.AMPHC.CUDCOV.SYM.BKN       | W  | A                               | S                               | -                               | CC CS BC                        | P-  | --  | -                               | BROKEN COVERAGE                   |
| METOC.AMPHC.CUDCOV.SYM.OVC       | W  | A                               | S                               | -                               | CC CS OC                        | P-  | --  | -                               | OVERCAST COVERAGE                 |
| METOC.AMPHC.CUDCOV.SYM.STOPO     | W  | A                               | S                               | -                               | CC CS OB                        | P-  | --  | -                               | SKY TOTALLY OR PARTIALLY OBSCURED |
| METOC.AMPHC.WTH                  | W  | A                               | -                               | -                               | WS --                           | --  | --  | -                               | WEATHER SYMBOLS                   |
| METOC.AMPHC.WTH.RA               | W  | A                               | S                               | -                               | WS R--                          | --  | --  | -                               | RAIN                              |
| METOC.AMPHC.WTH.RA.INMLIT        | W  | A                               | S                               | -                               | WS R- LI                        | P-  | --  | -                               | RAIN - INTERMITTENT LIGHT         |
| METOC.AMPHC.WTH.RA.INMLIT.CTSLIT | W  | A                               | S                               | -                               | WS R- LC                        | P-  | --  | -                               | RAIN - CONTINUOUS LIGHT           |
| METOC.AMPHC.WTH.RA.INMMOD        | W  | A                               | S                               | -                               | WS R- MI                        | P-  | --  | -                               | RAIN - INTERMITTENT MODERATE      |

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TABLE C-II. SIDC table - Continued.

| HIERARCHY                        | C<br>O<br>D<br>E<br>S<br>C<br>H<br>E<br>M | C<br>A<br>E<br>G<br>O<br>R<br>Y | S<br>T<br>A<br>I<br>C<br>I<br>C | D<br>Y<br>N<br>I<br>C<br>I<br>C | F<br>U<br>N<br>T<br>I<br>O<br>N | G<br>R<br>A<br>P<br>H<br>I<br>C | G<br>R<br>A<br>P<br>H<br>I<br>C | N<br>O<br>T<br>U<br>S<br>E<br>D | DESCRIPTION                               |
|----------------------------------|---|---------------------------------|---------------------------------|---------------------------------|---------------------------------|---------------------------------|---------------------------------|---------------------------------|---|
| METOC.AMPHC.WTH.RA.INMMOD.CTSMOD | W   | A                               | S                               | -                               | WS R- MC                        | P-                              | --                              | -                               | RAIN - CONTINUOUS MODERATE                |
| METOC.AMPHC.WTH.RA.INMHVY        | W   | A                               | S                               | -                               | WS R- HI                        | P-                              | --                              | -                               | RAIN - INTERMITTENT HEAVY                 |
| METOC.AMPHC.WTH.RA.INMHVY.CTSHVY | W   | A                               | S                               | -                               | WS R- HC                        | P-                              | --                              | -                               | RAIN - CONTINUOUS HEAVY                   |
| METOC.AMPHC.WTH.FZRA             | W   | A                               | S                               | -                               | WS RF --                        | --                              | --                              | -                               | FREEZING RAIN                             |
| METOC.AMPHC.WTH.FZRA.LIT         | W   | A                               | S                               | -                               | WS RF L-                        | P-                              | --                              | -                               | FREEZING RAIN - LIGHT                     |
| METOC.AMPHC.WTH.FZRA.MODHVY      | W   | A                               | S                               | -                               | WS RF MH                        | P-                              | --                              | -                               | FREEZING RAIN - MODERATE/HEAVY            |
| METOC.AMPHC.WTH.RASWR            | W   | A                               | S                               | -                               | WS RS --                        | --                              | --                              | -                               | RAIN SHOWERS                              |
| METOC.AMPHC.WTH.RASWR.LIT        | W   | A                               | S                               | -                               | WS RS L-                        | P-                              | --                              | -                               | RAIN SHOWERS - LIGHT                      |
| METOC.AMPHC.WTH.RASWR.MODHVY     | W   | A                               | S                               | -                               | WS RS MH                        | P-                              | --                              | -                               | RAIN SHOWERS - MODERATE/HEAVY             |
| METOC.AMPHC.WTH.RASWR.TOR        | W   | A                               | S                               | -                               | WS RS T-                        | P-                              | --                              | -                               | RAIN SHOWERS - TORRENTIAL                 |
| METOC.AMPHC.WTH.DZ               | W   | A                               | S                               | -                               | WS D- --                        | --                              | --                              | -                               | DRIZZLE                                   |
| METOC.AMPHC.WTH.DZ.INMLIT        | W   | A                               | S                               | -                               | WS D- LI                        | P-                              | --                              | -                               | DRIZZLE - INTERMITTENT LIGHT              |
| METOC.AMPHC.WTH.DZ.INMLIT.CTSLIT | W   | A                               | S                               | -                               | WS D- LC                        | P-                              | --                              | -                               | DRIZZLE - CONTINUOUS LIGHT                |
| METOC.AMPHC.WTH.DZ.INMMOD        | W   | A                               | S                               | -                               | WS D- MI                        | P-                              | --                              | -                               | DRIZZLE - INTERMITTENT MODERATE           |
| METOC.AMPHC.WTH.DZ.INMMOD.CTSMOD | W   | A                               | S                               | -                               | WS D- MC                        | P-                              | --                              | -                               | DRIZZLE - CONTINUOUS MODERATE             |
| METOC.AMPHC.WTH.DZ.INMHVY        | W   | A                               | S                               | -                               | WS D- HI                        | P-                              | --                              | -                               | DRIZZLE - INTERMITTENT HEAVY              |
| METOC.AMPHC.WTH.DZ.INMHVY.CTSHVY | W   | A                               | S                               | -                               | WS D- HC                        | P-                              | --                              | -                               | DRIZZLE - CONTINUOUS HEAVY                |
| METOC.AMPHC.WTH.FZDZ             | W   | A                               | S                               | -                               | WS DF --                        | --                              | --                              | -                               | FREEZING DRIZZLE                          |
| METOC.AMPHC.WTH.FZDZ.LIT         | W   | A                               | S                               | -                               | WS DF L-                        | P-                              | --                              | -                               | FREEZING DRIZZLE - LIGHT                  |
| METOC.AMPHC.WTH.FZDZ.MODHVY      | W   | A                               | S                               | -                               | WS DF MH                        | P-                              | --                              | -                               | FREEZING DRIZZLE - MODERATE/HEAVY         |
| METOC.AMPHC.WTH.RASN             | W   | A                               | S                               | -                               | WS M- --                        | --                              | --                              | -                               | RAIN AND SNOW MIXED                       |
| METOC.AMPHC.WTH.RASN.RDSLIT      | W   | A                               | S                               | -                               | WS M- L-                        | P-                              | --                              | -                               | RAIN OR DRIZZLE AND SNOW - LIGHT          |
| METOC.AMPHC.WTH.RASN.RDSMH       | W   | A                               | S                               | -                               | WS M- MH                        | P-                              | --                              | -                               | RAIN OR DRIZZLE AND SNOW - MODERATE/HEAVY |
| METOC.AMPHC.WTH.RASN.SWRLIT      | W   | A                               | S                               | -                               | WS MS L-                        | P-                              | --                              | -                               | RAIN AND SNOW SHOWERS - LIGHT             |
| METOC.AMPHC.WTH.RASN.SWRMOD      | W   | A                               | S                               | -                               | WS MS MH                        | P-                              | --                              | -                               | RAIN AND SNOW SHOWERS - MODERATE/HEAVY    |

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TABLE C-II. SIDC table - Continued.

| HIERARCHY                        | C<br>O<br>D<br>E<br>S<br>C<br>H<br>E<br>M<br>E | C<br>A<br>E<br>G<br>R<br>O<br>R<br>Y | S<br>T<br>A<br>I<br>C<br>I<br>C | D<br>Y<br>N<br>I<br>C<br>I<br>C | F<br>U<br>N<br>T<br>I<br>O<br>N | G<br>R<br>A<br>P<br>H<br>I<br>C | G<br>R<br>A<br>P<br>H<br>I<br>C | N<br>O<br>T<br>U<br>S<br>E<br>D | DESCRIPTION   |
|----------------------------------|--|--------------------------------------|---------------------------------|---------------------------------|---------------------------------|---------------------------------|---------------------------------|---------------------------------|---|
| METOC.AMPHC.WTH.SN               | W  | A                                    | S                               | -                               | WS S- --                        | --                              | --                              | -                               | SNOW  |
| METOC.AMPHC.WTH.SN.INMLIT        | W  | A                                    | S                               | -                               | WS S- LI                        | P-                              | --                              | -                               | SNOW - INTERMITTENT LIGHT                               |
| METOC.AMPHC.WTH.SN.INMLIT.CTSLIT | W  | A                                    | S                               | -                               | WS S- LC                        | P-                              | --                              | -                               | SNOW - CONTINUOUS LIGHT                                 |
| METOC.AMPHC.WTH.SN.INMMOD        | W  | A                                    | S                               | -                               | WS S- MI                        | P-                              | --                              | -                               | SNOW - INTERMITTENT MODERATE                            |
| METOC.AMPHC.WTH.SN.INMMOD.CTSMOD | W  | A                                    | S                               | -                               | WS S- MC                        | P-                              | --                              | -                               | SNOW - CONTINUOUS MODERATE                              |
| METOC.AMPHC.WTH.SN.INMHVY        | W  | A                                    | S                               | -                               | WS S- HI                        | P-                              | --                              | -                               | SNOW - INTERMITTENT HEAVY                               |
| METOC.AMPHC.WTH.SN.INMHVY.CTSHVY | W  | A                                    | S                               | -                               | WS S- HC                        | P-                              | --                              | -                               | SNOW - CONTINUOUS HEAVY                                 |
| METOC.AMPHC.WTH.SN.BLSNLM        | W  | A                                    | S                               | -                               | WS SB LM                        | P-                              | --                              | -                               | BLOWING SNOW - LIGHT/MODERATE                           |
| METOC.AMPHC.WTH.SN.BLSNHY        | W  | A                                    | S                               | -                               | WS SB H-                        | P-                              | --                              | -                               | BLOWING SNOW - HEAVY                                    |
| METOC.AMPHC.WTH.SG               | W  | A                                    | S                               | -                               | WS SG --                        | P-                              | --                              | -                               | SNOW GRAINS   |
| METOC.AMPHC.WTH.SSWR             | W  | A                                    | S                               | -                               | WS SS --                        | --                              | --                              | -                               | SNOW SHOWERS  |
| METOC.AMPHC.WTH.SSWR.LIT         | W  | A                                    | S                               | -                               | WS SS L-                        | P-                              | --                              | -                               | SNOW SHOWERS - LIGHT                                    |
| METOC.AMPHC.WTH.SSWR.MODHVVY     | W  | A                                    | S                               | -                               | WS SS MH                        | P-                              | --                              | -                               | SNOW SHOWERS - MODERATE/HEAVY                           |
| METOC.AMPHC.WTH.HL               | W  | A                                    | S                               | -                               | WS GR --                        | --                              | --                              | -                               | HAIL  |
| METOC.AMPHC.WTH.HL.LIT           | W  | A                                    | S                               | -                               | WS GR L-                        | P-                              | --                              | -                               | HAIL - LIGHT NOT ASSOCIATED WITH THUNDER                |
| METOC.AMPHC.WTH.HL.MODHVVY       | W  | A                                    | S                               | -                               | WS GR MH                        | P-                              | --                              | -                               | HAIL - MODERATE/HEAVY NOT ASSOCIATED WITH THUNDER       |
| METOC.AMPHC.WTH.IC               | W  | A                                    | S                               | -                               | WS IC --                        | P-                              | --                              | -                               | ICE CRYSTALS (DIAMOND DUST)                             |
| METOC.AMPHC.WTH.PE               | W  | A                                    | S                               | -                               | WS PL --                        | --                              | --                              | -                               | ICE PELLETS (SLEET)                                     |
| METOC.AMPHC.WTH.PE.LIT           | W  | A                                    | S                               | -                               | WS PL L-                        | P-                              | --                              | -                               | ICE PELLETS - LIGHT                                     |
| METOC.AMPHC.WTH.PE.MOD           | W  | A                                    | S                               | -                               | WS PL M-                        | P-                              | --                              | -                               | ICE PELLETS - MODERATE                                  |
| METOC.AMPHC.WTH.PE.HVY           | W  | A                                    | S                               | -                               | WS PL H-                        | P-                              | --                              | -                               | ICE PELLETS - HEAVY                                     |
| METOC.AMPHC.WTH.STMS             | W  | A                                    | S                               | -                               | WS T- --                        | --                              | --                              | -                               | STORMS  |
| METOC.AMPHC.WTH.STMS.TS          | W  | A                                    | S                               | -                               | WS T- NP                        | P-                              | --                              | -                               | THUNDERSTORM - NO PRECIPITATION                         |
| METOC.AMPHC.WTH.STMS.TSLMNH      | W  | A                                    | S                               | -                               | WS TM R-                        | P-                              | --                              | -                               | THUNDERSTORM LIGHT TO MODERATE WITH RAIN/SNOW - NO HAIL |

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APPENDIX C

TABLE C-II. SIDC table - Continued.

| HIERARCHY                     | C<br>O<br>D<br>E<br>S<br>C<br>H<br>E<br>M | C<br>A<br>E<br>G<br>O<br>R<br>Y | S<br>T<br>A<br>I<br>C<br>I<br>C | D<br>Y<br>N<br>I<br>C<br>I<br>N | F<br>U<br>C<br>T<br>I<br>O<br>N | G<br>R<br>P<br>H<br>I<br>C<br>T<br>Y<br>P<br>E | G<br>R<br>P<br>H<br>I<br>C<br>T<br>Y<br>P<br>E | N<br>O<br>T<br>U<br>S<br>E<br>D | DESCRIPTION                                 |
|-------------------------------|---|---------------------------------|---------------------------------|---------------------------------|---------------------------------|--|--|---------------------------------|---|
| METOC.AMPHC.WTH.STMS.TSHVNH   | W   | A                               | S                               | -                               | WS TH R-                        | P-   | --   | -                               | THUNDERSTORM HEAVY WITH RAIN/SNOW - NO HAIL |
| METOC.AMPHC.WTH.STMS.TSLMWH   | W   | A                               | S                               | -                               | WS TM H-                        | P-   | --   | -                               | THUNDERSTORM LIGHT TO MODERATE - WITH HAIL  |
| METOC.AMPHC.WTH.STMS.TSHVWH   | W   | A                               | S                               | -                               | WS TH H-                        | P-   | --   | -                               | THUNDERSTORM HEAVY - WITH HAIL              |
| METOC.AMPHC.WTH.STMS.FC       | W   | A                               | S                               | -                               | WS T- FC                        | P-   | --   | -                               | FUNNEL CLOUD (TORNADO/WATERSPOUT)           |
| METOC.AMPHC.WTH.STMS.SQL      | W   | A                               | S                               | -                               | WS T- SQ                        | P-   | --   | -                               | SQUALL                                      |
| METOC.AMPHC.WTH.STMS.LTG      | W   | A                               | S                               | -                               | WS T- LG                        | P-   | --   | -                               | LIGHTNING                                   |
| METOC.AMPHC.WTH.FG            | W   | A                               | S                               | -                               | WS FG --                        | --   | --   | -                               | FOG   |
| METOC.AMPHC.WTH.FG.SHWPTH     | W   | A                               | S                               | -                               | WS FG PS                        | P-   | --   | -                               | FOG - SHALLOW PATCHES                       |
| METOC.AMPHC.WTH.FG.SHWCSTS    | W   | A                               | S                               | -                               | WS FG CS                        | P-   | --   | -                               | FOG - SHALLOW CONTINUOUS                    |
| METOC.AMPHC.WTH.FG.PTHY       | W   | A                               | S                               | -                               | WS FG P-                        | P-   | --   | -                               | FOG - PATCHY                                |
| METOC.AMPHC.WTH.FG.SKYVSB     | W   | A                               | S                               | -                               | WS FG SV                        | P-   | --   | -                               | FOG - SKY VISIBLE                           |
| METOC.AMPHC.WTH.FG.SKYOBED    | W   | A                               | S                               | -                               | WS FG SO                        | P-   | --   | -                               | FOG - SKY OBSCURED                          |
| METOC.AMPHC.WTH.FG.FZSV       | W   | A                               | S                               | -                               | WS FG FV                        | P-   | --   | -                               | FOG - FREEZING, SKY VISIBLE                 |
| METOC.AMPHC.WTH.FG.FZSNV      | W   | A                               | S                               | -                               | WS FG FO                        | P-   | --   | -                               | FOG - FREEZING, SKY NOT VISIBLE             |
| METOC.AMPHC.WTH.MIST          | W   | A                               | S                               | -                               | WS BR --                        | P-   | --   | -                               | MIST  |
| METOC.AMPHC.WTH.FU            | W   | A                               | S                               | -                               | WS FU --                        | P-   | --   | -                               | SMOKE                                       |
| METOC.AMPHC.WTH.HZ            | W   | A                               | S                               | -                               | WS HZ --                        | P-   | --   | -                               | HAZE  |
| METOC.AMPHC.WTH.DT/SD         | W   | A                               | S                               | -                               | WS D--                          | --   | --   | -                               | DUST OR SAND                                |
| METOC.AMPHC.WTH.DT/SD.LITMOD  | W   | A                               | S                               | -                               | WS DS LM                        | P-   | --   | -                               | DUST/SAND STORM - LIGHT TO MODERATE         |
| METOC.AMPHC.WTH.DT/SD.SVR     | W   | A                               | S                               | -                               | WS DS S-                        | P-   | --   | -                               | DUST/SAND STORM - SEVERE                    |
| METOC.AMPHC.WTH.DT/SD.DTDVLL  | W   | A                               | S                               | -                               | WS DD --                        | P-   | --   | -                               | DUST DEVIL                                  |
| METOC.AMPHC.WTH.DT/SD.BLDTSD  | W   | A                               | S                               | -                               | WS DB --                        | P-   | --   | -                               | BLOWING DUST OR SAND                        |
| METOC.AMPHC.WTH.TPLSYS        | W   | A                               | S                               | -                               | WS TS --                        | --   | --   | -                               | TROPICAL STORM SYSTEMS                      |
| METOC.AMPHC.WTH.TPLSYS.TROPDN | W   | A                               | S                               | -                               | WS TS D-                        | P-   | --   | -                               | TROPICAL DEPRESSION                         |
| METOC.AMPHC.WTH.TPLSYS.TROPSM | W   | A                               | S                               | -                               | WS TS S-                        | P-   | --   | -                               | TROPICAL STORM                              |

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TABLE C-II. SIDC table - Continued.

| HIERARCHY                     | C<br>O<br>D<br>E<br>S<br>C<br>H<br>E<br>M | C<br>A<br>E<br>G<br>O<br>R<br>Y | S<br>T<br>A<br>I<br>C<br>I<br>C | D<br>Y<br>N<br>I<br>C<br>I<br>N | F<br>U<br>C<br>T<br>I<br>O<br>N | G<br>R<br>A<br>P<br>H<br>I<br>C<br>T<br>Y<br>P<br>E | G<br>R<br>A<br>P<br>H<br>I<br>C<br>T<br>Y<br>P<br>E | N<br>O<br>T<br>U<br>S<br>E<br>D | DESCRIPTION  |
|-------------------------------|---|---------------------------------|---------------------------------|---------------------------------|---------------------------------|---|---|---------------------------------|--|
| METOC.AMPHC.WTH.TPLSYS.HC     | W   | A                               | S                               | -                               | WS TS H-                        | P-  | --  | -                               | HURRICANE/TYPHOON  |
| METOC.AMPHC.WTH.TPLSYS.TSWADL | W   | A                               | -                               | D                               | WS TS WA                        | --  | A-  | -                               | TROPICAL STORM WIND AREAS AND DATE/TIME LABELS                   |
| METOC.AMPHC.WTH.VOLERN        | W   | A                               | S                               | -                               | WS VE --                        | P-  | --  | -                               | VOLCANIC ERUPTION  |
| METOC.AMPHC.WTH.VOLERN.VOLASH | W   | A                               | S                               | -                               | WS VA --                        | P-  | --  | -                               | VOLCANIC ASH   |
| METOC.AMPHC.WTH.TROPLV        | W   | A                               | S                               | -                               | WS T- LV                        | P-  | --  | -                               | TROPOPAUSE LEVEL   |
| METOC.AMPHC.WTH.FZLVL         | W   | A                               | S                               | -                               | WS F- LV                        | P-  | --  | -                               | FREEZING LEVEL   |
| METOC.AMPHC.WTH.POOUTAI       | W   | A                               | S                               | -                               | WS UK P-                        | P-  | --  | -                               | PRECIPITATION OF UNKNOWN TYPE AND INTENSITY                      |
| METOC.AMPHC.BDAWTH            | W   | A                               | -                               | -                               | BA -- --                        | --  | --  | -                               | BOUNDED AREAS OF WEATHER   |
| METOC.AMPHC.BDAWTH.IFR        | W   | A                               | -                               | D                               | BA IF --                        | --  | A-  | -                               | INSTRUMENT FLIGHT RULE (IFR)                                     |
| METOC.AMPHC.BDAWTH.MVFR       | W   | A                               | -                               | D                               | BA MV --                        | --  | A-  | -                               | MARGINAL VISUAL FLIGHT RULE (MVFR)                               |
| METOC.AMPHC.BDAWTH.TRB        | W   | A                               | -                               | D                               | BA TB --                        | --  | A-  | -                               | TURBULENCE   |
| METOC.AMPHC.BDAWTH.ICG        | W   | A                               | -                               | D                               | BA I- --                        | --  | A-  | -                               | ICING  |
| METOC.AMPHC.BDAWTH.LPNCI      | W   | A                               | -                               | D                               | BA LP NC                        | --  | A-  | -                               | LIQUID PRECIPITATION - NON-CONVECTIVE CONTINUOUS OR INTERMITTENT |
| METOC.AMPHC.BDAWTH.LPNCLLPC   | W   | A                               | -                               | D                               | BA LP C-                        | --  | A-  | -                               | LIQUID PRECIPITATION - CONVECTIVE                                |
| METOC.AMPHC.BDAWTH.FZPPN      | W   | A                               | -                               | D                               | BA FP --                        | --  | A-  | -                               | FREEZING/FROZEN PRECIPITATION                                    |
| METOC.AMPHC.BDAWTH.TS         | W   | A                               | -                               | D                               | BA T- --                        | --  | A-  | -                               | THUNDERSTORMS  |
| METOC.AMPHC.BDAWTH.FG         | W   | A                               | -                               | D                               | BA FG --                        | --  | A-  | -                               | FOG  |
| METOC.AMPHC.BDAWTH.DT/SD      | W   | A                               | -                               | D                               | BA D- --                        | --  | A-  | -                               | DUST OR SAND   |
| METOC.AMPHC.BDAWTH.ODFF       | W   | A                               | -                               | D                               | BA FF --                        | --  | A-  | -                               | OPERATOR-DEFINED FREEFORM  |
| METOC.AMPHC.ISP               | W   | A                               | -                               | -                               | IP -- --                        | --  | --  | -                               | ISOPLETHS  |
| METOC.AMPHC.ISP.ISB           | W   | A                               | -                               | D                               | IP IB --                        | -L  | --  | -                               | ISOBAR - SURFACE   |
| METOC.AMPHC.ISP.CTUR          | W   | A                               | -                               | D                               | IP CO --                        | -L  | --  | -                               | CONTOUR - UPPER AIR  |
| METOC.AMPHC.ISP.IST           | W   | A                               | -                               | D                               | IP IS --                        | -L  | --  | -                               | ISOTHERM   |
| METOC.AMPHC.ISP.ISH           | W   | A                               | -                               | D                               | IP IT --                        | -L  | --  | -                               | ISOTACH  |

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TABLE C-II. SIDC table - Continued.

| HIERARCHY                      | C<br>O<br>D<br>E<br>S<br>C<br>H<br>E<br>M<br>E | C<br>A<br>E<br>G<br>O<br>R<br>Y | S<br>T<br>A<br>I<br>C<br>I<br>C | D<br>Y<br>A<br>M<br>I<br>C | F<br>U<br>N<br>T<br>I<br>O<br>N | G<br>R<br>A<br>P<br>H<br>I<br>C | G<br>R<br>A<br>P<br>H<br>I<br>C | N<br>O<br>T<br>U<br>S<br>E<br>D | DESCRIPTION  |
|--------------------------------|--|---------------------------------|---------------------------------|----------------------------|---------------------------------|---------------------------------|---------------------------------|---------------------------------|--|
| METOC.AMPHC.ISP.ISD            | W  | A                               | -                               | D                          | IP ID --                        | -L                              | --                              | -                               | ISODROSOTHERM  |
| METOC.AMPHC.ISP.THK            | W  | A                               | -                               | D                          | IP TH --                        | -L                              | --                              | -                               | THICKNESS  |
| METOC.AMPHC.ISP.ODFF           | W  | A                               | -                               | D                          | IP FF --                        | -L                              | --                              | -                               | OPERATOR-DEFINED FREEFORM  |
| METOC.AMPHC.STOG               | W  | A                               | S                               | -                          | G- -- --                        | --                              | --                              | -                               | STATE OF THE GROUND  |
| METOC.AMPHC.STOG.WOSMIC        | W  | A                               | S                               | -                          | GN -- --                        | --                              | --                              | -                               | WITHOUT SNOW OR MEASURABLE ICE COVER   |
| METOC.AMPHC.STOG.WOSMIC.SUFDRY | W  | A                               | S                               | -                          | GN D- NC                        | P-                              | --                              | -                               | SURFACE DRY WITHOUT CRACKS OR APPRECIABLE DUST OR LOOSE SAND   |
| METOC.AMPHC.STOG.WOSMIC.SUFMST | W  | A                               | S                               | -                          | GN M- --                        | P-                              | --                              | -                               | SURFACE MOIST  |
| METOC.AMPHC.STOG.WOSMIC.SUFWET | W  | A                               | S                               | -                          | GN W- SW                        | P-                              | --                              | -                               | SURFACE WET, STANDING WATER IN SMALL OR LARGE POOLS  |
| METOC.AMPHC.STOG.WOSMIC.SUFFLD | W  | A                               | S                               | -                          | GN FL --                        | P-                              | --                              | -                               | SURFACE FLOODED  |
| METOC.AMPHC.STOG.WOSMIC.SUFFZN | W  | A                               | S                               | -                          | GN FZ --                        | P-                              | --                              | -                               | SURFACE FROZEN   |
| METOC.AMPHC.STOG.WOSMIC.GLZGRD | W  | A                               | S                               | -                          | GN G- TI                        | P-                              | --                              | -                               | GLAZE (THIN ICE) ON GROUND   |
| METOC.AMPHC.STOG.WOSMIC.LDNGCG | W  | A                               | S                               | -                          | GN LD N-                        | P-                              | --                              | -                               | LOOSE DRY DUST OR SAND NOT COVERING GROUND COMPLETELY  |
| METOC.AMPHC.STOG.WOSMIC.TLDCGC | W  | A                               | S                               | -                          | GN LD TC                        | P-                              | --                              | -                               | THIN LOOSE DRY DUST OR SAND COVERING GROUND COMPLETELY   |
| METOC.AMPHC.STOG.WOSMIC.MLDCGC | W  | A                               | S                               | -                          | GN LD MC                        | P-                              | --                              | -                               | MODERATE/THICK LOOSE DRY DUST OR SAND COVERING GROUND COMPLETELY   |
| METOC.AMPHC.STOG.WOSMIC.EXTDWC | W  | A                               | S                               | -                          | GN DE WC                        | P-                              | --                              | -                               | EXTREMELY DRY WITH CRACKS  |
| METOC.AMPHC.STOG.WSMIC         | W  | A                               | S                               | -                          | GS -- --                        | --                              | --                              | -                               | WITH SNOW OR MEASURABLE ICE COVER  |
| METOC.AMPHC.STOG.WSMIC.PDMIC   | W  | A                               | S                               | -                          | GS I- --                        | P-                              | --                              | -                               | PREDOMINATELY ICE COVERED  |
| METOC.AMPHC.STOG.WSMIC.CWSNLH  | W  | A                               | S                               | -                          | GS SC L-                        | P-                              | --                              | -                               | COMPACT OR WET SNOW (WITH OR WITHOUT ICE) COVERING LESS THAN ONE-HALF OF GROUND                                |
| METOC.AMPHC.STOG.WSMIC.CSNALH  | W  | A                               | S                               | -                          | GS SC H-                        | P-                              | --                              | -                               | COMPACT OR WET SNOW (WITH OR WITHOUT ICE) COVERING AT LEAST ONE-HALF GROUND, BUT GROUND NOT COMPLETELY COVERED |

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TABLE C-II. SIDC table - Continued.

| HIERARCHY                     | C<br>O<br>D<br>E<br>S<br>C<br>H<br>E<br>M<br>E | C<br>A<br>E<br>G<br>O<br>R<br>Y | S<br>T<br>A<br>I<br>C<br>I<br>C | D<br>Y<br>N<br>I<br>C<br>I<br>N | F<br>U<br>N<br>T<br>I<br>O<br>N | G<br>R<br>A<br>P<br>H<br>I<br>C<br>T<br>Y<br>P<br>E | G<br>R<br>A<br>P<br>H<br>I<br>C<br>T<br>Y<br>P<br>E | N<br>O<br>T<br>U<br>S<br>E<br>D | DESCRIPTION   |
|-------------------------------|--|---------------------------------|---------------------------------|---------------------------------|---------------------------------|---|---|---------------------------------|---|
| METOC.AMPHC.STOG.WSMIC.ELCSCG | W  | A                               | S                               | -                               | GS SC CE                        | P-  | --  | -                               | EVEN LAYER OF COMPACT OR WET SNOW COVERING GROUND COMPLETELY                        |
| METOC.AMPHC.STOG.WSMIC.ULCSCG | W  | A                               | S                               | -                               | GS SC CU                        | P-  | --  | -                               | UNEVEN LAYER OF COMPACT OR WET SNOW COVERING GROUND COMPLETELY                      |
| METOC.AMPHC.STOG.WSMIC.LDSNLH | W  | A                               | S                               | -                               | GS SL L-                        | P-  | --  | -                               | LOOSE DRY SNOW COVERING LESS THAN ONE-HALF OF GROUND                                |
| METOC.AMPHC.STOG.WSMIC.LDSALH | W  | A                               | S                               | -                               | GS SL H-                        | P-  | --  | -                               | LOOSE DRY SNOW COVERING AT LEAST ONE-HALF GROUND, BUT GROUND NOT COMPLETELY COVERED |
| METOC.AMPHC.STOG.WSMIC.ELDSCG | W  | A                               | S                               | -                               | GS SL CE                        | P-  | --  | -                               | EVEN LAYER OF LOOSE DRY SNOW COVERING GROUND COMPLETELY                             |
| METOC.AMPHC.STOG.WSMIC.ULDSCG | W  | A                               | S                               | -                               | GS SL CU                        | P-  | --  | -                               | UNEVEN LAYER OF LOOSE DRY SNOW COVERING GROUND COMPLETELY                           |
| METOC.AMPHC.STOG.WSMIC.SCGC   | W  | A                               | S                               | -                               | GS SD C-                        | P-  | --  | -                               | SNOW COVERING GROUND COMPLETELY; DEEP DRIFTS  |
| METOC.OCA                     | W  | O                               | -                               | -                               | -- -- --                        | --  | --  | -                               | OCEANIC   |
| METOC.OCA.ISYS                | W  | O                               | -                               | -                               | I- -- --                        | --  | --  | -                               | ICE SYSTEMS   |
| METOC.OCA.ISYS.IB             | W  | O                               | S                               | -                               | IB -- --                        | P-  | --  | -                               | ICEBERGS  |
| METOC.OCA.ISYS.IB.MNY         | W  | O                               | S                               | -                               | IB M- --                        | P-  | --  | -                               | MANY ICEBERGS   |
| METOC.OCA.ISYS.IB.BAS         | W  | O                               | S                               | -                               | IB BS --                        | P-  | --  | -                               | BELTS AND STRIPS  |
| METOC.OCA.ISYS.IB.GNL         | W  | O                               | S                               | -                               | IB G- --                        | P-  | --  | -                               | ICEBERG - GENERAL   |
| METOC.OCA.ISYS.IB.MNYGNL      | W  | O                               | S                               | -                               | IB MG --                        | P-  | --  | -                               | MANY ICEBERGS - GENERAL   |
| METOC.OCA.ISYS.IB.BB          | W  | O                               | S                               | -                               | IB BB --                        | P-  | --  | -                               | BERGY BIT   |
| METOC.OCA.ISYS.IB.MNYBB       | W  | O                               | S                               | -                               | IB BB M-                        | P-  | --  | -                               | MANY BERGY BITS   |
| METOC.OCA.ISYS.IB.GWL         | W  | O                               | S                               | -                               | IB GL --                        | P-  | --  | -                               | GROWLER   |
| METOC.OCA.ISYS.IB.MNYGWL      | W  | O                               | S                               | -                               | IB GL M-                        | P-  | --  | -                               | MANY GROWLERS   |
| METOC.OCA.ISYS.IB.FBG         | W  | O                               | S                               | -                               | IB F- --                        | P-  | --  | -                               | FLOEBERG  |
| METOC.OCA.ISYS.IB.II          | W  | O                               | S                               | -                               | IB II --                        | P-  | --  | -                               | ICE ISLAND  |
| METOC.OCA.ISYS.ICN            | W  | O                               | -                               | -                               | IC -- --                        | --  | --  | -                               | ICE CONCENTRATION   |

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APPENDIX C

TABLE C-II. SIDC table - Continued.

| HIERARCHY                  | C<br>O<br>D<br>E<br>S<br>C<br>H<br>E<br>M<br>E | C<br>A<br>E<br>G<br>O<br>R<br>Y | S<br>T<br>A<br>I<br>C<br>I<br>C | D<br>Y<br>N<br>I<br>C<br>I<br>C | F<br>U<br>N<br>T<br>I<br>O<br>N | G<br>R<br>A<br>P<br>H<br>I<br>C | G<br>R<br>A<br>P<br>H<br>I<br>C | N<br>O<br>T<br>U<br>S<br>E<br>D | DESCRIPTION |                                   |
|----------------------------|--|---------------------------------|---------------------------------|---------------------------------|---------------------------------|---------------------------------|---------------------------------|---------------------------------|-------------|-----------------------------------|
| METOC.OCA.ISYS.ICN.BW      | W  | O                               | S                               | -                               | IC                              | WB                              | --                              | P-                              | --          | - BERGY WATER                     |
| METOC.OCA.ISYS.ICN.WWRT    | W  | O                               | S                               | -                               | IC                              | WR                              | --                              | P-                              | --          | - WATER WITH RADAR TARGETS        |
| METOC.OCA.ISYS.ICN.IF      | W  | O                               | S                               | -                               | IC                              | IF                              | --                              | P-                              | --          | - ICE FREE                        |
| METOC.OCA.ISYS.DYNPRO      | W  | O                               | -                               | -                               | ID                              | --                              | --                              | --                              | --          | - DYNAMIC PROCESSES               |
| METOC.OCA.ISYS.DYNPRO.CNG  | W  | O                               | S                               | -                               | ID                              | C-                              | --                              | P-                              | --          | - CONVERGENCE                     |
| METOC.OCA.ISYS.DYNPRO.DVG  | W  | O                               | S                               | -                               | ID                              | D-                              | --                              | P-                              | --          | - DIVERGENCE                      |
| METOC.OCA.ISYS.DYNPRO.SHAZ | W  | O                               | S                               | -                               | ID                              | S-                              | --                              | P-                              | --          | - SHEARING OR SHEAR ZONE          |
| METOC.OCA.ISYS.DYNPRO.ID   | W  | O                               | -                               | D                               | ID                              | ID                              | --                              | -L                              | --          | - ICE DRIFT (DIRECTION)           |
| METOC.OCA.ISYS.SI          | W  | O                               | S                               | -                               | II                              | --                              | --                              | P-                              | --          | - SEA ICE                         |
| METOC.OCA.ISYS.SI.ITOBS    | W  | O                               | S                               | -                               | II                              | TM                              | --                              | P-                              | --          | - ICE THICKNESS (OBSERVED)        |
| METOC.OCA.ISYS.SI.TEST     | W  | O                               | S                               | -                               | II                              | TE                              | --                              | P-                              | --          | - ICE THICKNESS (ESTIMATED)       |
| METOC.OCA.ISYS.SI.MPOFI    | W  | O                               | S                               | -                               | II                              | P-                              | --                              | P-                              | --          | - MELT PUDDLES OR FLOODED ICE     |
| METOC.OCA.ISYS.LMT         | W  | O                               | -                               | -                               | IL                              | --                              | --                              | --                              | --          | - LIMITS                          |
| METOC.OCA.ISYS.LMT.LOVO    | W  | O                               | -                               | D                               | IL                              | OV                              | --                              | -L                              | --          | - LIMIT OF VISUAL OBSERVATION     |
| METOC.OCA.ISYS.LMT.LOU     | W  | O                               | -                               | D                               | IL                              | UC                              | --                              | -L                              | --          | - LIMIT OF UNDERCAST              |
| METOC.OCA.ISYS.LMT.LORO    | W  | O                               | -                               | D                               | IL                              | OR                              | --                              | -L                              | --          | - LIMIT OF RADAR OBSERVATION      |
| METOC.OCA.ISYS.LMT.OIEOB   | W  | O                               | -                               | D                               | IL                              | IE                              | O-                              | -L                              | --          | - OBSERVED ICE EDGE OR BOUNDARY   |
| METOC.OCA.ISYS.LMT.EIEOB   | W  | O                               | -                               | D                               | IL                              | IE                              | E-                              | -L                              | --          | - ESTIMATED ICE EDGE OR BOUNDARY  |
| METOC.OCA.ISYS.LMT.IEOBFR  | W  | O                               | -                               | D                               | IL                              | IE                              | R-                              | -L                              | --          | - ICE EDGE OR BOUNDARY FROM RADAR |
| METOC.OCA.ISYS.OITI        | W  | O                               | -                               | -                               | IO                              | --                              | --                              | --                              | --          | - OPENINGS IN THE ICE             |
| METOC.OCA.ISYS.OITI.CRK    | W  | O                               | -                               | D                               | IO                              | C-                              | --                              | -L                              | --          | - CRACKS                          |
| METOC.OCA.ISYS.OITI.CRKASL | W  | O                               | -                               | D                               | IO                              | CS                              | --                              | -L                              | --          | - CRACKS AT A SPECIFIC LOCATION   |
| METOC.OCA.ISYS.OITI.LED    | W  | O                               | -                               | D                               | IO                              | L-                              | --                              | -L                              | --          | - LEAD                            |
| METOC.OCA.ISYS.OITI.FZLED  | W  | O                               | -                               | D                               | IO                              | LF                              | --                              | -L                              | --          | - FROZEN LEAD                     |
| METOC.OCA.ISYS.SC          | W  | O                               | S                               | -                               | IS                              | C-                              | --                              | P-                              | --          | - SNOW COVER                      |

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TABLE C-II. SIDC table - Continued.

| HIERARCHY                           | C<br>O<br>D<br>E<br>S<br>C<br>H<br>E<br>M<br>E | C<br>A<br>E<br>G<br>O<br>R<br>Y | S<br>T<br>A<br>I<br>C<br>I<br>C | D<br>Y<br>N<br>I<br>C<br>I<br>N | F<br>U<br>N<br>T<br>I<br>O<br>N | G<br>R<br>A<br>P<br>H<br>I<br>C<br>T<br>Y<br>P<br>E | G<br>R<br>A<br>P<br>H<br>I<br>C<br>T<br>Y<br>P<br>E | N<br>O<br>T<br>U<br>S<br>E<br>D | DESCRIPTION                 |
|-------------------------------------|--|---------------------------------|---------------------------------|---------------------------------|---------------------------------|---|---|---------------------------------|-----------------------------|
| METOC.OCA.ISYS.SC.SWO               | W  | O                               | S                               | -                               | IS S--                          | P-  | --  | -                               | SASTRUGI (WITH ORIENTATION) |
| METOC.OCA.ISYS.TOPFTR               | W  | O                               | -                               | -                               | IT --                           | --  | --  | -                               | TOPOGRAPHICAL FEATURES      |
| METOC.OCA.ISYS.TOPFTR.HUM           | W  | O                               | S                               | -                               | IT RH                           | --  | P-  | --                              | RIDGES OR HUMMOCKS          |
| METOC.OCA.ISYS.TOPFTR.RFTG          | W  | O                               | S                               | -                               | IT R-                           | --  | P-  | --                              | RAFTING                     |
| METOC.OCA.ISYS.TOPFTR.JBB           | W  | O                               | S                               | -                               | IT BB                           | --  | P-  | --                              | JAMMED BRASH BARRIER        |
| METOC.OCA.HYDGRY                    | W  | O                               | -                               | -                               | H--                             | --  | --  | -                               | HYDROGRAPHY                 |
| METOC.OCA.HYDGRY.DPH                | W  | O                               | -                               | -                               | HD --                           | --  | --  | -                               | DEPTH                       |
| METOC.OCA.HYDGRY.DPH.SNDG           | W  | O                               | S                               | -                               | HD S--                          | --  | P-  | --                              | SOUNDINGS                   |
| METOC.OCA.HYDGRY.DPH.CRV            | W  | O                               | -                               | D                               | HD DL                           | --  | -L  | --                              | DEPTH CURVE                 |
| METOC.OCA.HYDGRY.DPH.CTUR           | W  | O                               | -                               | D                               | HD DC                           | --  | -L  | --                              | DEPTH CONTOUR               |
| METOC.OCA.HYDGRY.DPH.ARA            | W  | O                               | -                               | D                               | HD DA                           | --  | --  | A-                              | DEPTH AREA                  |
| METOC.OCA.HYDGRY.CSTHYD             | W  | O                               | -                               | -                               | HC --                           | --  | --  | -                               | COASTAL HYDROGRAPHY         |
| METOC.OCA.HYDGRY.CSTHYD.CSTLN       | W  | O                               | -                               | D                               | HC C--                          | --  | -L  | --                              | COASTLINE                   |
| METOC.OCA.HYDGRY.CSTHYD.ISND        | W  | O                               | -                               | D                               | HC I--                          | --  | --  | A-                              | ISLAND                      |
| METOC.OCA.HYDGRY.CSTHYD.BEH         | W  | O                               | -                               | D                               | HC B--                          | --  | --  | A-                              | BEACH                       |
| METOC.OCA.HYDGRY.CSTHYD.H2O         | W  | O                               | -                               | D                               | HC W--                          | --  | --  | A-                              | WATER                       |
| METOC.OCA.HYDGRY.CSTHYD.FSH1        | W  | O                               | -                               | D                               | HC F--                          | --  | --  | --                              | FORESHORE                   |
| METOC.OCA.HYDGRY.CSTHYD.FSH1.FSH2   | W  | O                               | -                               | D                               | HC F--                          | --  | -L  | --                              | FORESHORE                   |
| METOC.OCA.HYDGRY.CSTHYD.FSH1.FSH3   | W  | O                               | -                               | D                               | HC F--                          | --  | --  | A-                              | FORESHORE                   |
| METOC.OCA.HYDGRY.PRTHBKR            | W  | O                               | -                               | D                               | HP --                           | --  | --  | --                              | PORTS AND HARBORS           |
| METOC.OCA.HYDGRY.PRTHBKR.PRT        | W  | O                               | S                               | -                               | HP B--                          | --  | --  | --                              | PORTS                       |
| METOC.OCA.HYDGRY.PRTHBKR.PRT.BRHSO  | W  | O                               | S                               | -                               | HP B- O-                        | --  | P-  | --                              | BERTHS (ONSHORE)            |
| METOC.OCA.HYDGRY.PRTHBKR.PRT.BRHSA  | W  | O                               | S                               | -                               | HP B- A-                        | --  | P-  | --                              | BERTHS (ANCHOR)             |
| METOC.OCA.HYDGRY.PRTHBKR.PRT.ANCRG1 | W  | O                               | S                               | -                               | HP BA --                        | --  | P-  | --                              | ANCHORAGE                   |
| METOC.OCA.HYDGRY.PRTHBKR.PRT.ANCRG2 | W  | O                               | -                               | D                               | HP BA --                        | --  | -L  | --                              | ANCHORAGE                   |

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TABLE C-II. SIDC table - Continued.

| HIERARCHY                             | C<br>O<br>D<br>E<br>S<br>C<br>H<br>E<br>M<br>E | C<br>A<br>E<br>G<br>O<br>R<br>Y | S<br>T<br>A<br>I<br>C<br>I<br>C | D<br>Y<br>N<br>I<br>C<br>I<br>N | F<br>U<br>N<br>T<br>I<br>O<br>N | G<br>R<br>A<br>P<br>H<br>I<br>C<br>T<br>Y<br>P<br>E | G<br>R<br>A<br>P<br>H<br>I<br>C<br>T<br>Y<br>P<br>E | N<br>O<br>T<br>U<br>S<br>E<br>D | DESCRIPTION                          |
|---------------------------------------|--|---------------------------------|---------------------------------|---------------------------------|---------------------------------|---|---|---------------------------------|--------------------------------------|
| METOC.OCA.HYDGRY.PRTBHR.PRT.ANCRG3    | W  | O                               | -                               | D                               | HP BA --                        | --  | A-  | -                               | ANCHORAGE                            |
| METOC.OCA.HYDGRY.PRTBHR.PRT.CIP       | W  | O                               | S                               | -                               | HP CP --                        | P-  | --  | -                               | CALL IN POINT                        |
| METOC.OCA.HYDGRY.PRTBHR.PRT.PWQ       | W  | O                               | -                               | D                               | HP BP --                        | -L  | --  | -                               | PIER/WHARF/QUAY                      |
| METOC.OCA.HYDGRY.PRTBHR.FSG           | W  | O                               | -                               | -                               | HP F- --                        | --  | --  | -                               | FISHING                              |
| METOC.OCA.HYDGRY.PRTBHR.FSG.FSGHBR    | W  | O                               | S                               | -                               | HP FH --                        | P-  | --  | -                               | FISHING HARBOR                       |
| METOC.OCA.HYDGRY.PRTBHR.FSG.FSTK1     | W  | O                               | S                               | -                               | HP FS --                        | P-  | --  | -                               | FISH STAKES/TRAPS/WEIRS              |
| METOC.OCA.HYDGRY.PRTBHR.FSG.FSTK2     | W  | O                               | S                               | -                               | HP FS --                        | -L  | --  | -                               | FISH STAKES/TRAPS/WEIRS              |
| METOC.OCA.HYDGRY.PRTBHR.FSG.FSTK3     | W  | O                               | S                               | -                               | HP FF --                        | --  | A-  | -                               | FISH STAKES/TRAPS/WEIRS              |
| METOC.OCA.HYDGRY.PRTBHR.FAC           | W  | O                               | -                               | -                               | HP M- --                        | --  | --  | -                               | FACILITIES                           |
| METOC.OCA.HYDGRY.PRTBHR.FAC.DDCK      | W  | O                               | -                               | D                               | HP MD --                        | --  | A-  | -                               | DRYDOCK                              |
| METOC.OCA.HYDGRY.PRTBHR.FAC.LNDPLC    | W  | O                               | S                               | -                               | HP ML --                        | P-  | --  | -                               | LANDING PLACE                        |
| METOC.OCA.HYDGRY.PRTBHR.FAC.OSLF1     | W  | O                               | -                               | D                               | HP MO --                        | P-  | --  | -                               | OFFSHORE LOADING FACILITY            |
| METOC.OCA.HYDGRY.PRTBHR.FAC.OSLF2     | W  | O                               | -                               | D                               | HP MO --                        | -L  | --  | -                               | OFFSHORE LOADING FACILITY            |
| METOC.OCA.HYDGRY.PRTBHR.FAC.OSLF3     | W  | O                               | -                               | D                               | HP MO --                        | --  | A-  | -                               | OFFSHORE LOADING FACILITY            |
| METOC.OCA.HYDGRY.PRTBHR.FAC.RAMPAW    | W  | O                               | -                               | D                               | HP MR A-                        | -L  | --  | -                               | RAMP (ABOVE WATER)                   |
| METOC.OCA.HYDGRY.PRTBHR.FAC.RAMPBW    | W  | O                               | -                               | D                               | HP MR B-                        | -L  | --  | -                               | RAMP (BELOW WATER)                   |
| METOC.OCA.HYDGRY.PRTBHR.FAC.LNDRNG    | W  | O                               | S                               | -                               | HP M- R-                        | P-  | --  | -                               | LANDING RING                         |
| METOC.OCA.HYDGRY.PRTBHR.FAC.FRYCSG    | W  | O                               | S                               | -                               | HP M- FC                        | -L  | --  | -                               | FERRY CROSSING                       |
| METOC.OCA.HYDGRY.PRTBHR.FAC.CFCSG     | W  | O                               | S                               | -                               | HP M- CC                        | -L  | --  | -                               | CABLE FERRY CROSSING                 |
| METOC.OCA.HYDGRY.PRTBHR.FAC.DOPN      | W  | O                               | S                               | -                               | HP D- --                        | P-  | --  | -                               | DOLPHIN                              |
| METOC.OCA.HYDGRY.PRTBHR.SHRLNE        | W  | O                               | -                               | -                               | HP P- --                        | --  | --  | -                               | SHORELINE PROTECTION                 |
| METOC.OCA.HYDGRY.PRTBHR.SHRLNE.BWGJAW | W  | O                               | -                               | D                               | HP SP A-                        | -L  | --  | -                               | BREAKWATER/GROIN/JETTY (ABOVE WATER) |
| METOC.OCA.HYDGRY.PRTBHR.SHRLNE.BWGJBW | W  | O                               | -                               | D                               | HP SP B-                        | -L  | --  | -                               | BREAKWATER/GROIN/JETTY (BELOW WATER) |
| METOC.OCA.HYDGRY.PRTBHR.SHRLNE.SW     | W  | O                               | -                               | D                               | HP SP S-                        | -L  | --  | -                               | SEAWALL                              |
| METOC.OCA.HYDGRY.ATN                  | W  | O                               | -                               | -                               | HA -- --                        | --  | --  | -                               | AIDS TO NAVIGATION                   |

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TABLE C-II. SIDC table - Continued.

| HIERARCHY                             | C<br>O<br>D<br>E<br>S<br>C<br>H<br>E<br>M | C<br>A<br>E<br>G<br>O<br>R<br>Y | S<br>T<br>A<br>I<br>C<br>I<br>C | D<br>Y<br>N<br>I<br>C<br>I<br>C | F<br>U<br>N<br>T<br>I<br>O<br>N | G<br>R<br>A<br>P<br>H<br>I<br>C<br>T<br>Y<br>P<br>E | G<br>R<br>A<br>P<br>H<br>I<br>C<br>T<br>Y<br>P<br>E | N<br>O<br>T<br>U<br>S<br>E<br>D | DESCRIPTION              |
|---------------------------------------|---|---------------------------------|---------------------------------|---------------------------------|---------------------------------|---|---|---------------------------------|--------------------------|
| METOC.OCA.HYDGRY.ATN.BCN              | W   | O                               | S                               | -                               | HA BA --                        | P-  | --  | -                               | BEACON                   |
| METOC.OCA.HYDGRY.ATN.BUOY             | W   | O                               | S                               | -                               | HA BB --                        | P-  | --  | -                               | BUOY DEFAULT             |
| METOC.OCA.HYDGRY.ATN.MRK              | W   | O                               | S                               | -                               | HA BM --                        | P-  | --  | -                               | MARKER                   |
| METOC.OCA.HYDGRY.ATN.PRH1             | W   | O                               | S                               | -                               | HA BP --                        | --  | --  | -                               | PERCHES/STAKES           |
| METOC.OCA.HYDGRY.ATN.PRH1.PRH2        | W   | O                               | S                               | -                               | HA BP --                        | P-  | --  | -                               | PERCHES/STAKES           |
| METOC.OCA.HYDGRY.ATN.PRH1.PRH3        | W   | O                               | -                               | D                               | HA BP --                        | --  | A-  | -                               | PERCHES/STAKES           |
| METOC.OCA.HYDGRY.ATN.LIT              | W   | O                               | S                               | -                               | HA L- --                        | P-  | --  | -                               | LIGHT                    |
| METOC.OCA.HYDGRY.ATN.LDGLNE           | W   | O                               | -                               | D                               | HA LL A- -L                     | --  | -   | -                               | LEADING LINE             |
| METOC.OCA.HYDGRY.ATN.LITVES           | W   | O                               | S                               | -                               | HA LV --                        | P-  | --  | -                               | LIGHT VESSEL/LIGHTSHIP   |
| METOC.OCA.HYDGRY.ATN.LITHSE           | W   | O                               | S                               | -                               | HA LH --                        | P-  | --  | -                               | Lighthouse               |
| METOC.OCA.HYDGRY.DANHAZ               | W   | O                               | -                               | HH                              | -- --                           | --  | --  | -                               | DANGERS/HAZARDS          |
| METOC.OCA.HYDGRY.DANHAZ.RCKSBM        | W   | O                               | S                               | -                               | HH RS --                        | P-  | --  | -                               | ROCK SUBMERGED           |
| METOC.OCA.HYDGRY.DANHAZ.RCKAWD        | W   | O                               | S                               | -                               | HH RA --                        | P-  | --  | -                               | ROCK AWASHED             |
| METOC.OCA.HYDGRY.DANHAZ.UH2DAN        | W   | O                               | -                               | D                               | HH D- --                        | --  | A-  | -                               | UNDERWATER DANGER/HAZARD |
| METOC.OCA.HYDGRY.DANHAZ.FLGRD1        | W   | O                               | S                               | -                               | HH DF --                        | --  | --  | -                               | FOUL GROUND              |
| METOC.OCA.HYDGRY.DANHAZ.FLGRD1.FLGRD2 | W   | O                               | S                               | -                               | HH DF --                        | P-  | --  | -                               | FOUL GROUND              |
| METOC.OCA.HYDGRY.DANHAZ.FLGRD1.FLGRD3 | W   | O                               | -                               | D                               | HH DF --                        | --  | A-  | -                               | FOUL GROUND              |
| METOC.OCA.HYDGRY.DANHAZ.KLP1          | W   | O                               | -                               | D                               | HH DK --                        | --  | --  | -                               | KELP/SEAWEED             |
| METOC.OCA.HYDGRY.DANHAZ.KLP1.KLP2     | W   | O                               | -                               | D                               | HH DK --                        | P-  | --  | -                               | KELP/SEAWEED             |
| METOC.OCA.HYDGRY.DANHAZ.KLP1.KLP3     | W   | O                               | -                               | D                               | HH DK --                        | --  | A-  | -                               | KELP/SEAWEED             |
| METOC.OCA.HYDGRY.DANHAZ.MNENAV        | W   | O                               | S                               | -                               | HH DM D-                        | --  | --  | -                               | MINE-NAVAL               |
| METOC.OCA.HYDGRY.DANHAZ.MNENAV.DBT    | W   | O                               | S                               | -                               | HH DM DB                        | P-  | --  | -                               | MINE-NAVAL (DOUBTFUL)    |
| METOC.OCA.HYDGRY.DANHAZ.MNENAV.DEFN   | W   | O                               | S                               | -                               | HH DM DF                        | P-  | --  | -                               | MINE-NAVAL (DEFINITE)    |
| METOC.OCA.HYDGRY.DANHAZ.SNAG          | W   | O                               | S                               | -                               | HH DS --                        | P-  | --  | -                               | SNAGS/STUMPS             |
| METOC.OCA.HYDGRY.DANHAZ.WRK           | W   | O                               | S                               | -                               | HH DW A-                        | --  | --  | -                               | WRECK                    |

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APPENDIX C

TABLE C-II. SIDC table - Continued.

| HIERARCHY                           | C<br>O<br>D<br>E<br>S<br>C<br>H<br>E<br>M<br>E | C<br>A<br>E<br>G<br>O<br>R<br>Y | S<br>T<br>A<br>I<br>C<br>I<br>C | D<br>Y<br>N<br>I<br>M<br>I<br>C | F<br>U<br>N<br>T<br>O<br>N | G<br>R<br>A<br>P<br>H<br>I<br>C | G<br>R<br>A<br>P<br>H<br>I<br>C | N<br>O<br>T<br>U<br>S<br>E<br>D | DESCRIPTION                |
|-------------------------------------|--|---------------------------------|---------------------------------|---------------------------------|----------------------------|---------------------------------|---------------------------------|---------------------------------|----------------------------|
| METOC.OCA.HYDGRY.DANHAZ.WRK.UCOV    | W  | O                               | S                               | -                               | HH DW A-                   | P-                              | --                              | -                               | WRECK (UNCOVERS)           |
| METOC.OCA.HYDGRY.DANHAZ.WRK.SBM     | W  | O                               | S                               | -                               | HH DW B-                   | P-                              | --                              | -                               | WRECK (SUBMERGED)          |
| METOC.OCA.HYDGRY.DANHAZ.BRKS        | W  | O                               | -                               | D                               | HH DB --                   | -L                              | --                              | -                               | BREAKERS                   |
| METOC.OCA.HYDGRY.DANHAZ.REEF        | W  | O                               | S                               | -                               | HH DR --                   | -L                              | --                              | -                               | REEF                       |
| METOC.OCA.HYDGRY.DANHAZ.EOTR        | W  | O                               | S                               | -                               | HH DE --                   | P-                              | --                              | -                               | EDDIES/OVERFALLS/TIDE RIPS |
| METOC.OCA.HYDGRY.DANHAZ.DCDH2O      | W  | O                               | -                               | D                               | HH DD --                   | --                              | A-                              | -                               | DISCOLORED WATER           |
| METOC.OCA.HYDGRY.BTMFAT             | W  | O                               | -                               | -                               | BF -- --                   | --                              | --                              | -                               | BOTTOM FEATURES            |
| METOC.OCA.HYDGRY.BTMFAT.BTMCHR      | W  | O                               | S                               | -                               | BF C- --                   | --                              | --                              | -                               | BOTTOM CHARACTERISTICS     |
| METOC.OCA.HYDGRY.BTMFAT.BTMCHR.SD   | W  | O                               | S                               | -                               | BF C- S-                   | P-                              | --                              | -                               | SAND                       |
| METOC.OCA.HYDGRY.BTMFAT.BTMCHR.MUD  | W  | O                               | S                               | -                               | BF C- M-                   | P-                              | --                              | -                               | MUD                        |
| METOC.OCA.HYDGRY.BTMFAT.BTMCHR.CLAY | W  | O                               | S                               | -                               | BF C- CL                   | P-                              | --                              | -                               | CLAY                       |
| METOC.OCA.HYDGRY.BTMFAT.BTMCHR.SLT  | W  | O                               | S                               | -                               | BF C- SI                   | P-                              | --                              | -                               | SILT                       |
| METOC.OCA.HYDGRY.BTMFAT.BTMCHR.STNE | W  | O                               | S                               | -                               | BF C- ST                   | P-                              | --                              | -                               | STONES                     |
| METOC.OCA.HYDGRY.BTMFAT.BTMCHR.GVL  | W  | O                               | S                               | -                               | BF C- G-                   | P-                              | --                              | -                               | GRAVEL                     |
| METOC.OCA.HYDGRY.BTMFAT.BTMCHR.PBL  | W  | O                               | S                               | -                               | BF C- P-                   | P-                              | --                              | -                               | PEBBLES                    |
| METOC.OCA.HYDGRY.BTMFAT.BTMCHR.COBL | W  | O                               | S                               | -                               | BF C- CB                   | P-                              | --                              | -                               | COBBLES                    |
| METOC.OCA.HYDGRY.BTMFAT.BTMCHR.RCK  | W  | O                               | S                               | -                               | BF C- R-                   | P-                              | --                              | -                               | ROCK                       |
| METOC.OCA.HYDGRY.BTMFAT.BTMCHR.CRL  | W  | O                               | S                               | -                               | BF C- CO                   | P-                              | --                              | -                               | CORAL                      |
| METOC.OCA.HYDGRY.BTMFAT.BTMCHR.SHE  | W  | O                               | S                               | -                               | BF C- SH                   | P-                              | --                              | -                               | SHELL                      |
| METOC.OCA.HYDGRY.BTMFAT.QLFYTM      | W  | O                               | S                               | -                               | BF Q- --                   | --                              | --                              | -                               | QUALIFYING TERMS           |
| METOC.OCA.HYDGRY.BTMFAT.QLFYTM.FNE  | W  | O                               | S                               | -                               | BF Q- F-                   | P-                              | --                              | -                               | FINE                       |
| METOC.OCA.HYDGRY.BTMFAT.QLFYTM.MDM  | W  | O                               | S                               | -                               | BF Q- M-                   | P-                              | --                              | -                               | MEDIUM                     |
| METOC.OCA.HYDGRY.BTMFAT.QLFYTM.CSE  | W  | O                               | S                               | -                               | BF Q- C-                   | P-                              | --                              | -                               | COARSE                     |
| METOC.OCA.HYDGRY.TDECUR             | W  | O                               | -                               | -                               | TC C- --                   | --                              | --                              | -                               | TIDE AND CURRENT           |
| METOC.OCA.HYDGRY.TDECUR.H2OTRB      | W  | O                               | S                               | -                               | TC CW --                   | P-                              | --                              | -                               | WATER TURBULENCE           |

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APPENDIX C

TABLE C-II. SIDC table - Continued.

| HIERARCHY                          | C<br>O<br>D<br>E<br>S<br>C<br>H<br>E<br>M<br>E | C<br>A<br>E<br>G<br>O<br>R<br>Y | S<br>T<br>A<br>I<br>C<br>I<br>C | D<br>Y<br>N<br>I<br>C<br>I<br>N | F<br>U<br>C<br>T<br>I<br>O<br>N | G<br>R<br>A<br>P<br>H<br>I<br>C<br>T<br>Y<br>P<br>E | G<br>R<br>A<br>P<br>H<br>I<br>C<br>T<br>Y<br>P<br>E | N<br>O<br>T<br>U<br>S<br>E<br>D | DESCRIPTION                     |
|------------------------------------|--|---------------------------------|---------------------------------|---------------------------------|---------------------------------|---|---|---------------------------------|---------------------------------|
| METOC.OCA.HYDGRY.TDECUR.EBB        | W  | O                               | -                               | D                               | TC CC FE                        | -L  | --  | -                               | CURRENT FLOW - EBB              |
| METOC.OCA.HYDGRY.TDECUR.FLOOD      | W  | O                               | -                               | D                               | TC CC FF                        | -L  | --  | -                               | CURRENT FLOW - FLOOD            |
| METOC.OCA.HYDGRY.TDECUR.TDEDP      | W  | O                               | S                               | -                               | TC CT D-                        | P-  | --  | -                               | TIDE DATA POINT                 |
| METOC.OCA.HYDGRY.TDECUR.TDEG       | W  | O                               | S                               | -                               | TC CT G-                        | P-  | --  | -                               | TIDE GAUGE                      |
| METOC.OCA.OCNGRY                   | W  | O                               | -                               | -                               | O- -- --                        | --  | --  | -                               | OCEANOGRAPHY                    |
| METOC.OCA.OCNGRY.BIOLUM            | W  | O                               | -                               | -                               | OB -- --                        | --  | --  | -                               | BIOLUMINESCENCE                 |
| METOC.OCA.OCNGRY.BIOLUM.VDR1-2     | W  | O                               | -                               | D                               | OB VA --                        | --  | A-  | -                               | VDR LEVEL 1-2                   |
| METOC.OCA.OCNGRY.BIOLUM.VDR2-3     | W  | O                               | -                               | D                               | OB VB --                        | --  | A-  | -                               | VDR LEVEL 2-3                   |
| METOC.OCA.OCNGRY.BIOLUM.VDR3-4     | W  | O                               | -                               | D                               | OB VC --                        | --  | A-  | -                               | VDR LEVEL 3-4                   |
| METOC.OCA.OCNGRY.BIOLUM.VDR4-5     | W  | O                               | -                               | D                               | OB VD --                        | --  | A-  | -                               | VDR LEVEL 4-5                   |
| METOC.OCA.OCNGRY.BIOLUM.VDR5-6     | W  | O                               | -                               | D                               | OB VE --                        | --  | A-  | -                               | VDR LEVEL 5-6                   |
| METOC.OCA.OCNGRY.BIOLUM.VDR6-7     | W  | O                               | -                               | D                               | OB VF --                        | --  | A-  | -                               | VDR LEVEL 6-7                   |
| METOC.OCA.OCNGRY.BIOLUM.VDR7-8     | W  | O                               | -                               | D                               | OB VG --                        | --  | A-  | -                               | VDR LEVEL 7-8                   |
| METOC.OCA.OCNGRY.BIOLUM.VDR8-9     | W  | O                               | -                               | D                               | OB VH --                        | --  | A-  | -                               | VDR LEVEL 8-9                   |
| METOC.OCA.OCNGRY.BIOLUM.VDR9-0     | W  | O                               | -                               | D                               | OB VI --                        | --  | A-  | -                               | VDR LEVEL 9-10                  |
| METOC.OCA.OCNGRY.BEHSPE            | W  | O                               | -                               | -                               | BS -- --                        | --  | --  | -                               | BEACH SLOPE                     |
| METOC.OCA.OCNGRY.BEHSPE.FLT        | W  | O                               | -                               | D                               | BS F- --                        | --  | A-  | -                               | FLAT                            |
| METOC.OCA.OCNGRY.BEHSPE.GTL        | W  | O                               | -                               | D                               | BS G- --                        | --  | A-  | -                               | GENTLE                          |
| METOC.OCA.OCNGRY.BEHSPE.MOD        | W  | O                               | -                               | D                               | BS M- --                        | --  | A-  | -                               | MODERATE                        |
| METOC.OCA.OCNGRY.BEHSPE.STP        | W  | O                               | -                               | D                               | BS T- --                        | --  | A-  | -                               | STEEP                           |
| METOC.OCA.GPHY                     | W  | O                               | -                               | -                               | G- -- --                        | --  | --  | -                               | GEOPHYSICS/AcouSTICS            |
| METOC.OCA.GPHY.MNEWBD              | W  | O                               | -                               | -                               | GM -- --                        | --  | --  | -                               | MINE WARFARE BOTTOM DESCRIPTORS |
| METOC.OCA.GPHY.MNEWBD.MIWBS        | W  | O                               | -                               | -                               | GM S- --                        | --  | --  | -                               | MIW-BOTTOM SEDIMENTS            |
| METOC.OCA.GPHY.MNEWBD.MIWBS.SLDRCK | W  | O                               | -                               | D                               | GM SR --                        | --  | A-  | -                               | SOLID ROCK                      |
| METOC.OCA.GPHY.MNEWBD.MIWBS.CLAY   | W  | O                               | -                               | D                               | GM SC --                        | --  | A-  | -                               | CLAY                            |

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APPENDIX C

TABLE C-II. SIDC table - Continued.

| HIERARCHY                          | C<br>O<br>D<br>E<br>S<br>C<br>H<br>E<br>M<br>E | C<br>A<br>E<br>G<br>O<br>R<br>Y | S<br>T<br>A<br>I<br>C<br>I<br>C | D<br>Y<br>N<br>I<br>O<br>N | F<br>U<br>N<br>I<br>O<br>N | G<br>R<br>A<br>P<br>H<br>I<br>C | G<br>R<br>A<br>P<br>H<br>I<br>C | N<br>O<br>T<br>U<br>S<br>E<br>D | DESCRIPTION            |
|------------------------------------|--|---------------------------------|---------------------------------|----------------------------|----------------------------|---------------------------------|---------------------------------|---------------------------------|------------------------|
| METOC.OCA.GPHY.MNEWBD.MIWBS.VCSESD | W  | O                               | -                               | D                          | GM SS VS                   | --                              | A-                              | -                               | VERY COARSE SAND       |
| METOC.OCA.GPHY.MNEWBD.MIWBS.CSES   | W  | O                               | -                               | D                          | GM SS C-                   | --                              | A-                              | -                               | COARSE SAND            |
| METOC.OCA.GPHY.MNEWBD.MIWBS.MDMSD  | W  | O                               | -                               | D                          | GM SS M-                   | --                              | A-                              | -                               | MEDIUM SAND            |
| METOC.OCA.GPHY.MNEWBD.MIWBS.FNESD  | W  | O                               | -                               | D                          | GM SS F-                   | --                              | A-                              | -                               | FINE SAND              |
| METOC.OCA.GPHY.MNEWBD.MIWBS.VFNESD | W  | O                               | -                               | D                          | GM SS VF                   | --                              | A-                              | -                               | VERY FINE SAND         |
| METOC.OCA.GPHY.MNEWBD.MIWBS.VFNSLT | W  | O                               | -                               | D                          | GM SI VF                   | --                              | A-                              | -                               | VERY FINE SILT         |
| METOC.OCA.GPHY.MNEWBD.MIWBS.FNESLT | W  | O                               | -                               | D                          | GM SI F-                   | --                              | A-                              | -                               | FINE SILT              |
| METOC.OCA.GPHY.MNEWBD.MIWBS.MDMSLT | W  | O                               | -                               | D                          | GM SI M-                   | --                              | A-                              | -                               | MEDIUM SILT            |
| METOC.OCA.GPHY.MNEWBD.MIWBS.CSES   | W  | O                               | -                               | D                          | GM SI C-                   | --                              | A-                              | -                               | COARSE SILT            |
| METOC.OCA.GPHY.MNEWBD.MIWBS.BLDS   | W  | O                               | -                               | D                          | GM SB                      | --                              | A-                              | -                               | BOULDERS               |
| METOC.OCA.GPHY.MNEWBD.MIWBS.COBL   | W  | O                               | -                               | D                          | GM S- CO                   | --                              | A-                              | -                               | COBBLES, OYSTER SHELLS |
| METOC.OCA.GPHY.MNEWBD.MIWBS.PBLSHE | W  | O                               | -                               | D                          | GM S- PH                   | --                              | A-                              | -                               | PEBBLES, SHELLS        |
| METOC.OCA.GPHY.MNEWBD.MIWBS.SD&SHE | W  | O                               | -                               | D                          | GM S- SH                   | --                              | A-                              | -                               | SAND AND SHELLS        |
| METOC.OCA.GPHY.MNEWBD.MIWBS.LND    | W  | O                               | -                               | D                          | GM L-                      | --                              | A-                              | -                               | LAND                   |
| METOC.OCA.GPHY.MNEWBD.MIWBS.NODAT  | W  | O                               | -                               | D                          | GM N-                      | --                              | A-                              | -                               | NO DATA                |
| METOC.OCA.GPHY.MNEWBD.BTMRG        | W  | O                               | -                               | -                          | GM R-                      | --                              | --                              | -                               | BOTTOM ROUGHNESS       |
| METOC.OCA.GPHY.MNEWBD.BTMRG.SMH    | W  | O                               | -                               | D                          | GM RS                      | --                              | A-                              | -                               | SMOOTH                 |
| METOC.OCA.GPHY.MNEWBD.BTMRG.MOD    | W  | O                               | -                               | D                          | GM RM                      | --                              | A-                              | -                               | MODERATE               |
| METOC.OCA.GPHY.MNEWBD.BTMRG.RGH    | W  | O                               | -                               | D                          | GM RR                      | --                              | A-                              | -                               | ROUGH                  |
| METOC.OCA.GPHY.MNEWBD.CTRB         | W  | O                               | -                               | -                          | GM C-                      | --                              | --                              | -                               | CLUTTER (BOTTOM)       |
| METOC.OCA.GPHY.MNEWBD.CTRB.LW      | W  | O                               | -                               | D                          | GM CL                      | --                              | A-                              | -                               | LOW                    |
| METOC.OCA.GPHY.MNEWBD.CTRB.MDM     | W  | O                               | -                               | D                          | GM CM                      | --                              | A-                              | -                               | MEDIUM                 |
| METOC.OCA.GPHY.MNEWBD.CTRB.HGH     | W  | O                               | -                               | D                          | GM CH                      | --                              | A-                              | -                               | HIGH                   |
| METOC.OCA.GPHY.MNEWBD.IMPBUR       | W  | O                               | -                               | -                          | GM IB                      | --                              | --                              | -                               | IMPACT BURIAL          |
| METOC.OCA.GPHY.MNEWBD.IMPBUR.0%    | W  | O                               | -                               | D                          | GM IB                      | A-                              | A-                              | -                               | 0%                     |

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APPENDIX C

TABLE C-II. SIDC table - Continued.

| HIERARCHY                           | C<br>O<br>D<br>E<br>S<br>C<br>H<br>E<br>M<br>E | C<br>A<br>E<br>G<br>O<br>R<br>Y | S<br>T<br>A<br>I<br>C<br>I<br>C | D<br>Y<br>N<br>I<br>M<br>I<br>C | F<br>U<br>N<br>T<br>I<br>O<br>N | G<br>R<br>A<br>P<br>H<br>I<br>C | G<br>R<br>A<br>P<br>H<br>I<br>C | N<br>O<br>T<br>U<br>S<br>E<br>D | DESCRIPTION             |
|-------------------------------------|--|---------------------------------|---------------------------------|---------------------------------|---------------------------------|---------------------------------|---------------------------------|---------------------------------|-------------------------|
| METOC.OCA.GPHY.MNEWBD.IMTBUR.0-10%  | W  | O                               | -                               | D                               | GM IB B-                        | --                              | A-                              | -                               | 0-10%                   |
| METOC.OCA.GPHY.MNEWBD.IMTBUR.10-20% | W  | O                               | -                               | D                               | GM IB C-                        | --                              | A-                              | -                               | 10-20%                  |
| METOC.OCA.GPHY.MNEWBD.IMTBUR.20-75% | W  | O                               | -                               | D                               | GM IB D-                        | --                              | A-                              | -                               | 20-75%                  |
| METOC.OCA.GPHY.MNEWBD.IMTBUR.>75%   | W  | O                               | -                               | D                               | GM IB E-                        | --                              | A-                              | -                               | >75%                    |
| METOC.OCA.GPHY.MNEWBD.MIWBC         | W  | O                               | -                               | -                               | GM BC --                        | --                              | --                              | -                               | MIW BOTTOM CATEGORY     |
| METOC.OCA.GPHY.MNEWBD.MIWBC.A       | W  | O                               | -                               | D                               | GM BC A-                        | --                              | A-                              | -                               | A                       |
| METOC.OCA.GPHY.MNEWBD.MIWBC.B       | W  | O                               | -                               | D                               | GM BC B-                        | --                              | A-                              | -                               | B                       |
| METOC.OCA.GPHY.MNEWBD.MIWBC.C       | W  | O                               | -                               | D                               | GM BC C-                        | --                              | A-                              | -                               | C                       |
| METOC.OCA.GPHY.MNEWBD.MIWBT         | W  | O                               | -                               | -                               | GM BT --                        | --                              | --                              | -                               | MIW BOTTOM TYPE         |
| METOC.OCA.GPHY.MNEWBD.MIWBT.A1      | W  | O                               | -                               | D                               | GM BT A-                        | --                              | A-                              | -                               | A1                      |
| METOC.OCA.GPHY.MNEWBD.MIWBT.A2      | W  | O                               | -                               | D                               | GM BT B-                        | --                              | A-                              | -                               | A2                      |
| METOC.OCA.GPHY.MNEWBD.MIWBT.A3      | W  | O                               | -                               | D                               | GM BT C-                        | --                              | A-                              | -                               | A3                      |
| METOC.OCA.GPHY.MNEWBD.MIWBT.B1      | W  | O                               | -                               | D                               | GM BT D-                        | --                              | A-                              | -                               | B1                      |
| METOC.OCA.GPHY.MNEWBD.MIWBT.B2      | W  | O                               | -                               | D                               | GM BT E-                        | --                              | A-                              | -                               | B2                      |
| METOC.OCA.GPHY.MNEWBD.MIWBT.B3      | W  | O                               | -                               | D                               | GM BT F-                        | --                              | A-                              | -                               | B3                      |
| METOC.OCA.GPHY.MNEWBD.MIWBT.C1      | W  | O                               | -                               | D                               | GM BT G-                        | --                              | A-                              | -                               | C1                      |
| METOC.OCA.GPHY.MNEWBD.MIWBT.C2      | W  | O                               | -                               | D                               | GM BT H-                        | --                              | A-                              | -                               | C2                      |
| METOC.OCA.GPHY.MNEWBD.MIWBT.C3      | W  | O                               | -                               | D                               | GM BT I-                        | --                              | A-                              | -                               | C3                      |
| METOC.OCA.LMT                       | W  | O                               | -                               | -                               | L- --                           | --                              | --                              | -                               | LIMITS                  |
| METOC.OCA.LMT.MARTLB                | W  | O                               | -                               | D                               | L- ML --                        | -L                              | --                              | -                               | MARITIME LIMIT BOUNDARY |
| METOC.OCA.LMT.MARTAR                | W  | O                               | -                               | D                               | L- MA --                        | --                              | A-                              | -                               | MARITIME AREA           |
| METOC.OCA.LMT.RSDARA                | W  | O                               | -                               | D                               | L- RA --                        | -L                              | --                              | -                               | RESTRICTED AREA         |
| METOC.OCA.LMT.SWPARA                | W  | O                               | -                               | D                               | L- SA --                        | --                              | A-                              | -                               | SWEPT AREA              |
| METOC.OCA.LMT.TRGARA                | W  | O                               | -                               | D                               | L- TA --                        | --                              | A-                              | -                               | TRAINING AREA           |
| METOC.OCA.LMT.OD                    | W  | O                               | -                               | D                               | L- O- --                        | --                              | A-                              | -                               | OPERATOR-DEFINED        |

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APPENDIX C

TABLE C-II. SIDC table - Continued.

| HIERARCHY             | C<br>O<br>D<br>E<br>S<br>C<br>H<br>E<br>M<br>E | C<br>A<br>E<br>G<br>O<br>R<br>Y | S<br>T<br>A<br>I<br>C<br>I<br>C | D<br>Y<br>N<br>M<br>I<br>O<br>N | F<br>U<br>N<br>T<br>I<br>O<br>N | G<br>R<br>A<br>P<br>H<br>I<br>C<br>T<br>Y<br>P<br>E | G<br>R<br>A<br>P<br>H<br>I<br>C<br>T<br>Y<br>P<br>E | N<br>O<br>T<br>U<br>S<br>E<br>D | DESCRIPTION         |
|-----------------------|--|---------------------------------|---------------------------------|---------------------------------|---------------------------------|---|---|---------------------------------|---------------------|
| METOC.OCA.MMD         | W  | O                               | -                               | -                               | M- -- --                        | --  | --  | -                               | MAN-MADE STRUCTURES |
| METOC.OCA.MMD.SUBCBL  | W  | O                               | -                               | D                               | MC A- --                        | -L  | --  | -                               | SUBMARINE CABLE     |
| METOC.OCA.MMD.SBMCRB  | W  | O                               | -                               | D                               | MC C- --                        | --  | A-  | -                               | SUBMERGED CRIB      |
| METOC.OCA.MMD.CNL     | W  | O                               | -                               | D                               | MC D- --                        | -L  | --  | -                               | CANAL               |
| METOC.OCA.MMD.FRД     | W  | O                               | S                               | -                               | MF -- --                        | P-  | --  | -                               | FORD                |
| METOC.OCA.MMD.LCK     | W  | O                               | S                               | -                               | ML -- --                        | P-  | --  | -                               | LOCK                |
| METOC.OCA.MMD.OLRG    | W  | O                               | S                               | -                               | MO A- --                        | P-  | --  | -                               | OIL/GAS RIG         |
| METOC.OCA.MMD.OLRGFD  | W  | O                               | -                               | D                               | MO A- --                        | --  | A-  | -                               | OIL/GAS RIG FIELD   |
| METOC.OCA.MMD.PPELINE | W  | O                               | -                               | D                               | MP A- --                        | -L  | --  | -                               | PIPELINES/PIPE      |
| METOC.OCA.MMD.PLE     | W  | O                               | S                               | -                               | MP A- --                        | P-  | --  | -                               | PILE/PILING/POST    |
| METOC.SPC             | W  | S                               | -                               | -                               | -- -- --                        | --  | --  | -                               | SPACE               |

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**C.5.3 Symbology set.** The following table provides a graphic representation of each approved METOC graphic. The following table provides a brief description of each graphic using operational terminology. The hierarchy code and symbol identification code (SIDC) under the Graphic and METOC Graphic columns presents the information hierarchy (taxonomy) number described earlier in the standard. The SIDC represents the 15-character alphanumeric identifier necessary for automated systems to create each specific METOC graphic. As indicated previously, a dash (-) indicates that no information is provided in the position. The METOC Graphic column provides an example of the graphic (see foot note). The METOC symbology in this appendix is an example of a special symbology set included in this standard. It is considered a mandatory part of this standard and shall be followed when presenting METOC symbology in MIL-STD-2525 compliant systems. The content of this special symbology set is maintained by an operational community other than the SSMC and is not under configuration management by this group. As a result, the symbology is not harmonized with the requirements of the current standard and the symbology presented in this appendix may be inconsistent with the symbology requirements of the standard.

**TABLE C-III. METOC symbols.**

| <b>GRAPHIC</b>                           | <b>METOC GRAPHIC</b> |
|--|----------------------|
| <b>METOC</b>                             |                      |
| METOC                                    |                      |
| Hierarchy: 3                             | N/A                  |
| Static/Dynamic: N/A                      |                      |
| <b>METOC.AMPHC</b>                       |                      |
| METOC<br>ATMOSPHERIC                     |                      |
| Hierarchy: 3.1                           | N/A                  |
| Static/Dynamic: N/A                      |                      |
| <b>METOC.AMPHC.PRS</b>                   |                      |
| METOC<br>ATMOSPHERIC<br>PRESSURE SYSTEMS |                      |
| Hierarchy: 3.1.1                         | N/A                  |
| Static/Dynamic: N/A                      |                      |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC   |
|---|---|
| <p><b>METOC.AMPHC.PRS.LOWCTR</b></p> <p>METOC<br/>ATMOSPHERIC<br/>PRESSURE SYSTEMS<br/>LOW PRESSURE CENTER</p> <p>Hierarchy: 3.1.1.1</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location. The center of the graphic is the pressure center.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Red</p>                  | <br>WAS-PL---P---  |
| <p><b>METOC.AMPHC.PRS.LOWCTR.CYC</b></p> <p>METOC<br/>ATMOSPHERIC<br/>PRESSURE SYSTEMS<br/>LOW PRESSURE CENTER<br/>CYCLONE CENTER</p> <p>Hierarchy: 3.1.1.1.1</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display and operator-centered over the desired location. The center of the graphic is the pressure center.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Red</p> | <br>WAS-PC---P--- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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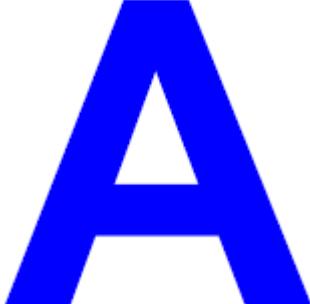
TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <b>METOC.AMPHC.PRS.LOWCTR.TROPLW</b><br><br>METOC<br>ATMOSPHERIC<br>PRESSURE SYSTEMS<br>LOW PRESSURE CENTER<br>TROPOAUSE LOW<br><br>Hierarchy: 3.1.1.1.2<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. The center of the graphic is the pressure center. The low point of the tropopause topography is indicated by the letter L and height above mean sea level is included within the graphic.<br><br>Static/Dynamic: S<br><br>Color: Black | <br>WAS-PLT---P----<br><br><br>WAS-PH---P----<br><br> |
| <b>METOC.AMPHC.PRS.HGHCTR</b><br><br>METOC<br>ATMOSPHERIC<br>PRESSURE SYSTEMS<br>HIGH PRESSURE CENTER<br><br>Hierarchy: 3.1.1.2<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location. The center of the graphic is the pressure center.<br><br>Static/Dynamic: S<br><br>Color: Blue  |  |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC   |
|---|---|
| <p><b>METOC.AMPHC.PRS.HGHCTR.ACYC</b></p> <p>METOC<br/>ATMOSPHERIC<br/>PRESSURE SYSTEMS<br/>HIGH PRESSURE CENTER<br/>ANTICYCLONE CENTER</p> <p>Hierarchy: 3.1.1.2.1</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location. The center of the graphic is the pressure center.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Blue</p>  | <br>WAS-PA---P---    |
| <p><b>METOC.AMPHC.PRS.HGHCTR.TROPHG</b></p> <p>METOC<br/>ATMOSPHERIC<br/>PRESSURE SYSTEMS<br/>HIGH PRESSURE CENTER<br/>TROPOAUSE HIGH</p> <p>Hierarchy: 3.1.1.2.2</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. The center of the graphic is the pressure center. The high point of the tropopause topography is indicated by the letter H and height above mean sea level is included within the graphic.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p> | <br>WAS-PHT---P--- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC   | METOC GRAPHIC   |
|---|---|
| <b>METOC.AMPHC.PRS.FRNSYS</b><br><br>METOC<br>ATMOSPHERIC<br>PRESSURE SYSTEMS<br>FRONTAL SYSTEMS<br><br>Hierarchy: 3.1.1.3<br><br>(Note: For special lines that are not symmetrical, such as Fronts, the sequence of anchor points determine 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.)<br><br><u>Static/Dynamic:</u> N/A   | <br><br><br><br><br>N/A   |
| <b>METOC.AMPHC.PRS.FRNSYS.CLDFRN</b><br><br>METOC<br>ATMOSPHERIC<br>PRESSURE SYSTEMS<br>FRONTAL SYSTEMS<br>COLD FRONT<br><br>Hierarchy: 3.1.1.3.1<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.<br><br>2. Size/Shape. The points are typically connected with a curved line with solid, triangular pips spaced evenly along the line. The curvature of the line is operator defined.<br><br>3. Orientation. Orientation is determined by the anchor points. Pips point in the direction the front is moving.<br><br><u>Static/Dynamic:</u> D<br><br><u>Color:</u> Blue | <br><br>WA-DPFC---L--- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <b>METOC.AMPHC.PRS.FRNSYS.CLDFRN.UPP</b><br><br>METOC<br>ATMOSPHERIC<br>PRESSURE SYSTEMS<br>FRONTAL SYSTEMS<br>COLD FRONT<br>UPPER COLD FRONT<br><br>Hierarchy: 3.1.1.3.1.1<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.<br><br>2. Size/Shape. The points are typically connected with a curved line with hollow, triangular pips spaced evenly along the line. The curvature of the line is operator defined.<br><br>3. Orientation. Orientation is determined by the anchor points. Pips point in the direction the front is moving.<br><br>Static/Dynamic: D<br><br>Color: Blue                        | <br><br>WA-DPFCU---L---   |
| <b>METOC.AMPHC.PRS.FRNSYS.CLDFRN.FRGS</b><br><br>METOC<br>ATMOSPHERIC<br>PRESSURE SYSTEMS<br>FRONTAL SYSTEMS<br>COLD FRONT<br>COLD FRONTOGENESIS<br><br>Hierarchy: 3.1.1.3.1.2<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.<br><br>2. Size/Shape. The points are typically connected with a curved line with solid, triangular pips spaced evenly along the line separated by one dot. The curvature of the line is operator defined.<br><br>3. Orientation. Orientation is determined by the anchor points. Pips point in the direction the front is moving.<br><br>Static/Dynamic: D<br><br>Color: Blue | <br><br>WA-DPFC-FG-L--- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC  | METOC GRAPHIC   |
|--|---|
| <b>METOC.AMPHC.PRS.FRNSYS.CLDFRN.FRLS</b><br><br>METOC<br>ATMOSPHERIC<br>PRESSURE SYSTEMS<br>FRONTAL SYSTEMS<br>COLD FRONT<br>COLD FRONTOLYSIS<br><br>Hierarchy: 3.1.1.3.1.3<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.<br><br>2. Size/Shape. The points are typically connected with a curved line with solid, triangular pips spaced evenly along the line separated by a crossed line. The curvature of the line is operator defined.<br><br>3. Orientation. Orientation is determined by the anchor points. Pips point in the direction the front is moving.<br><br>Static/Dynamic: D<br><br>Color: Blue | <br><br>WA-DPFC-FY-L---  |
| <b>METOC.AMPHC.PRS.FRNSYS.WRMFRN</b><br><br>METOC<br>ATMOSPHERIC<br>PRESSURE SYSTEMS<br>FRONTAL SYSTEMS<br>WARM FRONT<br><br>Hierarchy: 3.1.1.3.2<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.<br><br>2. Size/Shape. The points are typically connected with a curved line with solid, half-circle pips spaced evenly along the line. The curvature of the line is operator defined.<br><br>3. Orientation. Orientation is determined by the anchor points. Pips point in the direction the front is moving.<br><br>Static/Dynamic: D<br><br>Color: Red  | <br><br>WA-DPFW---L--- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <b>METOC.AMPHC.PRS.FRNSYS.WRMFRN.UPP</b><br><br>METOC<br>ATMOSPHERIC<br>PRESSURE SYSTEMS<br>FRONTAL SYSTEMS<br>WARM FRONT<br>UPPER WARM FRONT<br><br>Hierarchy: 3.1.1.3.2.1<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.<br><br>2. Size/Shape. The points are typically connected with a curved line with hollow, half-circle pips spaced evenly along the line. The curvature of the line is operator defined.<br><br>3. Orientation. Orientation is determined by the anchor points. Pips point in the direction the front is moving.<br><br>Static/Dynamic: D<br><br>Color: Red                        | <br><br>WA-DPFWU---L---   |
| <b>METOC.AMPHC.PRS.FRNSYS.WRMFRN.FRGS</b><br><br>METOC<br>ATMOSPHERIC<br>PRESSURE SYSTEMS<br>FRONTAL SYSTEMS<br>WARM FRONT<br>WARM FRONTOGENESIS<br><br>Hierarchy: 3.1.1.3.2.2<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.<br><br>2. Size/Shape. The points are typically connected with a curved line with solid, half-circle pips spaced evenly along the line separated by one dot. The curvature of the line is operator defined.<br><br>3. Orientation. Orientation is determined by the anchor points. Pips point in the direction the front is moving.<br><br>Static/Dynamic: D<br><br>Color: Red | <br><br>WA-DPFW-FG-L--- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <b>METOC.AMPHC.PRS.FRNSYS.WRMFRN.FRLS</b><br><br>METOC<br>ATMOSPHERIC<br>PRESSURE SYSTEMS<br>FRONTAL SYSTEMS<br>WARM FRONT<br>WARM FRONTOLYSIS<br><br>Hierarchy: 3.1.1.3.2.3<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.<br><br>2. Size/Shape. The points are typically connected with a curved line with solid, half-circle pips spaced evenly along the line separated by a crossed line. The curvature of the line is operator defined.<br><br>3. Orientation. Orientation is determined by the anchor points. Pips point in the direction the front is moving.<br><br>Static/Dynamic: D<br><br>Color: Red | <br><br>WA-DPFW-FY-L---   |
| <b>METOC.AMPHC.PRS.FRNSYS.OCD</b><br><br>METOC<br>ATMOSPHERIC<br>PRESSURE SYSTEMS<br>FRONTAL SYSTEMS<br>OCCLUDED FRONT<br><br>Hierarchy: 3.1.1.3.3<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.<br><br>2. Size/Shape. The points are typically connected with a curved line with alternating solid, triangular and half-circle pips spaced evenly along the line. The curvature of the line is operator defined.<br><br>3. Orientation. Orientation is determined by the anchor points. Pips point in the direction the front is moving.<br><br>Static/Dynamic: D<br><br>Color: Purple                         | <br><br>WA-DPFO----L--- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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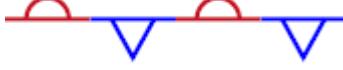
**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <b>METOC.AMPHC.PRS.FRNSYS.OCD.UPP</b><br><br>METOC<br>ATMOSPHERIC<br>PRESSURE SYSTEMS<br>FRONTAL SYSTEMS<br>OCCLUDED FRONT<br>UPPER OCCLUDED FRONT<br><br>Hierarchy: 3.1.1.3.3.1<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.<br><br>2. Size/Shape. The points are typically connected with a curved line with alternating hollow, triangular and half-circle pips spaced evenly along the line. The curvature of the line is operator defined.<br><br>3. Orientation. Orientation is determined by the anchor points. Pips point in the direction the front is moving.<br><br>Static/Dynamic: D<br><br>Color: Purple                             | <br><br>WA-DPFOU---L---   |
| <b>METOC.AMPHC.PRS.FRNSYS.OCD.FRLS</b><br><br>METOC<br>ATMOSPHERIC<br>PRESSURE SYSTEMS<br>FRONTAL SYSTEMS<br>OCCLUDED FRONT<br>OCCLUDED FRONTOLYSIS<br><br>Hierarchy: 3.1.1.3.3.2<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.<br><br>2. Size/Shape. The points are typically connected with a curved line with alternating solid, triangular and half-circle pips spaced evenly along the line separated by a crossed line. The curvature of the line is operator defined.<br><br>3. Orientation. Orientation is determined by the anchor points. Pips point in the direction the front is moving.<br><br>Static/Dynamic: D<br><br>Color: Purple | <br><br>WA-DPFO-FY-L--- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <b>METOC.AMPHC.PRS.FRNSYS.STAT</b><br><br>METOC<br>ATMOSPHERIC<br>PRESSURE SYSTEMS<br>FRONTAL SYSTEMS<br>STATIONARY FRONT<br><br>Hierarchy: 3.1.1.3.4<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.<br><br>2. Size/Shape. The points are typically connected with a curved line with solid, triangular and half-circle pips spaced evenly on alternating sides of the line. The curvature of the line is operator defined.<br><br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D<br><br>Color: Alternate Red & Blue                                  | <br><br>WA-DPFS----L---   |
| <b>METOC.AMPHC.PRS.FRNSYS.STAT.UPP</b><br><br>METOC<br>ATMOSPHERIC<br>PRESSURE SYSTEMS<br>FRONTAL SYSTEMS<br>STATIONARY FRONT<br>UPPER STATIONARY FRONT<br><br>Hierarchy: 3.1.1.3.4.1<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.<br><br>2. Size/Shape. The points are typically connected with a curved line with hollow, triangular and half-circle pips spaced evenly on alternating sides of the line. The curvature of the line is operator defined.<br><br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D<br><br>Color: Alternate Red & Blue | <br><br>WA-DPFSU---L--- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <b>METOC.AMPHC.PRS.FRNSYS.STAT.FRGS</b><br><br>METOC<br>ATMOSPHERIC<br>PRESSURE SYSTEMS<br>FRONTAL SYSTEMS<br>STATIONARY FRONT<br>STATIONARY FRONTOGENESIS<br><br>Hierarchy: 3.1.1.3.4.2<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.<br><br>2. Size/Shape. The points are typically connected with a curved line with solid, triangular and half-circle pips spaced evenly on alternating sides of the line separated by one dot. The curvature of the line is operator defined.<br><br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D<br><br>Color: Alternate Red & Blue      | <br><br>WA-DPFS-FG-L---   |
| <b>METOC.AMPHC.PRS.FRNSYS.STAT.FRLS</b><br><br>METOC<br>ATMOSPHERIC<br>PRESSURE SYSTEMS<br>FRONTAL SYSTEMS<br>STATIONARY FRONT<br>STATIONARY FRONTOLYSIS<br><br>Hierarchy: 3.1.1.3.4.3<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.<br><br>2. Size/Shape. The points are typically connected with a curved line with solid, triangular and half-circle pips spaced evenly on alternating sides of the line separated by a crossed line. The curvature of the line is operator defined.<br><br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D<br><br>Color: Alternate Red & Blue | <br><br>WA-DPFS-FY-L--- |
| <b>METOC.AMPHC.PRS.LNE</b><br><br>METOC<br>ATMOSPHERIC<br>PRESSURE SYSTEMS<br>LINES<br><br>Hierarchy: 3.1.1.4<br><br>Static/Dynamic: N/A  | N/A  |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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TABLE C-III. METOC symbols - Continued.

| GRAPHIC  | METOC GRAPHIC   |
|--|---|
| <b>METOC.AMPHC.PRS.LNE.TRUAXS</b><br><br>METOC<br>ATMOSPHERIC<br>PRESSURE SYSTEMS<br>LINES<br>TROUGH AXIS<br><br>Hierarchy: 3.1.1.4.1<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.<br><br>2. Size/Shape. The points are typically connected with a solid curved line. The curvature of the line is operator defined.<br><br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D<br><br>Color: Black | <br>WA-DPXT---L---   |
| <b>METOC.AMPHC.PRS.LNE.RDGAXS</b><br><br>METOC<br>ATMOSPHERIC<br>PRESSURE SYSTEMS<br>LINES<br>RIDGE AXIS<br><br>Hierarchy: 3.1.1.4.2<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.<br><br>2. Size/Shape. The points are typically connected with a solid zigzag line. The zigzag of the line is operator defined.<br><br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D<br><br>Color: Black     | <br>WA-DPXR---L--- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <p><b>METOC.AMPHC.PRS.LNE.SSL</b></p> <p>METOC<br/>ATMOSPHERIC<br/>PRESSURE SYSTEMS<br/>LINES<br/>SEVERE SQUALL LINE</p> <p>Hierarchy: 3.1.1.4.3</p> <p>(Also referred to as Squall Line)</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. 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.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Black</p> |  <p>WA-DPXSQ---L---</p>   |
| <p><b>METOC.AMPHC.PRS.LNE.ISTB</b></p> <p>METOC<br/>ATMOSPHERIC<br/>PRESSURE SYSTEMS<br/>LINES<br/>INSTABILITY LINE</p> <p>Hierarchy: 3.1.1.4.4</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a curved/wavy line consisting of a dash and two dots. The curvature and amplitude of the waves of the line are operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Black</p>  |  <p>WA-DPXIL---L---</p> |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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APPENDIX C

TABLE C-III. METOC symbols - Continued.

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <b>METOC.AMPHC.PRS.LNE.SHA</b><br>METOC<br>ATMOSPHERIC<br>PRESSURE SYSTEMS<br>LINES<br>SHEAR LINE<br><br>Hierarchy: 3.1.1.4.5<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.<br><br>2. Size/Shape. The points are typically connected with a curved/wavy line consisting of a dash and one dot. The curvature and amplitude of the waves of the line are operator defined.<br><br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D<br><br>Color: Black           | <br>WA-DPXSH--L---    |
| <b>METOC.AMPHC.PRS.LNE.ITCZ</b><br>METOC<br>ATMOSPHERIC<br>PRESSURE SYSTEMS<br>LINES<br>INTER-TROPICAL CONVERGANCE ZONE<br><br>Hierarchy: 3.1.1.4.6<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires a minimum of two anchor points to define each line. Additional points can be defined to extend the line.<br><br>2. Size/Shape. The points are typically connected with a solid straight line. Slanted vertical lines may be added by the operator to indicate areas of weather activity.<br><br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D<br><br>Color: Orange | <br>WA-DPXITCZ-L--- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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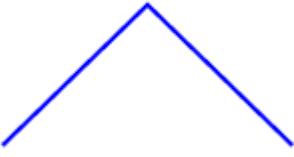
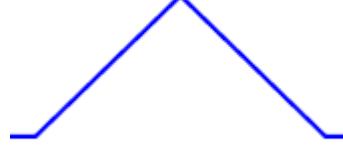
**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <b>METOC.AMPHC.PRS.LNE.CNGLNE</b><br><br>METOC<br>ATMOSPHERIC<br>PRESSURE SYSTEMS<br>LINES<br>CONVERGANCE LINE<br><br>Hierarchy: 3.1.1.4.7<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires a minimum of two anchor points to define each line. Additional points can be defined to extend the line.<br><br>2. Size/Shape. The points are typically connected with a solid straight line with alternating slanted lines connected as depicted in the example to indicate convergence.<br><br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D<br><br>Color: Orange | <br><br>WA-DPXCV--L---    |
| <b>METOC.AMPHC.PRS.LNE.ITD</b><br><br>METOC<br>ATMOSPHERIC<br>PRESSURE SYSTEMS<br>LINES<br>INTER-TROPICAL DISCONTINUITY<br><br>Hierarchy: 3.1.1.4.8<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.<br><br>2. Size/Shape. The points are typically connected with a dashed straight or curved line. The curvature of the line is operator defined.<br><br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D<br><br>Color: Alternate Red and Green          | <br><br>WA-DPXITD--L--- |
| <b>METOC.AMPHC.TRB</b><br><br>METOC<br>ATMOSPHERIC<br>TURBULENCE<br><br>Hierarchy: 3.1.2<br><br>(Note: USAF turbulence forecasts are based on Category II type aircraft.)<br><br>Static/Dynamic: N/A   | N/A  |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <b>METOC.AMPHC.TRB.LIT</b><br><br>METOC<br>ATMOSPHERIC<br>TURBULENCE<br>TURBULENCE - LIGHT<br><br>Hierarchy: 3.1.2.1<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Blue    | <br><br>WAS-TL---P---   |
| <b>METOC.AMPHC.TRB.MOD</b><br><br>METOC<br>ATMOSPHERIC<br>TURBULENCE<br>TURBULENCE - MODERATE<br><br>Hierarchy: 3.1.2.2<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Blue | <br><br>WAS-TM---P--- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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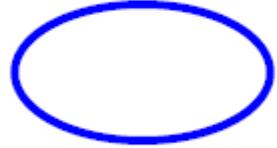
**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <b>METOC.AMPHC.TRB.SVR</b><br><br>METOC<br>ATMOSPHERIC<br>TURBULENCE<br>TURBULENCE - SEVERE<br><br>Hierarchy: 3.1.2.3<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Blue<br><br>Description is dependent on associated aircraft type.  | <br><br>WAS-TS---P---   |
| <b>METOC.AMPHC.TRB.EXT</b><br><br>METOC<br>ATMOSPHERIC<br>TURBULENCE<br>TURBULENCE - EXTREME<br><br>Hierarchy: 3.1.2.4<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Blue<br><br>Description is dependent on associated aircraft type. | <br><br>WAS-TE---P--- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC   | METOC GRAPHIC   |
|---|---|
| <b>METOC.AMPHC.TRB.MNTWAV</b><br><br>METOC<br>ATMOSPHERIC<br>TURBULENCE<br>MOUNTAIN WAVES<br><br>Hierarchy: 3.1.2.5<br><br>Parameters:<br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location.<br><br>Static/Dynamic: D<br><br>Color: Blue | <br><br>WAS-T-MW--P----<br><br>N/A |
| <b>METOC.AMPHC.ICG</b><br><br>METOC<br>ATMOSPHERIC<br>ICING<br><br>Hierarchy: 3.1.3<br><br>Static/Dynamic: N/A  | N/A   |
| <b>METOC.AMPHC.ICG.CLR</b><br><br>METOC<br>ATMOSPHERIC<br>ICING<br>CLEAR ICING<br><br>Hierarchy: 3.1.3.1<br><br>Static/Dynamic: N/A   | N/A   |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC  | METOC GRAPHIC   |
|--|---|
| <b>METOC.AMPHC.ICG.CLR.LIT</b><br><br>METOC<br>ATMOSPHERIC<br>ICING<br>CLEAR ICING<br>CLEAR ICING - LIGHT<br><br>Hierarchy: 3.1.3.1.1<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Brown    | <br><br>WAS-ICL---P---   |
| <b>METOC.AMPHC.ICG.CLR.MOD</b><br><br>METOC<br>ATMOSPHERIC<br>ICING<br>CLEAR ICING<br>CLEAR ICING - MODERATE<br><br>Hierarchy: 3.1.3.1.2<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Brown | <br><br>WAS-ICM---P--- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <b>METOC.AMPHC.ICG.CLR.SVR</b><br><br>METOC<br>ATMOSPHERIC<br>ICING<br>CLEAR ICING<br>CLEAR ICING - SEVERE  |                       |
| Hierarchy: 3.1.3.1.3  |  |
| <u>Parameters:</u>  |  |
| <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location.</li> </ol> | <br>WAS-ICS---P----   |
| Static/Dynamic: S   |  |
| Color: Brown  |  |
| <b>METOC.AMPHC.ICG.RIME</b><br><br>METOC<br>ATMOSPHERIC<br>ICING<br>RIME ICING  |                     |
| Hierarchy: 3.1.3.2  |  |
| Static/Dynamic: N/A   | N/A  |
| <b>METOC.AMPHC.ICG.RIME.LIT</b><br><br>METOC<br>ATMOSPHERIC<br>ICING<br>RIME ICING<br>RIME ICING - LIGHT  |                     |
| Hierarchy: 3.1.3.2.1  |  |
| <u>Parameters:</u>  |  |
| <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location.</li> </ol> | <br>WAS-IRL---P---- |
| Static/Dynamic: S   |  |
| Color: Brown  |  |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC   | METOC GRAPHIC   |
|---|---|
| <b>METOC.AMPHC.ICG.RIME.MOD</b><br><br>METOC<br>ATMOSPHERIC<br>ICING<br>RIME ICING<br>RIME ICING - MODERATE<br><br>Hierarchy: 3.1.3.2.2<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Brown | <br><br>WAS-IRM--P---    |
| <b>METOC.AMPHC.ICG.RIME.SVR</b><br><br>METOC<br>ATMOSPHERIC<br>ICING<br>RIME ICING<br>RIME ICING - SEVERE<br><br>Hierarchy: 3.1.3.2.3<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Brown   | <br><br>WAS-IRS---P--- |
| <b>METOC.AMPHC.ICG.MIX</b><br><br>METOC<br>ATMOSPHERIC<br>ICING<br>MIXED ICING<br><br>Hierarchy: 3.1.3.3<br><br>Static/Dynamic: N/A   | N/A   |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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APPENDIX C

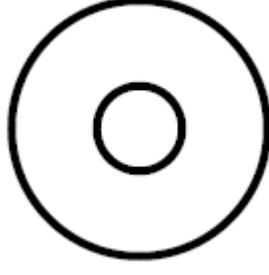
TABLE C-III. METOC symbols - Continued.

| GRAPHIC  | METOC GRAPHIC   |
|--|---|
| <b>METOC.AMPHC.ICG.MIX.LIT</b><br>METOC<br>ATMOSPHERIC<br>ICING<br>MIXED ICING<br>MIXED ICING - LIGHT<br><br>Hierarchy: 3.1.3.3.1<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Brown    | <br>WAS-IML---P---   |
| <b>METOC.AMPHC.ICG.MIX.MOD</b><br>METOC<br>ATMOSPHERIC<br>ICING<br>MIXED ICING<br>MIXED ICING - MODERATE<br><br>Hierarchy: 3.1.3.3.2<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Brown | <br>WAS-IMM---P--- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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APPENDIX C

TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <b>METOC.AMPHC.ICG.MIX.SVR</b><br>METOC<br>ATMOSPHERIC<br>ICING<br>MIXED ICING<br>MIXED ICING - SEVERE<br><br>Hierarchy: 3.1.3.3.3<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Brown                            | <br>WAS-IMS--P---   |
| <b>METOC.AMPHC.WND</b><br>METOC<br>ATMOSPHERIC<br>WINDS<br><br>Hierarchy: 3.1.4<br><br>Static/Dynamic: N/A  | N/A  |
| <b>METOC.AMPHC.WND.CALM</b><br>METOC<br>ATMOSPHERIC<br>WINDS<br>CALM WINDS<br><br>Hierarchy: 3.1.4.1<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the plot circle.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Black<br><br>Cloud coverage is typically depicted in the plot circle in accordance with 3.1.5. | <br>WAS-WC---P--- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <b>METOC.AMPHC.WND.PLT</b><br><br>METOC<br>ATMOSPHERIC<br>WINDS<br>WIND PLOT<br><br>Hierarchy: 3.1.4.2<br><br>Parameters:<br><br>1. 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.<br><br>2. Size/Shape. Not applicable.<br><br>3. 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.<br><br>Static/Dynamic: S<br><br>Color: Black<br><br>Note: Cloud coverage is typically depicted in the plot circle in accordance with 3.1.5. The wind speed, direction, and cloud coverage depicted in 3.1.4.2 graphics are example only.<br><br>Image 1: From 270 degrees at 1-2 knots<br><br>Image 2: From 270 degrees at 5 knots<br><br>Image 3: From 250 degrees at 10 knots<br><br>Image 4: From 110 degrees at 25 knots<br><br>Image 5: From 250 degrees at 50 knots<br><br>Image 6: From 270 degrees with missing wind speed | <br><br>WAS-WP----P----<br><br><br><br>WAS-WP----P----<br><br><br><br>WAS-WP----P---- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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TABLE C-III. METOC symbols - Continued.

| GRAPHIC | METOC GRAPHIC  |
|---------|--|
|         | <br>WAS-WP----P----   |
|         | <br>WAS-WP----P----    |
|         | <br>WAS-WP----P---- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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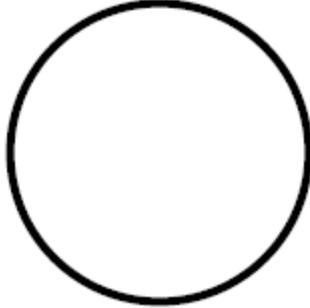
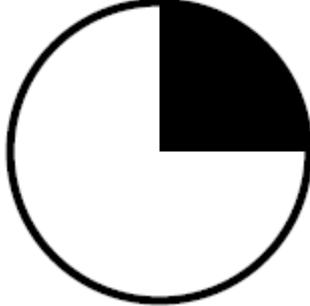
**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <b>METOC.AMPHC.WND.JTSM</b><br><br>METOC<br>ATMOSPHERIC<br>WINDS<br>JET STREAM<br><br>Hierarchy: 3.1.4.3<br><br><u>Parameters:</u><br><ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Point 1 defines the tip of the arrowhead and point 2 defines the rear of the graphic.</li> <li>2. Size/Shape. The points are typically connected with a solid curved/wavy line. The curvature and amplitude of the waves of the line are operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points, with the arrowhead depicting the direction from which the jet stream is flowing. Additional arrowheads can be placed at intervals along the line pointing in the direction of the flow.</li> </ol><br>Static/Dynamic: D<br><br>Color: Red or Black       | <br><br>WA-DWJ-----L---   |
| <b>METOC.AMPHC.WND.SMLNE</b><br><br>METOC<br>ATMOSPHERIC<br>WINDS<br>STREAM LINE<br><br>Hierarchy: 3.1.4.4<br><br><u>Parameters:</u><br><ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Point 1 defines the tip of the arrowhead and point 2 defines the rear of the graphic.</li> <li>2. Size/Shape. The points are typically connected with a solid curved/wavy line. The curvature and amplitude of the waves of the line are operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points, with the arrowhead depicting the direction from which the jet stream is flowing. Additional arrowheads can be placed at intervals along the line pointing in the direction of the flow.</li> </ol><br>Static/Dynamic: D<br><br>Color: Operator Defined | <br><br>WA-DWS-----L--- |
| <b>METOC.AMPHC.CUDCOV</b><br><br>METOC<br>ATMOSPHERIC<br>CLOUD COVERAGE<br><br>Hierarchy: 3.1.5<br><br>Static/Dynamic: N/A   | N/A  |

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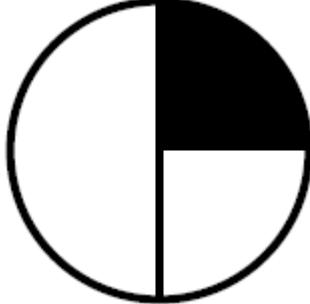
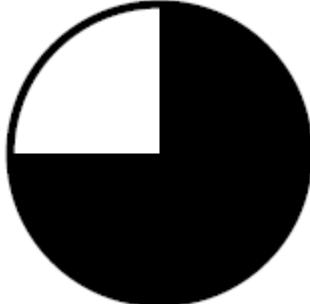
**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <b>METOC.AMPHC.CUDCOV.SYM</b><br><br>METOC<br>ATMOSPHERIC<br>CLOUD COVERAGE<br>CLOUD COVERAGE SYMBOLS<br><br>Hierarchy: 3.1.5.1<br><br>Static/Dynamic: N/A   | N/A  |
| <b>METOC.AMPHC.CUDCOV.SYM.SK</b><br><br>METOC<br>ATMOSPHERIC<br>CLOUD COVERAGE<br>CLOUD COVERAGE SYMBOLS<br>CLEAR SKY<br><br>Hierarchy: 3.1.5.1.1<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br><br>2. Size/Shape. Not applicable.<br><br>3. Orientation. The graphic is operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Black  | <br><br>WAS-CCCSCSP----   |
| <b>METOC.AMPHC.CUDCOV.SYM.FEW</b><br><br>METOC<br>ATMOSPHERIC<br>CLOUD COVERAGE<br>CLOUD COVERAGE SYMBOLS<br>FEW COVERAGE<br><br>Hierarchy: 3.1.5.1.2<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br><br>2. Size/Shape. Not applicable.<br><br>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Black | <br><br>WAS-CCCSFCP---- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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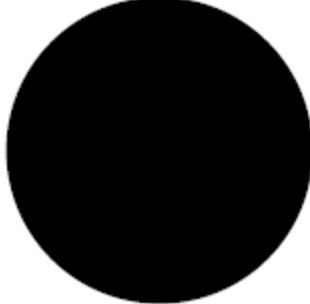
**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <b>METOC.AMPHC.CUDCOV.SYM.SCT</b><br><br>METOC<br>ATMOSPHERIC<br>CLOUD COVERAGE<br>CLOUD COVERAGE SYMBOLS<br>SCATTERED COVERAGE<br><br>Hierarchy: 3.1.5.1.3<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Black | <br>WAS-CCCSSCP----   |
| <b>METOC.AMPHC.CUDCOV.SYM.BKN</b><br><br>METOC<br>ATMOSPHERIC<br>CLOUD COVERAGE<br>CLOUD COVERAGE SYMBOLS<br>BROKEN COVERAGE<br><br>Hierarchy: 3.1.5.1.4<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Black    | <br>WAS-CCCSBCP---- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <b>METOC.AMPHC.CUDCOV.SYM.OVC</b><br><br>METOC<br>ATMOSPHERIC<br>CLOUD COVERAGE<br>CLOUD COVERAGE SYMBOLS<br>OVERCAST COVERAGE<br><br>Hierarchy: 3.1.5.1.5<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br><br>2. Size/Shape. Not applicable.<br><br>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Black                   | <br><br>WAS-CCCSOCP----   |
| <b>METOC.AMPHC.CUDCOV.SYM.STOPO</b><br><br>METOC<br>ATMOSPHERIC<br>CLOUD COVERAGE<br>CLOUD COVERAGE SYMBOLS<br>SKY TOTALLY OR PARTIALLY OBSCURED<br><br>Hierarchy: 3.1.5.1.6<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br><br>2. Size/Shape. Not applicable.<br><br>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Black | <br><br>WAS-CCCSOBP---- |
| <b>METOC.AMPHC.WTH</b><br><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br><br>Hierarchy: 3.1.6<br><br>Static/Dynamic: N/A  | N/A  |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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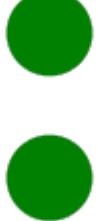
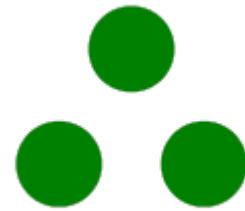
**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <b>METOC.AMPHC.WTH.RA</b><br><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>RAIN<br><br>Hierarchy: 3.1.6.1<br><br>Static/Dynamic: N/A   | N/A  |
| <b>METOC.AMPHC.WTH.RA.INMLIT</b><br><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>RAIN<br>RAIN - INTERMITTENT LIGHT<br><br>Hierarchy: 3.1.6.1.1<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br><br>2. Size/Shape. Not applicable.<br><br>3. Orientation. The graphic is operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Green  | <br><br>WAS-WSR-LIP----   |
| <b>METOC.AMPHC.WTH.RA.INMLIT.CTSLIT</b><br><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>RAIN<br>RAIN - INTERMITTENT LIGHT<br>RAIN - CONTINUOUS LIGHT<br><br>Hierarchy: 3.1.6.1.1.1<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br><br>2. Size/Shape. Not applicable.<br><br>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Green | <br><br>WAS-WSR-LCP---- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**TABLE C-III. METOC symbols - Continued.**

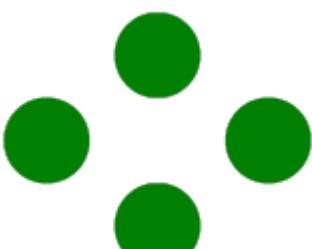
| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <b>METOC.AMPHC.WTH.RA.INMMOD</b><br><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>RAIN<br>RAIN - INTERMITTENT MODERATE<br><br>Hierarchy: 3.1.6.1.2<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented on the display as shown in the example and operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Green   | <br><br>WAS-WSR-MIP----<br><br><br><br>WAS-WSR-MCP---- |
| <b>METOC.AMPHC.WTH.RA.INMMOD.CTSMOD</b><br><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>RAIN<br>RAIN - INTERMITTENT MODERATE<br>RAIN - CONTINUOUS MODERATE<br><br>Hierarchy: 3.1.6.1.2.1<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Green |  |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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TABLE C-III. METOC symbols - Continued.

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <p><b>METOC.AMPHC.WTH.RA.INMHVY</b></p> <p>METOC<br/>ATMOSPHERIC<br/>WEATHER SYMBOLS<br/>RAIN<br/>RAIN - INTERMITTENT HEAVY</p> <p>Hierarchy: 3.1.6.1.3</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Green</p>                                      |  <p>WAS-WSR-HIP----</p>   |
| <p><b>METOC.AMPHC.WTH.RA.INMHVY.CTSHVY</b></p> <p>METOC<br/>ATMOSPHERIC<br/>WEATHER SYMBOLS<br/>RAIN<br/>RAIN - INTERMITTENT HEAVY<br/>RAIN - CONTINUOUS HEAVY</p> <p>Hierarchy: 3.1.6.1.3.1</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Green</p> |  <p>WAS-WSR-HCP----</p> |
| <p><b>METOC.AMPHC.WTH.FZRA</b></p> <p>METOC<br/>ATMOSPHERIC<br/>WEATHER SYMBOLS<br/>FREEZING RAIN</p> <p>Hierarchy: 3.1.6.2</p> <p>Static/Dynamic: N/A</p>   | <p>N/A</p>   |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <p><b>METOC.AMPHC.WTH.FZRA.LIT</b></p> <p>METOC<br/>ATMOSPHERIC<br/>WEATHER SYMBOLS<br/>FREEZING RAIN<br/>FREEZING RAIN - LIGHT</p> <p>Hierarchy: 3.1.6.2.1</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Red</p>             |  <p>WAS-WSRFL-P----</p>   |
| <p><b>METOC.AMPHC.WTH.FZRA.MODHVV</b></p> <p>METOC<br/>ATMOSPHERIC<br/>WEATHER SYMBOLS<br/>FREEZING RAIN<br/>FREEZING RAIN - MODERATE/HEAVY</p> <p>Hierarchy: 3.1.6.2.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Red</p> |  <p>WAS-WSRFMHP----</p> |
| <p><b>METOC.AMPHC.WTH.RASWR</b></p> <p>METOC<br/>ATMOSPHERIC<br/>WEATHER SYMBOLS<br/>RAIN SHOWERS</p> <p>Hierarchy: 3.1.6.3</p> <p>Static/Dynamic: N/A</p>  | <p>N/A</p>   |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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## APPENDIX C

TABLE C-III. METOC symbols - Continued.

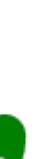
| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <p><b>METOC.AMPHC.WTH.RASWR.LIT</b></p> <p>METOC<br/>ATMOSPHERIC<br/>WEATHER SYMBOLS<br/>RAIN SHOWERS<br/>RAIN SHOWERS - LIGHT</p> <p>Hierarchy: 3.1.6.3.1</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Green</p>             |  <p>WAS-WSRSL-P----</p>   |
| <p><b>METOC.AMPHC.WTH.RASWR.MODHVV</b></p> <p>METOC<br/>ATMOSPHERIC<br/>WEATHER SYMBOLS<br/>RAIN SHOWERS<br/>RAIN SHOWERS - MODERATE/HEAVY</p> <p>Hierarchy: 3.1.6.3.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Green</p> |  <p>WAS-WSRSMHP----</p> |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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TABLE C-III. METOC symbols - Continued.

| GRAPHIC  | METOC GRAPHIC   |
|--|---|
| <b>METOC.AMPHC.WTH.RASWR.TOR</b><br><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>RAIN SHOWERS<br>RAIN SHOWERS - TORRENTIAL   |    |
| Hierarchy: 3.1.6.3.3   |   |
| <u>Parameters:</u>   |   |
| <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> | WAS-WSRST-P----   |
| Static/Dynamic: S  |   |
| Color: Green   |   |
| <b>METOC.AMPHC.WTH.DZ</b><br><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>DRIZZLE  |  |
| Hierarchy: 3.1.6.4   |   |
| Static/Dynamic: N/A  | N/A   |
| <b>METOC.AMPHC.WTH.DZ.INMLIT</b><br><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>DRIZZLE<br>DRIZZLE - INTERMITTENT LIGHT   |   |
| Hierarchy: 3.1.6.4.1   |   |
| <u>Parameters:</u>   |   |
| <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> | WAS-WSD-LIP----   |
| Static/Dynamic: S  |   |
| Color: Green   |   |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <p><b>METOC.AMPHC.WTH.DZ.INMLIT.CTSLIT</b></p> <p>METOC<br/> ATMOSPHERIC<br/> WEATHER SYMBOLS<br/> DRIZZLE<br/> DRIZZLE - INTERMITTENT LIGHT<br/> DRIZZLE - CONTINUOUS LIGHT</p> <p>Hierarchy: 3.1.6.4.1.1</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Green</p> | <br>WAS-WSD-LCP----   |
| <p><b>METOC.AMPHC.WTH.DZ.INMMOD</b></p> <p>METOC<br/> ATMOSPHERIC<br/> WEATHER SYMBOLS<br/> DRIZZLE<br/> DRIZZLE - INTERMITTENT MODERATE</p> <p>Hierarchy: 3.1.6.4.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Green</p>                                       | <br>WAS-WSD-MIP---- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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APPENDIX C

TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <p><b>METOC.AMPHC.WTH.DZ.INMMOD.CTSMOD</b></p> <p>METOC<br/>ATMOSPHERIC<br/>WEATHER SYMBOLS<br/>DRIZZLE<br/>  DRIZZLE - INTERMITTENT MODERATE<br/>  DRIZZLE - CONTINUOUS MODERATE</p> <p>Hierarchy: 3.1.6.4.2.1</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Green</p> | <br>WAS-WSD-MCP----   |
| <p><b>METOC.AMPHC.WTH.DZ.INMHVY</b></p> <p>METOC<br/>ATMOSPHERIC<br/>WEATHER SYMBOLS<br/>DRIZZLE<br/>  DRIZZLE - INTERMITTENT HEAVY</p> <p>Hierarchy: 3.1.6.4.3</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Green</p>   | <br>WAS-WSD-HIP---- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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APPENDIX C

TABLE C-III. METOC symbols - Continued.

| GRAPHIC  | METOC GRAPHIC   |
|--|---|
| <b>METOC.AMPHC.WTH.DZ.INMHVY.CTSHVY</b><br><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>DRIZZLE<br>DRIZZLE - INTERMITTENT HEAVY<br>DRIZZLE - CONTINUOUS HEAVY<br><br>Hierarchy: 3.1.6.4.3.1<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br><br>2. Size/Shape. Not applicable.<br><br>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Green | <br><br>WAS-WSD-HCP----  |
| <b>METOC.AMPHC.WTH.FZDZ</b><br><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>FREEZING DRIZZLE<br><br>Hierarchy: 3.1.6.5<br><br>Static/Dynamic: N/A  | N/A   |
| <b>METOC.AMPHC.WTH.FZDZ.LIT</b><br><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>FREEZING DRIZZLE<br>FREEZING DRIZZLE - LIGHT<br><br>Hierarchy: 3.1.6.5.1<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br><br>2. Size/Shape. Not applicable.<br><br>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Red                                      | <br><br>WAS-WSDFL-P---- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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TABLE C-III. METOC symbols - Continued.

| GRAPHIC  | METOC GRAPHIC   |
|--|---|
| <b>METOC.AMPHC.WTH.FZDZ.MODHVY</b><br><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>FREEZING DRIZZLE<br>FREEZING DRIZZLE - MODERATE/HEAVY   |    |
| Hierarchy: 3.1.6.5.2   |   |
| <u>Parameters:</u>   |   |
| <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> | WAS-WSDFMHP----   |
| <u>Static/Dynamic:</u> S   |   |
| <u>Color:</u> Red  |   |
| <b>METOC.AMPHC.WTH.RASN</b><br><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>RAIN AND SNOW MIXED  | N/A   |
| Hierarchy: 3.1.6.6   |   |
| <u>Static/Dynamic:</u> N/A   |   |
| <b>METOC.AMPHC.WTH.RASN.RDSLIT</b><br><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>RAIN AND SNOW MIXED<br>RAIN OR DRIZZLE AND SNOW - LIGHT   |  |
| Hierarchy: 3.1.6.6.1   |   |
| <u>Parameters:</u>   |   |
| <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> | WAS-WSM-L-P----   |
| <u>Static/Dynamic:</u> S   |   |
| <u>Color:</u> Green  |   |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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APPENDIX C

TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <b>METOC.AMPHC.WTH.RASN.RDSMH</b><br><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>RAIN AND SNOW MIXED<br>RAIN OR DRIZZLE AND SNOW - MODERATE/HEAVY<br><br>Hierarchy: 3.1.6.6.2<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Green | <br><br>WAS-WSM-MHP----<br><br><br><br>WAS-WSMSL-P---- |
| <b>METOC.AMPHC.WTH.RASN.SWRLIT</b><br><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>RAIN AND SNOW MIXED<br>RAIN AND SNOW SHOWERS - LIGHT<br><br>Hierarchy: 3.1.6.6.3<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Green            |  |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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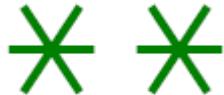
TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <b>METOC.AMPHC.WTH.RASN.SWRMOD</b><br><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>RAIN AND SNOW MIXED<br>RAIN AND SNOW SHOWERS - MODERATE/HEAVY<br><br>Hierarchy: 3.1.6.6.4<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Green | <br>WAS-WSMSMHP----   |
| <b>METOC.AMPHC.WTH.SN</b><br><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>SNOW<br><br>Hierarchy: 3.1.6.7<br><br>Static/Dynamic: N/A   | N/A  |
| <b>METOC.AMPHC.WTH.SN.INMLIT</b><br><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>SNOW<br>SNOW - INTERMITTENT LIGHT<br><br>Hierarchy: 3.1.6.7.1<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Green                               | <br>WAS-WSS-LIP---- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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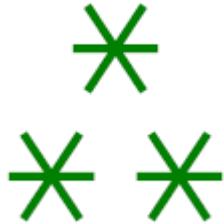
TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <b>METOC.AMPHC.WTH.SN.INMLIT.CTSLIT</b><br><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>SNOW<br>SNOW - INTERMITTENT LIGHT<br>SNOW - CONTINUOUS LIGHT<br><br>Hierarchy: 3.1.6.7.1.1<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Green | <br><br>WAS-WSS-LCP----<br><br><br> |
| <b>METOC.AMPHC.WTH.SN.INMMOD</b><br><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>SNOW<br>SNOW - INTERMITTENT MODERATE<br><br>Hierarchy: 3.1.6.7.2<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Green                                  | <br><br>WAS-WSS-MIP----<br>  |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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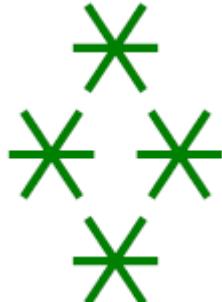
TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC   |
|---|---|
| <b>METOC.AMPHC.WTH.SN.INMMOD.CTSMOD</b><br><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>SNOW<br>SNOW - INTERMITTENT MODERATE<br>SNOW - CONTINUOUS MODERATE<br><br>Hierarchy: 3.1.6.7.2.1<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Green | <br><br>WAS-WSS-MCP----<br><br>   |
| <b>METOC.AMPHC.WTH.SN.INMHVY</b><br><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>SNOW<br>SNOW - INTERMITTENT HEAVY<br><br>Hierarchy: 3.1.6.7.3<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Green   | <br><br>WAS-WSS-HIP----<br><br> |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <b>METOC.AMPHC.WTH.SN.INMHVY.CTSHVY</b><br><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>SNOW<br>SNOW - INTERMITTENT HEAVY<br>SNOW - CONTINUOUS HEAVY<br><br>Hierarchy: 3.1.6.7.3.1<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Green | <br>WAS-WSS-HCP----<br><br><br>WAS-WSSBLMP---- |
| <b>METOC.AMPHC.WTH.SN.BLSNLM</b><br><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>SNOW<br>BLOWING SNOW - LIGHT/MODERATE<br><br>Hierarchy: 3.1.6.7.4<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Green                                 |  |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <b>METOC.AMPHC.WTH.SN.BLSNHY</b><br><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>SNOW<br>BLOWING SNOW - HEAVY<br><br>Hierarchy: 3.1.6.7.5<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Green | <br><br>WAS-WSSBH-P----   |
| <b>METOC.AMPHC.WTH.SG</b><br><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>SNOW GRAINS<br><br>Hierarchy: 3.1.6.8<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Green                           | <br><br>WAS-WSSG--P---- |
| <b>METOC.AMPHC.WTH.SSWR</b><br><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>SNOW SHOWERS<br><br>Hierarchy: 3.1.6.9<br><br>Static/Dynamic: N/A  | N/A  |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC  | METOC GRAPHIC   |
|--|---|
| <b>METOC.AMPHC.WTH.SSWR.LIT</b><br><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>SNOW SHOWERS<br>SNOW SHOWERS - LIGHT<br><br>Hierarchy: 3.1.6.9.1<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Green              | <br><br>WAS-WSSL-P----   |
| <b>METOC.AMPHC.WTH.SSWR.MODHVVY</b><br><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>SNOW SHOWERS<br>SNOW SHOWERS - MODERATE/HEAVY<br><br>Hierarchy: 3.1.6.9.2<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Green | <br><br>WAS-WSSMHP---- |
| <b>METOC.AMPHC.WTH.HL</b><br><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>HAIL<br><br>Hierarchy: 3.1.6.10<br><br>Static/Dynamic: N/A   | N/A   |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <b>METOC.AMPHC.WTH.HL.LIT</b><br><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>HAIL<br>HAIL - LIGHT NOT ASSOCIATED WITH THUNDER<br><br>Hierarchy: 3.1.6.10.1<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Red             | <br><br>WAS-WSGRL-P----   |
| <b>METOC.AMPHC.WTH.HL.MODHVV</b><br><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>HAIL<br>HAIL - MODERATE/HEAVY NOT ASSOCIATED WITH THUNDER<br><br>Hierarchy: 3.1.6.10.2<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Red | <br><br>WAS-WSGRMHP---- |

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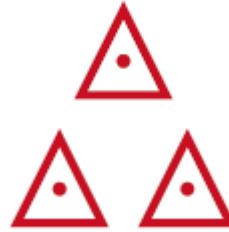
TABLE C-III. METOC symbols - Continued.

| GRAPHIC  | METOC GRAPHIC   |
|--|---|
| <b>METOC.AMPHC.WTH.IC</b>  |   |
| METOC  |   |
| ATMOSPHERIC  |   |
| WEATHER SYMBOLS  |   |
| ICE CRYSTALS (DIAMOND DUST)  |   |
| Hierarchy: 3.1.6.11  |   |
| Parameters:  |    |
| 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.                   |   |
| 2. Size/Shape. Not applicable.   |   |
| 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. | WAS-WSIC--P----   |
| Static/Dynamic: S  |   |
| Color: Red   |   |
| <b>METOC.AMPHC.WTH.PE</b>  |   |
| METOC  |   |
| ATMOSPHERIC  |   |
| WEATHER SYMBOLS  |   |
| ICE PELLETS (SLEET)  | N/A   |
| Hierarchy: 3.1.6.12  |   |
| Static/Dynamic: N/A  |   |
| <b>METOC.AMPHC.WTH.PE.LIT</b>  |   |
| METOC  |   |
| ATMOSPHERIC  |   |
| WEATHER SYMBOLS  |   |
| ICE PELLETS (SLEET)  |   |
| ICE PELLETS - LIGHT  |   |
| Hierarchy: 3.1.6.12.1  |   |
| Parameters:  |  |
| 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.                   |   |
| 2. Size/Shape. Not applicable.   |   |
| 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. | WAS-WSPLL-P----   |
| Static/Dynamic: S  |   |
| Color: Red   |   |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC   | METOC GRAPHIC   |
|---|---|
| <b>METOC.AMPHC.WTH.PE.MOD</b><br><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>ICE PELLETS (SLEET)<br>ICE PELLETS - MODERATE<br><br>Hierarchy: 3.1.6.12.2<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Red | <br><br>WAS-WSPLM-P----  |
| <b>METOC.AMPHC.WTH.PE.HVY</b><br><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>ICE PELLETS (SLEET)<br>ICE PELLETS - HEAVY<br><br>Hierarchy: 3.1.6.12.3<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Red    | <br><br>WAS-WSPLH-P---- |
| <b>METOC.AMPHC.WTH.STMS</b><br><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>STORMS<br><br>Hierarchy: 3.1.6.13<br><br>Static/Dynamic: N/A  | N/A   |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC   |
|---|---|
| <p><b>METOC.AMPHC.WTH.STMS.TS</b></p> <p>METOC<br/>ATMOSPHERIC<br/>WEATHER SYMBOLS<br/>STORMS<br/>THUNDERSTORM - NO PRECIPITATION</p> <p>Hierarchy: 3.1.6.13.1</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Red</p>                             | <br>WAS-WST-NPP----    |
| <p><b>METOC.AMPHC.WTH.STMS.TSLMNH</b></p> <p>METOC<br/>ATMOSPHERIC<br/>WEATHER SYMBOLS<br/>STORMS<br/>THUNDERSTORM LIGHT TO MODERATE WITH RAIN/SNOW - NO HAIL</p> <p>Hierarchy: 3.1.6.13.2</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Red</p> | <br>WAS-WSTM-R-P---- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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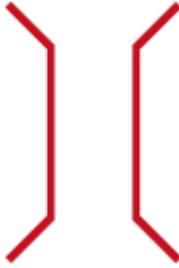
TABLE C-III. METOC symbols - Continued.

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <b>METOC.AMPHC.WTH.STMS.TSHVNH</b><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>STORMS<br>THUNDERSTORM HEAVY WITH RAIN/SNOW - NO HAIL<br><br>Hierarchy: 3.1.6.13.3<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Red | <br>WAS-WSTHR-P----   |
| <b>METOC.AMPHC.WTH.STMS.TSLMWH</b><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>STORMS<br>THUNDERSTORM LIGHT TO MODERATE - WITH HAIL<br><br>Hierarchy: 3.1.6.13.4<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Red  | <br>WAS-WSTMH-P---- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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TABLE C-III. METOC symbols - Continued.

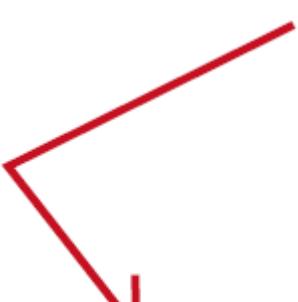
| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <b>METOC.AMPHC.WTH.STMS.TSHVWH</b><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>STORMS<br>THUNDERSTORM HEAVY - WITH HAIL<br><br>Hierarchy: 3.1.6.13.5<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Red | <br>WAS-WSTHH-P----   |
| <b>METOC.AMPHC.WTH.STMS.FC</b><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>STORMS<br>FUNNEL CLOUD (TORNADO/WATERSPOUT)<br><br>Hierarchy: 3.1.6.13.6<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Red  | <br>WAS-WST-FCP---- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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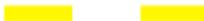
TABLE C-III. METOC symbols - Continued.

| GRAPHIC  | METOC GRAPHIC   |
|--|---|
| <b>METOC.AMPHC.WTH.STMS.SQL</b> <p>METOC<br/>ATMOSPHERIC<br/>WEATHER SYMBOLS<br/>STORMS<br/>SQUALL</p> <p>Hierarchy: 3.1.6.13.7</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Red</p>    | <br>WAS-WST-SQP----  |
| <b>METOC.AMPHC.WTH.STMS.LTG</b> <p>METOC<br/>ATMOSPHERIC<br/>WEATHER SYMBOLS<br/>STORMS<br/>LIGHTNING</p> <p>Hierarchy: 3.1.6.13.8</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Red</p> | <br>WAS-WST-LGP---- |
| <b>METOC.AMPHC.WTH.FG</b> <p>METOC<br/>ATMOSPHERIC<br/>WEATHER SYMBOLS<br/>FOG</p> <p>Hierarchy: 3.1.6.14</p> <p>Static/Dynamic: N/A</p>   | N/A   |

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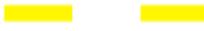
**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <b>METOC.AMPHC.WTH.FG.SHWPTH</b><br><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>FOG<br>FOG - SHALLOW PATCHES<br><br>Hierarchy: 3.1.6.14.1<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Yellow     | <br><br><br><br>WAS-WSFGPSP----       |
| <b>METOC.AMPHC.WTH.FG.SHWCCTS</b><br><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>FOG<br>FOG - SHALLOW CONTINUOUS<br><br>Hierarchy: 3.1.6.14.2<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Yellow | <br><br><br><br>WAS-WSFGCSP---- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC  | METOC GRAPHIC   |
|--|---|
| <b>METOC.AMPHC.WTH.FG.PTHY</b><br><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>FOG<br>FOG - PATCHY<br><br>Hierarchy: 3.1.6.14.3<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Yellow        | <br><br><br><br>WAS-WSFGP-P----<br><br><br><br><br><br>WAS-WSFGSVP----<br><br> |
| <b>METOC.AMPHC.WTH.FG.SKYVSB</b><br><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>FOG<br>FOG - SKY VISIBLE<br><br>Hierarchy: 3.1.6.14.4<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Yellow | <br><br><br><br>WAS-WSFGSVP----<br><br>   |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC   | METOC GRAPHIC   |
|---|---|
| <b>METOC.AMPHC.WTH.FG.SKYOBD</b><br><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>FOG<br>FOG - SKY OBSCURED<br><br>Hierarchy: 3.1.6.14.5<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.<br><br><u>Static/Dynamic:</u> S                                 | <br><br>WAS-WSFGSOP----<br><br><br><br>WAS-WSFGFVP----<br><br> |
| <b>METOC.AMPHC.WTH.FG.FZSV</b><br><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>FOG<br>FOG - FREEZING, SKY VISIBLE<br><br>Hierarchy: 3.1.6.14.6<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.<br><br><u>Static/Dynamic:</u> S<br><br><u>Color:</u> Red |   |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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## APPENDIX C

TABLE C-III. METOC symbols - Continued.

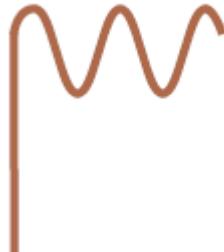
| GRAPHIC   | METOC GRAPHIC   |
|---|---|
| <p><b>METOC.AMPHC.WTH.FG.FZSNV</b></p> <p>METOC<br/>ATMOSPHERIC<br/>WEATHER SYMBOLS<br/>FOG<br/>FOG - FREEZING, SKY NOT VISIBLE</p> <p>Hierarchy: 3.1.6.14.7</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Red</p> |    |
| <p><b>METOC.AMPHC.WTH.MIST</b></p> <p>METOC<br/>ATMOSPHERIC<br/>WEATHER SYMBOLS<br/>MIST</p> <p>Hierarchy: 3.1.6.15</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Yellow</p>                                       |   |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <p><b>METOC.AMPHC.WTH.FU</b></p> <p>METOC<br/>ATMOSPHERIC<br/>WEATHER SYMBOLS<br/>SMOKE</p> <p>Hierarchy: 3.1.6.16</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Brown</p> |  <p>WAS-WSFU--P----</p>   |
| <p><b>METOC.AMPHC.WTH.HZ</b></p> <p>METOC<br/>ATMOSPHERIC<br/>WEATHER SYMBOLS<br/>HAZE</p> <p>Hierarchy: 3.1.6.17</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Brown</p>  |  <p>WAS-WSHZ--P----</p> |
| <p><b>METOC.AMPHC.WTH.DT/SD</b></p> <p>METOC<br/>ATMOSPHERIC<br/>WEATHER SYMBOLS<br/>DUST OR SAND</p> <p>Hierarchy: 3.1.6.18</p> <p>Static/Dynamic:</p>   | <p>N/A</p>   |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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APPENDIX C

TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC   |
|---|---|
| <b>METOC.AMPHC.WTH.DT/SD.LITMOD</b><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>DUST OR SAND<br>DUST/SAND STORM - LIGHT TO MODERATE<br><br>Hierarchy: 3.1.6.18.1<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Brown | <br>WAS-WSDLMP----<br><br><br>WAS-WSDSS-P---- |
| <b>METOC.AMPHC.WTH.DT/SD.SVR</b><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>DUST OR SAND<br>DUST/SAND STORM - SEVERE<br><br>Hierarchy: 3.1.6.18.2<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Brown               |   |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <b>METOC.AMPHC.WTH.DT/SD.DTDVL</b><br><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>DUST OR SAND<br>DUST DEVIL<br><br>Hierarchy: 3.1.6.18.3<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Brown            | <br><br>WAS-WSDD--P----<br><br><br><br>WAS-WSDB--P----<br><br>N/A |
| <b>METOC.AMPHC.WTH.DT/SD.BLDTSD</b><br><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>DUST OR SAND<br>BLOWING DUST OR SAND<br><br>Hierarchy: 3.1.6.18.4<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Brown |  |
| <b>METOC.AMPHC.WTH.TPLSYS</b><br><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>TROPICAL STORM SYSTEMS<br><br>Hierarchy: 3.1.6.19<br><br>Static/Dynamic: N/A   |  |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <p><b>METOC.AMPHC.WTH.TPLSYS.TROPDN</b></p> <p>METOC<br/>ATMOSPHERIC<br/>WEATHER SYMBOLS<br/>TROPICAL STORM SYSTEMS<br/>TROPICAL DEPRESSION</p> <p>Hierarchy: 3.1.6.19.1</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Red, Purple or Black</p> <p>Red or Purple - Current and Forecast Position<br/>Black - Past Position</p> <p>Note: Although not part of the graphic symbol, past, current, and forecast storm positions can be connected with a line. Lines connecting past positions are black, and lines connecting current and forecast positions are red or purple. The connecting lines require a minimum of two anchor points to define the line.</p>  | <br>WAS-WSTSD-P----   |
| <p><b>METOC.AMPHC.WTH.TPLSYS.TROPSM</b></p> <p>METOC<br/>ATMOSPHERIC<br/>WEATHER SYMBOLS<br/>TROPICAL STORM SYSTEMS<br/>TROPICAL STORM</p> <p>Hierarchy: 3.1.6.19.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. Fins angle outward from the center towards the right in the Northern Hemisphere and towards the left in the Southern Hemisphere. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Red, Purple or Black</p> <p>Red or Purple - Current and Forecast Position<br/>Black - Past Position</p> <p>Note: Although not part of the graphic symbol, past, current, and forecast storm positions can be connected with a line. Lines connecting past positions are black, and lines connecting current and forecast positions are red or purple. The connecting lines require a minimum of two anchor points to define the line.</p> | <br>WAS-WSTSS-P---- |

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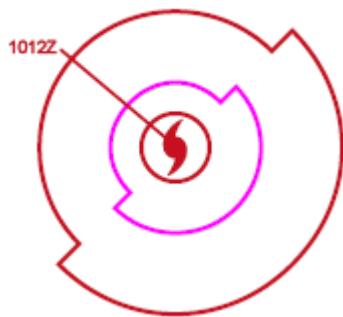
TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <p><b>METOC.AMPHC.WTH.TPLSYS.HC</b></p> <p>METOC<br/>ATMOSPHERIC<br/>WEATHER SYMBOLS<br/>TROPICAL STORM SYSTEMS<br/>HURRICANE/TYphoon</p> <p>Hierarchy: 3.1.6.19.3</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. Fins angle outward from the center towards the right in the Northern Hemisphere and towards the left in the Southern Hemisphere. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Red, Purple or Black</p> <p>Red or Purple - Current and Forecast Position<br/>Black - Past Position</p> <p>Note: Although not part of the graphic symbol, past, current, and forecast storm positions can be connected with a line. Lines connecting past positions are black, and lines connecting current and forecast positions are red or purple. The connecting lines require a minimum of two anchor points to define the line.</p> | <br>WAS-WSTSH-P---- |

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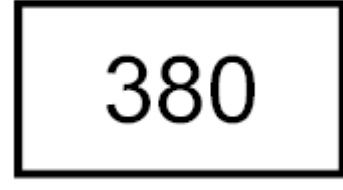
**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <b>METOC.AMPHC.WTH.TPLSYS.TSWADL</b><br><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>TROPICAL STORM SYSTEMS<br>TROPICAL STORM WIND AREAS AND DATE/TIME LABELS<br><br>Hierarchy: 3.1.6.19.4<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires at least three anchor points to define the area of dangerous winds around the storm. Add as many points as necessary to accurately reflect the size and shape of the area. The date/time label requires one anchor point and the line connecting it to the storm requires a minimum of two anchor points to define the line. The first two digits define the day of the month and the second two digits define the hour of the day in UTC (e.g., 1012Z). Each past, current, and forecast storm position may have a date/time label.<br><br>2. Size/Shape. The area of the dangerous winds is determined by the anchor points. The points are connected with a solid line.<br><br>3. Orientation. The date/time label is operator oriented on either side of the storm as shown in the example. The label should be movable and scalable within the area.<br><br>Static/Dynamic: D<br><br>Color: Red/Purple/Black<br><br>Red - Outermost area of winds = 34 knots<br>Purple - Second area of winds = 50 knots [=64 knots Atlantic only]<br>Red or Black - Innermost area of winds = 100 knots<br><br><u>Note: US Navy ship avoidance areas can be depicted using 3.1.7.10.</u> | <br>WA-DWSTSWA--A--   |
| <b>METOC.AMPHC.WTH.VOLERN</b><br><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>VOLCANIC ERUPTION<br><br>Hierarchy: 3.1.6.20<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br><br>2. Size/Shape. Not applicable.<br><br>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. When used, the following information should be included at the side of the chart: volcanic eruption symbol, name and international number of volcano (if known), latitude/longitude, date and time of the first eruption (if known), and "Check SIGMETs and NOTAM or ASHTAM for volcanic ash."<br><br>Static/Dynamic: S<br><br>Color: Black   | <br>WAS-WSVE--P---- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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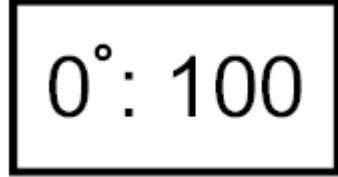
TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC   |
|---|---|
| <b>METOC.AMPHC.WTH.VOLERN.VOLASH</b><br><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>VOLCANIC ERUPTION<br>VOLCANIC ASH<br><br>Hierarchy: 3.1.6.20.1<br><br><u>Parameters:</u><br><ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol><br>Static/Dynamic: S<br><br>Color: Black or Brown   | <br><br>WAS-WSVA--P----<br><br><br><br>WAS-WST-LVP----<br><br> |
| <b>METOC.AMPHC.WTH.TROPLV</b><br><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>TROPOPAUSE LEVEL<br><br>Hierarchy: 3.1.6.21<br><br><u>Parameters:</u><br><ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. The tropopause height above mean sea level is included within the graphic.</li> </ol><br>Static/Dynamic: S<br><br>Color: Black |   |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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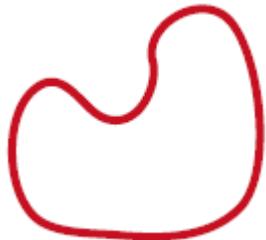
**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC   | METOC GRAPHIC   |
|---|---|
| <b>METOC.AMPHC.WTH.FZLVL</b><br><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>FREEZING LEVEL                               | <br><br>Hierarchy: 3.1.6.22<br><br><u>Parameters:</u><br><ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. The height of the freezing level above mean sea level is included within the graphic.</li> </ol><br>Static/Dynamic: S<br><br>Color: Black |
| <b>METOC.AMPHC.WTH.POUTAI</b><br><br>METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>PRECIPITATION OF UNKNOWN TYPE AND INTENSITY | <br><br>Hierarchy: 3.1.6.23<br><br><u>Parameters:</u><br><ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol><br>Static/Dynamic: S<br><br>Color: Green   |
| <b>METOC.AMPHC.BDAWTH</b><br><br>METOC<br>ATMOSPHERIC<br>BOUNDED AREAS OF WEATHER   | <br><br>Hierarchy: 3.1.7<br><br>Static/Dynamic: N/A<br><br>(Note: Shapes are examples only)  |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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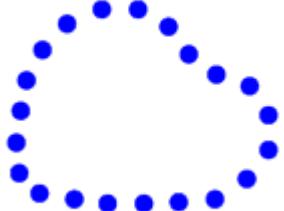
**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <p><b>METOC.AMPHC.BDAWTH.IFR</b></p> <p>METOC<br/>ATMOSPHERIC<br/>BOUNDED AREAS OF WEATHER<br/>INSTRUMENT FLIGHT RULE (IFR)</p> <p>Hierarchy: 3.1.7.1</p> <p>(Ceiling/visibility values are operator-defined depending on the branch of military service and/or type of aircraft operations.)</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. 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 size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Red</p> <p>Note: Although weather symbols are not part of the graphic area, the weather symbol causing IFR conditions can be included within the area for presentation. Symbols should be movable and scalable within the area.</p>  | <br>WA-DBAIF----A--   |
| <p><b>METOC.AMPHC.BDAWTH.MVFR</b></p> <p>METOC<br/>ATMOSPHERIC<br/>BOUNDED AREAS OF WEATHER<br/>MARGINAL VISUAL FLIGHT RULE (MVFR)</p> <p>Hierarchy: 3.1.7.2</p> <p>(Ceiling/visibility values greater than IFR and less than VFR. Ceiling/visibility values are operator-defined depending on the branch of military service and/or type of aircraft operations.)</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. 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 size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a scalloped line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Blue</p> <p>Note: Although weather symbols are not part of the graphic area, the weather symbol causing MVFR conditions can be included within the area for presentation. Symbols should be movable and scalable within the area.</p> | <br>WA-DBAMV----A-- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC   | METOC GRAPHIC   |
|---|---|
| <b>METOC.AMPHC.BDAWTH.TRB</b><br><br>METOC<br>ATMOSPHERIC<br>BOUNDED AREAS OF WEATHER<br>TURBULENCE<br><br>Hierarchy: 3.1.7.3<br><br><u>Parameters:</u><br><ol style="list-style-type: none"> <li>1. 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 size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a dotted line.</li> <li>3. Orientation. Not applicable.</li> </ol><br>Static/Dynamic: D<br><br>Color: Blue<br><br>Note: Although turbulence symbols and text are not part of the graphic area, the symbol indicating turbulence intensity along with the base and top in hundreds of feet above mean sea level can be included within the area for presentation. Symbols and text should be movable and scalable within the area.   | <br><br>WA-DBATB----A--  |
| <b>METOC.AMPHC.BDAWTH.ICG</b><br><br>METOC<br>ATMOSPHERIC<br>BOUNDED AREAS OF WEATHER<br>ICING<br><br>Hierarchy: 3.1.7.4<br><br><u>Parameters:</u><br><ol style="list-style-type: none"> <li>1. 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 size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a dashed line having a short line oriented perpendicular to each dash.</li> <li>3. Orientation. Not applicable.</li> </ol><br>Static/Dynamic: D<br><br>Color: Brown<br><br>Note: Although icing symbols and text are not part of the graphic area, the symbol indicating icing intensity along with the base and top in hundreds of feet above mean sea level can be included within the area for presentation. Symbols and text should be movable and scalable within the area. | <br><br>WA-DBAI----A-- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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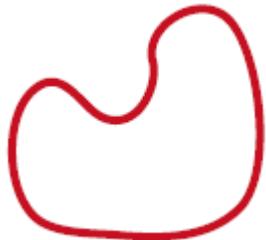
**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <b>METOC.AMPHC.BDAWTH.LPNCI</b><br><br>METOC<br>ATMOSPHERIC<br>BOUNDED AREAS OF WEATHER<br>LIQUID PRECIPITATION - NON-CONVECTIVE CONTINUOUS OR<br>INTERMITTENT<br><br>Hierarchy: 3.1.7.5<br><br><u>Parameters:</u><br><ol style="list-style-type: none"> <li>1. 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 size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol><br>Static/Dynamic: D<br><br>Color: Green<br><br>Note: Although weather symbols are not part of the graphic area, the symbol(s) indicating non-convective liquid precipitation type can be included within the area for presentation. <u>Symbols should be movable and scalable within the area.</u>   | <br><br>WA-DBALPNC--A--   |
| <b>METOC.AMPHC.BDAWTH.LPNCI.LPC</b><br><br>METOC<br>ATMOSPHERIC<br>BOUNDED AREAS OF WEATHER<br>LIQUID PRECIPITATION - NON-CONVECTIVE CONTINUOUS OR<br>INTERMITTENT<br>LIQUID PRECIPITATION - CONVECTIVE<br><br>Hierarchy: 3.1.7.5.1<br><br><u>Parameters:</u><br><ol style="list-style-type: none"> <li>1. 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 size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with an alternating long and short dashed line.</li> <li>3. Orientation. Not applicable.</li> </ol><br>Static/Dynamic: D<br><br>Color: Green<br><br>Note: Although weather symbols are not part of the graphic area, the symbol(s) indicating convective liquid precipitation type can be included within the area for presentation. <u>Symbols should be movable and scalable within the area.</u> | <br><br>WA-DBALPC---A-- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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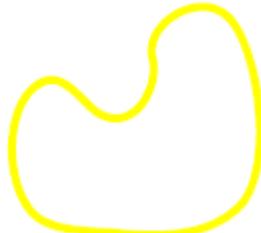
**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC  | METOC GRAPHIC   |
|--|---|
| <p><b>METOC.AMPHC.BDAWTH.FZPPN</b></p> <p>METOC<br/>ATMOSPHERIC<br/>BOUNDED AREAS OF WEATHER<br/>FREEZING/FROZEN PRECIPITATION</p> <p>Hierarchy: 3.1.7.6</p> <p>Areas of freezing/frozen precipitation should not be displayed with areas of IFR conditions.</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. 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 size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Red</p> <p>Note: Although weather symbols are not part of the graphic area, the symbol(s) indicating freezing/frozen precipitation type can be included within the area for presentation. Symbols should be movable and scalable within the area.</p> | <br>WA-DBAFP----A--  |
| <p><b>METOC.AMPHC.BDAWTH.TS</b></p> <p>METOC<br/>ATMOSPHERIC<br/>BOUNDED AREAS OF WEATHER<br/>THUNDERSTORMS</p> <p>Hierarchy: 3.1.7.7</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. 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 size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with an alternating long and short dashed line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Red</p> <p>Note: Although weather symbols and text are not part of the graphic area, the symbol indicating thunderstorm type along with the maximum top in hundreds of feet above mean sea level can be included within the area for presentation. Symbols and text should be movable and scalable within the area.</p>                         | <br>WA-DBAT----A-- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <b>METOC.AMPHC.BDAWTH.FG</b><br><br>METOC<br>ATMOSPHERIC<br>BOUNDED AREAS OF WEATHER<br>FOG<br><br>Hierarchy: 3.1.7.8<br><br><u>Parameters:</u><br><ol style="list-style-type: none"> <li>1. 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 size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol><br>Static/Dynamic: D<br><br>Color: Yellow<br><br>Note: Although weather symbols are not part of the graphic area, the symbol indicating fog type can be included within the area for presentation. Symbols should be movable and scalable within the area.                     | <br><br>WA-DBAFG----A--   |
| <b>METOC.AMPHC.BDAWTH.DT/SD</b><br><br>METOC<br>ATMOSPHERIC<br>BOUNDED AREAS OF WEATHER<br>DUST OR SAND<br><br>Hierarchy: 3.1.7.9<br><br><u>Parameters:</u><br><ol style="list-style-type: none"> <li>1. 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 size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol><br>Static/Dynamic: D<br><br>Color: Brown<br><br>Note: Although weather symbols are not part of the graphic area, the symbol indicating dust or sand type can be included within the area for presentation. Symbols should be movable and scalable within the area. | <br><br>WA-DBAD-----A-- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <b>METOC.AMPHC.BDAWTH.ODFF</b><br>METOC<br>ATMOSPHERIC<br>BOUNDED AREAS OF WEATHER<br>OPERATOR-DEFINED FREEFORM<br><br>Hierarchy: 3.1.7.10<br><br>(Used to designate areas of specific weather phenomenon as determined by the operator.)<br><br><u>Parameters:</u><br><ol style="list-style-type: none"> <li>1. 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 size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid or dashed line as determined by the operator. The operator may depict the area color filled with no outer boundary line.</li> <li>3. Orientation. Not applicable.</li> </ol><br>Static/Dynamic: D<br><br>Color: Operator Defined<br><br>Note: Although weather symbols and text are not part of the graphic area, the symbol indicating the specific phenomenon and text modifiers can be included within the area for presentation. Symbols and text should be movable and scalable within the area. | <br>WA-DBAFF----A--<br><br><br>WA-DBAFF----A--<br> |
| <b>METOC.AMPHC.ISP</b><br>METOC<br>ATMOSPHERIC<br>ISOPLETHS<br><br>Hierarchy: 3.1.8<br><br>Static/Dynamic: N/A  | N/A  |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <b>METOC.AMPHC.ISP.ISB</b><br><br>METOC<br>ATMOSPHERIC<br>ISOPLETHS<br>ISOBAR - SURFACE<br><br>Hierarchy: 3.1.8.1<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.<br><br>2. Size/Shape. Size/Shape. The points are typically connected with a solid curved/wavy line. The curvature and amplitude of the waves of the line are operator defined.<br><br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D<br><br>Color: Black<br><br>Note: Used on surface analyses. Although not part of the graphic, numerical values of the isopleth can be placed along the line for presentation. | <br><br>WA-DIPIB---L---   |
| <b>METOC.AMPHC.ISP.CTUR</b><br><br>METOC<br>ATMOSPHERIC<br>ISOPLETHS<br>CONTOUR - UPPER AIR<br><br>Hierarchy: 3.1.8.2<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.<br><br>2. Size/Shape. The points are typically connected with a solid curved/wavy line. The curvature and amplitude of the waves of the line are operator defined.<br><br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D<br><br>Color: Black<br><br>Note: Used on upper air analyses. Although not part of the graphic, numerical values of the isopleth can be placed along the line for presentation.       | <br><br>WA-DIPCO---L--- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <b>METOC.AMPHC.ISP.IST</b><br><br>METOC<br>ATMOSPHERIC<br>ISOPLETHS<br>ISOTHERM<br><br>Hierarchy: 3.1.8.3<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.<br><br>2. Size/Shape. The points are typically connected with a dashed curved/wavy line. The curvature and amplitude of the waves of the line are operator defined.<br><br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D<br><br>Color: Red<br><br>Note: Although not part of the graphic, numerical values of the isopleth can be placed along the line for presentation.   | <br><br>WA-DIPIS---L---   |
| <b>METOC.AMPHC.ISP.ISH</b><br><br>METOC<br>ATMOSPHERIC<br>ISOPLETHS<br>ISOTACH<br><br>Hierarchy: 3.1.8.4<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.<br><br>2. Size/Shape. The points are typically connected with a dashed curved/wavy line. The curvature and amplitude of the waves of the line are operator defined.<br><br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D<br><br>Color: Purple<br><br>Note: Although not part of the graphic, numerical values of the isopleth can be placed along the line for presentation. | <br><br>WA-DIPIT---L--- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <b>METOC.AMPHC.ISP.ISD</b><br><br>METOC<br>ATMOSPHERIC<br>ISOPLETHS<br>ISODROSOTHERM<br><br>Hierarchy: 3.1.8.5<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.<br><br>2. Size/Shape. The points are typically connected with a solid curved/wavy line. The curvature and amplitude of the waves of the line are operator defined.<br><br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D<br><br>Color: Green<br><br>Note: Although not part of the graphic, numerical values of the isopleth can be placed along the line for presentation.   | <br><br>WA-DIPID---L---   |
| <b>METOC.AMPHC.ISP.THK</b><br><br>METOC<br>ATMOSPHERIC<br>ISOPLETHS<br>THICKNESS<br><br>Hierarchy: 3.1.8.6<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.<br><br>2. Size/Shape. The points are typically connected with a dashed curved/wavy line. The curvature and amplitude of the waves of the line are operator defined.<br><br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D<br><br>Color: Red<br><br>Note: If used with isotherms, color can be changed to differentiate. Although not part of the graphic, numerical values of the isopleth can be placed along the line for presentation. | <br><br>WA-DIPTH---L--- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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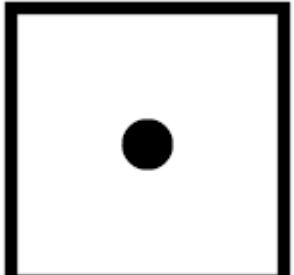
**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <b>METOC.AMPHC.ISP.ODFF</b><br><br>METOC<br>ATMOSPHERIC<br>ISOPLETHS<br>OPERATOR-DEFINED FREEFORM<br><br>Hierarchy: 3.1.8.7<br><br>(Used to isopleth areas of specific weather parameters as determined by the operator.)<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.<br><br>2. Size/Shape. The points are typically connected with a solid or dashed straight, curved, or wavy line. The curvature and amplitude of the waves of the line are operator defined.<br><br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D<br><br>Color: Operator Defined<br><br>Note: Although not part of the graphic, numerical values of the isopleth and short text can be placed along the line for presentation. | <br><br>WA-DIPFF---L--- |
| <b>METOC.AMPHC.STOG</b><br><br>METOC<br>ATMOSPHERIC<br>STATE OF THE GROUND<br><br>Hierarchy: 3.1.9<br><br>Static/Dynamic: N/A  | N/A  |
| <b>METOC.AMPHC.STOG.WOSMIC</b><br><br>METOC<br>ATMOSPHERIC<br>STATE OF THE GROUND<br>WITHOUT SNOW OR MEASURABLE ICE COVER<br><br>Hierarchy: 3.1.9.1<br><br>Static/Dynamic: N/A   | N/A  |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**TABLE C-III. METOC symbols - Continued.**

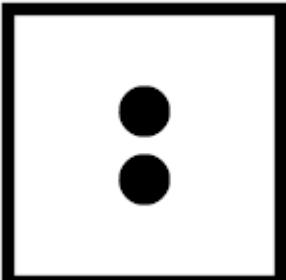
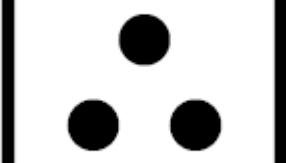
| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <b>METOC.AMPHC.STOG.WOSMIC.SUFDRY</b><br><br>METOC<br>ATMOSPHERIC<br>STATE OF THE GROUND<br>WITHOUT SNOW OR MEASURABLE ICE COVER<br>SURFACE DRY WITHOUT CRACKS OR APPRECIABLE DUST OR<br>LOOSE SAND<br><br>Hierarchy: 3.1.9.1.1<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br><br>2. Size/Shape. Not applicable.<br><br>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Black | <br><br>WAS-GND-NCP----   |
| <b>METOC.AMPHC.STOG.WOSMIC.SUFMST</b><br><br>METOC<br>ATMOSPHERIC<br>STATE OF THE GROUND<br>WITHOUT SNOW OR MEASURABLE ICE COVER<br>SURFACE MOIST<br><br>Hierarchy: 3.1.9.1.2<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br><br>2. Size/Shape. Not applicable.<br><br>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Black   | <br><br>WAS-GNM---P---- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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TABLE C-III. METOC symbols - Continued.

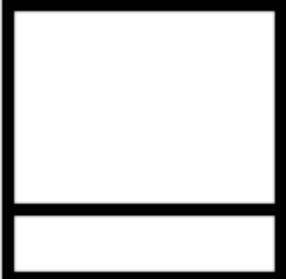
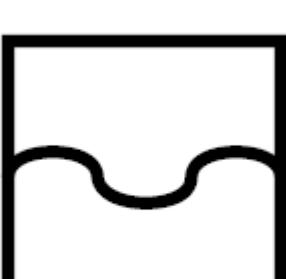
| GRAPHIC  | METOC GRAPHIC   |
|--|---|
| <p><b>METOC.AMPHC.STOG.WOSMIC.SUFWET</b></p> <p>METOC<br/>ATMOSPHERIC<br/>STATE OF THE GROUND<br/>WITHOUT SNOW OR MEASURABLE ICE COVER<br/>SURFACE WET, STANDING WATER IN SMALL OR LARGE POOLS</p> <p>Hierarchy: 3.1.9.1.3</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p> |    |
| <p><b>METOC.AMPHC.STOG.WOSMIC.SUFFLD</b></p> <p>METOC<br/>ATMOSPHERIC<br/>STATE OF THE GROUND<br/>WITHOUT SNOW OR MEASURABLE ICE COVER<br/>SURFACE FLOODED</p> <p>Hierarchy: 3.1.9.1.4</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>                                     |  |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <p><b>METOC.AMPHC.STOG.WOSMIC.SUFFZN</b></p> <p>METOC<br/>ATMOSPHERIC<br/>STATE OF THE GROUND<br/>WITHOUT SNOW OR MEASURABLE ICE COVER<br/>SURFACE FROZEN</p> <p>Hierarchy: 3.1.9.1.5</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>             |   |
| <p><b>METOC.AMPHC.STOG.WOSMIC.GLZGRD</b></p> <p>METOC<br/>ATMOSPHERIC<br/>STATE OF THE GROUND<br/>WITHOUT SNOW OR MEASURABLE ICE COVER<br/>GLAZE (THIN ICE) ON GROUND</p> <p>Hierarchy: 3.1.9.1.6</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p> |  |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <p><b>METOC.AMPHC.STOG.WOSMIC.LDNGC</b></p> <p>METOC<br/>ATMOSPHERIC<br/>STATE OF THE GROUND<br/>WITHOUT SNOW OR MEASURABLE ICE COVER<br/>LOOSE DRY DUST OR SAND NOT COVERING GROUND<br/>COMPLETELY</p> <p>Hierarchy: 3.1.9.1.7</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>   |  <p>WAS-GNLDN-P----</p>   |
| <p><b>METOC.AMPHC.STOG.WOSMIC.TLDCGC</b></p> <p>METOC<br/>ATMOSPHERIC<br/>STATE OF THE GROUND<br/>WITHOUT SNOW OR MEASURABLE ICE COVER<br/>THIN LOOSE DRY DUST OR SAND COVERING GROUND<br/>COMPLETELY</p> <p>Hierarchy: 3.1.9.1.8</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p> |  <p>WAS-GNLDTCP----</p> |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**APPENDIX C**

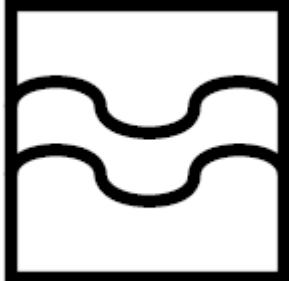
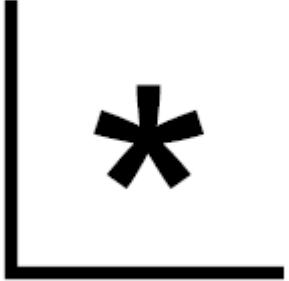
**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <b>METOC.AMPHC.STOG.WOSMIC.MLDCGC</b><br><br>METOC<br>ATMOSPHERIC<br>STATE OF THE GROUND<br>WITHOUT SNOW OR MEASURABLE ICE COVER<br>MODERATE/THICK LOOSE DRY DUST OR SAND COVERING<br>GROUND COMPLETELY<br><br>Hierarchy: 3.1.9.1.9<br><br><u>Parameters:</u><br><ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol><br>Static/Dynamic: S<br><br>Color: Black | <br><br>WAS-GNLDMCP----   |
| <b>METOC.AMPHC.STOG.WOSMIC.EXTDWC</b><br><br>METOC<br>ATMOSPHERIC<br>STATE OF THE GROUND<br>WITHOUT SNOW OR MEASURABLE ICE COVER<br>EXTREMELY DRY WITH CRACKS<br><br>Hierarchy: 3.1.9.1.10<br><br><u>Parameters:</u><br><ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol><br>Static/Dynamic: S<br><br>Color: Black  | <br><br>WAS-GNDEWCP---- |
| <b>METOC.AMPHC.STOG.WSMIC</b><br><br>METOC<br>ATMOSPHERIC<br>STATE OF THE GROUND<br>WITH SNOW OR MEASURABLE ICE COVER<br><br>Hierarchy: 3.1.9.2<br><br>Static/Dynamic: N/A   | N/A  |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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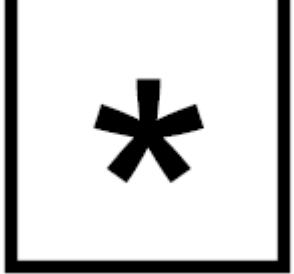
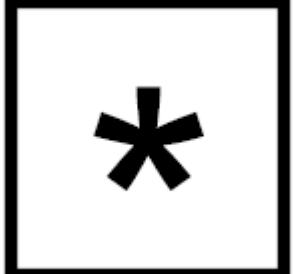
**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <b>METOC.AMPHC.STOG.WSMIC.PDMIC</b><br><br>METOC<br>ATMOSPHERIC<br>STATE OF THE GROUND<br>WITH SNOW OR MEASURABLE ICE COVER<br>PREDOMINATELY ICE COVERED<br><br>Hierarchy: 3.1.9.2.1<br><br><u>Parameters:</u><br><ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol><br>Static/Dynamic: S<br><br>Color: Black   | <br><br>WAS-GSI--P----    |
| <b>METOC.AMPHC.STOG.WSMIC.CWSNLH</b><br><br>METOC<br>ATMOSPHERIC<br>STATE OF THE GROUND<br>WITH SNOW OR MEASURABLE ICE COVER<br>COMPACT OR WET SNOW (WITH OR WITHOUT ICE) COVERING<br>LESS THAN ONE-HALF OF GROUND<br><br>Hierarchy: 3.1.9.2.2<br><br><u>Parameters:</u><br><ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol><br>Static/Dynamic: S<br><br>Color: Black | <br><br>WAS-GSSCL-P---- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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APPENDIX C

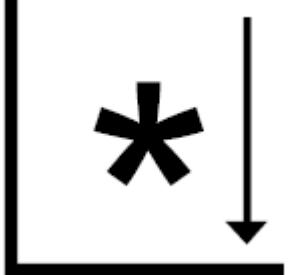
TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <p><b>METOC.AMPHC.STOG.WSMIC.CSNALH</b></p> <p>METOC<br/>ATMOSPHERIC<br/>STATE OF THE GROUND<br/>WITH SNOW OR MEASURABLE ICE COVER<br/>COMPACT OR WET SNOW (WITH OR WITHOUT ICE) COVERING AT LEAST ONE-HALF GROUND, BUT GROUND NOT COMPLETELY COVERED</p> <p>Hierarchy: 3.1.9.2.3</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p> |  <p>WAS-GSSCH-P----</p>   |
| <p><b>METOC.AMPHC.STOG.WSMIC.ELCSCG</b></p> <p>METOC<br/>ATMOSPHERIC<br/>STATE OF THE GROUND<br/>WITH SNOW OR MEASURABLE ICE COVER<br/>EVEN LAYER OF COMPACT OR WET SNOW COVERING GROUND COMPLETELY</p> <p>Hierarchy: 3.1.9.2.4</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>   |  <p>WAS-GSSCCEP----</p> |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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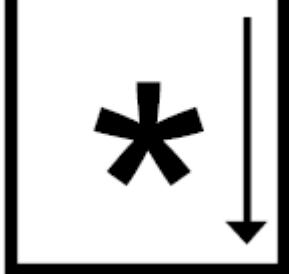
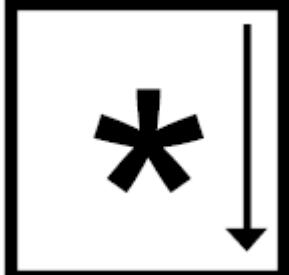
TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <p><b>METOC.AMPHC.STOG.WSMIC.ULCSCG</b></p> <p>METOC<br/>ATMOSPHERIC<br/>STATE OF THE GROUND<br/>WITH SNOW OR MEASURABLE ICE COVER<br/>UNEVEN LAYER OF COMPACT OR WET SNOW COVERING<br/>GROUND COMPLETELY</p> <p>Hierarchy: 3.1.9.2.5</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p> |  <p>WAS-GSSCCUP----</p>   |
| <p><b>METOC.AMPHC.STOG.WSMIC.LDSNLH</b></p> <p>METOC<br/>ATMOSPHERIC<br/>STATE OF THE GROUND<br/>WITH SNOW OR MEASURABLE ICE COVER<br/>LOOSE DRY SNOW COVERING LESS THAN ONE-HALF OF GROUND</p> <p>Hierarchy: 3.1.9.2.6</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>               |  <p>WAS-GSSLL-P----</p> |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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APPENDIX C

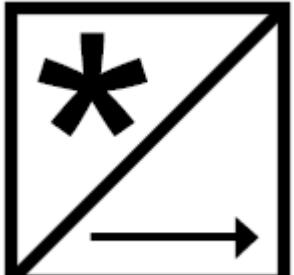
TABLE C-III. METOC symbols - Continued.

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <p><b>METOC.AMPHC.STOG.WSMIC.LDSALH</b></p> <p>METOC<br/>ATMOSPHERIC<br/>STATE OF THE GROUND<br/>WITH SNOW OR MEASURABLE ICE COVER<br/>LOOSE DRY SNOW COVERING AT LEAST ONE-HALF GROUND,<br/>BUT GROUND NOT COMPLETELY COVERED</p> <p>Hierarchy: 3.1.9.2.7</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p> |  <p>WAS-GSSLH-P----</p>   |
| <p><b>METOC.AMPHC.STOG.WSMIC.ELDSCG</b></p> <p>METOC<br/>ATMOSPHERIC<br/>STATE OF THE GROUND<br/>WITH SNOW OR MEASURABLE ICE COVER<br/>EVEN LAYER OF LOOSE DRY SNOW COVERING GROUND<br/>COMPLETELY</p> <p>Hierarchy: 3.1.9.2.8</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>                             |  <p>WAS-GSSLCEP----</p> |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <b>METOC.AMPHC.STOG.WSMIC.ULDSCG</b><br><br>METOC<br>ATMOSPHERIC<br>STATE OF THE GROUND<br>WITH SNOW OR MEASURABLE ICE COVER<br>UNEVEN LAYER OF LOOSE DRY SNOW COVERING GROUND<br>COMPLETELY<br><br>Hierarchy: 3.1.9.2.9<br><br><u>Parameters:</u><br><ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol><br>Static/Dynamic: S<br><br>Color: Black | <br><br>WAS-GSSLCUP----   |
| <b>METOC.AMPHC.STOG.WSMIC.SCGC</b><br><br>METOC<br>ATMOSPHERIC<br>STATE OF THE GROUND<br>WITH SNOW OR MEASURABLE ICE COVER<br>SNOW COVERING GROUND COMPLETELY; DEEP DRIFTS<br><br>Hierarchy: 3.1.9.2.10<br><br><u>Parameters:</u><br><ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol><br>Static/Dynamic: S<br><br>Color: Black                  | <br><br>WAS-GSSDC-P---- |
| <b>METOC.OCA</b><br><br>METOC<br>OCEANIC<br><br>Hierarchy: 3.2<br><br>Static/Dynamic: N/A   | N/A  |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC  | METOC GRAPHIC   |
|--|---|
| <b>METOC.OCA.ISYS</b><br><br>METOC<br>OCEANIC<br>ICE SYSTEMS<br><br>Hierarchy: 3.2.1<br><br>Static/Dynamic: N/A  | <br><br><br><br><br>N/A   |
| <b>METOC.OCA.ISYS.IB</b><br><br>METOC<br>OCEANIC<br>ICE SYSTEMS<br>ICEBERGS<br><br>Hierarchy: 3.2.1.1<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br><br>2. Size/Shape. Not applicable.<br><br>3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Black  | <br><br><br><br><br>WOS-IB---P---    |
| <b>METOC.OCA.ISYS.IB.MNY</b><br><br>METOC<br>OCEANIC<br>ICE SYSTEMS<br>ICEBERGS<br>MANY ICEBERGS<br><br>Hierarchy: 3.2.1.1.1<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br><br>2. Size/Shape. Not applicable.<br><br>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Black | <br><br><br><br><br>WOS-IBM---P--- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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## APPENDIX C

TABLE C-III. METOC symbols - Continued.

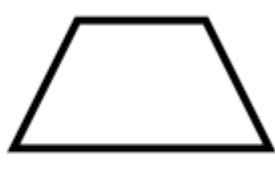
| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <p><b>METOC.OCA.ISYS.IB.BAS</b></p> <p>METOC<br/>OCEANIC<br/>ICE SYSTEMS<br/>  ICEBERGS<br/>    BELTS AND STRIPS</p> <p>Hierarchy: 3.2.1.1.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p> | <br>WOS-IBBS--P----   |
| <p><b>METOC.OCA.ISYS.IB.GNL</b></p> <p>METOC<br/>OCEANIC<br/>ICE SYSTEMS<br/>  ICEBERGS<br/>    ICEBERG - GENERAL</p> <p>Hierarchy: 3.2.1.1.3</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>                        | <br>WOS-IBG---P---- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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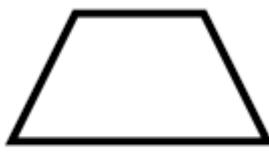
TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <p><b>METOC.OCA.ISYS.IB.MNYGNL</b></p> <p>METOC<br/>OCEANIC<br/>ICE SYSTEMS<br/>ICEBERGS<br/>MANY ICEBERGS - GENERAL</p> <p>Hierarchy: 3.2.1.1.4</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>       |  <p>WOS-IBMG--P----</p>   |
| <p><b>METOC.OCA.ISYS.IB.BB</b></p> <p>METOC<br/>OCEANIC<br/>ICE SYSTEMS<br/>ICEBERGS<br/>BERGY BIT</p> <p>Hierarchy: 3.2.1.1.5</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p> |  <p>WOS-IBBB--P----</p> |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <b>METOC.OCA.ISYS.IB.MNYBB</b><br><br>METOC<br>OCEANIC<br>ICE SYSTEMS<br>ICEBERGS<br>MANY BERGY BITS<br><br>Hierarchy: 3.2.1.1.6<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Black | <br><br>WOS-IBBBM-P----   |
| <b>METOC.OCA.ISYS.IB.GWL</b><br><br>METOC<br>OCEANIC<br>ICE SYSTEMS<br>ICEBERGS<br>GROWLER<br><br>Hierarchy: 3.2.1.1.7<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Black           | <br><br>WOS-IBGL--P---- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**TABLE C-III. METOC symbols - Continued.**

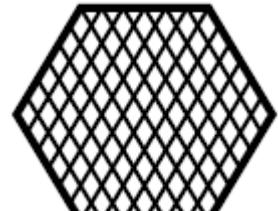
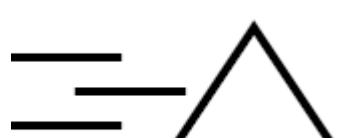
| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <b>METOC.OCA.ISYS.IB.MNYGWL</b><br><br>METOC<br>OCEANIC<br>ICE SYSTEMS<br>ICEBERGS<br>MANY GROWLERS  | <br><br>WOS-IBGLM-P----   |
| Hierarchy: 3.2.1.1.8<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br><br>2. Size/Shape. Not applicable.<br><br>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Black                       |  |
| <b>METOC.OCA.ISYS.IB.FBG</b><br><br>METOC<br>OCEANIC<br>ICE SYSTEMS<br>ICEBERGS<br>FLOEBERG  | <br><br>WOS-IBF---P---- |
| Hierarchy: 3.2.1.1.9<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br><br>2. Size/Shape. Not applicable.<br><br>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Black Top with White Bottom |  |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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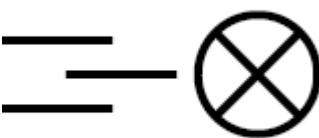
TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC   |
|---|---|
| <b>METOC.OCA.ISYS.IB.II</b>   |   |
| METOC   |   |
| OCEANIC   |   |
| ICE SYSTEMS   |   |
| ICEBERGS  |   |
| ICE ISLAND  |   |
| Hierarchy: 3.2.1.1.10   |   |
| <u>Parameters:</u>  |   |
| 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.                        |   |
| 2. Size/Shape. Not applicable.  |   |
| 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. |   |
| Static/Dynamic: S   |   |
| Color: White Hexagon/Black Hatches  |   |
| <b>METOC.OCA.ISYS.ICN</b>   |   |
| METOC   |   |
| OCEANIC   |   |
| ICE SYSTEMS   |   |
| ICE CONCENTRATION   |   |
| Hierarchy: 3.2.1.2  |   |
| Static/Dynamic: N/A   |   |
| <b>METOC.OCA.ISYS.ICN.BW</b>  |   |
| METOC   |   |
| OCEANIC   |   |
| ICE SYSTEMS   |   |
| ICE CONCENTRATION   |   |
| BERGY WATER   |   |
| Hierarchy: 3.2.1.2.1  |   |
| <u>Parameters:</u>  |   |
| 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.                        |   |
| 2. Size/Shape. Not applicable.  |   |
| 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location. |   |
| Static/Dynamic: S   |   |
| Color: Black  |   |
|   |    |
|   | WOS-IBII--P----   |
|   |  |
|   | WOS-ICWB--P----   |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <b>METOC.OCA.ISYS.ICN.WWRT</b><br><br>METOC<br>OCEANIC<br>ICE SYSTEMS<br>ICE CONCENTRATION<br>WATER WITH RADAR TARGETS<br><br>Hierarchy: 3.2.1.2.2<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Black | <br><br>WOS-ICWR--P----   |
| <b>METOC.OCA.ISYS.ICN.IF</b><br><br>METOC<br>OCEANIC<br>ICE SYSTEMS<br>ICE CONCENTRATION<br>ICE FREE<br><br>Hierarchy: 3.2.1.2.3<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Black                   | <br><br>WOS-ICIF--P---- |
| <b>METOC.OCA.ISYS.DYNPRO</b><br><br>METOC<br>OCEANIC<br>ICE SYSTEMS<br>DYNAMIC PROCESSES<br><br>Hierarchy: 3.2.1.3<br><br>Static/Dynamic: N/A  | N/A  |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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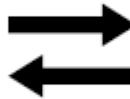
**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <p><b>METOC.OCA.ISYS.DYNPRO.CNG</b></p> <p>METOC<br/>OCEANIC<br/>ICE SYSTEMS<br/>DYNAMIC PROCESSES<br/>CONVERGENCE</p> <p>Hierarchy: 3.2.1.3.1</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p> | <br><br><br><br><br><p>WOS-IDC---P---</p>   |
| <p><b>METOC.OCA.ISYS.DYNPRO.DVG</b></p> <p>METOC<br/>OCEANIC<br/>ICE SYSTEMS<br/>DYNAMIC PROCESSES<br/>DIVERGENCE</p> <p>Hierarchy: 3.2.1.3.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>  | <br><br><br><br><br><p>WOS-IDD---P---</p> |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <b>METOC.OCA.ISYS.DYNPRO.SHAZ</b><br><br>METOC<br>OCEANIC<br>ICE SYSTEMS<br>DYNAMIC PROCESSES<br>SHEARING OR SHEAR ZONE<br><br>Hierarchy: 3.2.1.3.3<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Black                                    | <br><br>WOS-IDS---P---<br><br> |
| <b>METOC.OCA.ISYS.DYNPRO.ID</b><br><br>METOC<br>OCEANIC<br>ICE SYSTEMS<br>DYNAMIC PROCESSES<br>ICE DRIFT (DIRECTION)<br><br>Hierarchy: 3.2.1.3.4<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.<br>2. Size/Shape. The points are typically connected with a straight line with an arrow<br>3. Orientation. The orientation of the graphic points in the direction of the ice drift.<br><br>Static/Dynamic: S<br><br>Color: Black | <br><br>WO-DIDID---L---<br><br>   |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <b>METOC.OCA.ISYS.SI</b><br><br>METOC<br>OCEANIC<br>ICE SYSTEMS<br>SEA ICE<br><br>Hierarchy: 3.2.1.4<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Black   | <br><br>WOS-II----P----   |
| <b>METOC.OCA.ISYS.SLITOBS</b><br><br>METOC<br>OCEANIC<br>ICE SYSTEMS<br>SEA ICE<br>ICE THICKNESS (OBSERVED)<br><br>Hierarchy: 3.2.1.4.1<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Box with Black Outline | <br><br>WOS-IITM--P---- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <b>METOC.OCA.ISYS.SLITEST</b><br><br>METOC<br>OCEANIC<br>ICE SYSTEMS<br>SEA ICE<br>ICE THICKNESS (ESTIMATED)<br><br>Hierarchy: 3.2.1.4.2<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br><br>2. Size/Shape. Not applicable.<br><br>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Box with Black Dashed Line | <br><br><b>WOS-IITE--P---</b>   |
| <b>METOC.OCA.ISYS.SI.MPOFI</b><br><br>METOC<br>OCEANIC<br>ICE SYSTEMS<br>SEA ICE<br>MELT PUDDLES OR FLOODED ICE<br><br>Hierarchy: 3.2.1.4.3<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br><br>2. Size/Shape. Not applicable.<br><br>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Black                   | <br><br><b>WOS-IIP---P---</b> |
| <b>METOC.OCA.ISYS.LMT</b><br><br>METOC<br>OCEANIC<br>ICE SYSTEMS<br>LIMITS<br><br>Hierarchy: 3.2.1.5<br><br>Static/Dynamic: N/A   | N/A  |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <b>METOC.OCA.ISYS.LMT.LOVO</b><br><br>METOC<br>OCEANIC<br>ICE SYSTEMS<br><u>LIMITS</u><br><u>LIMIT OF VISUAL OBSERVATION</u><br><br>Hierarchy: 3.2.1.5.1<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.<br><br>2. Size/Shape. The points are typically connected with a series of ovals.<br><br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D<br><br>Color: Black  | <br><br>WO-DILOV---L---   |
| <b>METOC.OCA.ISYS.LMT.LOU</b><br><br>METOC<br>OCEANIC<br>ICE SYSTEMS<br><u>LIMITS</u><br><u>LIMIT OF UNDERCAST</u><br><br>Hierarchy: 3.2.1.5.2<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.<br><br>2. Size/Shape. The points are typically connected with a series of wave-like shapes.<br><br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D<br><br>Color: Black | <br><br>WO-DILUC---L--- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <b>METOC.OCA.ISYS.LMT.LORO</b><br><br>METOC<br>OCEANIC<br>ICE SYSTEMS<br>LIMITS<br>LIMIT OF RADAR OBSERVATION<br><br>Hierarchy: 3.2.1.5.3<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.<br><br>2. Size/Shape. The points are typically connected with a series of a oval followed by an X.<br><br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D<br><br>Color: Black                                    | <br><br>WO-DILOR--L---    |
| <b>METOC.OCA.ISYS.LMT.OIEOB</b><br><br>METOC<br>OCEANIC<br>ICE SYSTEMS<br>LIMITS<br>OBSERVED ICE EDGE OR BOUNDARY<br><br>Hierarchy: 3.2.1.5.4<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.<br><br>2. Size/Shape. The points are typically connected with a solid curved line. The curvature of the line is operator defined.<br><br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D<br><br>Color: Black | <br><br>WO-DILIEO--L--- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <b>METOC.OCA.ISYS.LMT.EIEOB</b><br><br>METOC<br>OCEANIC<br>ICE SYSTEMS<br>LIMITS<br>ESTIMATED ICE EDGE OR BOUNDARY<br><br>Hierarchy: 3.2.1.5.5<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.<br><br>2. Size/Shape. The points are typically connected with a dashed curved line. The curvature of the line is operator defined.<br><br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D<br><br>Color: Black                                 | <br><br>WO-DILIEE--L---   |
| <b>METOC.OCA.ISYS.LMT.IEOBFR</b><br><br>METOC<br>OCEANIC<br>ICE SYSTEMS<br>LIMITS<br>ICE EDGE OR BOUNDARY FROM RADAR<br><br>Hierarchy: 3.2.1.5.6<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.<br><br>2. Size/Shape. The points are typically connected with a curved line with Xs spaced evenly along the line. The curvature of the line is operator defined.<br><br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: S<br><br>Color: Black | <br><br>WO-DILIER--L--- |
| <b>METOC.OCA.ISYS.OITI</b><br><br>METOC<br>OCEANIC<br>ICE SYSTEMS<br>OPENINGS IN THE ICE<br><br>Hierarchy: 3.2.1.6<br><br>Static/Dynamic: N/A  | N/A  |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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APPENDIX C

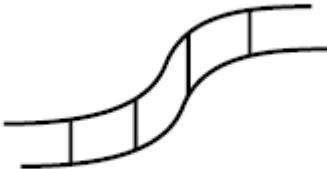
TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <b>METOC.OCA.ISYS.OITL.CRK</b><br><br>METOC<br>OCEANIC<br>ICE SYSTEMS<br>OPENINGS IN THE ICE<br>CRACKS<br><br>Hierarchy: 3.2.1.6.1<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.<br><br>2. Size/Shape. The points are typically connected with a curved line. The curvature of the line is operator defined.<br><br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D<br><br>Color: Black   | <br><br>WO-DIOC---L---    |
| <b>METOC.OCA.ISYS.OITL.CRKASL</b><br><br>METOC<br>OCEANIC<br>ICE SYSTEMS<br>OPENINGS IN THE ICE<br>CRACKS AT A SPECIFIC LOCATION<br><br>Hierarchy: 3.2.1.6.2<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.<br><br>2. Size/Shape. The points are typically connected with a curved line with perpendicular lines spaced evenly along the line. The curvature of the line is operator defined.<br><br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D<br><br>Color: Black | <br><br>WO-DIOCS---L--- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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APPENDIX C

TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <b>METOC.OCA.ISYS.OITL.LED</b><br><br>METOC<br>OCEANIC<br>ICE SYSTEMS<br>OPENINGS IN THE ICE<br>LEAD<br><br>Hierarchy: 3.2.1.6.3<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.<br>2. Size/Shape. The points are typically connected with parallel curved lines. The curvature of the line is operator defined.<br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D<br><br>Color: Black   | <br>WO-DIOL---L---    |
| <b>METOC.OCA.ISYS.OITL.FZLED</b><br><br>METOC<br>OCEANIC<br>ICE SYSTEMS<br>OPENINGS IN THE ICE<br>FROZEN LEAD<br><br>Hierarchy: 3.2.1.6.4<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.<br>2. Size/Shape. The points are typically connected with parallel curved lines connected by vertical lines spaced evenly along the line. The curvature of the line is operator defined.<br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D<br><br>Color: Black | <br>WO-DIOLF---L--- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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## APPENDIX C

TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC   |
|---|---|
| <p><b>METOC.OCA.ISYS.SC</b></p> <p>METOC<br/>OCEANIC<br/>ICE SYSTEMS<br/>SNOW COVER</p> <p>Hierarchy: 3.2.1.7</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Black</p>                                       |  <p>WOS-ISC---P----</p>  |
| <p><b>METOC.OCA.ISYS.SC.SWO</b></p> <p>METOC<br/>OCEANIC<br/>ICE SYSTEMS<br/>SNOW COVER<br/>SASTRUGI (WITH ORIENTATION)</p> <p>Hierarchy: 3.2.1.7.1</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Black</p> |  <p>WOS-ISS---P----</p> |
| <p><b>METOC.OCA.ISYS.TOPFTR</b></p> <p>METOC<br/>OCEANIC<br/>ICE SYSTEMS<br/>TOPOGRAPHICAL FEATURES</p> <p>Hierarchy: 3.2.1.8</p> <p>Static/Dynamic: N/A</p>  | <p>N/A</p>  |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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APPENDIX C

TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <b>METOC.OCA.ISYS.TOPFTR.HUM</b><br><br>METOC<br>OCEANIC<br>ICE SYSTEMS<br>TOPOGRAPHICAL FEATURES<br>RIDGES OR HUMMOCKS<br><br>Hierarchy: 3.2.1.8.1<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Black | <br><br>WOS-ITRH--P----   |
| <b>METOC.OCA.ISYS.TOPFTR.RFTG</b><br><br>METOC<br>OCEANIC<br>ICE SYSTEMS<br>TOPOGRAPHICAL FEATURES<br>RAFTING<br><br>Hierarchy: 3.2.1.8.2<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Black           | <br><br>WOS-ITR---P---- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC   |
|---|---|
| <b>METOC.OCA.ISYS.TOPFTR.JBB</b><br><br>METOC<br>OCEANIC<br>ICE SYSTEMS<br>TOPOGRAPHICAL FEATURES<br>JAMMED BRASH BARRIER<br><br>Hierarchy: 3.2.1.8.3<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.<br><br>Static/Dynamic: D<br><br>Color: Black | <br><br>WOS-ITBB--P--- |
| <b>METOC.OCA.HYDGRY</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br><br>Hierarchy: 3.2.2<br><br>Static/Dynamic: N/A   | N/A   |
| <b>METOC.OCA.HYDGRY.DPH</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>DEPTH<br><br>Hierarchy: 3.2.2.1<br><br>Static/Dynamic: N/A  | N/A   |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <b>METOC.OCA.HYDGRY.DPH.SNDG</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>DEPTH<br>SOUNDINGS<br><br>Hierarchy: 3.2.2.1.1<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Grey   | <br><br>WOS-HDS---P---    |
| <b>METOC.OCA.HYDGRY.DPH.CRV</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>DEPTH<br>DEPTH CURVE<br><br>Hierarchy: 3.2.2.1.2<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.<br>2. Size/Shape. The points are typically connected with a solid curved line. The curvature of the line is operator defined.<br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D<br><br>Color: Grey Thin Solid Line | <br><br>WO-DHDDL---L--- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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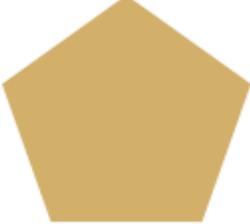
TABLE C-III. METOC symbols - Continued.

| GRAPHIC  | METOC GRAPHIC   |
|--|---|
| <b>METOC.OCA.HYDGRY.DPH.CTUR</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>DEPTH<br>DEPTH CONTOUR  |   |
| Hierarchy: 3.2.2.1.3<br><br><u>Parameters:</u>   |   |
| <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a solid curved line. The curvature of the line is operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> | <br><br>Static/Dynamic: D<br><br>Color: Grey Thin Solid Line   |
| <b>METOC.OCA.HYDGRY.DPH.ARA</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>DEPTH<br>DEPTH AREA  | <br><br>Hierarchy: 3.2.2.1.4<br><br><u>Parameters:</u>       |
| <ol style="list-style-type: none"> <li>1. 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 size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol>                 | <br><br>Static/Dynamic: D<br><br>Color: Blue/Pale Blue/White |
| <b>METOC.OCA.HYDGRY.CSTHYD</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>COASTAL HYDROGRAPHY   | <br><br>Hierarchy: 3.2.2.2<br><br>Static/Dynamic: N/A   |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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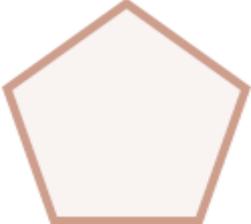
**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC   | METOC GRAPHIC   |
|---|---|
| <b>METOC.OCA.HYDGRY.CSTHYD.CSTLN</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>COASTAL HYDROGRAPHY<br>COASTLINE<br><br>Hierarchy: 3.2.2.2.1<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.<br><br>2. Size/Shape. The points are typically connected with a solid curved line. The curvature of the line is operator defined.<br><br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D<br><br>Color: Gray thin solid line | <br><br>WO-DHCC---L---   |
| <b>METOC.OCA.HYDGRY.CSTHYD.ISND</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>COASTAL HYDROGRAPHY<br>ISLAND<br><br>Hierarchy: 3.2.2.2.2<br><br><u>Parameters:</u><br><br>1. 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 size and shape of the area.<br><br>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D<br><br>Color: Brown solid fill                         | <br><br>WO-DHCI----A-- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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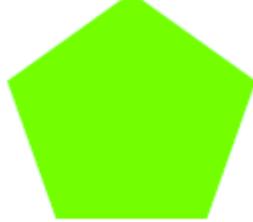
**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <b>METOC.OCA.HYDGRY.CSTHYD.BEH</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>COASTAL HYDROGRAPHY<br>BEACH<br><br>Hierarchy: 3.2.2.3<br><br><u>Parameters:</u><br><ol style="list-style-type: none"> <li>1. 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 size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol><br>Static/Dynamic: D<br><br>Color: Beige outline and stipple fill  | <br><br>WO-DHCB-----A--   |
| <b>METOC.OCA.HYDGRY.CSTHYD.H2O</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>COASTAL HYDROGRAPHY<br>WATER<br><br>Hierarchy: 3.2.2.4<br><br><u>Parameters:</u><br><ol style="list-style-type: none"> <li>1. 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 size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol><br>Static/Dynamic: D<br><br>Color: White fill<br><br>Gray dashed line shown for representation purpose only. | <br><br>WO-DHCW-----A-- |
| <b>METOC.OCA.HYDGRY.CSTHYD.FSH1</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>COASTAL HYDROGRAPHY<br>FORESHORE<br><br>Hierarchy: 3.2.2.5<br><br>Static/Dynamic: N/A  | N/A  |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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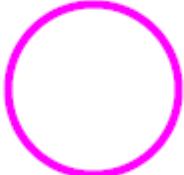
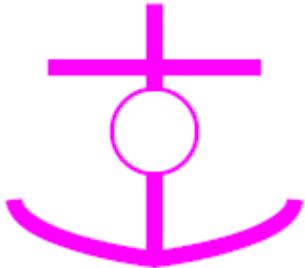
**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC   | METOC GRAPHIC   |
|---|---|
| <b>METOC.OCA.HYDGRY.CSTHYD.FSH1.FSH2</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>COASTAL HYDROGRAPHY<br>FORESHORE<br>FORESHORE<br><br>Hierarchy: 3.2.2.2.5.1<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.<br><br>2. Size/Shape. Not applicable.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D<br><br>Color: Yellow-green solid line   | <br><br>WO-DHCF---L---   |
| <b>METOC.OCA.HYDGRY.CSTHYD.FSH1.FSH3</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>COASTAL HYDROGRAPHY<br>FORESHORE<br>FORESHORE<br><br>Hierarchy: 3.2.2.2.5.2<br><br><u>Parameters:</u><br><br>1. 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 size and shape of the area.<br><br>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D<br><br>Color: Yellow-green solid fill | <br><br>WO-DHCF----A-- |
| <b>METOC.OCA.HYDGRY.PRTHBR</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>PORTS AND HARBORS<br><br>Hierarchy: 3.2.2.3<br><br>Static/Dynamic: N/A   | N/A   |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <b>METOC.OCA.HYDGRY.PRTHBR.PRT</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>PORTS AND HARBORS<br>PORTS<br><br>Hierarchy: 3.2.2.3.1<br><br>Static/Dynamic: N/A  | N/A  |
| <b>METOC.OCA.HYDGRY.PRTHBR.PRT.BRHSO</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>PORTS AND HARBORS<br>PORTS<br>BERTHS (ONSHORE)<br><br>Hierarchy: 3.2.2.3.1.1<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br><br>2. Size/Shape. Not applicable.<br><br>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Magenta small circle          | <br><br>WOS-HPB-O-P----   |
| <b>METOC.OCA.HYDGRY.PRTHBR.PRT.BRHSA</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>PORTS AND HARBORS<br>PORTS<br>BERTHS (ANCHOR)<br><br>Hierarchy: 3.2.2.3.1.2<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br><br>2. Size/Shape. Not applicable.<br><br>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Magenta anchor w/ small circle | <br><br>WOS-HPB-A-P---- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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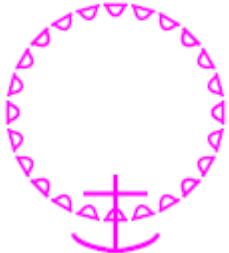
TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <b>METOC.OCA.HYDGRY.PRTHBR.PRT.ANCRG1</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>PORTS AND HARBORS<br>PORTS<br>ANCHORAGE<br><br>Hierarchy: 3.2.2.3.1.3<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br><br>2. Size/Shape. Not applicable.<br><br>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Magenta anchor  | <b>METOC GRAPHIC</b><br><br>WOS-HPBA--P----<br><br><br>WO-DHPBA---L--- |
| <b>METOC.OCA.HYDGRY.PRTHBR.PRT.ANCRG2</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>PORTS AND HARBORS<br>PORTS<br>ANCHORAGE<br><br>Hierarchy: 3.2.2.3.1.4<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.<br><br>2. Size/Shape. The points are typically connected with a chevron line and anchor symbol. The curvature of the line is operator defined.<br><br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D<br><br>Color: Magenta<br><br>Magenta dash/chevron line w/ anchor symbol |  |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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TABLE C-III. METOC symbols - Continued.

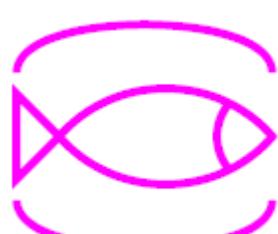
| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <p><b>METOC.OCA.HYDGRY.PRTHBR.PRT.ANCRG3</b></p> <p>METOC<br/>OCEANIC<br/>HYDROGRAPHY<br/>PORTS AND HARBORS<br/>PORTS<br/>ANCHORAGE</p> <p>Hierarchy: 3.2.2.3.1.5</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a chevron line and anchor symbol.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Magenta</p> <p>Magenta dash/chevron outline w/ anchor</p> |  <p>WO-DHPBA----A--</p>   |
| <p><b>METOC.OCA.HYDGRY.PRTHBR.PRT.CIP</b></p> <p>METOC<br/>OCEANIC<br/>HYDROGRAPHY<br/>PORTS AND HARBORS<br/>PORTS<br/>CALL IN POINT</p> <p>Hierarchy: 3.2.2.3.1.6</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Magenta circled w/ two cones</p>  |  <p>WOS-HPCP--P----</p> |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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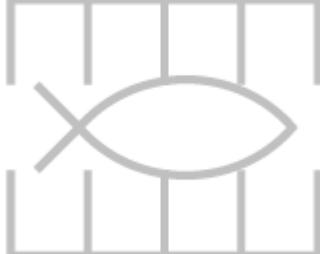
TABLE C-III. METOC symbols - Continued.

| GRAPHIC  | METOC GRAPHIC   |
|--|---|
| <b>METOC.OCA.HYDGRY.PRTHBR.PRT.PWQ</b><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>PORTS AND HARBORS<br>PORTS<br>PIER/WHARF/QUAY   |   |
| Hierarchy: 3.2.2.3.1.7   |   |
| <u>Parameters:</u>   |   |
| <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a solid curved line. The curvature of the line is operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> | WO-DHPBP---L---   |
| <u>Static/Dynamic:</u> D   |   |
| <u>Color:</u> Gray thin solid line   |   |
| <b>METOC.OCA.HYDGRY.PRTHBR.FSG</b><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>PORTS AND HARBORS<br>FISHING  | N/A   |
| Hierarchy: 3.2.2.3.2   |   |
| <u>Static/Dynamic:</u> N/A   |   |
| <b>METOC.OCA.HYDGRY.PRTHBR.FSG.FSGHBR</b><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>PORTS AND HARBORS<br>FISHING<br>FISHING HARBOR   |   |
| Hierarchy: 3.2.2.3.2.1   |   |
| <u>Parameters:</u>   |   |
| <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol>  |  |
| <u>Static/Dynamic:</u> S   |   |
| <u>Color:</u> Magenta  |   |
| <u>Magenta fish w/ arcs above and below</u>  | WOS-HPFH--P----   |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <p><b>METOC.OCA.HYDGRY.PRTHBR.FSG.FSTK1</b></p> <p>METOC<br/>OCEANIC<br/>HYDROGRAPHY<br/>PORTS AND HARBORS<br/>FISHING<br/>FISH STAKES/TRAPS/WEIRS</p> <p>Hierarchy: 3.2.2.3.2.2</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Gray fish inside net</p> |  <p>WOS-HPFS--P----</p>   |
| <p><b>METOC.OCA.HYDGRY.PRTHBR.FSG.FSTK2</b></p> <p>METOC<br/>OCEANIC<br/>HYDROGRAPHY<br/>PORTS AND HARBORS<br/>FISHING<br/>FISH STAKES</p> <p>Hierarchy: 3.2.2.3.2.3</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Gray L compound line style</p>       |  <p>WOS-HPFS---L---</p> |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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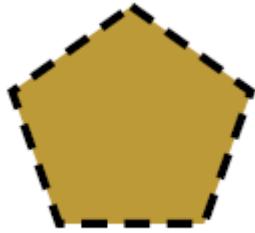
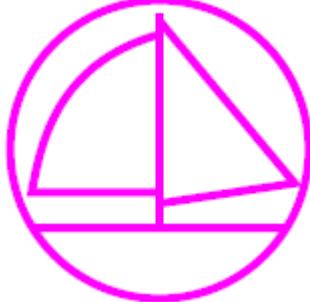
TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC   |
|---|---|
| <p><b>METOC.OCA.HYDGRY.PRTHBR.FSG.FSTK3</b></p> <p>METOC<br/>OCEANIC<br/>HYDROGRAPHY<br/>PORTS AND HARBORS<br/>FISHING<br/>FISH STAKES/TRAPS/WEIRS</p> <p>Hierarchy: 3.2.2.3.2.4</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. 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 size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a dashed line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Gray</p> <p>Gray rectangle below angle line pattern fill dashed outline</p> |  <p>WOS-HPFF---A--</p> |
| <p><b>METOC.OCA.HYDGRY.PRTHBR.FAC</b></p> <p>METOC<br/>OCEANIC<br/>HYDROGRAPHY<br/>PORTS AND HARBORS<br/>FACILITIES</p> <p>Hierarchy: 3.2.2.3.3</p> <p>Static/Dynamic: N/A</p>  | <p>N/A</p>  |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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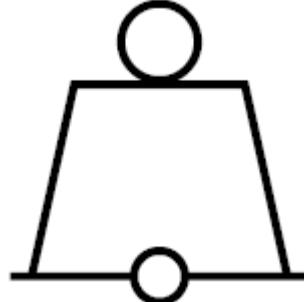
TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <p><b>METOC.OCA.HYDGRY.PRTHBR.FAC.DDCK</b></p> <p>METOC<br/>OCEANIC<br/>HYDROGRAPHY<br/>PORTS AND HARBORS<br/>FACILITIES<br/>DRYDOCK</p> <p>Hierarchy: 3.2.2.3.3.1</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. 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 size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a dashed line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Brown/Black</p> <p>Brown solid area w/ black thin outline</p> |  <p>WO-DHPMD----A--</p>   |
| <p><b>METOC.OCA.HYDGRY.PRTHBR.FAC.LNDPLC</b></p> <p>METOC<br/>OCEANIC<br/>HYDROGRAPHY<br/>PORTS AND HARBORS<br/>FACILITIES<br/>LANDING PLACE</p> <p>Hierarchy: 3.2.2.3.3.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Magenta yacht inside circle</p>   |  <p>WOS-HPML--P----</p> |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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TABLE C-III. METOC symbols - Continued.

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <p><b>METOC.OCA.HYDGRY.PRTHBR.FAC.OSLF1</b></p> <p>METOC<br/>OCEANIC<br/>HYDROGRAPHY<br/>PORTS AND HARBORS<br/>FACILITIES<br/>OFFSHORE LOADING FACILITY</p> <p>Hierarchy: 3.2.2.3.3.3</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Black installation bouy</p> |  <p>WO-DHPMO--P----</p>   |
| <p><b>METOC.OCA.HYDGRY.PRTHBR.FAC.OSLF2</b></p> <p>METOC<br/>OCEANIC<br/>HYDROGRAPHY<br/>PORTS AND HARBORS<br/>FACILITIES<br/>OFFSHORE LOADING FACILITY</p> <p>Hierarchy: 3.2.2.3.3.4</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Grey thick solid line</p>   |  <p>WO-DHPMO---L---</p> |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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TABLE C-III. METOC symbols - Continued.

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <p><b>METOC.OCA.HYDGRY.PRTHBR.FAC.OSLF3</b></p> <p>METOC<br/>OCEANIC<br/>HYDROGRAPHY<br/>PORTS AND HARBORS<br/>FACILITIES<br/>OFFSHORE LOADING FACILITY</p> <p>Hierarchy: 3.2.2.3.3.5</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. 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 size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Brown solid fill</p>           |  <p>WO-DHPMO----A--</p>   |
| <p><b>METOC.OCA.HYDGRY.PRTHBR.FAC.RAMPAW</b></p> <p>METOC<br/>OCEANIC<br/>HYDROGRAPHY<br/>PORTS AND HARBORS<br/>FACILITIES<br/>RAMP (ABOVE WATER)</p> <p>Hierarchy: 3.2.2.3.3.6</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a solid curved line. The curvature of the line is operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Black solid line</p> |  <p>WO-DHPMRA--L---</p> |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC  | METOC GRAPHIC   |
|--|---|
| <b>METOC.OCA.HYDGRY.PRTHBR.FAC.RAMPBW</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>PORTS AND HARBORS<br>FACILITIES<br>RAMP (BELOW WATER)<br><br>Hierarchy: 3.2.2.3.3.7<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.<br><br>2. Size/Shape. The points are typically connected with a solid curved line. The curvature of the line is operator defined.<br><br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D<br><br>Color: Black dashed line | <br><br>WO-DHPMRB--L---  |
| <b>METOC.OCA.HYDGRY.PRTHBR.FAC.LNDRNG</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>PORTS AND HARBORS<br>FACILITIES<br>LANDING RING<br><br>Hierarchy: 3.2.2.3.3.8<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br><br>2. Size/Shape. Not applicable.<br><br>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Dark Brown/Black<br><br>Dark Brown filled square w/ black outline          | <br><br>WOS-HPM-R-P--- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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APPENDIX C

TABLE C-III. METOC symbols - Continued.

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <p><b>METOC.OCA.HYDGRY.PRTHBR.FAC.FRYCSG</b></p> <p>METOC<br/>OCEANIC<br/>HYDROGRAPHY<br/>PORTS AND HARBORS<br/>FACILITIES<br/>FERRY CROSSING</p> <p>Hierarchy: 3.2.2.3.3.9</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Magenta</p> <p>Magenta dashed line w/ boat symbol</p>   | <br>WOS-HPM-FC-L---   |
| <p><b>METOC.OCA.HYDGRY.PRTHBR.FAC.CFCSG</b></p> <p>METOC<br/>OCEANIC<br/>HYDROGRAPHY<br/>PORTS AND HARBORS<br/>FACILITIES<br/>CABLE FERRY CROSSING</p> <p>Hierarchy: 3.2.2.3.3.10</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p> <p>Black dashed line w/ boat symbol</p> | <br>WOS-HPM-CC-L--- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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## APPENDIX C

TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <p><b>METOC.OCA.HYDGRY.PRTHBR.FAC.DOPN</b></p> <p>METOC<br/>OCEANIC<br/>HYDROGRAPHY<br/>PORTS AND HARBORS<br/>FACILITIES<br/>DOLPHIN</p> <p>Hierarchy: 3.2.2.3.3.11</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Dark Brown/Black</p> <p>Dark Brown filled square w/ black outline</p>   |  <p>WOS-HPD---P----</p>   |
| <p><b>METOC.OCA.HYDGRY.PRTHBR.SHRLNE</b></p> <p>METOC<br/>OCEANIC<br/>HYDROGRAPHY<br/>PORTS AND HARBORS<br/>SHORELINE PROTECTION</p> <p>Hierarchy: 3.2.2.3.4</p> <p>Static/Dynamic: N/A</p>   | <p>N/A</p>   |
| <p><b>METOC.OCA.HYDGRY.PRTHBR.SHRLNE.BWGJAW</b></p> <p>METOC<br/>OCEANIC<br/>HYDROGRAPHY<br/>PORTS AND HARBORS<br/>SHORELINE PROTECTION<br/>BREAKWATER/GROIN/JETTY (ABOVE WATER)</p> <p>Hierarchy: 3.2.2.3.4.1</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a solid curved line. The curvature of the line is operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Grey solid line</p> |  <p>WO-DHPSPA--L---</p> |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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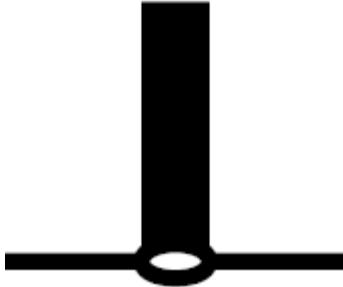
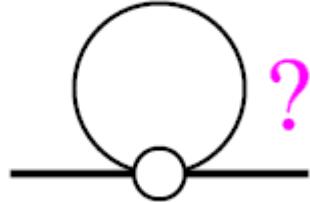
**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <b>METOC.OCA.HYDGRY.PRTHBR.SHRLNE.BWGJBW</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>PORTS AND HARBORS<br>SHORELINE PROTECTION<br>BREAKWATER/GROIN/JETTY (BELOW WATER)<br><br>Hierarchy: 3.2.2.3.4.2<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.<br><br>2. Size/Shape. The points are typically connected with a solid curved line. The curvature of the line is operator defined.<br><br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D<br><br>Color: Grey dashed line | <br><br>WO-DHPSPB--L---   |
| <b>METOC.OCA.HYDGRY.PRTHBR.SHRLNE.SW</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>PORTS AND HARBORS<br>SHORELINE PROTECTION<br>SEAWALL<br><br>Hierarchy: 3.2.2.3.4.3<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.<br><br>2. Size/Shape. The points are typically connected with a solid curved line. The curvature of the line is operator defined.<br><br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D<br><br>Color: Grey solid line                                   | <br><br>WO-DHPSPS--L--- |
| <b>METOC.OCA.HYDGRY.ATN</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>AIDS TO NAVIGATION<br><br>Hierarchy: 3.2.2.4<br><br>Static/Dynamic: N/A  | N/A  |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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APPENDIX C

TABLE C-III. METOC symbols - Continued.

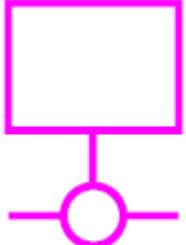
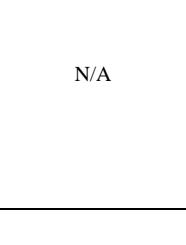
| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <p><b>METOC.OCA.HYDGRY.ATN.BCN</b></p> <p>METOC<br/>OCEANIC<br/>HYDROGRAPHY<br/>AIDS TO NAVIGATION<br/>BEACON</p> <p>Hierarchy: 3.2.2.4.1</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location, at the intersection of the upright line and the bottom line.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black beacon/buoy base</p>                      |  <p>WOS-HABA--P----</p>   |
| <p><b>METOC.OCA.HYDGRY.ATN.BUOY</b></p> <p>METOC<br/>OCEANIC<br/>HYDROGRAPHY<br/>AIDS TO NAVIGATION<br/>BUOY DEFAULT</p> <p>Hierarchy: 3.2.2.4.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location, at the center of the circle.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black/Magenta</p> <p>Black default buoy beside magenta question mark</p> |  <p>WOS-HABB--P----</p> |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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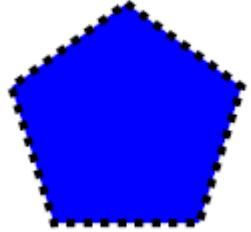
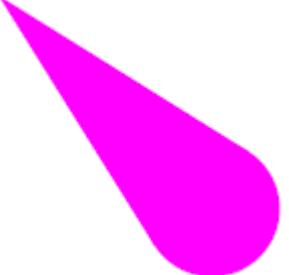
TABLE C-III. METOC symbols - Continued.

| GRAPHIC  | METOC GRAPHIC   |
|--|---|
| <p><b>METOC.OCA.HYDGRY.ATN.MRK</b></p> <p>METOC<br/>OCEANIC<br/>HYDROGRAPHY<br/>AIDS TO NAVIGATION<br/>MARKER</p> <p>Hierarchy: 3.2.2.4.3</p>  |    |
| <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> </ol> |   |
| <ol style="list-style-type: none"> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location, at the center of the circle.</li> </ol>               | <p>WOS-HABM--P----</p>  |
| <p>Static/Dynamic: S</p> <p>Color: Magenta</p> <p><u>Magenta Inverted T with Open Circle at Bottom Below Box</u></p>   |   |
| <p><b>METOC.OCA.HYDGRY.ATN.PRH1</b></p> <p>METOC<br/>OCEANIC<br/>HYDROGRAPHY<br/>AIDS TO NAVIGATION<br/>PERCHES/STAKES</p>   | <p>N/A</p>  |
| <p>Hierarchy: 3.2.2.4.4</p>  |   |
| <p>Static/Dynamic: N/A</p>   |   |
| <p><b>METOC.OCA.HYDGRY.ATN.PRH1.PRH2</b></p> <p>METOC<br/>OCEANIC<br/>HYDROGRAPHY<br/>AIDS TO NAVIGATION<br/>PERCHES/STAKES<br/>PERCHES/STAKES</p>   |  |
| <p>Hierarchy: 3.2.2.4.4.1</p>  |   |
| <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> </ol> |   |
| <ol style="list-style-type: none"> <li>3. Orientation. The graphic is operator-centered over the desired location.</li> </ol>  | <p>WOS-HABP--P----</p>  |
| <p>Static/Dynamic: S</p> <p>Color: Black Small Circle</p>  |   |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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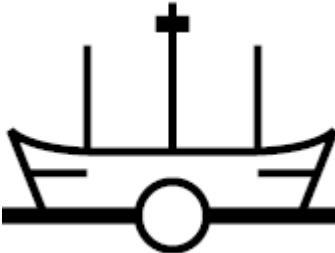
TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC   |
|---|---|
| <b>METOC.OCA.HYDGRY.ATN.PRH1.PRH3</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>AIDS TO NAVIGATION<br>PERCHES/STAKES<br>PERCHES/STAKES<br><br>Hierarchy: 3.2.2.4.4.2<br><br><u>Parameters:</u><br>1. 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 size and shape of the area.<br>2. Size/Shape. Determined by the anchor points. The points are connected with a dotted line.<br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D<br><br>Color: Blue/Black<br><br>Blue Fill with Black Dot Outline | <br>WO-DHABP---A--   |
| <b>METOC.OCA.HYDGRY.ATN.LIT</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>AIDS TO NAVIGATION<br>LIGHT<br><br>Hierarchy: 3.2.2.4.5<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Magenta flare   | <br>WOS-HAL---P--- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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APPENDIX C

TABLE C-III. METOC symbols - Continued.

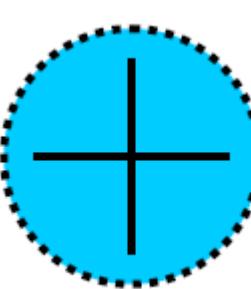
| GRAPHIC  | METOC GRAPHIC   |
|--|---|
| <p><b>METOC.OCA.HYDGRY.ATN.LDGLNE</b></p> <p>METOC<br/>OCEANIC<br/>HYDROGRAPHY<br/>AIDS TO NAVIGATION<br/>LEADING LINE</p> <p>Hierarchy: 3.2.2.4.6</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a curved line. The curvature of the line is operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Black solid to dashed line</p> | <br>WO-DHALLA--L---  |
| <p><b>METOC.OCA.HYDGRY.ATN.LITVES</b></p> <p>METOC<br/>OCEANIC<br/>HYDROGRAPHY<br/>AIDS TO NAVIGATION<br/>LIGHT VESSEL/LIGHTSHIP</p> <p>Hierarchy: 3.2.2.4.7</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black Light Vessel</p>  | <br>WOS-HALV--P--- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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## APPENDIX C

TABLE C-III. METOC symbols - Continued.

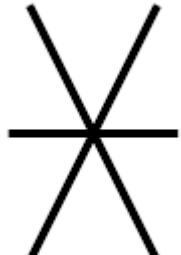
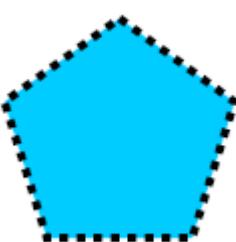
| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <p><b>METOC.OCA.HYDGRY.ATN.LITHSE</b></p> <p>METOC<br/>OCEANIC<br/>HYDROGRAPHY<br/>AIDS TO NAVIGATION<br/>Lighthouse</p> <p>Hierarchy: 3.2.2.4.8</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> |  <p>WOS-HALH--P----</p>   |
| <p><b>METOC.OCA.HYDGRY.DANHAZ</b></p> <p>METOC<br/>OCEANIC<br/>HYDROGRAPHY<br/>DANGERS/HAZARDS</p> <p>Hierarchy: 3.2.2.5</p> <p>Static/Dynamic: N/A</p>   | <p>N/A</p>   |
| <p><b>METOC.OCA.HYDGRY.DANHAZ.RCKSBM</b></p> <p>METOC<br/>OCEANIC<br/>HYDROGRAPHY<br/>DANGERS/HAZARDS<br/>ROCK SUBMERGED</p> <p>Hierarchy: 3.2.2.5.1</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p>   |  <p>WOS-HHRS--P----</p> |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC   |
|---|---|
| <b>METOC.OCA.HYDGRY.DANHAZ.RCKAWD</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>DANGERS/HAZARDS<br>ROCK AWASHED   |    |
| Hierarchy: 3.2.2.5.2  |   |
| <u>Parameters:</u>  |   |
| <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is operator-centered over the desired location.</li> </ol>   | WOS-HHRA--P----<br><br>Static/Dynamic: S  |
| Color: Black 6 point asterisk   |   |
| <b>METOC.OCA.HYDGRY.DANHAZ.UH2DAN</b>   |   |
| <br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>DANGERS/HAZARDS<br>UNDERWATER DANGER/HAZARD  |  |
| Hierarchy: 3.2.2.5.3  |   |
| <u>Parameters:</u>  |   |
| <ol style="list-style-type: none"> <li>1. 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 size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a dotted line.</li> <li>3. Orientation. Not applicable.</li> </ol> | WO-DHHD-----A--<br><br>Static/Dynamic: D  |
| Color: Blue/Black   |   |
| Blue fill w/ black dot outline  |   |
| <b>METOC.OCA.HYDGRY.DANHAZ.FLGRD1</b>   |   |
| <br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>DANGERS/HAZARDS<br>FOUL GROUND   | N/A   |
| Hierarchy: 3.2.2.5.4  |   |
| Static/Dynamic: N/A   |   |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <p><b>METOC.OCA.HYDGRY.DANHAZ.FLGRD1.FLGRD2</b></p> <p>METOC<br/>OCEANIC<br/>HYDROGRAPHY<br/>DANGERS/HAZARDS<br/>FOUL GROUND<br/>FOUL GROUND</p> <p>Hierarchy: 3.2.2.5.4.1</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Gray</p> <p>Gray pound (#) symbol</p>  | <br>WOS-HHDF--P----   |
| <p><b>METOC.OCA.HYDGRY.DANHAZ.FLGRD1.FLGRD3</b></p> <p>METOC<br/>OCEANIC<br/>HYDROGRAPHY<br/>DANGERS/HAZARDS<br/>FOUL GROUND<br/>FOUL GROUND</p> <p>Hierarchy: 3.2.2.5.4.2</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. 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 size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are pattern filled with no outside boarder.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Gray</p> <p>Gray # offset pattern fill</p> | <br>WO-DHHDF----A-- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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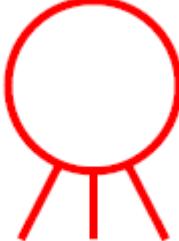
**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <b>METOC.OCA.HYDGRY.DANHAZ.KLP1</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>DANGERS/HAZARDS<br>KELP/SEAWEED<br><br>Hierarchy: 3.2.2.5.<br><br>Static/Dynamic: N/A  | N/A  |
| <b>METOC.OCA.HYDGRY.DANHAZ.KLP1.KLP2</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>DANGERS/HAZARDS<br>KELP/SEAWEED<br>KELP/SEAWEED<br><br>Hierarchy: 3.2.2.5.1<br><br><u>Parameters:</u><br><br>1. 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 size and shape of the area.<br><br>2. Size/Shape. Determined by the anchor points. The points are pattern filled with no outside boarder.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D<br><br>Color: Gray kelp symbol              | <br><br>WO-DHHDK--P----   |
| <b>METOC.OCA.HYDGRY.DANHAZ.KLP1.KLP3</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>DANGERS/HAZARDS<br>KELP/SEAWEED<br>KELP/SEAWEED<br><br>Hierarchy: 3.2.2.5.2<br><br><u>Parameters:</u><br><br>1. 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 size and shape of the area.<br><br>2. Size/Shape. Determined by the anchor points. The points are pattern filled with no outside boarder.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D<br><br>Color: Gray kelp symbol pattern fill | <br><br>WO-DHHDK----A-- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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APPENDIX C

TABLE C-III. METOC symbols - Continued.

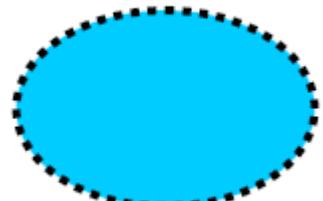
| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <b>METOC.OCA.HYDGRY.DANHAZ.MNENAV</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>DANGERS/HAZARDS<br>MINE-NAVAL<br><br>Hierarchy: 3.2.2.5.6<br><br>Static/Dynamic: N/A   | N/A  |
| <b>METOC.OCA.HYDGRY.DANHAZ.MNENAV.DBT</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>DANGERS/HAZARDS<br>MINE-NAVAL<br>MINE-NAVAL (DOUBTFUL)<br><br>Hierarchy: 3.2.2.5.6.1<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br><br>2. Size/Shape. Not applicable.<br><br>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Red<br><br>Red circle w/ 3 outside tics         | <br><br>WOS-HHDMDBP----  |
| <b>METOC.OCA.HYDGRY.DANHAZ.MNENAV.DEFN</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>DANGERS/HAZARDS<br>MINE-NAVAL<br>MINE-NAVAL (DEFINITE)<br><br>Hierarchy: 3.2.2.5.6.2<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br><br>2. Size/Shape. Not applicable.<br><br>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Red<br><br>Red filled circle w/ 3 outside tics | <br><br>WOS-HHDMDFP---- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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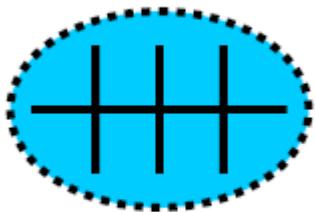
TABLE C-III. METOC symbols - Continued.

| GRAPHIC  | METOC GRAPHIC   |
|--|---|
| <b>METOC.OCA.HYDGRY.DANHAZ.SNAG</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>DANGERS/HAZARDS<br>SNAGS/STUMPS  |    |
| Hierarchy: 3.2.2.5.7   |   |
| <u>Parameters:</u>   |   |
| <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is operator-centered over the desired location.</li> </ol>  | Static/Dynamic: S<br><br>Color: Blue/Black<br><br>Blue oval w/ black dotted outline   |
| <b>METOC.OCA.HYDGRY.DANHAZ.WRK</b>   | WOS-HHDS--P----   |
| METOC<br>OCEANIC<br>HYDROGRAPHY<br>DANGERS/HAZARDS<br>WRECK  | N/A   |
| Hierarchy: 3.2.2.5.8   |   |
| Static/Dynamic: N/A  |   |
| <b>METOC.OCA.HYDGRY.DANHAZ.WRK.UCOV</b>  |   |
| METOC<br>OCEANIC<br>HYDROGRAPHY<br>DANGERS/HAZARDS<br>WRECK<br>WRECK (UNCOVERS)  |  |
| Hierarchy: 3.2.2.5.8.1   |   |
| <u>Parameters:</u>   |   |
| <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location, at the center of the circle in the middle of the straight line below the ship.</li> </ol> | Static/Dynamic: S<br><br>Color: Grey wreck symbol                                     |
|  | WOS-HHDWA-P----   |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <b>METOC.OCA.HYDGRY.DANHAZ.WRK.SBM</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>DANGERS/HAZARDS<br>WRECK<br>WRECK (SUBMERGED)<br><br>Hierarchy: 3.2.2.5.8.2<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br><br>2. Size/Shape. Not applicable.<br><br>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Blue/Black<br><br>Black horizontal bar w/ 3 ticks in blue solid oval w/ black dotted outline | <br><br>WOS-HHDWB-P----   |
| <b>METOC.OCA.HYDGRY.DANHAZ.BRKS</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>DANGERS/HAZARDS<br>BREAKERS<br><br>Hierarchy: 3.2.2.5.9<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.<br><br>2. Size/Shape. The points are typically connected with a dashed line. The curvature of the line is operator defined.<br><br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D<br><br>Color: Gray thin dashed line  | <br><br>WO-DHHDB---L--- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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APPENDIX C

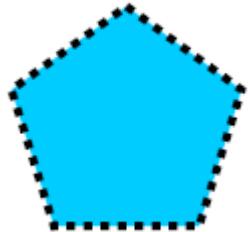
TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC   |
|---|---|
| <b>METOC.OCA.HYDGRY.DANHAZ.REEF</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>DANGERS/HAZARDS<br>REEF<br><br>Hierarchy: 3.2.2.5.10<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.<br><br>2. Size/Shape. The points are typically connected with a dashed line. The curvature of the line is operator defined.<br><br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: S<br><br>Color: Black jagged line | <br><br>WOS-HHDR--L---   |
| <b>METOC.OCA.HYDGRY.DANHAZ.EOTR</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>DANGERS/HAZARDS<br>EDDIES/OVERFALLS/TIDE RIPS<br><br>Hierarchy: 3.2.2.5.11<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br><br>2. Size/Shape. Not applicable.<br><br>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Gray wavy line                           | <br><br>WOS-HHDE--P--- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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APPENDIX C

TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <b>METOC.OCA.HYDGRY.DANHAZ.DCDH2O</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>DANGERS/HAZARDS<br>DISCOLORED WATER<br><br>Hierarchy: 3.2.2.5.12<br><br><u>Parameters:</u><br><br>1. 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 size and shape of the area.<br><br>2. Size/Shape. Determined by the anchor points. The points are connected with a dotted line.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D<br><br>Color: Blue/Black<br><br>Blue filled w/ black dot outline | <br><br>WO-DHHDD----A-- |
| <b>METOC.OCA.HYDGRY.BTMFAT</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>BOTTOM FEATURES<br><br>Hierarchy: 3.2.2.6<br><br>Static/Dynamic: N/A   | N/A  |
| <b>METOC.OCA.HYDGRY.BTMFAT.BTMCHR</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>BOTTOM FEATURES<br>BOTTOM CHARACTERISTICS<br><br>Hierarchy: 3.2.2.6.1<br><br>Static/Dynamic: N/A  | N/A  |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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## APPENDIX C

TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <p><b>METOC.OCA.HYDGRY.BTMFAT.BTMCHR.SD</b></p> <p>METOC<br/>OCEANIC<br/>HYDROGRAPHY<br/>BOTTOM FEATURES<br/>  BOTTOM CHARACTERISTICS<br/>    SAND</p> <p>Hierarchy: 3.2.2.6.1.1</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p> |                           |
| <p><b>METOC.OCA.HYDGRY.BTMFAT.BTMCHR.MUD</b></p> <p>METOC<br/>OCEANIC<br/>HYDROGRAPHY<br/>BOTTOM FEATURES<br/>  BOTTOM CHARACTERISTICS<br/>    MUD</p> <p>Hierarchy: 3.2.2.6.1.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p> |  <p>WOS-BFC-S-P----</p> |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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APPENDIX C

TABLE C-III. METOC symbols - Continued.

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <b>METOC.OCA.HYDGRY.BTMFAT.BTMCHR.CLAY</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>BOTTOM FEATURES<br>BOTTOM CHARACTERISTICS<br>CLAY<br><br>Hierarchy: 3.2.2.6.1.3<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br><br>2. Size/Shape. Not applicable.<br><br>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Black | <b>METOC GRAPHIC</b><br><br><br>WOS-BFC-CLP---- |
| <b>METOC.OCA.HYDGRY.BTMFAT.BTMCHR.SLT</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>BOTTOM FEATURES<br>BOTTOM CHARACTERISTICS<br>SILT<br><br>Hierarchy: 3.2.2.6.1.4<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br><br>2. Size/Shape. Not applicable.<br><br>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Black  | <br><br>WOS-BFC-SIP----                       |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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APPENDIX C

TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <p><b>METOC.OCA.HYDGRY.BTMFAT.BTMCHR.STNE</b></p> <p>METOC<br/>OCEANIC<br/>HYDROGRAPHY<br/>BOTTOM FEATURES<br/>  BOTTOM CHARACTERISTICS<br/>    STONES</p> <p>Hierarchy: 3.2.2.6.1.5</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p> | <p><b>METOC GRAPHIC</b></p>  <p>WOS-BFC-STP----</p> |
| <p><b>METOC.OCA.HYDGRY.BTMFAT.BTMCHR.GVL</b></p> <p>METOC<br/>OCEANIC<br/>HYDROGRAPHY<br/>BOTTOM FEATURES<br/>  BOTTOM CHARACTERISTICS<br/>    GRAVEL</p> <p>Hierarchy: 3.2.2.6.1.6</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>  |  <p>WOS-BFC-G-P----</p>                           |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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APPENDIX C

TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC   |
|---|---|
| <b>METOC.OCA.HYDGRY.BTMFAT.BTMCHR.PBL</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>BOTTOM FEATURES<br>BOTTOM CHARACTERISTICS<br>PEBBLES<br><br>Hierarchy: 3.2.2.6.1.7<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Black  | <b>P</b><br><br>WOS-BFC-P-P----<br><br>    |
| <b>METOC.OCA.HYDGRY.BTMFAT.BTMCHR.COBL</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>BOTTOM FEATURES<br>BOTTOM CHARACTERISTICS<br>COBBLES<br><br>Hierarchy: 3.2.2.6.1.8<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Black | <b>Cb</b><br><br>WOS-BFC-CBP----<br><br> |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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APPENDIX C

TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC                    |
|---|----------------------------------|
| <b>METOC.OCA.HYDGRY.BTMFAT.BTMCHR.RCK</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>BOTTOM FEATURES<br>BOTTOM CHARACTERISTICS<br>ROCK<br><br>Hierarchy: 3.2.2.6.1.9<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br><br>2. Size/Shape. Not applicable.<br><br>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Black   | <b>R</b><br><br>WOS-BFC-R-P----  |
| <b>METOC.OCA.HYDGRY.BTMFAT.BTMCHR.CRL</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>BOTTOM FEATURES<br>BOTTOM CHARACTERISTICS<br>CORAL<br><br>Hierarchy: 3.2.2.6.1.10<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br><br>2. Size/Shape. Not applicable.<br><br>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Black | <b>Co</b><br><br>WOS-BFC-COP---- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <b>METOC.OCA.HYDGRY.BTMFAT.BTMCHR.SHE</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>BOTTOM FEATURES<br>BOTTOM CHARACTERISTICS<br>SHELL<br><br>Hierarchy: 3.2.2.6.1.11<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br><br>2. Size/Shape. Not applicable.<br><br>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Black | <b>METOC GRAPHIC</b><br><br><br>WOS-BFC-SHP---- |
| <b>METOC.OCA.HYDGRY.BTMFAT.QLFYTM</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>BOTTOM FEATURES<br>QUALIFYING TERMS<br><br>Hierarchy: 3.2.2.6.2<br><br>Static/Dynamic: N/A  | N/A  |
| <b>METOC.OCA.HYDGRY.BTMFAT.QLFYTM.FNE</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>BOTTOM FEATURES<br>QUALIFYING TERMS<br>FINE<br><br>Hierarchy: 3.2.2.6.2.1<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br><br>2. Size/Shape. Not applicable.<br><br>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Black         | <br><br>WOS-BFQ-F-P----                       |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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## APPENDIX C

TABLE C-III. METOC symbols - Continued.

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <p><b>METOC.OCA.HYDGRY.BTMFAT.QLFYTM.MDM</b></p> <p>METOC<br/>OCEANIC<br/>HYDROGRAPHY<br/>BOTTOM FEATURES<br/>  QUALIFYING TERMS<br/>    MEDIUM</p> <p>Hierarchy: 3.2.2.6.2.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p> |  <p>WOS-BFQ-M-P----</p>   |
| <p><b>METOC.OCA.HYDGRY.BTMFAT.QLFYTM.CSE</b></p> <p>METOC<br/>OCEANIC<br/>HYDROGRAPHY<br/>BOTTOM FEATURES<br/>  QUALIFYING TERMS<br/>    COARSE</p> <p>Hierarchy: 3.2.2.6.2.3</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p> |  <p>WOS-BFQ-C-P----</p> |
| <p><b>METOC.OCA.HYDGRY.TDECUR</b></p> <p>METOC<br/>OCEANIC<br/>HYDROGRAPHY<br/>TIDE AND CURRENT</p> <p>Hierarchy: 3.2.2.7</p> <p>Static/Dynamic: N/A</p>   | <p>N/A</p>   |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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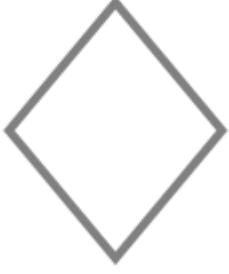
TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC    |
|---|------------------|
| <b>METOC.OCA.HYDGRY.TDECUR.H2OTRB</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>TIDE AND CURRENT<br>WATER TURBULENCE                            |                  |
| Hierarchy: 3.2.2.7.1  |                  |
| <u>Parameters:</u>  |                  |
| 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.                                |                  |
| 2. Size/Shape. Not applicable.  |                  |
| 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.         |                  |
| Static/Dynamic: S   | WOS-TCCW--P----  |
| Color: Gray wavy line   |                  |
| <b>METOC.OCA.HYDGRY.TDECUR.EBB</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>TIDE AND CURRENT<br>CURRENT FLOW - EBB                             |                  |
| Hierarchy: 3.2.2.7.2  |                  |
| <u>Parameters:</u>  |                  |
| 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. |                  |
| 2. Size/Shape. The points are typically connected with a curved line. The curvature of the line is operator defined.                            |                  |
| 3. Orientation. Orientation is determined by the anchor points.   |                  |
| Static/Dynamic: D   | WO-DTCCCCFE-L--- |
| Color: Grey arrow w/ no feather   |                  |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC  | METOC GRAPHIC   |
|--|---|
| <b>METOC.OCA.HYDGRY.TDECUR.FLOOD</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>TIDE AND CURRENT<br>CURRENT FLOW - FLOOD<br><br>Hierarchy: 3.2.2.7.3<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.<br><br>2. Size/Shape. The points are typically connected with a curved line. The curvature of the line is operator defined.<br><br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D<br><br>Color: Grey arrow w/ one feather | <br><br>WO-DTCCCFF-L---  |
| <b>METOC.OCA.HYDGRY.TDECUR.TDEDP</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>TIDE AND CURRENT<br>TIDE DATA POINT<br><br>Hierarchy: 3.2.2.7.4<br><br><u>Parameters:</u><br><br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br><br>2. Size/Shape. Not applicable.<br><br>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Gray diamond  | <br><br>WOS-TCCTD-P--- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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## APPENDIX C

TABLE C-III. METOC symbols - Continued.

| GRAPHIC  | METOC GRAPHIC   |
|--|---|
| <b>METOC.OCA.HYDGRY.TDECUR.TDEG</b><br><br>METOC<br>OCEANIC<br>HYDROGRAPHY<br>TIDE AND CURRENT<br>TIDE GAUGE   |   |
| Hierarchy: 3.2.2.7.5   |  |
| <u>Parameters:</u>   |   |
| 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br><br>2. Size/Shape. Not applicable. |   |
| 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.                | WOS-TCCTG-P----   |
| Static/Dynamic: S  |   |
| Color: Brown with Magenta  |   |
| <b>METOC.OCA.OCNGRY</b><br><br>METOC<br>OCEANIC<br>OCEANOGRAPHY  | N/A   |
| Hierarchy: 3.2.3   |   |
| Static/Dynamic: N/A  |   |
| <b>METOC.OCA.OCNGRY.BIOLUM</b><br><br>METOC<br>OCEANIC<br>OCEANOGRAPHY<br>BIOLUMINESCENCE  | N/A   |
| Hierarchy: 3.2.3.1   |   |
| Static/Dynamic: N/A  |   |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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APPENDIX C

TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <p><b>METOC.OCA.OCNGRY.BIOLUM.VDR1-2</b></p> <p>METOC<br/>OCEANIC<br/>OCEANOGRAPHY<br/>BIOLUMINESCENCE<br/>VDR LEVEL 1-2</p> <p>Hierarchy: 3.2.3.1.1</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Dark Green RGB 26:153:77</p>            |  <p>WO-DOBVA----A--</p>   |
| <p><b>METOC.OCA.OCNGRY.BIOLUM.VDR2-3</b></p> <p>METOC<br/>OCEANIC<br/>OCEANOGRAPHY<br/>BIOLUMINESCENCE<br/>VDR LEVEL 2-3</p> <p>Hierarchy: 3.2.3.1.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many point as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Light Green RGB 26:204:77</p> |  <p>WO-DOBVB----A--</p> |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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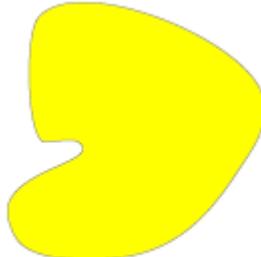
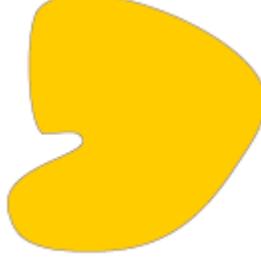
TABLE C-III. METOC symbols - Continued.

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <b>METOC.OCA.OCNGRY.BIOLUM.VDR3-4</b><br><br>METOC<br>OCEANIC<br>OCEANOGRAPHY<br>BIOLUMINESCENCE<br>VDR LEVEL 3-4<br><br>Hierarchy: 3.2.3.1.3<br><br><u>Parameters:</u><br>1. 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 size and shape of the area.<br>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.<br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D<br><br>Color: Lime Green RGB 128:255:51   | <br><br>WO-DOBVC----A--   |
| <b>METOC.OCA.OCNGRY.BIOLUM.VDR4-5</b><br><br>METOC<br>OCEANIC<br>OCEANOGRAPHY<br>BIOLUMINESCENCE<br>VDR LEVEL 4-5<br><br>Hierarchy: 3.2.3.1.4<br><br><u>Parameters:</u><br>1. 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 size and shape of the area.<br>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.<br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D<br><br>Color: Yellow-Green RGB 204:255:26 | <br><br>WO-DOBVD----A-- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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APPENDIX C

TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <b>METOC.OCA.OCNGRY.BIOLUM.VDR5-6</b><br><br>METOC<br>OCEANIC<br>OCEANOGRAPHY<br>BIOLUMINESCENCE<br>VDR LEVEL 5-6<br><br>Hierarchy: 3.2.3.1.5<br><br><u>Parameters:</u><br>1. 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 size and shape of the area.<br>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.<br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D<br><br>Color: Yellow RGB 255:255:0 | <br><br>WO-DOBVE----A--   |
| <b>METOC.OCA.OCNGRY.BIOLUM.VDR6-7</b><br><br>METOC<br>OCEANIC<br>OCEANOGRAPHY<br>BIOLUMINESCENCE<br>VDR LEVEL 6-7<br><br>Hierarchy: 3.2.3.1.6<br><br><u>Parameters:</u><br>1. 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 size and shape of the area.<br>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.<br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D<br><br>Color: Gold RGB 255:204:0   | <br><br>WO-DOBVF----A-- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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APPENDIX C

TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <p><b>METOC.OCA.OCNGRY.BIOLUM.VDR7-8</b></p> <p>METOC<br/>OCEANIC<br/>OCEANOGRAPHY<br/>BIOLUMINESCENCE<br/>VDR LEVEL 7-8</p> <p>Hierarchy: 3.2.3.1.7</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. 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 size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Light Orange RGB 255:128:0</p> | <br>WO-DOBVG----A--   |
| <p><b>METOC.OCA.OCNGRY.BIOLUM.VDR8-9</b></p> <p>METOC<br/>OCEANIC<br/>OCEANOGRAPHY<br/>BIOLUMINESCENCE<br/>VDR LEVEL 8-9</p> <p>Hierarchy: 3.2.3.1.8</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. 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 size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Dark Orange RGB 255:77:0</p>   | <br>WO-DOBVK----A-- |

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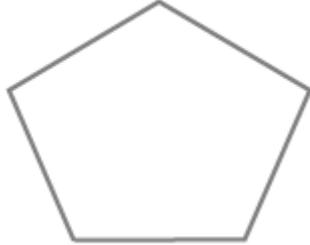
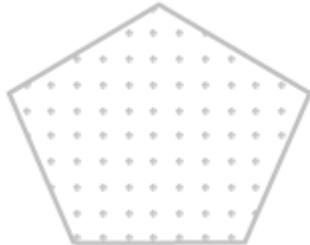
**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC   | METOC GRAPHIC   |
|---|---|
| <b>METOC.OCA.OCNGRY.BIOLUM.VDR9-0</b><br><br>METOC<br>OCEANIC<br>OCEANOGRAPHY<br>BIOLUMINESCENCE<br>VDR LEVEL 9-10<br><br>Hierarchy: 3.2.3.1.9<br><br><u>Parameters:</u><br><ol style="list-style-type: none"> <li>1. 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 size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol><br>Static/Dynamic: D<br><br>Color: Red RGB 255:0:0 | <br><br>WO-DOBVI----A--  |
| <b>METOC.OCA.OCNGRY.BEHSPE</b><br><br>METOC<br>OCEANIC<br>OCEANOGRAPHY<br>BEACH SLOPE<br><br>Hierarchy: 3.2.3.2<br><br>Static/Dynamic: N/A  | N/A   |
| <b>METOC.OCA.OCNGRY.BEHSPE.FLT</b><br><br>METOC<br>OCEANIC<br>OCEANOGRAPHY<br>BEACH SLOPE<br>FLAT<br><br>Hierarchy: 3.2.3.2.1<br><br><u>Parameters:</u><br><ol style="list-style-type: none"> <li>1. 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 size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol><br>Static/Dynamic: D<br><br>Color: Light Gray                       | <br><br>WO-DBSF----A-- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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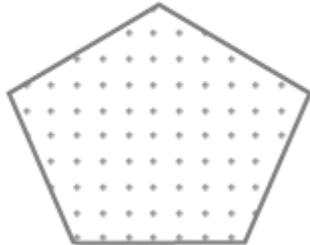
TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <p><b>METOC.OCA.OCNGRY.BEHSP.E.GTL</b></p> <p>METOC<br/>OCEANIC<br/>OCEANOGRAPHY<br/>BEACH SLOPE<br/>GENTLE</p> <p>Hierarchy: 3.2.3.2.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. 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 size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Dark Grey</p>   |  <p>WO-DBSG-----A--</p>   |
| <p><b>METOC.OCA.OCNGRY.BEHSP.E.MOD</b></p> <p>METOC<br/>OCEANIC<br/>OCEANOGRAPHY<br/>BEACH SLOPE<br/>MODERATE</p> <p>Hierarchy: 3.2.3.2.3</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. 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 size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Light Gray</p> <p>Light Gray Dot Fill with Gray Outline</p> |  <p>WO-DBSM-----A--</p> |

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**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC  | METOC GRAPHIC   |
|--|---|
| <b>METOC.OCA.OCNGRY.BEHSP.E.STP</b><br><br>METOC<br>OCEANIC<br>OCEANOGRAPHY<br>BEACH SLOPE<br>STEEP<br><br>Hierarchy: 3.2.3.2.4<br><br><u>Parameters:</u><br><br>1. 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 size and shape of the area.<br><br>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D<br><br>Color: Dark Gray<br><br>Dark Gray Dot Fill w/ Gray Outline | <br><br>WO-DBST----A-- |
| <b>METOC.OCA.GPHY</b><br><br>METOC<br>OCEANIC<br>GEOPHYSICS/Acoustics<br><br>Hierarchy: 3.2.4<br><br>Static/Dynamic: N/A   | N/A   |
| <b>METOC.OCA.GPHY.MNEWBD</b><br><br>METOC<br>OCEANIC<br>GEOPHYSICS/Acoustics<br>MINE WARFARE BOTTOM DESCRIPTORS<br><br>Hierarchy: 3.2.4.1<br><br>Static/Dynamic: N/A   | N/A   |
| <b>METOC.OCA.GPHY.MNEWBD.MIWBS</b><br><br>METOC<br>OCEANIC<br>GEOPHYSICS/Acoustics<br>MINE WARFARE BOTTOM DESCRIPTORS<br>MIW-BOTTOM SEDIMENTS<br><br>Hierarchy: 3.2.4.1.1<br><br>Static/Dynamic: N/A   | N/A   |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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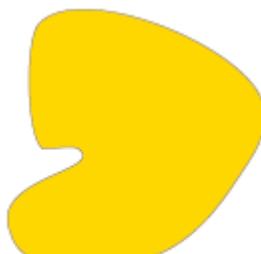
TABLE C-III. METOC symbols - Continued.

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <p><b>METOC.OCA.GPHY.MNEWBD.MIWBS.SLDRCK</b></p> <p>METOC<br/>OCEANIC<br/>GEOPHYSICS/AcouSTICS<br/>MINE WARFARE BOTTOM DESCRIPTORS<br/>  MIW-BOTTOM SEDIMENTS<br/>    SOLID ROCK</p> <p>Hierarchy: 3.2.4.1.1.1</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. 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 size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Purple</p>             |  <p>WO-DGMSR----A--</p>   |
| <p><b>METOC.OCA.GPHY.MNEWBD.MIWBS.CLAY</b></p> <p>METOC<br/>OCEANIC<br/>GEOPHYSICS/AcouSTICS<br/>MINE WARFARE BOTTOM DESCRIPTORS<br/>  MIW-BOTTOM SEDIMENTS<br/>    CLAY</p> <p>Hierarchy: 3.2.4.1.1.2</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. 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 size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Periwinkle RGB 100:130:255</p> |  <p>WO-DGMSC----A--</p> |

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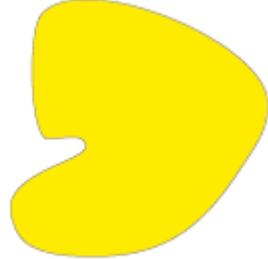
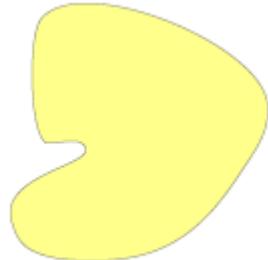
TABLE C-III. METOC symbols - Continued.

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <b>METOC.OCA.GPHY.MNEWBD.MIWBS.VCSESD</b><br><br>METOC<br>OCEANIC<br>GEOPHYSICS/AcouSTICS<br>MINE WARFARE BOTTOM DESCRIPTORS<br>MIW-BOTTOM SEDIMENTS<br>VERY COARSE SAND<br><br>Hierarchy: 3.2.4.1.1.3<br><br><u>Parameters:</u><br>1. 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 size and shape of the area.<br>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.<br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D<br><br>Color: Gold RGB 255:180:0 | <br><br>WO-DGMSSVS--A--   |
| <b>METOC.OCA.GPHY.MNEWBD.MIWBS.CSESD</b><br><br>METOC<br>OCEANIC<br>GEOPHYSICS/AcouSTICS<br>MINE WARFARE BOTTOM DESCRIPTORS<br>MIW-BOTTOM SEDIMENTS<br>COARSE SAND<br><br>Hierarchy: 3.2.4.1.1.4<br><br><u>Parameters:</u><br>1. 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 size and shape of the area.<br>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.<br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D<br><br>Color: Light Gold RGB 255:215:0 | <br><br>WO-DGMSSC---A-- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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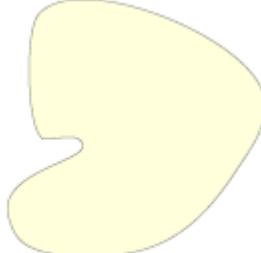
TABLE C-III. METOC symbols - Continued.

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <b>METOC.OCA.GPHY.MNEWBD.MIWBS.MDMSD</b><br><br>METOC<br>OCEANIC<br>GEOPHYSICS/AcouSTICS<br>MINE WARFARE BOTTOM DESCRIPTORS<br>MIW-BOTTOM SEDIMENTS<br>MEDIUM SAND<br><br>Hierarchy: 3.2.4.1.1.5<br><br><u>Parameters:</u><br>1. 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 size and shape of the area.<br>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.<br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D<br><br>Color: Yellow RGB 255:235:0       | <br><br>WO-DGMSSM---A--   |
| <b>METOC.OCA.GPHY.MNEWBD.MIWBS.FNESD</b><br><br>METOC<br>OCEANIC<br>GEOPHYSICS/AcouSTICS<br>MINE WARFARE BOTTOM DESCRIPTORS<br>MIW-BOTTOM SEDIMENTS<br>FINE SAND<br><br>Hierarchy: 3.2.4.1.1.6<br><br><u>Parameters:</u><br>1. 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 size and shape of the area.<br>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.<br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D<br><br>Color: Light Yellow RGB 255:255:140 | <br><br>WO-DGMSSF---A-- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <b>METOC.OCA.GPHY.MNEWBD.MIWBS.VFNESD</b><br><br>METOC<br>OCEANIC<br>GEOPHYSICS/AcouSTICS<br>MINE WARFARE BOTTOM DESCRIPTORS<br>MIW-BOTTOM SEDIMENTS<br>VERY FINE SAND<br><br>Hierarchy: 3.2.4.1.1.7<br><br><u>Parameters:</u><br>1. 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 size and shape of the area.<br>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.<br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D<br><br>Color: Pale Yellow RGB 255:255:220 | <br><br>WO-DGMSSVF--A--   |
| <b>METOC.OCA.GPHY.MNEWBD.MIWBS.VFNSLT</b><br><br>METOC<br>OCEANIC<br>GEOPHYSICS/AcouSTICS<br>MINE WARFARE BOTTOM DESCRIPTORS<br>MIW-BOTTOM SEDIMENTS<br>VERY FINE SILT<br><br>Hierarchy: 3.2.4.1.1.8<br><br><u>Parameters:</u><br>1. 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 size and shape of the area.<br>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.<br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D<br><br>Color: Turquoise RGB 0:215:255     | <br><br>WO-DGMSIVF--A-- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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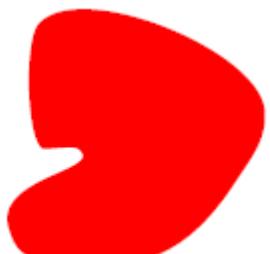
TABLE C-III. METOC symbols - Continued.

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <p><b>METOC.OCA.GPHY.MNEWBD.MIWBS.FNESLT</b></p> <p>METOC<br/>OCEANIC<br/>GEOPHYSICS/AcouSTICS<br/>MINE WARFARE BOTTOM DESCRIPTORS<br/>MIW-BOTTOM SEDIMENTS<br/>FINE SILT</p> <p>Hierarchy: 3.2.4.1.1.9</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. 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 size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Aquamarine RGB 25:255:230</p> | <br>WO-DGMSIF---A--   |
| <p><b>METOC.OCA.GPHY.MNEWBD.MIWBS.MDMSLT</b></p> <p>METOC<br/>OCEANIC<br/>GEOPHYSICS/AcouSTICS<br/>MINE WARFARE BOTTOM DESCRIPTORS<br/>MIW-BOTTOM SEDIMENTS<br/>MEDIUM SILT</p> <p>Hierarchy: 3.2.4.1.1.10</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. 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 size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Green RGB 0:255:0</p>      | <br>WO-DGMSIM---A-- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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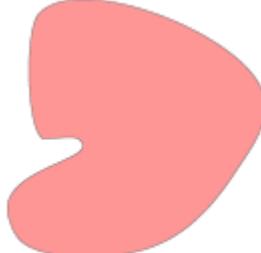
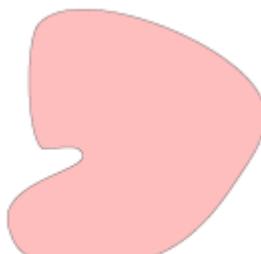
TABLE C-III. METOC symbols - Continued.

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <p><b>METOC.OCA.GPHY.MNEWBD.MIWBS.CSESLT</b></p> <p>METOC<br/>OCEANIC<br/>GEOPHYSICS/AcouSTICS<br/>MINE WARFARE BOTTOM DESCRIPTORS<br/>    MIW-BOTTOM SEDIMENTS<br/>        COARSE SILT</p> <p>Hierarchy: 3.2.4.1.1.11</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. 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 size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Lime Green RGB 200:255:105</p> | <br>WO-DGMSIC---A--   |
| <p><b>METOC.OCA.GPHY.MNEWBD.MIWBS.BLDS</b></p> <p>METOC<br/>OCEANIC<br/>GEOPHYSICS/AcouSTICS<br/>MINE WARFARE BOTTOM DESCRIPTORS<br/>    MIW-BOTTOM SEDIMENTS<br/>        BOULDERS</p> <p>Hierarchy: 3.2.4.1.1.12</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. 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 size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Red RGB 255:0:0</p>                 | <br>WO-DGMSB----A-- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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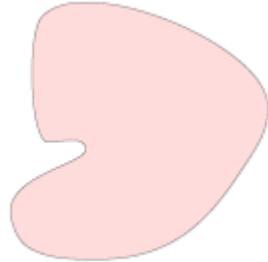
**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <b>METOC.OCA.GPHY.MNEWBD.MIWBS.COBLOS</b><br><br>METOC<br>OCEANIC<br>GEOPHYSICS/AcouSTICS<br>MINE WARFARE BOTTOM DESCRIPTORS<br>MIW-BOTTOM SEDIMENTS<br>COBBLES, OYSTER SHELLS<br><br>Hierarchy: 3.2.4.1.1.13<br><br><u>Parameters:</u><br><br>1. 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 size and shape of the area.<br><br>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D<br><br>Color: Dark Peach RGB 255:150:150 | <br><br>WO-DGMS-CO--A--   |
| <b>METOC.OCA.GPHY.MNEWBD.MIWBS.PBLSHE</b><br><br>METOC<br>OCEANIC<br>GEOPHYSICS/AcouSTICS<br>MINE WARFARE BOTTOM DESCRIPTORS<br>MIW-BOTTOM SEDIMENTS<br>PEBBLES, SHELLS<br><br>Hierarchy: 3.2.4.1.1.14<br><br><u>Parameters:</u><br><br>1. 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 size and shape of the area.<br><br>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D<br><br>Color: Peach RGB 255:190:190             | <br><br>WO-DGMS-PH--A-- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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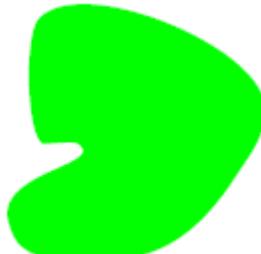
TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <p><b>METOC.OCA.GPHY.MNEWBD.MIWBS.SD&amp;SHE</b></p> <p>METOC<br/>OCEANIC<br/>GEOPHYSICS/AcouSTICS<br/>MINE WARFARE BOTTOM DESCRIPTORS<br/>    MIW-BOTTOM SEDIMENTS<br/>        SAND AND SHELLS</p> <p>Hierarchy: 3.2.4.1.1.15</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. 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 size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Light Peach RGB 255:220:220</p> |  <p>WO-DGMS-SH--A--</p>   |
| <p><b>METOC.OCA.GPHY.MNEWBD.MIWBS.LND</b></p> <p>METOC<br/>OCEANIC<br/>GEOPHYSICS/AcouSTICS<br/>MINE WARFARE BOTTOM DESCRIPTORS<br/>    MIW-BOTTOM SEDIMENTS<br/>        LAND</p> <p>Hierarchy: 3.2.4.1.1.16</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. 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 size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Grey RGB 220:220:220</p>                          |  <p>WO-DGML-----A--</p> |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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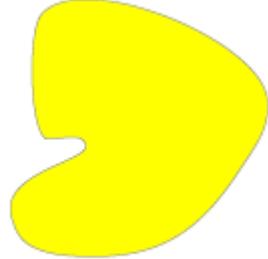
**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC   | METOC GRAPHIC   |
|---|---|
| <b>METOC.OCA.GPHY.MNEWBD.MIWBS.NODAT</b><br><br>METOC<br>OCEANIC<br>GEOPHYSICS/AcouSTICS<br>MINE WARFARE BOTTOM DESCRIPTORS<br>MIW-BOTTOM SEDIMENTS<br>NO DATA<br><br>Hierarchy: 3.2.4.1.1.17<br><br><u>Parameters:</u><br><br>1. 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 size and shape of the area.<br><br>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D<br><br>Color: Light Grey RGB 230:230:230 | <br><br>WO-DGMN-----A--    |
| <b>METOC.OCA.GPHY.MNEWBD.BTMRGN</b><br><br>METOC<br>OCEANIC<br>GEOPHYSICS/AcouSTICS<br>MINE WARFARE BOTTOM DESCRIPTORS<br>BOTTOM ROUGHNESS  | N/A   |
| <b>METOC.OCA.GPHY.MNEWBD.BTMRGN.SMH</b><br><br>METOC<br>OCEANIC<br>GEOPHYSICS/AcouSTICS<br>MINE WARFARE BOTTOM DESCRIPTORS<br>BOTTOM ROUGHNESS<br>SMOOTH  | <br><br>WO-DGMRS-----A-- |

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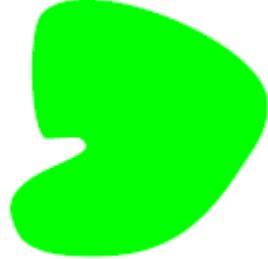
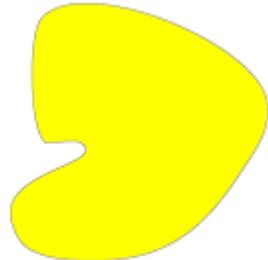
TABLE C-III. METOC symbols - Continued.

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <b>METOC.OCA.GPHY.MNEWBD.BTMRGN.MOD</b><br><br>METOC<br>OCEANIC<br>GEOPHYSICS/AcouSTICS<br>MINE WARFARE BOTTOM DESCRIPTORS<br>BOTTOM ROUGHNESS<br>MODERATE<br><br>Hierarchy: 3.2.4.1.2.2<br><br><u>Parameters:</u><br><br>1. 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 size and shape of the area.<br><br>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D<br><br>Color: Yellow | <br><br>WO-DGMRM----A--   |
| <b>METOC.OCA.GPHY.MNEWBD.BTMRGN.RGH</b><br><br>METOC<br>OCEANIC<br>GEOPHYSICS/AcouSTICS<br>MINE WARFARE BOTTOM DESCRIPTORS<br>BOTTOM ROUGHNESS<br>ROUGH<br><br>Hierarchy: 3.2.4.1.2.3<br><br><u>Parameters:</u><br><br>1. 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 size and shape of the area.<br><br>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D<br><br>Color: Red       | <br><br>WO-DGMRR----A-- |
| <b>METOC.OCA.GPHY.MNEWBD.CTRB</b><br><br>METOC<br>OCEANIC<br>GEOPHYSICS/AcouSTICS<br>MINE WARFARE BOTTOM DESCRIPTORS<br>CLUTTER (BOTTOM)<br><br>Hierarchy: 3.2.4.1.3<br><br>Static/Dynamic: N/A  | N/A  |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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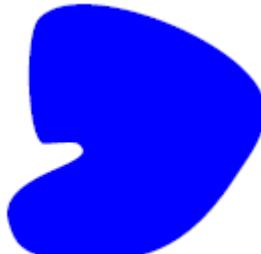
TABLE C-III. METOC symbols - Continued.

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <b>METOC.OCA.GPHY.MNEWBD.CTRB.LW</b><br><br>METOC<br>OCEANIC<br>GEOPHYSICS/AcouSTICS<br>MINE WARFARE BOTTOM DESCRIPTORS<br>CLUTTER (BOTTOM)<br>LOW<br><br>Hierarchy: 3.2.4.1.3.1<br><br><u>Parameters:</u><br><ol style="list-style-type: none"> <li>1. 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 size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol><br>Static/Dynamic: D<br><br>Color: Green      | <br><br>WO-DGMCL----A--   |
| <b>METOC.OCA.GPHY.MNEWBD.CTRB.MDM</b><br><br>METOC<br>OCEANIC<br>GEOPHYSICS/AcouSTICS<br>MINE WARFARE BOTTOM DESCRIPTORS<br>CLUTTER (BOTTOM)<br>MEDIUM<br><br>Hierarchy: 3.2.4.1.3.2<br><br><u>Parameters:</u><br><ol style="list-style-type: none"> <li>1. 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 size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol><br>Static/Dynamic: D<br><br>Color: Yellow | <br><br>WO-DGMCM----A-- |

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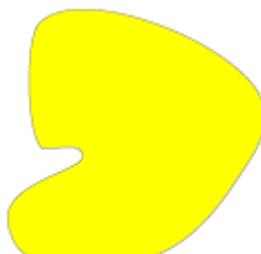
**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC  | METOC GRAPHIC   |
|--|---|
| <b>METOC.OCA.GPHY.MNEWBD.CTRB.HGH</b><br><br>METOC<br>OCEANIC<br>GEOPHYSICS/AcouSTICS<br>MINE WARFARE BOTTOM DESCRIPTORS<br>CLUTTER (BOTTOM)<br>HIGH<br><br>Hierarchy: 3.2.4.1.3.3<br><br><u>Parameters:</u><br><br>1. 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 size and shape of the area.<br><br>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D<br><br>Color: Red          | <br><br>WO-DGMCH----A--    |
| <b>METOC.OCA.GPHY.MNEWBD.IMPBUR</b><br><br>METOC<br>OCEANIC<br>GEOPHYSICS/AcouSTICS<br>MINE WARFARE BOTTOM DESCRIPTORS<br>IMPACT BURIAL<br><br>Hierarchy: 3.2.4.1.4<br><br>Static/Dynamic: N/A   | N/A   |
| <b>METOC.OCA.GPHY.MNEWBD.IMPBUR.0%</b><br><br>METOC<br>OCEANIC<br>GEOPHYSICS/AcouSTICS<br>MINE WARFARE BOTTOM DESCRIPTORS<br>IMPACT BURIAL<br>0%<br><br>Hierarchy: 3.2.4.1.4.1<br><br><u>Parameters:</u><br><br>1. 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 size and shape of the area.<br><br>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D<br><br>Color: Blue RGB 0:0:255 | <br><br>WO-DGMIBA----A-- |

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**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <b>METOC.OCA.GPHY.MNEWBD.IMPBUR.0-10%</b><br><br>METOC<br>OCEANIC<br>GEOPHYSICS/Acoustics<br>MINE WARFARE BOTTOM DESCRIPTORS<br>IMPACT BURIAL<br>0-10%<br><br>Hierarchy: 3.2.4.1.4.2<br><br><u>Parameters:</u><br><br>1. 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 size and shape of the area.<br><br>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D<br><br>Color: Green RGB 0:255:0      | <br><br>WO-DGMIBB---A--   |
| <b>METOC.OCA.GPHY.MNEWBD.IMPBUR.10-20%</b><br><br>METOC<br>OCEANIC<br>GEOPHYSICS/Acoustics<br>MINE WARFARE BOTTOM DESCRIPTORS<br>IMPACT BURIAL<br>10-20%<br><br>Hierarchy: 3.2.4.1.4.3<br><br><u>Parameters:</u><br><br>1. 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 size and shape of the area.<br><br>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D<br><br>Color: Yellow RGB 255:255:0 | <br><br>WO-DGMIBC---A-- |

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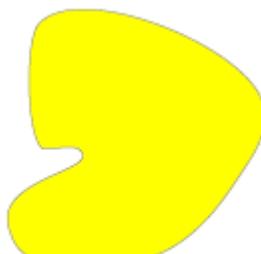
**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <b>METOC.OCA.GPHY.MNEWBD.IMPBUR.20-75%</b><br><br>METOC<br>OCEANIC<br>GEOPHYSICS/AcouSTICS<br>MINE WARFARE BOTTOM DESCRIPTORS<br>IMPACT BURIAL<br>20-75%<br><br>Hierarchy: 3.2.4.1.4.4<br><br><u>Parameters:</u><br><br>1. 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 size and shape of the area.<br><br>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D<br><br>Color: Orange RGB 255:127:0 | <br><br>WO-DGMIBD---A--   |
| <b>METOC.OCA.GPHY.MNEWBD.IMPBUR.&gt;75%</b><br><br>METOC<br>OCEANIC<br>GEOPHYSICS/AcouSTICS<br>MINE WARFARE BOTTOM DESCRIPTORS<br>IMPACT BURIAL<br>>75%<br><br>Hierarchy: 3.2.4.1.4.5<br><br><u>Parameters:</u><br><br>1. 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 size and shape of the area.<br><br>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D<br><br>Color: Red RGB 255:0:0       | <br><br>WO-DGMIBE---A-- |
| <b>METOC.OCA.GPHY.MNEWBD.MIWBC</b><br><br>METOC<br>OCEANIC<br>GEOPHYSICS/AcouSTICS<br>MINE WARFARE BOTTOM DESCRIPTORS<br>MIW BOTTOM CATEGORY<br><br>Hierarchy: 3.2.4.1.5<br><br>Static/Dynamic: N/A  | N/A  |

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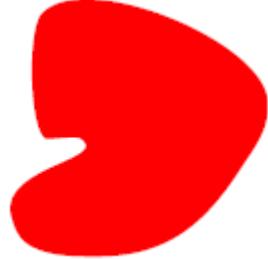
TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <b>METOC.OCA.GPHY.MNEWBD.MIWBC.A</b><br>METOC<br>OCEANIC<br>GEOPHYSICS/Acoustics<br>MINE WARFARE BOTTOM DESCRIPTORS<br>MIW BOTTOM CATEGORY<br>A<br><br>Hierarchy: 3.2.4.1.5.1<br><br><u>Parameters:</u><br>1. 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 size and shape of the area.<br><br>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D<br><br>Color: Green  | <br>WO-DGMBCA---A--   |
| <b>METOC.OCA.GPHY.MNEWBD.MIWBC.B</b><br>METOC<br>OCEANIC<br>GEOPHYSICS/Acoustics<br>MINE WARFARE BOTTOM DESCRIPTORS<br>MIW BOTTOM CATEGORY<br>B<br><br>Hierarchy: 3.2.4.1.5.2<br><br><u>Parameters:</u><br>1. 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 size and shape of the area.<br><br>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D<br><br>Color: Yellow | <br>WO-DGMBCB---A-- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <b>METOC.OCA.GPHY.MNEWBD.MIWBC.C</b><br><br>METOC<br>OCEANIC<br>GEOPHYSICS/AcouSTICS<br>MINE WARFARE BOTTOM DESCRIPTORS<br>MIW BOTTOM CATEGORY<br>C<br><br>Hierarchy: 3.2.4.1.5.3<br><br><u>Parameters:</u><br><br>1. 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 size and shape of the area.<br><br>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D<br><br>Color: Red               | <br><br>WO-DGMBCC---A--   |
| <b>METOC.OCA.GPHY.MNEWBD.MIWBT</b><br><br>METOC<br>OCEANIC<br>GEOPHYSICS/AcouSTICS<br>MINE WARFARE BOTTOM DESCRIPTORS<br>MIW BOTTOM TYPE<br>N/A  | N/A  |
| <b>METOC.OCA.GPHY.MNEWBD.MIWBT.A1</b><br><br>METOC<br>OCEANIC<br>GEOPHYSICS/AcouSTICS<br>MINE WARFARE BOTTOM DESCRIPTORS<br>MIW BOTTOM TYPE<br>A1<br><br>Hierarchy: 3.2.4.1.6.1<br><br><u>Parameters:</u><br><br>1. 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 size and shape of the area.<br><br>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D<br><br>Color: Green RGB 048:255:0 | <br><br>WO-DGMBTA---A-- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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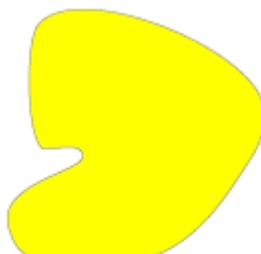
TABLE C-III. METOC symbols - Continued.

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <b>METOC.OCA.GPHY.MNEWBD.MIWBT.A2</b><br>METOC<br>OCEANIC<br>GEOPHYSICS/AcouSTICS<br>MINE WARFARE BOTTOM DESCRIPTORS<br>MIW BOTTOM TYPE<br>A2<br><br>Hierarchy: 3.2.4.1.6.2<br><br><u>Parameters:</u><br>1. 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 size and shape of the area.<br><br>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D<br><br>Color: Light Green RGB 127:255:0 | <br>WO-DGMBTB---A--   |
| <b>METOC.OCA.GPHY.MNEWBD.MIWBT.A3</b><br>METOC<br>OCEANIC<br>GEOPHYSICS/AcouSTICS<br>MINE WARFARE BOTTOM DESCRIPTORS<br>MIW BOTTOM TYPE<br>A3<br><br>Hierarchy: 3.2.4.1.6.3<br><br><u>Parameters:</u><br>1. 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 size and shape of the area.<br><br>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D<br><br>Color: Lime Green RGB 175:255:0  | <br>WO-DGMBTC---A-- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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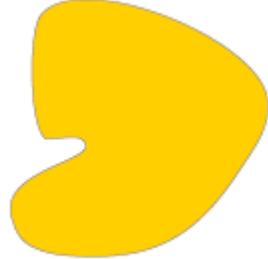
TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <b>METOC.OCA.GPHY.MNEWBD.MIWBT.B1</b><br>METOC<br>OCEANIC<br>GEOPHYSICS/AcouSTICS<br>MINE WARFARE BOTTOM DESCRIPTORS<br>MIW BOTTOM TYPE<br>B1<br><br>Hierarchy: 3.2.4.1.6.4<br><br><u>Parameters:</u><br>1. 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 size and shape of the area.<br><br>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D<br><br>Color: Yellow-Green RGB 207:255:0 | <br>WO-DGMBTD---A--   |
| <b>METOC.OCA.GPHY.MNEWBD.MIWBT.B2</b><br>METOC<br>OCEANIC<br>GEOPHYSICS/AcouSTICS<br>MINE WARFARE BOTTOM DESCRIPTORS<br>MIW BOTTOM TYPE<br>B2<br><br>Hierarchy: 3.2.4.1.6.5<br><br><u>Parameters:</u><br>1. 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 size and shape of the area.<br><br>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D<br><br>Color: Yellow RGB 255:255:0       | <br>WO-DGMBTE---A-- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC  |
|---|--|
| <b>METOC.OCA.GPHY.MNEWBD.MIWBT.B3</b><br>METOC<br>OCEANIC<br>GEOPHYSICS/AcouSTICS<br>MINE WARFARE BOTTOM DESCRIPTORS<br>MIW BOTTOM TYPE<br>B3<br><br>Hierarchy: 3.2.4.1.6.6<br><br><u>Parameters:</u><br>1. 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 size and shape of the area.<br><br>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D<br><br>Color: Gold RGB 255:207:0   | <br>WO-DGMBTF---A--   |
| <b>METOC.OCA.GPHY.MNEWBD.MIWBT.C1</b><br>METOC<br>OCEANIC<br>GEOPHYSICS/AcouSTICS<br>MINE WARFARE BOTTOM DESCRIPTORS<br>MIW BOTTOM TYPE<br>C1<br><br>Hierarchy: 3.2.4.1.6.7<br><br><u>Parameters:</u><br>1. 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 size and shape of the area.<br><br>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D<br><br>Color: Orange RGB 255:127:0 | <br>WO-DGMBTG---A-- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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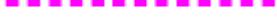
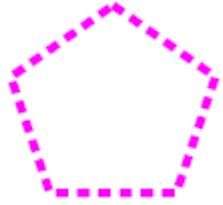
**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <b>METOC.OCA.GPHY.MNEWBD.MIWBT.C2</b><br><br>METOC<br>OCEANIC<br>GEOPHYSICS/AcouSTICS<br>MINE WARFARE BOTTOM DESCRIPTORS<br>MIW BOTTOM TYPE<br>C2<br><br>Hierarchy: 3.2.4.1.6.8<br><br><u>Parameters:</u><br><br>1. 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 size and shape of the area.<br><br>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D<br><br>Color: Dark Orange RGB 255:080:0 | <br><br>WO-DGMBTH---A--   |
| <b>METOC.OCA.GPHY.MNEWBD.MIWBT.C3</b><br><br>METOC<br>OCEANIC<br>GEOPHYSICS/AcouSTICS<br>MINE WARFARE BOTTOM DESCRIPTORS<br>MIW BOTTOM TYPE<br>C3<br><br>Hierarchy: 3.2.4.1.6.9<br><br><u>Parameters:</u><br><br>1. 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 size and shape of the area.<br><br>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D<br><br>Color: Orange-Red RGB 255:048:0  | <br><br>WO-DGMBTI---A-- |
| <b>METOC.OCA.LMT</b><br><br>METOC<br>OCEANIC<br>LIMITS<br><br>Hierarchy: 3.2.5<br><br>Static/Dynamic: N/A  | <br><br>N/A  |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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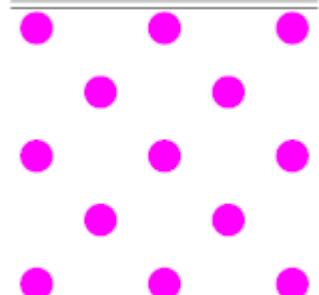
**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC  | METOC GRAPHIC   |
|--|---|
| <b>METOC.OCA.LMT.MARTLB</b><br><br>METOC<br>OCEANIC<br>LIMITS<br>MARITIME LIMIT BOUNDARY<br><br>Hierarchy: 3.2.5.1<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.<br><br>2. Size/Shape. The points are typically connected with a dashed line. The curvature of the line is operator defined.<br><br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D<br><br>Color: Magenta thin short dash line | <br><br>WO-DL-ML---L---  |
| <b>METOC.OCA.LMT.MARTAR</b><br><br>METOC<br>OCEANIC<br>LIMITS<br>MARITIME AREA<br><br>Hierarchy: 3.2.5.2<br><br><u>Parameters:</u><br>1. 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 size and shape of the area.<br><br>2. Size/Shape. Determined by the anchor points. The points are connected with a dashed line.<br><br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D<br><br>Color: Magenta   | <br><br>WO-DL-MA---A-- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC   | METOC GRAPHIC   |
|---|---|
| <b>METOC.OCA.LMT.RSDARA</b><br><br>METOC<br>OCEANIC<br>LIMITS<br>RESTRICTED AREA<br><br>Hierarchy: 3.2.5.3<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.<br>2. Size/Shape. The points are typically connected with a dashed line. The curvature of the line is operator defined.<br>3. Orientation. Orientation is determined by the anchor points.<br><br>Static/Dynamic: D<br><br>Color: Magenta dashed T line | <br><br>WO-DL-RA---L---  |
| <b>METOC.OCA.LMT.SWPARA</b><br><br>METOC<br>OCEANIC<br>LIMITS<br>SWEEP AREA<br><br>Hierarchy: 3.2.5.4<br><br><u>Parameters:</u><br>1. 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 size and shape of the area.<br>2. Size/Shape. Determined by the anchor points. The points are pattern filled with no outside border.<br>3. Orientation. Not applicable.<br><br>Static/Dynamic: D<br><br>Color: Pink dots                  | <br><br>WO-DL-SA----A-- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC   | METOC GRAPHIC   |
|---|---|
| <b>METOC.OCA.LMT.TRGARA</b><br><br>METOC<br>OCEANIC<br>LIMITS<br>TRAINING AREA<br><br>Hierarchy: 3.2.5.5<br><br><u>Parameters:</u><br><ol style="list-style-type: none"> <li>1. 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 size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a dashed line.</li> <li>3. Orientation. Not applicable.</li> </ol><br>Static/Dynamic: D<br><br>Color: Magenta<br><br>Magenta ! in circle w/ dashed outline | <br><br>WO-DL-TA----A--  |
| <b>METOC.OCA.LMT.OD</b><br><br>METOC<br>OCEANIC<br>LIMITS<br>OPERATOR-DEFINED<br><br>Hierarchy: 3.2.5.6<br><br><u>Parameters:</u><br><ol style="list-style-type: none"> <li>1. 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 size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol><br>Static/Dynamic: D<br><br>Color: Orange solid outline                                   | <br><br>WO-DL-O----A-- |
| <b>METOC.OCA.MMD</b><br><br>METOC<br>OCEANIC<br>MAN-MADE STRUCTURES<br><br>Hierarchy: 3.2.6<br><br>Static/Dynamic: N/A  | N/A   |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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TABLE C-III. METOC symbols - Continued.

| GRAPHIC  | METOC GRAPHIC   |
|--|---|
| <b>METOC.OCA.MMD.SUBCBL</b><br><br>METOC<br>OCEANIC<br>MAN-MADE STRUCTURES<br>SUBMARINE CABLE<br><br>Hierarchy: 3.2.6.1<br><br><u>Parameters:</u><br>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.<br>2. Size/Shape. The points are typically connected with a solid curved line. The curvature of the line is operator defined.<br>3. Orientation. Orientation is determined by the anchor points.<br>Static/Dynamic: D<br><br>Color: Magenta wavy line                   | <br><br>WO-DMCA----L---  |
| <b>METOC.OCA.MMD.SBMCRB</b><br><br>METOC<br>OCEANIC<br>MAN-MADE STRUCTURES<br>SUBMERGED CRIB<br><br>Hierarchy: 3.2.6.2<br><br><u>Parameters:</u><br>1. 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 size and shape of the area.<br>2. Size/Shape. Determined by the anchor points. The points are connected with a dotted line.<br>3. Orientation. Not applicable.<br>Static/Dynamic: D<br><br>Color: Blue/Black<br><br>Blue fill w/ black dotted outline | <br><br>WO-DMCC----A-- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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APPENDIX C

TABLE C-III. METOC symbols - Continued.

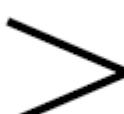
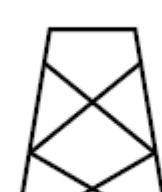
| GRAPHIC   | METOC GRAPHIC   |
|---|---|
| <p><b>METOC.OCA.MMD.CNL</b></p> <p>METOC<br/>OCEANIC<br/>MAN-MADE STRUCTURES<br/>CANAL</p> <p>Hierarchy: 3.2.6.3</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a solid line. The curvature of the line is operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Black solid thick line</p> | <br>WO-DMCD---L--- |
| <p><b>METOC.OCA.MMD.FRD</b></p> <p>METOC<br/>OCEANIC<br/>MAN-MADE STRUCTURES<br/>FORD</p> <p>Hierarchy: 3.2.6.4</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black symbol</p>  | <br>WOS-MF---P--- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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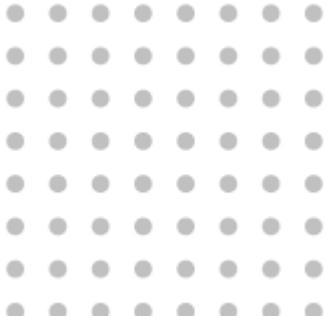
TABLE C-III. METOC symbols - Continued.

| GRAPHIC   | METOC GRAPHIC   |
|---|---|
| <p><b>METOC.OCA.MMD.LCK</b></p> <p>METOC<br/>OCEANIC<br/>MAN-MADE STRUCTURES<br/>LOCK</p> <p>Hierarchy: 3.2.6.5</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black symbol</p>         |  <p>WOS-ML----P----</p>  |
| <p><b>METOC.OCA.MMD.OLRG</b></p> <p>METOC<br/>OCEANIC<br/>MAN-MADE STRUCTURES<br/>OIL/GAS RIG</p> <p>Hierarchy: 3.2.6.6</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black symbol</p> |  <p>WOS-MOA---P----</p> |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC  | METOC GRAPHIC   |
|--|---|
| <b>METOC.OCA.MMD.OLRGFD</b><br><br>METOC<br>OCEANIC<br>MAN-MADE STRUCTURES<br>OIL/GAS RIG FIELD<br><br>Hierarchy: 3.2.6.7<br><br><u>Parameters:</u><br><ol style="list-style-type: none"> <li>1. 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 size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are pattern filled with no outside border.</li> <li>3. Orientation. Not applicable.</li> </ol><br>Static/Dynamic: D<br><br>Color: Gray dot pattern fill   | <br><br>WO-DMOA----A--   |
| <b>METOC.OCA.MMD.PPELINE</b><br><br>METOC<br>OCEANIC<br>MAN-MADE STRUCTURES<br>PIPELINES/PIPE<br><br>Hierarchy: 3.2.6.8<br><br><u>Parameters:</u><br><ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected by dashed lines with connected circle separated by a short series of dashes. The curvature of the line is operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol><br>Static/Dynamic: D<br><br>Color: Gray dash line with circle | <br><br>WO-DMPA---L--- |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**TABLE C-III. METOC symbols - Continued.**

| GRAPHIC  | METOC GRAPHIC  |
|--|--|
| <b>METOC.OCA.MMD.PLE</b><br><br>METOC<br>OCEANIC<br>MAN-MADE STRUCTURES<br>PILE/PILING/POST<br><br>Hierarchy: 3.2.6.9<br><br>Parameters:<br>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.<br>2. Size/Shape. Not applicable.<br>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.<br><br>Static/Dynamic: S<br><br>Color: Black dot | <br><br>WOS-MPA---P----<br><br><span style="font-size: small;">N/A</span> |
| <b>METOC.SPC</b><br><br>METOC<br>SPACE<br><br>Hierarchy: 3.3<br><br>Static/Dynamic: N/A  |  |

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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APPENDIX D

SIGNALS INTELLIGENCE SYMOLOGY

D.1 SCOPE

D.1.1 Scope. This appendix addresses tactical symbols in the signals intelligence (SIGINT) domain. The tables in this appendix present the icons for space, air, ground, sea surface, and sea subsurface. This appendix is a mandatory part of the standard. The information contained herein is intended for compliance.

D.2 APPLICABLE DOCUMENTS

Specific documents in 2.2.2 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. The purpose of warfighting symbology is to convey information about objects in the warfighter's operational environment. This appendix contains the technical specifications, symbol coding scheme, symbology hierarchy, and the tactical symbols for the signals intelligence symbology set.

D.5 DETAILED REQUIREMENTS

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

D.5.2 Symbology identification coding scheme. An SIDC is a 15-character alphanumeric identifier that provides the information necessary to display or transmit a tactical symbol between MIL-STD-2525 compliant systems.

D.5.2.1 Code positions. The positions of the SIDC are described below. Since many symbols do not have an entry in every code position, a dash (-) is used to fill each unused position. An asterisk (\*) indicates positions that are user-defined based on specific symbol circumstances, such as standard identity or echelon/mobility. Table D-1 identifies the fields of information included in an SIDC and the position each occupies in the 15-character identifier. The values in each field are filled from left to right unless otherwise specified.

- a. Position 1, coding scheme, indicates to which overall symbology set a symbol belongs.
- b. Position 2, standard identity, indicates the symbol's standard identity.
- c. Position 3, battle dimension, indicates the symbol's battle dimension.

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- d. Position 4, status, indicates the symbol's planned or present status.
- e. Positions 5 through 10, function ID, identify a symbol's function. Each position indicates an increasing level of detail and specialization.
- f. Positions 11 and 12 are not used in the SIGINT symbology set.
- g. Positions 13 and 14, country code, identify the country with which a symbol is associated. Country code identifiers are listed in ISO 3166-1.
- h. Position 15, order of battle, provides additional information about the role of a symbol in the operational environment.

**TABLE D-I. SIDC positions and categories.**

| CODING SCHEME (1)<br>(POSITION 1)    | STANDARD IDENTITY/EXERCISE<br>AMPLIFYING DESCRIPTOR (1)<br>(POSITION 2)   | BATTLE DIMENSION (1)<br>(POSITION 3)   | STATUS/OPERATIONAL<br>CONDITION (1)<br>(POSITION 4)  |
|--------------------------------------|---|--|--|
| I - INTELLIGENCE                     | P - PENDING<br>U - UNKNOWN<br>A - ASSUMED FRIEND<br>F - FRIEND<br>N - NEUTRAL<br>S - SUSPECT<br>H - HOSTILE<br>G - EXERCISE PENDING<br>W - EXERCISE UNKNOWN<br>M - EXERCISE ASSUMED FRIEND<br>D - EXERCISE FRIEND<br>L - EXERCISE NEUTRAL<br>J - JOKER<br>K - FAKER | P - SPACE<br>A - AIR<br>G - GROUND<br>S - SEA SURFACE<br>U - SEA SUBSURFACE<br>X - OTHER (No frame)<br>Z - UNKNOWN | A - ANTICIPATED/PLANNED<br>P - PRESENT (Units only)<br>C - PRESENT/FULLY<br>CAPABLE<br>D - PRESENT/DAMAGED<br>X - PRESENT/DESTROYED<br>F - PRESENT/FULL TO<br>CAPACITY |
| FUNCTION ID (6)<br>(POSITION 5-10)   | (POSITIONS 11, 12)  | COUNTRY CODE (2)<br>(POSITION 13, 14)  | ORDER OF BATTLE (1)<br>(POSITION 15)   |
| See table D-III for specific values. | Not Used  | See ISO 3166-1.  | A - AIR OB<br>E - ELECTRONIC OB<br>C - CIVILIAN OB<br>G - GROUND OB<br>N - MARITIME OB<br>S - STRATEGIC FORCE<br>RELATED   |

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D.5.2.2 SIDC table. The following table lists the codes for space, air, ground, and sea surface. As stated in D.5.2.1, a dash (-) indicates that no information is provided in the position. An asterisk (\*) indicates a position that is defined by the user based on specific symbol circumstances.

TABLE D-II. SIDC table.

| HIERARCHY                        |   |   | FUNCTION ID       |          | ORDER OF BATTLE | DESCRIPTION                             |
|----------------------------------|---|---|-------------------|----------|-----------------|---|
|                                  |   |   |                   | NOT USED | COUNTRY CODE    |   |
|                                  |   |   | BATTLE DIMENSION  |          |                 |   |
|                                  |   |   | STANDARD IDENTITY |          |                 |   |
|                                  |   |   | CODE SCHEME       |          |                 |   |
| SIGINT                           | I | - | -                 | -- -- -- | --              | - SIGNALS INTELLIGENCE                  |
| SIGINT.SPC                       | I | * | P                 | *        | -- -- --        | ** * SPACE TRACK                        |
| SIGINT.SPC.SIGINC                | I | * | P                 | *        | S- -- --        | ** * SIGNAL INTERCEPT                   |
| SIGINT.SPC.SIGINC.COMM           | I | * | P                 | *        | SC -- --        | ** * COMMUNICATIONS                     |
| SIGINT.SPC.SIGINC.COMM.SATDL     | I | * | P                 | *        | SC D- --        | ** * SATELLITE DOWNLINK                 |
| SIGINT.SPC.SIGINC.RAD            | I | * | P                 | *        | SR -- --        | ** * RADAR                              |
| SIGINT.SPC.SIGINC.RAD.DATTMN     | I | * | P                 | *        | SR D- --        | ** * DATA TRANSMISSION                  |
| SIGINT.SPC.SIGINC.RAD.ERHSDL     | I | * | P                 | *        | SR E- --        | ** * EARTH SURVEILLANCE                 |
| SIGINT.SPC.SIGINC.RAD.IFF        | I | * | P                 | *        | SR I- --        | ** * IFF (TRANSPOUNDER)                 |
| SIGINT.SPC.SIGINC.RAD.MFN        | I | * | P                 | *        | SR M- --        | ** * MULTIFUNCTION                      |
| SIGINT.SPC.SIGINC.RAD.TGTAQ      | I | * | P                 | *        | SR T- --        | ** * TARGET ACQUISITION                 |
| SIGINT.SPC.SIGINC.RAD.SPC        | I | * | P                 | *        | SR S- --        | ** * SPACE                              |
| SIGINT.SPC.SIGINC.RAD.UNK        | I | * | P                 | *        | SR U- --        | ** * UNKNOWN                            |
| SIGINT.AIRTRK                    | I | * | A                 | *        | -- -- --        | ** * AIR TRACK                          |
| SIGINT.AIRTRK.SIGINC             | I | * | A                 | *        | S- -- --        | ** * SIGNAL INTERCEPT                   |
| SIGINT.AIRTRK.SIGINC.COMM        | I | * | A                 | *        | SC -- --        | ** * COMMUNICATIONS                     |
| SIGINT.AIRTRK.SIGINC.COMM.CELL   | I | * | A                 | *        | SC C- --        | ** * CELLULAR/MOBILE                    |
| SIGINT.AIRTRK.SIGINC.COMM.OLOS   | I | * | A                 | *        | SC O- --        | ** * OMNI-LINE OF SIGHT (LOS)           |
| SIGINT.AIRTRK.SIGINC.COMM.PTPLOS | I | * | A                 | *        | SC P- --        | ** * POINT-TO-POINT LINE OF SIGHT (LOS) |
| SIGINT.AIRTRK.SIGINC.COMM.SATUL  | I | * | A                 | *        | SC S- --        | ** * SATELLITE UPLINK                   |
| SIGINT.AIRTRK.SIGINC.RAD         | I | * | A                 | *        | SR -- --        | ** * RADAR                              |
| SIGINT.AIRTRK.SIGINC.RAD.ABNINC  | I | * | A                 | *        | SR AI --        | ** * AIRBORNE INTERCEPT                 |

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TABLE D-II. SIDC table - Continued.

| HIERARCHY                        |   |   |                  | FUNCTION ID |          |          | ORDER OF BATTLE |   | DESCRIPTION                        |
|----------------------------------|---|---|------------------|-------------|----------|----------|-----------------|---|------------------------------------|
|                                  |   |   |                  |             |          | NOT USED | COUNTRY CODE    |   |                                    |
|                                  |   |   | BATTLE DIMENSION |             | STATUS   |          |                 |   |                                    |
|                                  |   |   |                  |             |          |          |                 |   |                                    |
|                                  |   |   |                  |             |          |          |                 |   |                                    |
| SIGINT.AIRTRK.SIGINC.RAD.ABNSB   | I | * | A                | *           | SR AS -- | --       | **              | * | AIRBORNE SEARCH & BOMBING          |
| SIGINT.AIRTRK.SIGINC.RAD.CTDINC  | I | * | A                | *           | SR C- -- | --       | **              | * | CONTROLLED INTERCEPT               |
| SIGINT.AIRTRK.SIGINC.RAD.DATTMN  | I | * | A                | *           | SR D- -- | --       | **              | * | DATA TRANSMISSION                  |
| SIGINT.AIRTRK.SIGINC.RAD.EW      | I | * | A                | *           | SR E- -- | --       | **              | * | EARLY WARNING                      |
| SIGINT.AIRTRK.SIGINC.RAD.FIRCTL  | I | * | A                | *           | SR F- -- | --       | **              | * | FIRE CONTROL                       |
| SIGINT.AIRTRK.SIGINC.RAD.IFF     | I | * | A                | *           | SR I- -- | --       | **              | * | IFF (TRANSPONDER)                  |
| SIGINT.AIRTRK.SIGINC.RAD.MSLAQ   | I | * | A                | *           | SR MA -- | --       | **              | * | MISSILE ACQUISITION                |
| SIGINT.AIRTRK.SIGINC.RAD.MSLDL   | I | * | A                | *           | SR MD -- | --       | **              | * | MISSILE DOWNLINK                   |
| SIGINT.AIRTRK.SIGINC.RAD.MSLGDN  | I | * | A                | *           | SR MG -- | --       | **              | * | MISSILE GUIDANCE                   |
| SIGINT.AIRTRK.SIGINC.RAD.MSLTRK  | I | * | A                | *           | SR MT -- | --       | **              | * | MISSILE TRACKING                   |
| SIGINT.AIRTRK.SIGINC.RAD.MFN     | I | * | A                | *           | SR MF -- | --       | **              | * | MULTIFUNCTION                      |
| SIGINT.AIRTRK.SIGINC.RAD.TGTILL  | I | * | A                | *           | SR TI -- | --       | **              | * | TARGET ILLUMINATOR                 |
| SIGINT.AIRTRK.SIGINC.RAD.TGTAQ   | I | * | A                | *           | SR TA -- | --       | **              | * | TARGET ACQUISITION                 |
| SIGINT.AIRTRK.SIGINC.RAD.TGTTRK  | I | * | A                | *           | SR TT -- | --       | **              | * | TARGET TRACKING                    |
| SIGINT.AIRTRK.SIGINC.RAD.UNK     | I | * | A                | *           | SR U- -- | --       | **              | * | UNKNOWN                            |
| SIGINT.GRDTRK                    | I | * | G                | *           | -- -- -- | --       | **              | * | GROUND TRACK                       |
| SIGINT.GRDTRK.SIGINC             | I | * | G                | *           | S- -- -- | --       | **              | * | SIGNAL INTERCEPT                   |
| SIGINT.GRDTRK.SIGINC.COMM        | I | * | G                | *           | SC -- -- | --       | **              | * | COMMUNICATIONS                     |
| SIGINT.GRDTRK.SIGINC.COMM.CELL   | I | * | G                | *           | SC C- -- | --       | **              | * | CELLULAR/MOBILE                    |
| SIGINT.GRDTRK.SIGINC.COMM.OLOS   | I | * | G                | *           | SC O- -- | --       | **              | * | OMNI-LINE OF SIGHT (LOS)           |
| SIGINT.GRDTRK.SIGINC.COMM.PTPOS  | I | * | G                | *           | SC P- -- | --       | **              | * | POINT-TO-POINT LINE OF SIGHT (LOS) |
| SIGINT.GRDTRK.SIGINC.COMM.SATUL  | I | * | G                | *           | SC S- -- | --       | **              | * | SATELLITE UPLINK                   |
| SIGINT.GRDTRK.SIGINC.COMM.TPSSCT | I | * | G                | *           | SC T- -- | --       | **              | * | TROPOSPHERIC SCATTER               |
| SIGINT.GRDTRK.SIGINC.RAD         | I | * | G                | *           | SR -- -- | --       | **              | * | RADAR                              |
| SIGINT.GRDTRK.SIGINC.RAD.ATCTL   | I | * | G                | *           | SR AT -- | --       | **              | * | AIR TRAFFIC CONTROL                |

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TABLE D-II. SIDC table - Continued.

| HIERARCHY                       |   |   |   | FUNCTION ID |    |    | ORDER OF BATTLE |  | DESCRIPTION                              |
|---------------------------------|---|---|---|-------------|----|----|-----------------|--|--|
|                                 |   |   |   |             |    |    | COUNTRY CODE    |  |  |
|                                 |   |   |   |             |    |    | NOT USED        |  |  |
| SIGINT.GRDTRK.SIGINC.RAD.AA/C   | I | * | G | SR AA --    | -- | ** | *               |  | ANTIAIRCRAFT                             |
| SIGINT.GRDTRK.SIGINC.RAD.BTFSVL | I | * | G | SR B- --    | -- | ** | *               |  | BATTLEFIELD SURVEILLANCE                 |
| SIGINT.GRDTRK.SIGINC.RAD.CSTSVL | I | * | G | SR CS --    | -- | ** | *               |  | COASTAL SURVEILLANCE                     |
| SIGINT.GRDTRK.SIGINC.RAD.CTDAPP | I | * | G | SR CA --    | -- | ** | *               |  | CONTROLLED APPROACH                      |
| SIGINT.GRDTRK.SIGINC.RAD.DATTMN | I | * | G | SR D- --    | -- | ** | *               |  | DATA TRANSMISSION                        |
| SIGINT.GRDTRK.SIGINC.RAD.EW     | I | * | G | SR E- --    | -- | ** | *               |  | EARLY WARNING                            |
| SIGINT.GRDTRK.SIGINC.RAD.FIRCTL | I | * | G | SR F- --    | -- | ** | *               |  | FIRE CONTROL                             |
| SIGINT.GRDTRK.SIGINC.RAD.HGTFDG | I | * | G | SR H- --    | -- | ** | *               |  | HEIGHT FINDING                           |
| SIGINT.GRDTRK.SIGINC.RAD.IDFF   | I | * | G | SR I- --    | -- | ** | *               |  | IDENTIFICATION FRIEND/FOE (INTERROGATOR) |
| SIGINT.GRDTRK.SIGINC.RAD.METO   | I | * | G | SR MM --    | -- | ** | *               |  | METEOROLOGICAL (MILITARY)                |
| SIGINT.GRDTRK.SIGINC.RAD.MSLAQ  | I | * | G | SR MA --    | -- | ** | *               |  | MISSILE ACQUISITION                      |
| SIGINT.GRDTRK.SIGINC.RAD.MSLGDN | I | * | G | SR MG --    | -- | ** | *               |  | MISSILE GUIDANCE                         |
| SIGINT.GRDTRK.SIGINC.RAD.MSLTRK | I | * | G | SR MT --    | -- | ** | *               |  | MISSILE TRACKING                         |
| SIGINT.GRDTRK.SIGINC.RAD.MFN    | I | * | G | SR MF --    | -- | ** | *               |  | MULTIFUNCTION                            |
| SIGINT.GRDTRK.SIGINC.RAD.SHETKG | I | * | G | SR S- --    | -- | ** | *               |  | SHELL TRACKING                           |
| SIGINT.GRDTRK.SIGINC.RAD.TGTAQ  | I | * | G | SR TA --    | -- | ** | *               |  | TARGET ACQUISITION                       |
| SIGINT.GRDTRK.SIGINC.RAD.TGTILL | I | * | G | SR TI --    | -- | ** | *               |  | TARGET ILLUMINATOR                       |
| SIGINT.GRDTRK.SIGINC.RAD.TGTRRK | I | * | G | SR TT --    | -- | ** | *               |  | TARGET TRACKING                          |
| SIGINT.GRDTRK.SIGINC.RAD.UNK    | I | * | G | SR U- --    | -- | ** | *               |  | UNKNOWN                                  |
| SIGINT.SSUF                     | I | * | S | -- -- --    | -- | ** | *               |  | SEA SURFACE TRACK                        |
| SIGINT.SSUF.SIGINC              | I | * | S | * S- -- --  | -- | ** | *               |  | SIGNAL INTERCEPT                         |
| SIGINT.SSUF.SIGINC.COMM         | I | * | S | * SC -- --  | -- | ** | *               |  | COMMUNICATIONS                           |
| SIGINT.SSUF.SIGINC.COMM.CELL    | I | * | S | * SC C- --  | -- | ** | *               |  | CELLULAR/MOBILE                          |
| SIGINT.SSUF.SIGINC.COMM.OLOS    | I | * | S | * SC O- --  | -- | ** | *               |  | OMNI-LINE OF SIGHT (LOS)                 |
| SIGINT.SSUF.SIGINC.COMM.PTPLOS  | I | * | S | * SC P- --  | -- | ** | *               |  | POINT-TO-POINT LINE OF SIGHT (LOS)       |

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TABLE D-II. SIDC table - Continued.

| HIERARCHY                     |   |   |                  | FUNCTION ID |          |          | ORDER OF BATTLE |   | DESCRIPTION                              |
|-------------------------------|---|---|------------------|-------------|----------|----------|-----------------|---|--|
|                               |   |   |                  |             |          | NOT USED | COUNTRY CODE    |   |  |
|                               |   |   | BATTLE DIMENSION |             | STATUS   |          |                 |   |  |
|                               |   |   |                  |             |          |          |                 |   |  |
|                               |   |   |                  |             |          |          |                 |   |  |
| SIGINT.SSUF.SIGINC.COMM.SATUL | I | * | S                | *           | SC S- -- | --       | **              | * | SATELLITE UPLINK                         |
| SIGINT.SSUF.SIGINC.RAD        | I | * | S                | *           | SR -- -- | --       | **              | * | RADAR                                    |
| SIGINT.SSUF.SIGINC.RAD.ATCTL  | I | * | S                | *           | SR AT -- | --       | **              | * | AIR TRAFFIC CONTROL                      |
| SIGINT.SSUF.SIGINC.RAD.AA/C   | I | * | S                | *           | SR AA -- | --       | **              | * | ANTIAIRCRAFT                             |
| SIGINT.SSUF.SIGINC.RAD.CTDAPP | I | * | S                | *           | SR CA -- | --       | **              | * | CONTROLLED APPROACH                      |
| SIGINT.SSUF.SIGINC.RAD.CTDINC | I | * | S                | *           | SR CI -- | --       | **              | * | CONTROLLED INTERCEPT                     |
| SIGINT.SSUF.SIGINC.RAD.DATTMN | I | * | S                | *           | SR D- -- | --       | **              | * | DATA TRANSMISSION                        |
| SIGINT.SSUF.SIGINC.RAD.EW     | I | * | S                | *           | SR E- -- | --       | **              | * | EARLY WARNING                            |
| SIGINT.SSUF.SIGINC.RAD.FIRCTL | I | * | S                | *           | SR F- -- | --       | **              | * | FIRE CONTROL                             |
| SIGINT.SSUF.SIGINC.RAD.HGTFDG | I | * | S                | *           | SR H- -- | --       | **              | * | HEIGHT FINDING                           |
| SIGINT.SSUF.SIGINC.RAD.IDFF   | I | * | S                | *           | SR I- -- | --       | **              | * | IDENTIFICATION FRIEND/FOE (INTERROGATOR) |
| SIGINT.SSUF.SIGINC.RAD.METO   | I | * | S                | *           | SR MM -- | --       | **              | * | METEOROLOGICAL (MILITARY)                |
| SIGINT.SSUF.SIGINC.RAD.MSLAQ  | I | * | S                | *           | SR MA -- | --       | **              | * | MISSILE ACQUISITION                      |
| SIGINT.SSUF.SIGINC.RAD.MSLGDN | I | * | S                | *           | SR MG -- | --       | **              | * | MISSILE GUIDANCE                         |
| SIGINT.SSUF.SIGINC.RAD.MSLTRK | I | * | S                | *           | SR MT -- | --       | **              | * | MISSILE TRACKING                         |
| SIGINT.SSUF.SIGINC.RAD.MFN    | I | * | S                | *           | SR MF -- | --       | **              | * | MULTIFUNCTION                            |
| SIGINT.SSUF.SIGINC.RAD.SUFSRH | I | * | S                | *           | SR S- -- | --       | **              | * | SURFACE SEARCH                           |
| SIGINT.SSUF.SIGINC.RAD.TGTAQ  | I | * | S                | *           | SR TA -- | --       | **              | * | TARGET ACQUISITION                       |
| SIGINT.SSUF.SIGINC.RAD.TGTILL | I | * | S                | *           | SR TI -- | --       | **              | * | TARGET ILLUMINATOR                       |
| SIGINT.SSUF.SIGINC.RAD.TGTTRK | I | * | S                | *           | SR TT -- | --       | **              | * | TARGET TRACKING                          |
| SIGINT.SSUF.SIGINC.RAD.UNK    | I | * | S                | *           | SR U- -- | --       | **              | * | UNKNOWN                                  |
| SIGINT.SBSUF                  | I | * | U                | *           | -- -- -- | --       | **              | * | SUBSURFACE TRACK                         |
| SIGINT.SBSUF.SIGINC           | I | * | U                | *           | S- -- -- | --       | **              | * | SIGNAL INTERCEPT                         |
| SIGINT.SBSUF.SIGINC.COMM      | I | * | U                | *           | SC -- -- | --       | **              | * | COMMUNICATIONS                           |
| SIGINT.SBSUF.SIGINC.COMM.OLOS | I | * | U                | *           | SC O- -- | --       | **              | * | OMNI-LINE OF SIGHT (LOS)                 |

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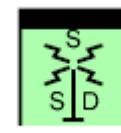
TABLE D-II. SIDC table - Continued.

| HIERARCHY                       |   |   |   |   |          |    |    |   |  |  | DESCRIPTION                        |
|---------------------------------|---|---|---|---|----------|----|----|---|--|--|------------------------------------|
|                                 |   |   |   |   |          |    |    |   |  |  |                                    |
|                                 |   |   |   |   |          |    |    |   |  |  |                                    |
| SIGINT.SBSUF.SIGINC.COMM.PTPLOS | I | * | U | * | SC P- -- | -- | ** | * |  |  | POINT-TO-POINT LINE OF SIGHT (LOS) |
| SIGINT.SBSUF.SIGINC.COMM.SATUL  | I | * | U | * | SC S- -- | -- | ** | * |  |  | SATELLITE UPLINK                   |
| SIGINT.SBSUF.SIGINC.RAD         | I | * | U | * | SR -- -- | -- | ** | * |  |  | RADAR                              |
| SIGINT.SBSUF.SIGINC.RAD.DATTMN  | I | * | U | * | SR D- -- | -- | ** | * |  |  | DATA TRANSMISSION                  |
| SIGINT.SBSUF.SIGINC.RAD.EW      | I | * | U | * | SR E- -- | -- | ** | * |  |  | EARLY WARNING                      |
| SIGINT.SBSUF.SIGINC.RAD.MFN     | I | * | U | * | SR M- -- | -- | ** | * |  |  | MULTIFUNCTION                      |
| SIGINT.SBSUF.SIGINC.RAD.SUFSRH  | I | * | U | * | SR S- -- | -- | ** | * |  |  | SURFACE SEARCH                     |
| SIGINT.SBSUF.SIGINC.RAD.TGTAQ   | I | * | U | * | SR T- -- | -- | ** | * |  |  | TARGET ACQUISITION                 |
| SIGINT.SBSUF.SIGINC.RAD.UNK     | I | * | U | * | SR U- -- | -- | ** | * |  |  | UNKNOWN                            |

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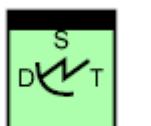
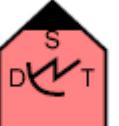
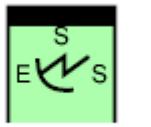
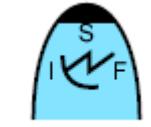
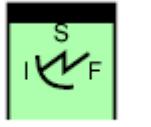
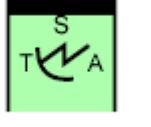
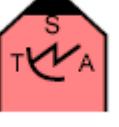
**D.5.3 Symbology set.** The following table provides a graphic representation of each approved tactical symbol in the signals intelligence symbology set. In the following tables, the Symbol column provides a concise description of each tactical symbol using operational terminology including its unique identifier code and an indication of whether the icon is framed (F), unframed (U), or frame optional (FO). All Signals Intelligence symbols shall be framed. The SIDC under each standard identity column (unknown, friend, neutral, hostile) is the 15-character alphanumeric identifier necessary for automated systems to create each specific icon. As indicated previously, an asterisk (\*) indicates a position that is defined by the user based on specific symbol circumstances, while a dash (-) indicates that no information is provided in the position.

**TABLE D-III. Signals intelligence symbols.**

| SYMBOL  | UNKNOWN   | FRIEND   | NEUTRAL   | HOSTILE   |
|---|---|--|---|---|
| SIGINT  |   |  |   |   |
| SIGNALS INTELLIGENCE  | N/A   | N/A  | N/A   | N/A   |
| Hierarchy: 4.X  |   |  |   |   |
| SIGINT.SPC  |   |  |   |   |
| SIGNALS INTELLIGENCE<br>SPACE TRACK   | N/A   | N/A  | N/A   | N/A   |
| Hierarchy: 4.X.1  |   |  |   |   |
| SIGINT.SPC.SIGINC   |   |  |   |   |
| SIGNALS INTELLIGENCE<br>SPACE TRACK<br>SIGNAL INTERCEPT   | N/A   | N/A  | N/A   | N/A   |
| Hierarchy: 4.X.1.1  |   |  |   |   |
| SIGINT.SPC.SIGINC.COMM  |   |  |   |   |
| SIGNALS INTELLIGENCE<br>SPACE TRACK<br>SIGNAL INTERCEPT<br>COMMUNICATIONS                       | N/A   | N/A  | N/A   | N/A   |
| Hierarchy: 4.X.1.1.1  |   |  |   |   |
| SIGINT.SPC.SIGINC.COMM.SATDL  |   |  |   |   |
| SIGNALS INTELLIGENCE<br>SPACE TRACK<br>SIGNAL INTERCEPT<br>COMMUNICATIONS<br>SATELLITE DOWNLINK |  |  |  |  |
| Hierarchy: 4.X.1.1.1.1  | IUPPSCD-----***   | IFPPSCD-----***  | INPPSCD-----***   | IHPPSCD-----***   |
| Framed: F   |   |  |   |   |
| SIGINT.SPC.SIGINC.RAD   |   |  |   |   |
| SIGNALS INTELLIGENCE<br>SPACE TRACK<br>SIGNAL INTERCEPT<br>RADAR                                | N/A   | N/A  | N/A   | N/A   |
| Hierarchy: 4.X.1.1.2  |   |  |   |   |

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TABLE D-III. Signals intelligence symbols - Continued.

| SYMBOL  | UNKNOWN   | FRIEND   | NEUTRAL   | HOSTILE   |
|---|---|--|---|---|
| SIGINT.SPC.SIGINC.RAD.DATTMN<br><br>SIGNALS INTELLIGENCE<br>SPACE TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>DATA TRANSMISSION<br><br>Hierarchy: 4.X.1.1.2.1<br><br>Framed: F  |    |    |    |    |
| IUPPSRD-----***   | IFPPSRD-----***   | INPPSRD-----***  | IHPPSRD-----***   |   |
| SIGINT.SPC.SIGINC.RAD.ERHSQL<br><br>SIGNALS INTELLIGENCE<br>SPACE TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>EARTH SURVEILLANCE<br><br>Hierarchy: 4.X.1.1.2.2<br><br>Framed: F |    |    |    |    |
| IUPPSRE-----***   | IFPPSRE-----***   | INPPSRE-----***  | IHPPSRE-----***   |   |
| SIGINT.SPC.SIGINC.RAD.IFF<br><br>SIGNALS INTELLIGENCE<br>SPACE TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>IFF (TRANSPOUNDER)<br><br>Hierarchy: 4.X.1.1.2.3<br><br>Framed: F    |   |   |   |   |
| IUPPSRI-----***   | IFPPSRI-----***   | INPPSRI-----***  | IHPPSRI-----***   |   |
| SIGINT.SPC.SIGINC.RAD.MFN<br><br>SIGNALS INTELLIGENCE<br>SPACE TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>MULTIFUNCTION<br><br>Hierarchy: 4.X.1.1.2.4<br><br>Framed: F         |  |  |  |  |
| IUPPSRM-----***   | IFPPSRM-----***   | INPPSRM-----***  | IHPPSRM-----***   |   |
| SIGINT.SPC.SIGINC.RAD.TGTAQ<br><br>SIGNALS INTELLIGENCE<br>SPACE TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>TARGET ACQUISITION<br><br>Hierarchy: 4.X.1.1.2.5<br><br>Framed: F  |  |  |  |  |
| IUPPSRT-----***   | IFPPSRT-----***   | INPPSRT-----***  | IHPPSRT-----***   |   |

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TABLE D-III. Signals intelligence symbols - Continued.

| <b>SYMBOL</b>   | <b>UNKNOWN</b>  | <b>FRIEND</b>   | <b>NEUTRAL</b>  | <b>HOSTILE</b> |
|---|-----------------|-----------------|-----------------|----------------|
| SIGINT.SPC.SIGINC.RAD.SPC<br><br>SIGNALS INTELLIGENCE<br>SPACE TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>SPACE<br><br>Hierarchy: 4.X.1.1.2.6<br><br>Framed: F                       |                 |                 |                 |                |
| IUPPSRS-----***   | IFPPSRS-----*** | INPPSRS-----*** | IHPPSRS-----*** |                |
| SIGINT.SPC.SIGINC.RAD.UNK<br><br>SIGNALS INTELLIGENCE<br>SPACE TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>UNKNOWN<br><br>Hierarchy: 4.X.1.1.2.7<br><br>Framed: F                     |                 |                 |                 |                |
| IUPPSRU-----***   | IFPPSRU-----*** | INPPSRU-----*** | IHPPSRU-----*** |                |
| SIGINT.AIRTRK<br><br>SIGNALS INTELLIGENCE<br>AIR TRACK<br><br>Hierarchy: 4.X.2  | N/A             | N/A             | N/A             | N/A            |
| SIGINT.AIRTRK.SIGINC<br><br>SIGNALS INTELLIGENCE<br>AIR TRACK<br>SIGNAL INTERCEPT<br><br>Hierarchy: 4.X.2.1   | N/A             | N/A             | N/A             | N/A            |
| SIGINT.AIRTRK.SIGINC.COMM<br><br>SIGNALS INTELLIGENCE<br>AIR TRACK<br>SIGNAL INTERCEPT<br>COMMUNICATIONS<br><br>Hierarchy: 4.X.2.1.1  | N/A             | N/A             | N/A             | N/A            |
| SIGINT.AIRTRK.SIGINC.COMM.CELL<br><br>SIGNALS INTELLIGENCE<br>AIR TRACK<br>SIGNAL INTERCEPT<br>COMMUNICATIONS<br>CELLULAR/MOBILE<br><br>Hierarchy: 4.X.2.1.1.1<br><br>Framed: F |                 |                 |                 |                |
| IUAPSCC-----***   | IFAPSCC-----*** | INAPSCC-----*** | IHAPSCC-----*** |                |

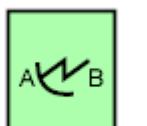
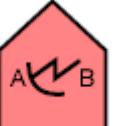
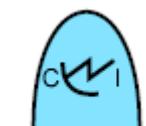
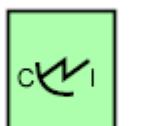
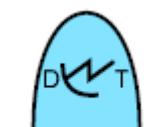
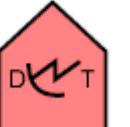
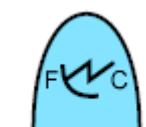
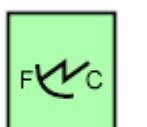
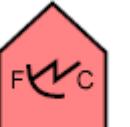
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TABLE D-III. Signals intelligence symbols - Continued.

| SYMBOL  | UNKNOWN         | FRIEND          | NEUTRAL         | HOSTILE         |
|---|-----------------|-----------------|-----------------|-----------------|
| SIGINT.AIRTRK.SIGINC.COMM.OLOS<br><br>SIGNALS INTELLIGENCE<br>AIR TRACK<br>SIGNAL INTERCEPT<br>COMMUNICATIONS<br>OMNI-LINE OF SIGHT (LOS)             |                 |                 |                 |                 |
| Hierarchy: 4.X.2.1.1.2<br><br>Framed: F   | IUAPSCO----***  | IFAPSCO----***  | INAPSCO----***  | IHAPSCO----***  |
| SIGINT.AIRTRK.SIGINC.COMM.PTPLOS<br><br>SIGNALS INTELLIGENCE<br>AIR TRACK<br>SIGNAL INTERCEPT<br>COMMUNICATIONS<br>POINT-TO-POINT LINE OF SIGHT (LOS) |                 |                 |                 |                 |
| Hierarchy: 4.X.2.1.1.3<br><br>Framed: F   | IUAPSCP----***  | IFAPSCP----***  | INAPSCP----***  | IHAPSCP----***  |
| SIGINT.AIRTRK.SIGINC.COMM.SATUL<br><br>SIGNALS INTELLIGENCE<br>AIR TRACK<br>SIGNAL INTERCEPT<br>COMMUNICATIONS<br>SATELLITE UPLINK                    |                 |                 |                 |                 |
| Hierarchy: 4.X.2.1.1.4<br><br>Framed: F   | IUAPSCS----***  | IFAPSCS----***  | INAPSCS----***  | IHAPSCS----***  |
| SIGINT.AIRTRK.SIGINC.RAD<br><br>SIGNALS INTELLIGENCE<br>AIR TRACK<br>SIGNAL INTERCEPT<br>RADAR  | N/A             | N/A             | N/A             | N/A             |
| Hierarchy: 4.X.2.1.2  |                 |                 |                 |                 |
| SIGINT.AIRTRK.SIGINC.RAD.ABNINC<br><br>SIGNALS INTELLIGENCE<br>AIR TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>AIRBORNE INTERCEPT                           |                 |                 |                 |                 |
| Hierarchy: 4.X.2.1.2.1<br><br>Framed: F   | IUAPSRAI----*** | IFAPSRAI----*** | INAPSRAI----*** | IHAPSRAI----*** |

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TABLE D-III. Signals intelligence symbols - Continued.

| <b>SYMBOL</b>  | <b>UNKNOWN</b>  | <b>FRIEND</b>  | <b>NEUTRAL</b>  | <b>HOSTILE</b>  |
|--|---|--|---|---|
| SIGINT.AIRTRK.SIGINC.RAD.ABNSB<br><br>SIGNALS INTELLIGENCE<br>AIR TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>AIRBORNE SEARCH & BOMBING<br><br>Hierarchy: 4.X.2.1.2.2<br><br>Framed: F |    |    |    |    |
| IUAPSRAS----***  | IFAPS RAS-----*   | INAPS RAS----***   | IHAPS RAS----***  |   |
| SIGINT.AIRTRK.SIGINC.RAD.CTDINC<br><br>SIGNALS INTELLIGENCE<br>AIR TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>CONTROLLED INTERCEPT<br><br>Hierarchy: 4.X.2.1.2.3<br><br>Framed: F     |    |    |    |    |
| IUAPSRC----***   | IFAPS RC-----*  | INAPS RC----***  | IHAPS RC----***   |   |
| SIGINT.AIRTRK.SIGINC.RAD.DATTMN<br><br>SIGNALS INTELLIGENCE<br>AIR TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>DATA TRANSMISSION<br><br>Hierarchy: 4.X.2.1.2.4<br><br>Framed: F        |   |   |   |   |
| IUAPS RD----***  | IFAPS RD-----*  | INAPS RD----***  | IHAPS RD----***   |   |
| SIGINT.AIRTRK.SIGINC.RAD.EW<br><br>SIGNALS INTELLIGENCE<br>AIR TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>EARLY WARNING<br><br>Hierarchy: 4.X.2.1.2.5<br><br>Framed: F                |  |  |  |  |
| IUAPS RE----***  | IFAPS RE-----*  | INAPS RE----***  | IHAPS RE----***   |   |
| SIGINT.AIRTRK.SIGINC.RAD.FIRCTL<br><br>SIGNALS INTELLIGENCE<br>AIR TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>FIRE CONTROL<br><br>Hierarchy: 4.X.2.1.2.6<br><br>Framed: F             |  |  |  |  |
| IUAPS RF----***  | IFAPS RF-----*  | INAPS RF----***  | IHAPS RF----***   |   |

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TABLE D-III. Signals intelligence symbols - Continued.

| <b>SYMBOL</b>  | <b>UNKNOWN</b>  | <b>FRIEND</b>   | <b>NEUTRAL</b>  | <b>HOSTILE</b> |
|--|-----------------|-----------------|-----------------|----------------|
| SIGINT.AIRTRK.SIGINC.RAD.IFF<br><br>SIGNALS INTELLIGENCE<br>AIR TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>IFF (TRANSPOUNDER)<br><br>Hierarchy: 4.X.2.1.2.7<br><br>Framed: F    |                 |                 |                 |                |
| IUAPSRI----***   | IFAPSRI----***  | INAPSRI----***  | IHAPSRI----***  |                |
| SIGINT.AIRTRK.SIGINC.RAD.MSLAQ<br><br>SIGNALS INTELLIGENCE<br>AIR TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>MISSILE ACQUISITION<br><br>Hierarchy: 4.X.2.1.2.8<br><br>Framed: F |                 |                 |                 |                |
| IUAPSRMA----***  | IFAPSRMA----*** | INAPSRMA----*** | IHAPSRMA----*** |                |
| SIGINT.AIRTRK.SIGINC.RAD.MSLDL<br><br>SIGNALS INTELLIGENCE<br>AIR TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>MISSILE DOWNLINK<br><br>Hierarchy: 4.X.2.1.2.9<br><br>Framed: F    |                 |                 |                 |                |
| IUAPSRMD----***  | IFAPSRMD----*** | INAPSRMD----*** | IHAPSRMD----*** |                |
| SIGINT.AIRTRK.SIGINC.RAD.MSLGDN<br><br>SIGNALS INTELLIGENCE<br>AIR TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>MISSILE GUIDANCE<br><br>Hierarchy: 4.X.2.1.2.10<br><br>Framed: F  |                 |                 |                 |                |
| IUAPSRMG----***  | IFAPSRMG----*** | INAPSRMG----*** | IHAPSRMG----*** |                |
| SIGINT.AIRTRK.SIGINC.RAD.MSLTRK<br><br>SIGNALS INTELLIGENCE<br>AIR TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>MISSILE TRACKING<br><br>Hierarchy: 4.X.2.1.2.11<br><br>Framed: F  |                 |                 |                 |                |
| IUAPSRMT----***  | IFAPSRMT----*** | INAPSRMT----*** | IHAPSRMT----*** |                |

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TABLE D-III. Signals intelligence symbols - Continued.

| <b>SYMBOL</b>   | <b>UNKNOWN</b>   | <b>FRIEND</b>   | <b>NEUTRAL</b>  | <b>HOSTILE</b> |
|---|------------------|-----------------|-----------------|----------------|
| SIGINT.AIRTRK.SIGINC.RAD.MFN<br><br>SIGNALS INTELLIGENCE<br>AIR TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>MULTIFUNCTION<br><br>Hierarchy: 4.X.2.1.2.12<br><br>Framed: F         |                  |                 |                 |                |
| IUAPSRMF----***   | IFAPSRMF-----*** | INAPSRMF----*** | IHAPSRMF----*** |                |
| SIGINT.AIRTRK.SIGINC.RAD.TGTILL<br><br>SIGNALS INTELLIGENCE<br>AIR TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>TARGET ILLUMINATOR<br><br>Hierarchy: 4.X.2.1.2.13<br><br>Framed: F |                  |                 |                 |                |
| IUAPSRTI---***  | IFAPSRTI----***  | INAPSRTI----*** | IHAPSRTI---***  |                |
| SIGINT.AIRTRK.SIGINC.RAD.TGTAQ<br><br>SIGNALS INTELLIGENCE<br>AIR TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>TARGET ACQUISITION<br><br>Hierarchy: 4.X.2.1.2.14<br><br>Framed: F  |                  |                 |                 |                |
| IUAPSRTA----***   | IFAPSRTA-----*** | INAPSRTA----*** | IHAPSRTA----*** |                |
| SIGINT.AIRTRK.SIGINC.RAD.TGTRK<br><br>SIGNALS INTELLIGENCE<br>AIR TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>TARGET TRACKING<br><br>Hierarchy: 4.X.2.1.2.15<br><br>Framed: F     |                  |                 |                 |                |
| IUAPSRTT----***   | IFAPSRTT-----*** | INAPSRTT----*** | IHAPSRTT----*** |                |
| SIGINT.AIRTRK.SIGINC.RAD.UNK<br><br>SIGNALS INTELLIGENCE<br>AIR TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>UNKNOWN<br><br>Hierarchy: 4.X.2.1.2.16<br><br>Framed: F               |                  |                 |                 |                |
| IUAPSRU-----***   | IFAPSRU-----***  | INAPSRU-----*** | IHAPSRU-----*** |                |
| SIGINT.GRDTRK<br><br>SIGNALS INTELLIGENCE<br>GROUND TRACK<br><br>Hierarchy: 4.X.3   | N/A              | N/A             | N/A             | N/A            |

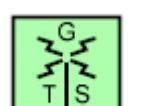
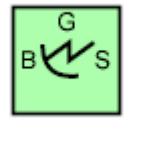
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**TABLE D-III. Signals intelligence symbols - Continued.**

| <b>SYMBOL</b>   | <b>UNKNOWN</b>  | <b>FRIEND</b>  | <b>NEUTRAL</b>  | <b>HOSTILE</b>  |
|---|---|--|---|---|
| SIGINT.GRDTRK.SIGINC<br><br>SIGNALS INTELLIGENCE<br>GROUND TRACK<br>SIGNAL INTERCEPT<br><br>Hierarchy: 4.X.3.1  | N/A   | N/A  | N/A   | N/A   |
| SIGINT.GRDTRK.SIGINC.COMM<br><br>SIGNALS INTELLIGENCE<br>GROUND TRACK<br>SIGNAL INTERCEPT<br>COMMUNICATIONS<br><br>Hierarchy: 4.X.3.1.1   | N/A   | N/A  | N/A   | N/A   |
| SIGINT.GRDTRK.SIGINC.COMM.CELL<br><br>SIGNALS INTELLIGENCE<br>GROUND TRACK<br>SIGNAL INTERCEPT<br>COMMUNICATIONS<br>CELLULAR/MOBILE<br><br>Hierarchy: 4.X.3.1.1.1<br><br>Framed: F                      |    |    |    |    |
| IUGPSCC-----***   | IUGPSCC-----***   | IFGPSCC-----***  | INGPSCC-----***   | IHGPSCC-----***   |
| SIGINT.GRDTRK.SIGINC.COMM.OLOS<br><br>SIGNALS INTELLIGENCE<br>GROUND TRACK<br>SIGNAL INTERCEPT<br>COMMUNICATIONS<br>OMNI-LINE OF SIGHT (LOS)<br><br>Hierarchy: 4.X.3.1.1.2<br><br>Framed: F             |  |  |  |  |
| IUGPSCO-----***   | IUGPSCO-----***   | IFGPSCO-----***  | INGPSCO-----***   | IHGPSCO-----***   |
| SIGINT.GRDTRK.SIGINC.COMM.PTPLOS<br><br>SIGNALS INTELLIGENCE<br>GROUND TRACK<br>SIGNAL INTERCEPT<br>COMMUNICATIONS<br>POINT-TO-POINT LINE OF SIGHT (LOS)<br><br>Hierarchy: 4.X.3.1.1.3<br><br>Framed: F |  |  |  |  |
| IUGPSCP-----***   | IUGPSCP-----***   | IFGPSCP-----***  | INGPSCP-----***   | IHGPSCP-----***   |
| SIGINT.GRDTRK.SIGINC.COMM.SATUL<br><br>SIGNALS INTELLIGENCE<br>GROUND TRACK<br>SIGNAL INTERCEPT<br>COMMUNICATIONS<br>SATELLITE UPLINK<br><br>Hierarchy: 4.X.3.1.1.4<br><br>Framed: F                    |  |  |  |  |
| IUGPSCS-----***   | IUGPSCS-----***   | IFGPSCS-----***  | INGPSCS-----***   | IHGPSCS-----***   |

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TABLE D-III. Signals intelligence symbols - Continued.

| <b>SYMBOL</b>   | <b>UNKNOWN</b>  | <b>FRIEND</b>  | <b>NEUTRAL</b>  | <b>HOSTILE</b>  |
|---|---|--|---|---|
| SIGINT.GRDTRK.SIGINC.COMM.TPSSCT<br><br>SIGNALS INTELLIGENCE<br>GROUND TRACK<br>SIGNAL INTERCEPT<br>COMMUNICATIONS<br>TROPOSPHERIC SCATTER<br><br>Hierarchy: 4.X.3.1.1.5<br><br>Framed: F |    |    |    |    |
| SIGINT.GRDTRK.SIGINC.RAD<br><br>SIGNALS INTELLIGENCE<br>GROUND TRACK<br>SIGNAL INTERCEPT<br>RADAR<br><br>Hierarchy: 4.X.3.1.2   | N/A   | N/A  | N/A   | N/A   |
| SIGINT.GRDTRK.SIGINC.RAD.ATCTL<br><br>SIGNALS INTELLIGENCE<br>GROUND TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>AIR TRAFFIC CONTROL<br><br>Hierarchy: 4.X.3.1.2.1<br><br>Framed: F             |   |   |   |   |
| SIGINT.GRDTRK.SIGINC.RAD.AA/C<br><br>SIGNALS INTELLIGENCE<br>GROUND TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>ANTIAIRCRAFT<br><br>Hierarchy: 4.X.3.1.2.2<br><br>Framed: F                     |  |  |  |  |
| SIGINT.GRDTRK.SIGINC.RAD.BTFSVL<br><br>SIGNALS INTELLIGENCE<br>GROUND TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>BATTLEFIELD SURVEILLANCE<br><br>Hierarchy: 4.X.3.1.2.3<br><br>Framed: F       |  |  |  |  |

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TABLE D-III. Signals intelligence symbols - Continued.

| <b>SYMBOL</b>   | <b>UNKNOWN</b> | <b>FRIEND</b> | <b>NEUTRAL</b> | <b>HOSTILE</b> |
|---|----------------|---------------|----------------|----------------|
| SIGINT.GRDTRK.SIGINC.RAD.CSTSVL<br><br>SIGNALS INTELLIGENCE<br>GROUND TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>COASTAL SURVEILLANCE<br><br>Hierarchy: 4.X.3.1.2.4<br><br>Framed: F |                |               |                |                |
| IUGPSRCS----***      IFGPSRCS-----*      INGPSRCS----***      IHGPSRCS----***   |                |               |                |                |
| SIGINT.GRDTRK.SIGINC.RAD.CTDAPP<br><br>SIGNALS INTELLIGENCE<br>GROUND TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>CONTROLLED APPROACH<br><br>Hierarchy: 4.X.3.1.2.5<br><br>Framed: F  |                |               |                |                |
| IUGPSRCA----***      IFGPSRCA-----*      INGPSRCA----***      IHGPSRCA----***   |                |               |                |                |
| SIGINT.GRDTRK.SIGINC.RAD.DATTMN<br><br>SIGNALS INTELLIGENCE<br>GROUND TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>DATA TRANSMISSION<br><br>Hierarchy: 4.X.3.1.2.6<br><br>Framed: F    |                |               |                |                |
| IUGPSRD----***      IFGPSRD-----*      INGPSRD----***      IHGPSRD----***   |                |               |                |                |
| SIGINT.GRDTRK.SIGINC.RAD.EW<br><br>SIGNALS INTELLIGENCE<br>GROUND TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>EARLY WARNING<br><br>Hierarchy: 4.X.3.1.2.7<br><br>Framed: F            |                |               |                |                |
| IUGPSRE----***      IFGPSRE-----*      INGPSRE----***      IHGPSRE----***   |                |               |                |                |
| SIGINT.GRDTRK.SIGINC.RAD.FIRCTL<br><br>SIGNALS INTELLIGENCE<br>GROUND TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>FIRE CONTROL<br><br>Hierarchy: 4.X.3.1.2.8<br><br>Framed: F         |                |               |                |                |
| IUGPSRF----***      IFGPSRF-----*      INGPSRF----***      IHGPSRF----***   |                |               |                |                |

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TABLE D-III. Signals intelligence symbols - Continued.

| SYMBOL  | UNKNOWN | FRIEND | NEUTRAL | HOSTILE |
|---|---------|--------|---------|---------|
| SIGINT.GRDTRK.SIGINC.RAD.HGTFDG<br><br>SIGNALS INTELLIGENCE<br>GROUND TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>HEIGHT FINDING<br><br>Hierarchy: 4.X.3.1.2.9<br><br>Framed: F                             |         |        |         |         |
| IUGPSRH----***<br><br>IFGPSRH----***<br><br>INGPSRH----***<br><br>IHGPSRH----***  |         |        |         |         |
| SIGINT.GRDTRK.SIGINC.RAD.IDFF<br><br>SIGNALS INTELLIGENCE<br>GROUND TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>IDENTIFICATION FRIEND/FOE<br>(INTERROGATOR)<br><br>Hierarchy: 4.X.3.1.2.10<br><br>Framed: F |         |        |         |         |
| IUGPSRI----***<br><br>IFGPSRI----***<br><br>INGPSRI----***<br><br>IHGPSRI----***  |         |        |         |         |
| SIGINT.GRDTRK.SIGINC.RAD.METO<br><br>SIGNALS INTELLIGENCE<br>GROUND TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>METEOROLOGICAL (MILITARY)<br><br>Hierarchy: 4.X.3.1.2.11<br><br>Framed: F                   |         |        |         |         |
| IUGPSRMM----***<br><br>IFGPSRMM----***<br><br>INGPSRMM----***<br><br>IHGPSRMM----***  |         |        |         |         |
| SIGINT.GRDTRK.SIGINC.RAD.MSLAQ<br><br>SIGNALS INTELLIGENCE<br>GROUND TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>MISSILE ACQUISITION<br><br>Hierarchy: 4.X.3.1.2.12<br><br>Framed: F                        |         |        |         |         |
| IUGPSRMA----***<br><br>IFGPSRMA----***<br><br>INGPSRMA----***<br><br>IHGPSRMA----***  |         |        |         |         |
| SIGINT.GRDTRK.SIGINC.RAD.MSLGDN<br><br>SIGNALS INTELLIGENCE<br>GROUND TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>MISSILE GUIDANCE<br><br>Hierarchy: 4.X.3.1.2.13<br><br>Framed: F                          |         |        |         |         |
| IUGPSRMG----***<br><br>IFGPSRMG----***<br><br>INGPSRMG----***<br><br>IHGPSRMG----***  |         |        |         |         |

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TABLE D-III. Signals intelligence symbols - Continued.

| <b>SYMBOL</b>  | <b>UNKNOWN</b>  | <b>FRIEND</b>   | <b>NEUTRAL</b>  | <b>HOSTILE</b> |
|--|-----------------|-----------------|-----------------|----------------|
| SIGINT.GRDTRK.SIGINC.RAD.MSLTRK<br><br>SIGNALS INTELLIGENCE<br>GROUND TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>MISSILE TRACKING<br><br>Hierarchy: 4.X.3.1.2.14<br><br>Framed: F   |                 |                 |                 |                |
| IUGPSRMT----***  | IFGPSRMT----*** | INGPSRMT----*** | IHGPSRMT----*** |                |
| SIGINT.GRDTRK.SIGINC.RAD.MFN<br><br>SIGNALS INTELLIGENCE<br>GROUND TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>MULTIFUNCTION<br><br>Hierarchy: 4.X.3.1.2.15<br><br>Framed: F         |                 |                 |                 |                |
| IUGPSRMF----***  | IFGPSRMF----*** | INGPSRMF----*** | IHGPSRMF----*** |                |
| SIGINT.GRDTRK.SIGINC.RAD.SHETKG<br><br>SIGNALS INTELLIGENCE<br>GROUND TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>SHELL TRACKING<br><br>Hierarchy: 4.X.3.1.2.16<br><br>Framed: F     |                 |                 |                 |                |
| IUGPSRS----***   | IFGPSRS----***  | INGPSRS----***  | IHGPSRS----***  |                |
| SIGINT.GRDTRK.SIGINC.RAD.TGTAQ<br><br>SIGNALS INTELLIGENCE<br>GROUND TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>TARGET ACQUISITION<br><br>Hierarchy: 4.X.3.1.2.17<br><br>Framed: F  |                 |                 |                 |                |
| IUGPSRTA----***  | IFGPSRTA-----*  | INGPSRTA----*** | IHGPSRTA----*** |                |
| SIGINT.GRDTRK.SIGINC.RAD.TGTILL<br><br>SIGNALS INTELLIGENCE<br>GROUND TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>TARGET ILLUMINATOR<br><br>Hierarchy: 4.X.3.1.2.18<br><br>Framed: F |                 |                 |                 |                |
| IUGPSRTI----***  | IFGPSRTI----*** | INGPSRTI----*** | IHGPSRTI----*** |                |

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**TABLE D-III. Signals intelligence symbols - Continued.**

| <b>SYMBOL</b>   | <b>UNKNOWN</b> | <b>FRIEND</b> | <b>NEUTRAL</b> | <b>HOSTILE</b> |
|---|----------------|---------------|----------------|----------------|
| SIGINT.GRDTRK.SIGINC.RAD.TGTTRK<br><br>SIGNALS INTELLIGENCE<br>GROUND TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>TARGET TRACKING<br><br>Hierarchy: 4.X.3.1.2.19<br><br>Framed: F           |                |               |                |                |
| IUGPSRTT----***<br><br>IFGPSRTT-----***<br><br>INGPSRTT----***<br><br>IHGPSRTT----***   |                |               |                |                |
| SIGINT.GRDTRK.SIGINC.RAD.UNK<br><br>SIGNALS INTELLIGENCE<br>GROUND TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>UNKNOWN<br><br>Hierarchy: 4.X.3.1.2.20<br><br>Framed: F                      |                |               |                |                |
| IUGPSRU----***<br><br>IFGPSRU-----***<br><br>INGPSRU----***<br><br>IHGPSRU-----***  |                |               |                |                |
| SIGINT.SSUF<br><br>SIGNALS INTELLIGENCE<br>SEA SURFACE TRACK<br><br>Hierarchy: 4.X.4  | N/A            | N/A           | N/A            | N/A            |
| SIGINT.SSUF.SIGINC<br><br>SIGNALS INTELLIGENCE<br>SEA SURFACE TRACK<br>SIGNAL INTERCEPT<br><br>Hierarchy: 4.X.4.1   | N/A            | N/A           | N/A            | N/A            |
| SIGINT.SSUF.SIGINC.COMM<br><br>SIGNALS INTELLIGENCE<br>SEA SURFACE TRACK<br>SIGNAL INTERCEPT<br>COMMUNICATIONS<br><br>Hierarchy: 4.X.4.1.1  | N/A            | N/A           | N/A            | N/A            |
| SIGINT.SSUF.SIGINC.COMM.CELL<br><br>SIGNALS INTELLIGENCE<br>SEA SURFACE TRACK<br>SIGNAL INTERCEPT<br>COMMUNICATIONS<br>CELLULAR/MOBILE<br><br>Hierarchy: 4.X.4.1.1.1<br><br>Framed: F |                |               |                |                |
| IUSPSCC-----***<br><br>IFSPSCC-----***<br><br>INSPSCC-----***<br><br>IHSPSCC-----***  |                |               |                |                |

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TABLE D-III. Signals intelligence symbols - Continued.

| SYMBOL   | UNKNOWN          | FRIEND           | NEUTRAL          | HOSTILE |
|--|------------------|------------------|------------------|---------|
| SIGINT.SSUF.SIGINC.COMM.OLOS<br><br>SIGNALS INTELLIGENCE<br>SEA SURFACE TRACK<br>SIGNAL INTERCEPT<br>COMMUNICATIONS<br>OMNI-LINE OF SIGHT (LOS)<br><br>Hierarchy: 4.X.4.1.1.2<br><br>Framed: F             |                  |                  |                  |         |
| IUSPSCO-----***  | IFSPSCO-----***  | INSPSCO-----***  | IHSPSCO-----***  |         |
| SIGINT.SSUF.SIGINC.COMM.PTPLOS<br><br>SIGNALS INTELLIGENCE<br>SEA SURFACE TRACK<br>SIGNAL INTERCEPT<br>COMMUNICATIONS<br>POINT-TO-POINT LINE OF SIGHT (LOS)<br><br>Hierarchy: 4.X.4.1.1.3<br><br>Framed: F |                  |                  |                  |         |
| IUSPSCP-----***  | IFSPSCP-----***  | INSPSCP-----***  | IHSPSCP-----***  |         |
| SIGINT.SSUF.SIGINC.COMM.SATUL<br><br>SIGNALS INTELLIGENCE<br>SEA SURFACE TRACK<br>SIGNAL INTERCEPT<br>COMMUNICATIONS<br>SATELLITE UPLINK<br><br>Hierarchy: 4.X.4.1.1.4<br><br>Framed: F                    |                  |                  |                  |         |
| IUSPSCS-----***  | IFSPSCS-----***  | INSPSCS-----***  | IHSPSCS-----***  |         |
| SIGINT.SSUF.SIGINC.RAD<br><br>SIGNALS INTELLIGENCE<br>SEA SURFACE TRACK<br>SIGNAL INTERCEPT<br>RADAR<br><br>Hierarchy: 4.X.4.1.2   | N/A              | N/A              | N/A              | N/A     |
| SIGINT.SSUF.SIGINC.RAD.ATCTL<br><br>SIGNALS INTELLIGENCE<br>SEA SURFACE TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>AIR TRAFFIC CONTROL<br><br>Hierarchy: 4.X.4.1.2.1<br><br>Framed: F                           |                  |                  |                  |         |
| IUSPSRAT-----***   | IFSPSRAT-----*** | INSPSRAT-----*** | IHSPSRAT-----*** |         |

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TABLE D-III. Signals intelligence symbols - Continued.

| SYMBOL   | UNKNOWN | FRIEND | NEUTRAL | HOSTILE |
|--|---------|--------|---------|---------|
| SIGINT.SSUF.SIGINC.RAD.AA/C<br><br>SIGNALS INTELLIGENCE<br>SEA SURFACE TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>ANTIAIRCRAFT<br><br>Hierarchy: 4.X.4.1.2.2<br><br>Framed: F           |         |        |         |         |
| IUSPSRAA----***<br><br>IFSPSRAA-----**<br><br>INSPSRAA----***<br><br>IHSPSRAA----***   |         |        |         |         |
| SIGINT.SSUF.SIGINC.RAD.CTDAPP<br><br>SIGNALS INTELLIGENCE<br>SEA SURFACE TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>CONTROLLED APPROACH<br><br>Hierarchy: 4.X.4.1.2.3<br><br>Framed: F  |         |        |         |         |
| IUSPSRCA----***<br><br>IFSPSRCA-----**<br><br>INSPSRCA----***<br><br>IHSPSRCA----***   |         |        |         |         |
| SIGINT.SSUF.SIGINC.RAD.CTDINC<br><br>SIGNALS INTELLIGENCE<br>SEA SURFACE TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>CONTROLLED INTERCEPT<br><br>Hierarchy: 4.X.4.1.2.4<br><br>Framed: F |         |        |         |         |
| IUSPSRCI----***<br><br>IFSPSRCI----***<br><br>INSPSRCI----***<br><br>IHSPSRCI----***   |         |        |         |         |
| SIGINT.SSUF.SIGINC.RAD.DATTMN<br><br>SIGNALS INTELLIGENCE<br>SEA SURFACE TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>DATA TRANSMISSION<br><br>Hierarchy: 4.X.4.1.2.5<br><br>Framed: F    |         |        |         |         |
| IUSPSRD----***<br><br>IFSPSRD-----**<br><br>INSPSRD----***<br><br>IHSPSRD-----**   |         |        |         |         |
| SIGINT.SSUF.SIGINC.RAD.EW<br><br>SIGNALS INTELLIGENCE<br>SEA SURFACE TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>EARLY WARNING<br><br>Hierarchy: 4.X.4.1.2.6<br><br>Framed: F            |         |        |         |         |
| IUSPSRE----***<br><br>IFSPSRE-----**<br><br>INSPSRE----***<br><br>IHSPSRE-----**   |         |        |         |         |

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TABLE D-III. Signals intelligence symbols - Continued.

| SYMBOL  | UNKNOWN         | FRIEND          | NEUTRAL         | HOSTILE |
|---|-----------------|-----------------|-----------------|---------|
| SIGINT.SSUF.SIGINC.RAD.FIRCTL<br><br>SIGNALS INTELLIGENCE<br>SEA SURFACE TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>FIRE CONTROL<br><br>Hierarchy: 4.X.4.1.2.7<br><br>Framed: F                              |                 |                 |                 |         |
| IUSPSRF----***  | IFSPSRF----***  | INSPSRF----***  | IHSPSRF----***  |         |
| SIGINT.SSUF.SIGINC.RAD.HGTFDG<br><br>SIGNALS INTELLIGENCE<br>SEA SURFACE TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>HEIGHT FINDING<br><br>Hierarchy: 4.X.4.1.2.8<br><br>Framed: F                            |                 |                 |                 |         |
| IUSPSRH----***  | IFSPSRH----***  | INSPSRH----***  | IHSPSRH----***  |         |
| SIGINT.SSUF.SIGINC.RAD.IDFF<br><br>SIGNALS INTELLIGENCE<br>SEA SURFACE TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>IDENTIFICATION FRIEND/FOE<br>(INTERROGATOR)<br><br>Hierarchy: 4.X.4.1.2.9<br><br>Framed: F |                 |                 |                 |         |
| IUSPSRI----***  | IFSPSRI----***  | INSPSRI----***  | IHSPSRI----***  |         |
| SIGINT.SSUF.SIGINC.RAD.METO<br><br>SIGNALS INTELLIGENCE<br>SEA SURFACE TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>METEOROLOGICAL (MILITARY)<br><br>Hierarchy: 4.X.4.1.2.10<br><br>Framed: F                  |                 |                 |                 |         |
| IUSPSRMM----***   | IFSPSRMM----*** | INSPSRMM----*** | IHSPSRMM----*** |         |
| SIGINT.SSUF.SIGINC.RAD.MSLAQ<br><br>SIGNALS INTELLIGENCE<br>SEA SURFACE TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>MISSILE ACQUISITION<br><br>Hierarchy: 4.X.4.1.2.11<br><br>Framed: F                       |                 |                 |                 |         |
| IUSPSRMA----***   | IFSPSRMA----*** | INSPSRMA----*** | IHSPSRMA----*** |         |

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TABLE D-III. Signals intelligence symbols - Continued.

| SYMBOL   | UNKNOWN         | FRIEND          | NEUTRAL         | HOSTILE         |
|--|-----------------|-----------------|-----------------|-----------------|
| SIGINT.SSUF.SIGINC.RAD.MSLGN   |                 |                 |                 |                 |
| SIGNALS INTELLIGENCE<br>SEA SURFACE TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>MISSILE GUIDANCE   |                 |                 |                 |                 |
| Hierarchy: 4.X.4.1.2.12  | IUSPSRMG----*** | IFSPSRMG-----** | INSPSRMG----*** | IHSPSRMG----*** |
| Framed: F  |                 |                 |                 |                 |
| SIGINT.SSUF.SIGINC.RAD.MSLTRK  |                 |                 |                 |                 |
| SIGNALS INTELLIGENCE<br>SEA SURFACE TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>MISSILE TRACKING   |                 |                 |                 |                 |
| Hierarchy: 4.X.4.1.2.13  | IUSPSRMT----*** | IFSPSRMT-----** | INSPSRMT----*** | IHSPSRMT----*** |
| Framed: F  |                 |                 |                 |                 |
| SIGINT.SSUF.SIGINC.RAD.MFN   |                 |                 |                 |                 |
| SIGNALS INTELLIGENCE<br>SEA SURFACE TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>MULTIFUNCTION      |                 |                 |                 |                 |
| Hierarchy: 4.X.4.1.2.14  | IUSPSRMF----*** | IFSPSRMF-----** | INSPSRMF----*** | IHSPSRMF----*** |
| Framed: F  |                 |                 |                 |                 |
| SIGINT.SSUF.SIGINC.RAD.SUFSRH  |                 |                 |                 |                 |
| SIGNALS INTELLIGENCE<br>SEA SURFACE TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>SURFACE SEARCH     |                 |                 |                 |                 |
| Hierarchy: 4.X.4.1.2.15  | IUSPSRS----***  | IFSPSRS----***  | INSPSRS----***  | IHSPSRS----***  |
| Framed: F  |                 |                 |                 |                 |
| SIGINT.SSUF.SIGINC.RAD.TGTAQ   |                 |                 |                 |                 |
| SIGNALS INTELLIGENCE<br>SEA SURFACE TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>TARGET ACQUISITION |                 |                 |                 |                 |
| Hierarchy: 4.X.4.1.2.16  | IUSPSRTA----*** | IFSPSRTA-----** | INSPSRTA----*** | IHSPSRTA----*** |
| Framed: F  |                 |                 |                 |                 |

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TABLE D-III. Signals intelligence symbols - Continued.

| <b>SYMBOL</b>   | <b>UNKNOWN</b> | <b>FRIEND</b> | <b>NEUTRAL</b> | <b>HOSTILE</b> |
|---|----------------|---------------|----------------|----------------|
| SIGINT.SSUF.SIGINC.RAD.TGTILL<br><br>SIGNALS INTELLIGENCE<br>SEA SURFACE TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>TARGET ILLUMINATOR<br><br>Hierarchy: 4.X.4.1.2.17<br><br>Framed: F |                |               |                |                |
| IUSPSRTI----***<br><br>IFSPSRTI----***<br><br>INSPSRTI----***<br><br>IHSPSRTI----***  |                |               |                |                |
| SIGINT.SSUF.SIGINC.RAD.TGTTRK<br><br>SIGNALS INTELLIGENCE<br>SEA SURFACE TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>TARGET TRACKING<br><br>Hierarchy: 4.X.4.1.2.18<br><br>Framed: F    |                |               |                |                |
| IUSPSRTT----***<br><br>IFSPSRTT----***<br><br>INSPSRTT----***<br><br>IHSPSRTT----***  |                |               |                |                |
| SIGINT.SSUF.SIGINC.RAD.UNK<br><br>SIGNALS INTELLIGENCE<br>SEA SURFACE TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>UNKNOWN<br><br>Hierarchy: 4.X.4.1.2.19<br><br>Framed: F               |                |               |                |                |
| IUSPSRU----***<br><br>IFSPSRU----***<br><br>INSPSRU----***<br><br>IHSPSRU----***  |                |               |                |                |
| SIGINT.SBSUF<br><br>SIGNALS INTELLIGENCE<br>SUBSURFACE TRACK<br><br>Hierarchy: 4.X.5  | N/A            | N/A           | N/A            | N/A            |
| SIGINT.SBSUF.SIGINC<br><br>SIGNALS INTELLIGENCE<br>SUBSURFACE TRACK<br>SIGNAL INTERCEPT<br><br>Hierarchy: 4.X.5.1   | N/A            | N/A           | N/A            | N/A            |
| SIGINT.SBSUF.SIGINC.COMM<br><br>SIGNALS INTELLIGENCE<br>SUBSURFACE TRACK<br>SIGNAL INTERCEPT<br>COMMUNICATIONS<br><br>Hierarchy: 4.X.5.1.1  | N/A            | N/A           | N/A            | N/A            |

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TABLE D-III. Signals intelligence symbols - Continued.

| SYMBOL   | UNKNOWN         | FRIEND          | NEUTRAL         | HOSTILE |
|--|-----------------|-----------------|-----------------|---------|
| SIGINT.SBSUF.SIGINC.COMM.OLOS<br><br>SIGNALS INTELLIGENCE<br>SUBSURFACE TRACK<br>SIGNAL INTERCEPT<br>COMMUNICATIONS<br>OMNI-LINE OF SIGHT (LOS)<br><br>Hierarchy: 4.X.5.1.1.1<br><br>Framed: F             |                 |                 |                 |         |
| IUUPSCO-----***  | IFUPSCO-----*** | INUPSCO-----*** | IHUPSCO-----*** |         |
| SIGINT.SBSUF.SIGINC.COMM.PTPLOS<br><br>SIGNALS INTELLIGENCE<br>SUBSURFACE TRACK<br>SIGNAL INTERCEPT<br>COMMUNICATIONS<br>POINT-TO-POINT LINE OF SIGHT (LOS)<br><br>Hierarchy: 4.X.5.1.1.2<br><br>Framed: F |                 |                 |                 |         |
| IUUPSCP-----***  | IFUPSCP-----*** | INUPSCP-----*** | IHUPSCP-----*** |         |
| SIGINT.SBSUF.SIGINC.COMM.SATUL<br><br>SIGNALS INTELLIGENCE<br>SUBSURFACE TRACK<br>SIGNAL INTERCEPT<br>COMMUNICATIONS<br>SATELLITE UPLINK<br><br>Hierarchy: 4.X.5.1.1.3<br><br>Framed: F                    |                 |                 |                 |         |
| IUUPSCS-----***  | IFUPSCS-----*** | INUPSCS-----*** | IHUPSCS-----*** |         |
| SIGINT.SBSUF.SIGINC.RAD<br><br>SIGNALS INTELLIGENCE<br>SUBSURFACE TRACK<br>SIGNAL INTERCEPT<br>RADAR<br><br>Hierarchy: 4.X.5.1.2   | N/A             | N/A             | N/A             | N/A     |
| SIGINT.SBSUF.SIGINC.RAD.DATTMN<br><br>SIGNALS INTELLIGENCE<br>SUBSURFACE TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>DATA TRANSMISSION<br><br>Hierarchy: 4.X.5.1.2.1<br><br>Framed: F                            |                 |                 |                 |         |
| IUUPSRD-----***  | IFUPSRD-----*** | INUPSRD-----*** | IHUPSRD-----*** |         |

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TABLE D-III. Signals intelligence symbols - Continued.

| SYMBOL  | UNKNOWN | FRIEND | NEUTRAL | HOSTILE |
|---|---------|--------|---------|---------|
| SIGINT.SBSUF.SIGINC.RAD.EW<br><br>SIGNALS INTELLIGENCE<br>SUBSURFACE TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>EARLY WARNING<br><br>Hierarchy: 4.X.5.1.2.2<br><br>Framed: F         |         |        |         |         |
| IUUPSRE-----***<br><br>IFUPSR-----***<br><br>INUPSR-----***<br><br>IHUPSR-----***   |         |        |         |         |
| SIGINT.SBSUF.SIGINC.RAD.MFN<br><br>SIGNALS INTELLIGENCE<br>SUBSURFACE TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>MULTIFUNCTION<br><br>Hierarchy: 4.X.5.1.2.3<br><br>Framed: F        |         |        |         |         |
| IUUPSRM-----***<br><br>IFUPSRM-----***<br><br>INUPSRM-----***<br><br>IHUPSRM-----***  |         |        |         |         |
| SIGINT.SBSUF.SIGINC.RAD.SUFSRH<br><br>SIGNALS INTELLIGENCE<br>SUBSURFACE TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>SURFACE SEARCH<br><br>Hierarchy: 4.X.5.1.2.4<br><br>Framed: F    |         |        |         |         |
| IUUPSR-----***<br><br>IFUPSR-----***<br><br>INUPSR-----***<br><br>IHUPSR-----***  |         |        |         |         |
| SIGINT.SBSUF.SIGINC.RAD.TGTAQ<br><br>SIGNALS INTELLIGENCE<br>SUBSURFACE TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>TARGET ACQUISITION<br><br>Hierarchy: 4.X.5.1.2.5<br><br>Framed: F |         |        |         |         |
| IUUPSRT-----***<br><br>IFUPSRT-----***<br><br>INUPSRT-----***<br><br>IHUPSRT-----***  |         |        |         |         |
| SIGINT.SBSUF.SIGINC.RAD.UNK<br><br>SIGNALS INTELLIGENCE<br>SUBSURFACE TRACK<br>SIGNAL INTERCEPT<br>RADAR<br>UNKNOWN<br><br>Hierarchy: 4.X.5.1.2.6<br><br>Framed: F              |         |        |         |         |
| IUUPSRU-----***<br><br>IFUPSRU-----***<br><br>INUPSRU-----***<br><br>IHUPSRU-----***  |         |        |         |         |

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APPENDIX E

STABILITY OPERATIONS SYMOLOGY

E.1 SCOPE

E.1.1 Scope. This appendix addresses tactical symbols in the stability operations (SO) domain. The tables in this appendix present the icons for violent activities, locations, operations, and items. This appendix is a mandatory part of the standard. The information contained herein is intended for compliance.

E.2 APPLICABLE DOCUMENTS

This section is not applicable 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. The purpose of warfighting symbology is to convey information about objects in the warfighting operational environment. This appendix contains the technical specifications, symbol coding scheme, symbology hierarchy, and the tactical symbols for the SO symbology set.

E.5 DETAILED REQUIREMENTS

E.5.1 Technical specifications. Composition, construction, display, and transmission of tactical symbols are explained in the Detailed Requirements section of the standard. Framing of SO tactical symbols differs slightly from C2 Symbology: UEI tactical symbols in that there is only one battle dimension: ground.

E.5.2 Symbol identification coding scheme. A symbol identification code (SIDC) is a 15-character alphanumeric identifier that provides the information necessary to display or transmit a tactical symbol between MIL-STD-2525 compliant systems.

E.5.2.1 Code positions. The positions of the SIDC are described below. Since many symbols do not have an entry in every code position, a dash (-) is used to fill each unused position. An asterisk (\*) indicates positions that are user-defined based on specific symbol circumstances, such as echelon/mobility. Table E-I identifies the fields of information included in a SIDC and the position each occupies in the 15-character identifier. The values in each field are filled from left to right unless otherwise specified.

- a. Position 1, coding scheme, indicates to which overall symbology set a symbol belongs.
- b. Position 2, standard identity, indicates the symbol's standard identity.

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- c. Position 3, category, indicates the symbol's primary category (violent activities, locations, operations, or items).
- d. Position 4, status, indicates the symbol's planned or present status.
- e. Positions 5 through 10, function ID, identify a symbol's function. Each position indicates an increasing level of detail and specialization.
- f. Positions 11 and 12, symbol modifier indicator, identify indicators present on the symbol such as echelon, feint/dummy, installation, task force, headquarters staff, and equipment mobility. Table E-II contains the specific values used in this field.
- g. Positions 13 and 14, country code, identify the country with which a symbol is associated. Country code identifiers are listed in ISO 3166-1.
- h. Position 15, order of battle, provides additional information about the role of a symbol in the operational environment. For example, a bomber that has nuclear weapons on board may be designated as strategic force related.

**TABLE E-I. SIDC positions and categories.**

| CODING SCHEME (1)<br>(POSITION 1)    | STANDARD IDENTITY/EXERCISE AMPLIFYING DESCRIPTOR (1)<br>(POSITION 2)  | CATEGORY (1)<br>(POSITION 3)  | STATUS/OPERATIONAL CONDITION (1)<br>(POSITION 4)   |
|--------------------------------------|---|---|--|
| O - STABILITY OPERATIONS (SO)        | P - PENDING<br>U - UNKNOWN<br>A - ASSUMED FRIEND<br>F - FRIEND<br>N - NEUTRAL<br>S - SUSPECT<br>H - HOSTILE<br>G - EXERCISE PENDING<br>W - EXERCISE UNKNOWN<br>M - EXERCISE ASSUMED FRIEND<br>D - EXERCISE FRIEND<br>L - EXERCISE NEUTRAL<br>J - JOKER<br>K - FAKER | V - VIOLENT ACTIVITIES<br>L - LOCATIONS<br>O - OPERATIONS<br>I - ITEMS<br>P - INDIVIDUAL<br>G - NONMILITARY GROUP OR ORGANIZATION<br>R - RAPE | A - ANTICIPATED/PLANNED<br>P - PRESENT (Units only)<br>C - PRESENT/FULLY CAPABLE<br>D - PRESENT/DAMAGED<br>X - PRESENT/DESTROYED<br>F - PRESENT/FULL TO CAPACITY |
| FUNCTION ID (6)<br>(POSITION 5-10)   | SYMBOL MODIFIER (2)<br>(POSITION 11, 12)  | COUNTRY CODE (2)<br>(POSITION 13, 14)   | ORDER OF BATTLE (1)<br>(POSITION 15)   |
| See table E-III for specific values. | See table E-II for specific values.   | See ISO 3166-1.   | A - AIR OB<br>E - ELECTRONIC OB<br>C - CIVILIAN OB<br>G - GROUND OB<br>N - MARITIME OB<br>S - STRATEGIC FORCE RELATED  |

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TABLE E-II. Symbol modifier codes.

| CODE | DESCRIPTION              | CODE | DESCRIPTION                 |
|------|--------------------------|------|-----------------------------|
| --   | NULL                     | - A  | TEAM/CREW                   |
| - B  | SQUAD                    | - C  | SECTION                     |
| - D  | PLATOON/DETACHMENT       | - E  | COMPANY/BATTERY/TROOP       |
| - F  | BATTALION/SQUADRON       | - G  | REGIMENT/GROUP              |
| - H  | BRIGADE                  | - I  | DIVISION                    |
| - J  | CORPS/MEF                | - K  | ARMY                        |
| - L  | ARMY GROUP/FRONT         | - M  | REGION                      |
| - N  | COMMAND                  |      |                             |
| A -  | HEADQUARTERS (HQ)        | AA   | HQ TEAM/CREW                |
| AB   | HQ SQUAD                 | AC   | HQ SECTION                  |
| AD   | HQ PLATOON/DETACHMENT    | AE   | HQ COMPANY/BATTERY/TROOP    |
| AF   | HQ BATTALION/SQUADRON    | AG   | HQ REGIMENT/GROUP           |
| AH   | HQ BRIGADE               | AI   | HQ DIVISION                 |
| AJ   | HQ CORPS/MEF             | AK   | HQ ARMY                     |
| AL   | HQ ARMY GROUP/FRONT      | AM   | HQ REGION                   |
| AN   | HQ COMMAND               |      |                             |
| B -  | TASK FORCE (TF) HQ       | BA   | TF HQ TEAM/CREW             |
| BB   | TF HQ SQUAD              | BC   | TF HQ SECTION               |
| BD   | TF HQ PLATOON/DETACHMENT | BE   | TF HQ COMPANY/BATTERY/TROOP |
| BF   | TF HQ BATTALION/SQUADRON | BG   | TF HQ REGIMENT/GROUP        |
| BH   | TF HQ BRIGADE            | BI   | TF HQ DIVISION              |
| BJ   | TF HQ CORPS/MEF          | BK   | TF HQ ARMY                  |
| BL   | TF HQ ARMY GROUP/FRONT   | BM   | TF HQ REGION                |
| BN   | TF HQ COMMAND            |      |                             |
| C -  | FEINT DUMMY (FD) HQ      | CA   | FD HQ TEAM/CREW             |
| CB   | FD HQ SQUAD              | CC   | FD HQ SECTION               |
| CD   | FD HQ PLATOON/DETACHMENT | CE   | FD HQ COMPANY/BATTERY/TROOP |
| CF   | FD HQ BATTALION/SQUADRON | CG   | FD HQ REGIMENT/GROUP        |
| CH   | FD HQ BRIGADE            | CI   | FD HQ DIVISION              |
| CJ   | FD HQ CORPS/MEF          | CK   | FD HQ ARMY                  |

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**TABLE E-II. Symbol modifier codes - Continued.**

| CODE | DESCRIPTION                       | CODE | DESCRIPTION                    |
|------|-----------------------------------|------|--------------------------------|
| CL   | FD HQ ARMY GROUP/FRONT            | CM   | FD HQ REGION                   |
| CN   | FD HQ COMMAND                     |      |                                |
| D -  | FEINT DUMMY/TASK FORCE (FD/TF) HQ | DA   | FD/TF HQ TEAM/CREW             |
| DB   | FD/TF HQ SQUAD                    | DC   | FD/TF HQ SECTION               |
| DD   | FD/TF HQ PLATOON/DETACHMENT       | DE   | FD/TF HQ COMPANY/BATTERY/TROOP |
| DF   | FD/TF HQ BATTALION/SQUADRON       | DG   | FD/TF HQ REGIMENT/GROUP        |
| DH   | FD/TF HQ BRIGADE                  | DI   | FD/TF HQ DIVISION              |
| DJ   | FD/TF HQ CORPS/MEF                | DK   | FD/TF HQ ARMY                  |
| DL   | FD/TF HQ ARMY GROUP/FRONT         | DM   | FD/TF HQ REGION                |
| DN   | FD/TF HQ COMMAND                  |      |                                |
| E -  | TASK FORCE (TF)                   | EA   | TF TEAM/CREW                   |
| EB   | TF SQUAD                          | EC   | TF SECTION                     |
| ED   | TF PLATOON/DETACHMENT             | EE   | TF COMPANY/BATTERY/TROOP       |
| EF   | TF BATTALION/SQUADRON             | EG   | TF REGIMENT/GROUP              |
| EH   | TF BRIGADE                        | EI   | TF DIVISION                    |
| EJ   | TF CORPS/MEF                      | EK   | TF ARMY                        |
| EL   | TF ARMY GROUP/FRONT               | EM   | TF REGION                      |
| EN   | TF COMMAND                        |      |                                |
| F -  | FEINT DUMMY (FD)                  | FA   | FD TEAM/CREW                   |
| FB   | FD SQUAD                          | FC   | FD SECTION                     |
| FD   | FD PLATOON/DETACHMENT             | FE   | FD COMPANY/BATTERY/TROOP       |
| FF   | FD BATTALION/SQUADRON             | FG   | FD REGIMENT/GROUP              |
| FH   | FD BRIGADE                        | FI   | FD DIVISION                    |
| FJ   | FD CORPS/MEF                      | FK   | FD ARMY                        |
| FL   | FD ARMY GROUP/FRONT               | FM   | FD REGION                      |
| FN   | FD COMMAND                        |      |                                |
| G -  | FEINT DUMMY/TASK FORCE (FD/TF)    | GA   | FD/TF TEAM/CREW                |
| GB   | FD/TF SQUAD                       | GC   | FD/TF SECTION                  |
| GD   | FD/TF PLATOON/DETACHMENT          | GE   | FD/TF COMPANY/BATTERY/TROOP    |

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TABLE E-II. Symbol modifier codes - Continued.

| CODE | DESCRIPTION              | CODE | DESCRIPTION              |
|------|--------------------------|------|--------------------------|
| GF   | FD/TF BATTALION/SQUADRON | GG   | FD/TF REGIMENT/GROUP     |
| GH   | FD/TF BRIGADE            | GI   | FD/TF DIVISION           |
| GJ   | FD/TF CORPS/MEF          | GK   | FD/TF ARMY               |
| GL   | FD/TF ARMY GROUP/FRONT   | GM   | FD/TF REGION             |
| GN   | FD/TF COMMAND            |      |                          |
| H -  | INSTALLATION             | HB   | FEINT DUMMY INSTALLATION |

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E.5.2.2 SIDC table. The following table lists the codes for SO symbology. Since many symbols may not have an entry in all code positions, a dash (-) is used to fill each unused position. As stated in E.5.2.1, an asterisk (\*) indicates positions that are user-defined based on specific symbol circumstances, such as standard identity or echelon/mobility.

TABLE E-III. SIDC table.

| HIERARCHY                   |   |   |   |                   | FUNCTION ID |    |               | ORDER OF BATTLE | DESCRIPTION                        |
|-----------------------------|---|---|---|-------------------|-------------|----|---------------|-----------------|------------------------------------|
|                             |   |   |   | STATUS            |             |    | COUNTRY CODE  |                 |                                    |
|                             |   |   |   | CATEGORY          |             |    | SIZE/MOBILITY |                 |                                    |
|                             |   |   |   | STANDARD IDENTITY |             |    |               |                 |                                    |
|                             |   |   |   | CODE SCHEME       |             |    |               |                 |                                    |
| STBOPS                      | O | - | - | -                 | -- -- --    | -- | --            | -               | STABILITY OPERATIONS (SO)          |
| STBOPS.VIOATY               | O | * | V | *                 | -- -- --    | ** | **            | *               | VIOLENT ACTIVITIES (DEATH CAUSING) |
| STBOPS.VIOATY.ASN           | O | * | V | *                 | A- -- --    | ** | **            | *               | ARSON/FIRE                         |
| STBOPS.VIOATY.KILL          | O | * | V | *                 | M- -- --    | ** | **            | *               | KILLING (GENERAL)                  |
| STBOPS.VIOATY.KILL.MDR      | O | * | V | *                 | MA -- --    | ** | **            | *               | MURDER                             |
| STBOPS.VIOATY.KILL.EX       | O | * | V | *                 | MB -- --    | ** | **            | *               | EXECUTION                          |
| STBOPS.VIOATY.KILL.ASS      | O | * | V | *                 | MC -- --    | ** | **            | *               | ASSASSINATION                      |
| STBOPS.VIOATY.BM            | O | * | V | *                 | B- -- --    | ** | **            | *               | BOMB/BOMBING                       |
| STBOPS.VIOATY.BBY           | O | * | V | *                 | Y- -- --    | ** | **            | *               | BOOBY TRAP                         |
| STBOPS.VIOATY.DBS           | O | * | V | *                 | D- -- --    | ** | **            | *               | DRIVE-BY SHOOTING                  |
| STBOPS.VIOATY.SPG           | O | * | V | *                 | S- -- --    | ** | **            | *               | SNIPPING                           |
| STBOPS.VIOATY.PSNG          | O | * | V | *                 | P- -- --    | ** | **            | *               | POISONING                          |
| STBOPS.VIOATY.EXPLSN        | O | * | V | *                 | E- -- --    | ** | **            | *               | EXPLOSION                          |
| STBOPS.VIOATY.EXPLSN.EXPLSN | O | * | V | *                 | EI -- --    | ** | **            | *               | IED EXPLOSION                      |
| STBOPS.LOCAT                | O | * | L | *                 | -- -- --    | ** | **            | *               | LOCATIONS                          |
| STBOPS.LOCAT.BLST           | O | * | L | *                 | B- -- --    | ** | **            | *               | BLACK LIST LOCATION                |
| STBOPS.LOCAT.GLST           | O | * | L | *                 | G- -- --    | ** | **            | *               | GRAY LIST LOCATION                 |
| STBOPS.LOCAT.WLST           | O | * | L | *                 | W- -- --    | ** | **            | *               | WHITE LIST LOCATION                |
| STBOPS.LOCAT.MASS           | O | * | L | *                 | M- -- --    | ** | **            | *               | MASS GRAVE LOCATION                |
| STBOPS.OPN                  | O | * | O | *                 | -- -- --    | ** | **            | *               | OPERATIONS                         |

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TABLE E-III. SIDC table - Continued.

| HIERARCHY                |   |   |   | FUNCTION ID |          |               | ORDER OF BATTLE |   | DESCRIPTION                      |
|--------------------------|---|---|---|-------------|----------|---------------|-----------------|---|----------------------------------|
|                          |   |   |   |             |          | COUNTRY CODE  |                 |   |                                  |
|                          |   |   |   |             |          | SIZE/MOBILITY |                 |   |                                  |
| STBOPS.OPN.PATG          | O | * | O | *           | P- -- -- | **            | **              | * | PATROLLING                       |
| STBOPS.OPN.RCMT          | O | * | O | *           | R- -- -- | **            | **              | * | RECRUITMENT                      |
| STBOPS.OPN.RCMT.WLG      | O | * | O | *           | RW -- -- | **            | **              | * | RECRUITMENT (WILLING)            |
| STBOPS.OPN.RCMT.CRCRD    | O | * | O | *           | RC -- -- | **            | **              | * | RECRUITMENT (COERCED/IMPRESSED)  |
| STBOPS.OPN.DEMO          | O | * | O | *           | D- -- -- | **            | **              | * | DEMONSTRATION                    |
| STBOPS.OPN.ML            | O | * | O | *           | M- -- -- | **            | **              | * | MINE LAYING                      |
| STBOPS.OPN.PSYOP         | O | * | O | *           | Y- -- -- | **            | **              | * | PSYCHOLOGICAL OPERATIONS (PSYOP) |
| STBOPS.OPN.PSYOP.TARP    | O | * | O | *           | YT -- -- | **            | **              | * | PSYOP (TV AND RADIO PROPAGANDA)  |
| STBOPS.OPN.PSYOP.WP      | O | * | O | *           | YW -- -- | **            | **              | * | PSYOP (WRITTEN PROPAGANDA)       |
| STBOPS.OPN.PSYOP.HTHP    | O | * | O | *           | YH -- -- | **            | **              | * | HOUSE-TO-HOUSE PROPAGANDA        |
| STBOPS.OPN.FRGSRH        | O | * | O | *           | F- -- -- | **            | **              | * | FORAGING/SEARCHING               |
| STBOPS.OPN.SPY           | O | * | O | *           | S- -- -- | **            | **              | * | SPY                              |
| STBOPS.OPN.FDDIST        | O | * | O | *           | O- -- -- | **            | **              | * | FOOD DISTRIBUTION                |
| STBOPS.OPN.EXTN          | O | * | O | *           | E- -- -- | **            | **              | * | EXTORTION                        |
| STBOPS.OPN.HJKG          | O | * | O | *           | H- -- -- | **            | **              | * | HIJACKING                        |
| STBOPS.OPN.HJKG.VEH      | O | * | O | *           | HT -- -- | **            | **              | * | HIJACKING (VEHICLE)              |
| STBOPS.OPN.HJKG.APL      | O | * | O | *           | HA -- -- | **            | **              | * | HIJACKING (AIRPLANE)             |
| STBOPS.OPN.HJKG.BOOT     | O | * | O | *           | HV -- -- | **            | **              | * | HIJACKING (BOAT)                 |
| STBOPS.OPN.KDNG          | O | * | O | *           | K- -- -- | **            | **              | * | KIDNAPPING                       |
| STBOPS.OPN.KDNG.ATEMPT   | O | * | O | *           | KA -- -- | **            | **              | * | ATTEMPTED                        |
| STBOPS.OPN.ARR           | O | * | O | *           | A- -- -- | **            | **              | * | ARREST                           |
| STBOPS.OPN.DGOPN         | O | * | O | *           | U- -- -- | **            | **              | * | DRUG OPERATION                   |
| STBOPS.OPN.CMPLSS        | O | * | O | *           | C- -- -- | **            | **              | * | COMPOSITE LOSS                   |
| STBOPS.OPN.CMPLSS.CBT    | O | * | O | *           | CA -- -- | **            | **              | * | COMBAT                           |
| STBOPS.OPN.CMPLSS.ACCDNT | O | * | O | *           | CB -- -- | **            | **              | * | ACCIDENT                         |

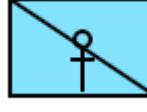
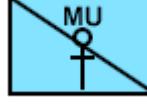
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TABLE E-III. SIDC table - Continued.

| HIERARCHY               |   |   |   | FUNCTION ID |          |               |                 | DESCRIPTION                               |
|-------------------------|---|---|---|-------------|----------|---------------|-----------------|---|
|                         |   |   |   |             |          |               | ORDER OF BATTLE |   |
|                         |   |   |   |             |          | COUNTRY CODE  |                 |   |
|                         |   |   |   |             |          | SIZE/MOBILITY |                 |   |
| STBOPS.OPN.CMPLSS.OTHER | O | * | O | *           | CC -- -- | **            | ** *            | OTHER                                     |
| STBOPS.ITU              | O | * | I | *           | -- -- -- | **            | ** *            | ITEMS                                     |
| STBOPS.ITU.RFG          | O | * | I | *           | R- -- -- | **            | ** *            | REFUGEES                                  |
| STBOPS.ITU.SAFHSE       | O | * | I | *           | S- -- -- | **            | ** *            | SAFE HOUSE                                |
| STBOPS.ITU.GRF          | O | * | I | *           | G- -- -- | **            | ** *            | GRAFFITI                                  |
| STBOPS.ITU.VRLRPS       | O | * | I | *           | V- -- -- | **            | ** *            | VANDALISM/LOOT/RANSACK/PLUNDER/SACK       |
| STBOPS.ITU.KNIVEH       | O | * | I | *           | I- -- -- | **            | ** *            | KNOWN INSURGENT VEHICLE                   |
| STBOPS.ITU.DGVEH        | O | * | I | *           | D- -- -- | **            | ** *            | DRUG VEHICLE                              |
| STBOPS.ITU.ISF          | O | * | I | *           | F- -- -- | **            | ** *            | INTERNAL SECURITY FORCE                   |
| STBOPS.INDIV            | O | * | P | *           | -- -- -- | **            | ** *            | INDIVIDUAL                                |
| STBOPS.INDIV.LEADER     | O | * | P | *           | A- -- -- | **            | ** *            | LEADER                                    |
| STBOPS.INDIV.TRGTD      | O | * | P | *           | B- -- -- | **            | ** *            | TARGETED                                  |
| STBOPS.INDIV.TERRST     | O | * | P | *           | C- -- -- | **            | ** *            | TERRORIST                                 |
| STBOPS.GRPORG           | O | * | G | *           | -- -- -- | **            | ** *            | NONMILITARY GROUP OR ORGANIZATION         |
| STBOPS.GRPORG.DPRE      | O | * | G | *           | A- -- -- | **            | ** *            | DISPLACED PERSONS, REFUGEES, AND EVACUEES |
| STBOPS.GRPORG.NGO       | O | * | G | *           | B- -- -- | **            | ** *            | NONGOVERNMENTAL ORGANIZATION (NGO)        |
| STBOPS.GRPORG.TERRST    | O | * | G | *           | C- -- -- | **            | ** *            | TERRORIST                                 |
| STBOPS.GRPORG.RELIGS    | O | * | G | *           | D- -- -- | **            | ** *            | RELIGIOUS                                 |
| STBOPS.GRPORG.FNFGHT    | O | * | G | *           | E- -- -- | **            | ** *            | FOREIGN FIGHTERS                          |
| STBOPS.GRPORG.GANG      | O | * | G | *           | F- -- -- | **            | ** *            | GANG                                      |
| STBOPS.RAPE             | O | * | R | *           | -- -- -- | **            | ** *            | RAPE                                      |
| STBOPS.RAPE.ATEMPT      | O | * | R | *           | A- -- -- | **            | ** *            | ATTEMPTED                                 |

**E.5.3 Symbology set.** The following table provides a graphic representation of each approved tactical symbol in the SO set. In the following tables, the Symbol column provides a concise description of each tactical symbol using operational terminology including its unique identifier code and an indication of whether the icon is framed (F), unframed (U), or frame optional (FO). The SIDC portion of each standard identity column (unknown, friend, neutral, hostile) presents the 15-character alphanumeric identifier necessary for automated systems to create each specific icon. As indicated previously, an asterisk (\*) indicates a position that is defined by the user based on specific symbol circumstances, while a dash (-) indicates that no information is provided in the position.

TABLE E-IV. Stability operations symbols.

| SYMBOL   | UNKNOWN   | FRIEND   | NEUTRAL   | HOSTILE   |
|--|---|--|---|---|
| STBOPS<br>STABILITY OPERATIONS (SO)  | N/A   | N/A  | N/A   | N/A   |
| Hierarchy: 5.X   |   |  |   |   |
| STBOPS.VIOATY<br>STABILITY OPERATIONS (SO)<br>VIOLENT ACTIVITIES (DEATH CAUSING)   | N/A   | N/A  | N/A   | N/A   |
| Hierarchy: 5.X.1   |   |  |   |   |
| STBOPS.VIOATY.ASN<br>STABILITY OPERATIONS (SO)<br>VIOLENT ACTIVITIES (DEATH CAUSING)<br>ARSON/FIRE                       |  |  |  |  |
| Hierarchy: 5.X.1.1   |   |  |   |   |
| Framed: F  | OUVPA-----*****   | OFVPA-----*****  | ONVPA-----*****   | OHVPA-----*****   |
| STBOPS.VIOATY.KILL<br>STABILITY OPERATIONS (SO)<br>VIOLENT ACTIVITIES (DEATH CAUSING)<br>KILLING (GENERAL)               |  |  |  |  |
| Hierarchy: 5.X.1.2   |   |  |   |   |
| Framed: F  | OUVPM-----*****   | OFVPM-----*****  | ONVPM-----*****   | OHVPM-----*****   |
| STBOPS.VIOATY.KILL.MDR<br>STABILITY OPERATIONS (SO)<br>VIOLENT ACTIVITIES (DEATH CAUSING)<br>KILLING (GENERAL)<br>MURDER |  |  |  |  |
| Hierarchy: N/A   |   |  |   |   |
| Framed: F  | OUVPMA----<br>*****   | OFVPMA----<br>*****  | ONVPMA----<br>*****   | OHVPMA----<br>*****   |

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TABLE E-IV. Stability operations symbols - Continued.

| SYMBOL   | UNKNOWN             | FRIEND              | NEUTRAL             | HOSTILE |
|--|---------------------|---------------------|---------------------|---------|
| STBOPS.VIOATY.KILL.EX<br><br>STABILITY OPERATIONS (SO)<br>VIOLENT ACTIVITIES (DEATH CAUSING)<br>KILLING (GENERAL)<br>EXECUTION<br><br>Hierarchy: N/A<br>Framed: F      |                     |                     |                     |         |
| OUVPMB----<br>*****  | OFVPMB----<br>***** | ONVPMB----<br>***** | OHVPMB----<br>***** |         |
| STBOPS.VIOATY.KILL.ASS<br><br>STABILITY OPERATIONS (SO)<br>VIOLENT ACTIVITIES (DEATH CAUSING)<br>KILLING (GENERAL)<br>ASSASSINATION<br><br>Hierarchy: N/A<br>Framed: F |                     |                     |                     |         |
| OUVPMC----<br>*****  | OFVPMC----<br>***** | ONVPMC----<br>***** | OHVPMC----<br>***** |         |
| STBOPS.VIOATY.BM<br><br>STABILITY OPERATIONS (SO)<br>VIOLENT ACTIVITIES (DEATH CAUSING)<br>BOMB/BOMBING<br><br>Hierarchy: 5.X.1.3<br>Framed: F                         |                     |                     |                     |         |
| OUVPB----<br>*****   | OFVPB----<br>*****  | ONVPB----<br>*****  | OHVPB----<br>*****  |         |
| STBOPS.VIOATY.BBY<br><br>STABILITY OPERATIONS (SO)<br>VIOLENT ACTIVITIES (DEATH CAUSING)<br>BOOBY TRAP<br><br>Hierarchy: 5.X.1.4<br>Framed: F                          |                     |                     |                     |         |
| OUVPY----<br>*****   | OFVPY----<br>*****  | ONVPY----<br>*****  | OHVPY----<br>*****  |         |
| STBOPS.VIOATY.DBS<br><br>STABILITY OPERATIONS (SO)<br>VIOLENT ACTIVITIES (DEATH CAUSING)<br>DRIVE-BY SHOOTING<br><br>Hierarchy: 5.X.1.5<br>Framed: F                   |                     |                     |                     |         |
| OUVPD----<br>*****   | OFVPD----<br>*****  | ONVPD----<br>*****  | OHVPD----<br>*****  |         |
| STBOPS.VIOATY.SPG<br><br>STABILITY OPERATIONS (SO)<br>VIOLENT ACTIVITIES (DEATH CAUSING)<br>SNIPING<br><br>Hierarchy: 5.X.1.6<br>Framed: F                             |                     |                     |                     |         |
| OUVPS----<br>*****   | OFVPS----<br>*****  | ONVPS----<br>*****  | OHVPS----<br>*****  |         |

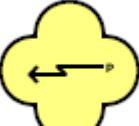
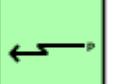
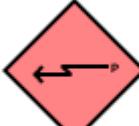
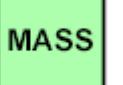
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APPENDIX E

TABLE E-IV. Stability operations symbols - Continued.

| SYMBOL  | UNKNOWN | FRIEND | NEUTRAL | HOSTILE |
|---|---------|--------|---------|---------|
| STBOPS.VIOATY.PSNG<br><br>STABILITY OPERATIONS (SO)<br>VIOLENT ACTIVITIES (DEATH CAUSING)<br>POISONING<br><br>Hierarchy: 5.X.1.7<br>Framed: F                       |         |        |         |         |
| OUVPP-----*****<br><br>OFVPP-----*****<br><br>ONVPP-----*****<br><br>OHVPP-----*****  |         |        |         |         |
| STBOPS.VIOATY.EXPLSN<br><br>STABILITY OPERATIONS (SO)<br>VIOLENT ACTIVITIES (DEATH CAUSING)<br>EXPLOSION<br><br>Hierarchy: N/A<br>Framed: F                         |         |        |         |         |
| OUVPE-----*****<br><br>OFVPE-----*****<br><br>ONVPE-----*****<br><br>OHVPE-----*****  |         |        |         |         |
| STBOPS.VIOATY.EXPLSN.EXPLSN<br><br>STABILITY OPERATIONS (SO)<br>VIOLENT ACTIVITIES (DEATH CAUSING)<br>EXPLOSION<br>IED EXPLOSION<br><br>Hierarchy: N/A<br>Framed: F |         |        |         |         |
| OUVPEI-----*****<br><br>OFVPEI-----*****<br><br>ONVPEI-----*****<br><br>OHVPEI-----*****  |         |        |         |         |
| STBOPS.LOCAT<br><br>STABILITY OPERATIONS (SO)<br>LOCATIONS<br><br>Hierarchy: 5.X.2  | N/A     | N/A    | N/A     | N/A     |
| STBOPS.LOCAT.BLST<br><br>STABILITY OPERATIONS (SO)<br>LOCATIONS<br>BLACK LIST LOCATION<br><br>Hierarchy: 5.X.2.1<br>Framed: F                                       |         |        |         |         |
| OULPB-----*****<br><br>OFLPB-----*****<br><br>ONLPB-----*****<br><br>OHLPB-----*****  |         |        |         |         |
| STBOPS.LOCAT.GLST<br><br>STABILITY OPERATIONS (SO)<br>LOCATIONS<br>GRAY LIST LOCATION<br><br>Hierarchy: 5.X.2.2<br>Framed: F  |         |        |         |         |
| OULPG-----*****<br><br>OFLPG-----*****<br><br>ONLPG-----*****<br><br>OHLPG-----*****  |         |        |         |         |
| STBOPS.LOCAT.WLST<br><br>STABILITY OPERATIONS (SO)<br>LOCATIONS<br>WHITE LIST LOCATION<br><br>Hierarchy: 5.X.2.3<br>Framed: F                                       |         |        |         |         |
| OULPW-----*****<br><br>OFLPW-----*****<br><br>ONLPW-----*****<br><br>OHLPW-----*****  |         |        |         |         |

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APPENDIX E

TABLE E-IV. Stability operations symbols - Continued.

| SYMBOL  | UNKNOWN   | FRIEND   | NEUTRAL   | HOSTILE   |
|---|---|--|---|---|
| STBOPS.LOCAT.MASS<br><br>STABILITY OPERATIONS (SO)<br>LOCATIONS<br>MASS GRAVE LOCATION<br><br>Hierarchy: N/A<br><br>Framed: F                                       |    |    |    |    |
| STBOPS.OPN<br><br>STABILITY OPERATIONS (SO)<br>OPERATIONS<br><br>Hierarchy: 5.X.3   | N/A   | N/A  | N/A   | N/A   |
| STBOPS.OPN.PATG<br><br>STABILITY OPERATIONS (SO)<br>OPERATIONS<br>PATROLLING<br><br>Hierarchy: 5.X.3.1<br><br>Framed: F   |    |    |    |    |
| STBOPS.OPN.RCMT<br><br>STABILITY OPERATIONS (SO)<br>OPERATIONS<br>RECRUITMENT<br><br>Hierarchy: 5.X.3.2   | N/A   | N/A  | N/A   | N/A   |
| STBOPS.OPN.RCMT.WLG<br><br>STABILITY OPERATIONS (SO)<br>OPERATIONS<br>RECRUITMENT<br>RECRUITMENT (WILLING)<br><br>Hierarchy: 5.X.3.2.1<br><br>Framed: F             |  |  |  |  |
| STBOPS.OPN.RCMT.CRCRD<br><br>STABILITY OPERATIONS (SO)<br>OPERATIONS<br>RECRUITMENT<br>RECRUITMENT (COERCED/IMPRESSED)<br><br>Hierarchy: 5.X.3.2.2<br><br>Framed: F |  |  |  |  |
| STBOPS.OPN.DEMO<br><br>STABILITY OPERATIONS (SO)<br>OPERATIONS<br>DEMONSTRATION<br><br>Hierarchy: 5.X.3.3<br><br>Framed: F  |  |  |  |  |

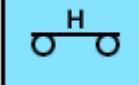
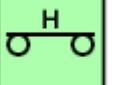
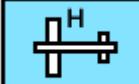
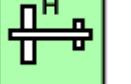
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APPENDIX E

TABLE E-IV. Stability operations symbols - Continued.

| SYMBOL   | UNKNOWN | FRIEND | NEUTRAL | HOSTILE |
|--|---------|--------|---------|---------|
| STBOPS.OPN.ML<br><br>STABILITY OPERATIONS (SO)<br>OPERATIONS<br>MINE LAYING<br><br>Hierarchy: 5.X.3.4<br><br>Framed: F   |         |        |         |         |
| OUOPM-----*****<br><br>OFOPM-----*****<br><br>ONOPM-----*****<br><br>OHOPM-----*****   |         |        |         |         |
| STBOPS.OPN.PSYOP<br><br>STABILITY OPERATIONS (SO)<br>OPERATIONS<br>PSYCHOLOGICAL OPERATIONS (PSYOP)<br><br>Hierarchy: 5.X.3.5<br><br>Framed: F   |         |        |         |         |
| OUOPY-----*****<br><br>OFOPY-----*****<br><br>ONOPY-----*****<br><br>OHOPY-----*****   |         |        |         |         |
| STBOPS.OPN.PSYOP.TARP<br><br>STABILITY OPERATIONS (SO)<br>OPERATIONS<br>PSYCHOLOGICAL OPERATIONS (PSYOP)<br>PSYOP (TV AND RADIO PROPAGANDA)<br><br>Hierarchy: 5.X.3.5.1<br><br>Framed: F |         |        |         |         |
| OUOPYT-----*****<br><br>OFOPYT-----*****<br><br>ONOPYT-----*****<br><br>OHOPYT-----*****   |         |        |         |         |
| STBOPS.OPN.PSYOP.WP<br><br>STABILITY OPERATIONS (SO)<br>OPERATIONS<br>PSYCHOLOGICAL OPERATIONS (PSYOP)<br>PSYOP (WRITTEN PROPAGANDA)<br><br>Hierarchy: 5.X.3.5.2<br><br>Framed: F        |         |        |         |         |
| OUOPYW----<br>*****<br><br>OFOPYW----<br>*****<br><br>ONOPYW----<br>*****<br><br>OHOPYW----<br>*****   |         |        |         |         |
| STBOPS.OPN.PSYOP.HTHP<br><br>STABILITY OPERATIONS (SO)<br>OPERATIONS<br>PSYCHOLOGICAL OPERATIONS (PSYOP)<br>HOUSE-TO-HOUSE PROPAGANDA<br><br>Hierarchy: 5.X.3.5.3<br><br>Framed: F       |         |        |         |         |
| OUOPYH----<br>*****<br><br>OFOPYH-----*****<br><br>ONOPYH----<br>*****<br><br>OHOPYH----<br>*****  |         |        |         |         |
| STBOPS.OPN.FRGSRH<br><br>STABILITY OPERATIONS (SO)<br>OPERATIONS<br>FORAGING/SEARCHING<br><br>Hierarchy: 5.X.3.6<br><br>Framed: F  |         |        |         |         |
| OUOPF-----*****<br><br>OFOPF-----*****<br><br>ONOPF-----*****<br><br>OHOPF-----*****   |         |        |         |         |

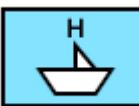
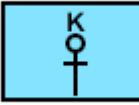
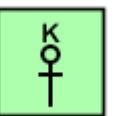
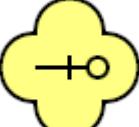
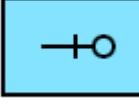
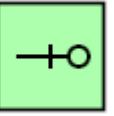
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APPENDIX E

TABLE E-IV. Stability operations symbols - Continued.

| SYMBOL  | UNKNOWN   | FRIEND   | NEUTRAL   | HOSTILE   |
|---|---|--|---|---|
| STBOPS.OPN.SPY<br><br>STABILITY OPERATIONS (SO)<br>OPERATIONS<br>SPY<br><br>Hierarchy: 5.X.3.7<br><br>Framed: F                                       |    |    |    |    |
| STBOPS.OPN.FDDIST<br><br>STABILITY OPERATIONS (SO)<br>OPERATIONS<br>FOOD DISTRIBUTION<br><br>Hierarchy: 5.X.3.8<br><br>Framed: F                      |    |    |    |    |
| STBOPS.OPN.EXTN<br><br>STABILITY OPERATIONS (SO)<br>OPERATIONS<br>EXTORTION<br><br>Hierarchy: 5.X.3.9<br><br>Framed: F                                |    |    |    |    |
| STBOPS.OPN.HJKG<br><br>STABILITY OPERATIONS (SO)<br>OPERATIONS<br>HIJACKING<br><br>Hierarchy: 5.X.3.10  | N/A   | N/A  | N/A   | N/A   |
| STBOPS.OPN.HJKG.VEH<br><br>STABILITY OPERATIONS (SO)<br>OPERATIONS<br>HIJACKING<br>HIJACKING (VEHICLE)<br><br>Hierarchy: 5.X.3.10.1<br><br>Framed: F  |  |  |  |  |
| STBOPS.OPN.HJKG.APL<br><br>STABILITY OPERATIONS (SO)<br>OPERATIONS<br>HIJACKING<br>HIJACKING (AIRPLANE)<br><br>Hierarchy: 5.X.3.10.2<br><br>Framed: F |  |  |  |  |

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APPENDIX E

TABLE E-IV. Stability operations symbols - Continued.

| SYMBOL   | UNKNOWN   | FRIEND   | NEUTRAL   | HOSTILE   |
|--|---|--|---|---|
| STBOPS.OPN.HJKG.BOOT   |    |    |    |    |
| STABILITY OPERATIONS (SO)<br>OPERATIONS<br>HIJACKING<br>HIJACKING (BOAT) | OUOPHV----<br>*****   | OFOPHV----<br>*****  | ONOPHV----<br>*****   | OHOPHV----<br>*****   |
| Hierarchy: 5.X.3.10.3<br><br>Framed: F                                   |   |  |   |   |
| STBOPS.OPN.KDNG  |    |    |    |    |
| STABILITY OPERATIONS (SO)<br>OPERATIONS<br>KIDNAPPING                    | OUOPK----<br>*****  | OFOPK----<br>*****   | ONOPK----<br>*****  | OHOPK----<br>*****  |
| Hierarchy: 5.X.3.11<br><br>Framed: F                                     |   |  |   |   |
| STBOPS.OPN.KDNG.ATEMPT   |    |    |    |    |
| STABILITY OPERATIONS (SO)<br>OPERATIONS<br>KIDNAPPING<br>ATTEMPTED       | OUOPKA----<br>*****   | OFOPKA----<br>*****  | ONOPKA----<br>*****   | OHOPKA----<br>*****   |
| Hierarchy: N/A<br><br>Framed: F  |   |  |   |   |
| STBOPS.OPN.ARR   |  |  |  |  |
| STABILITY OPERATIONS (SO)<br>OPERATIONS<br>ARREST                        | OUOPA----<br>*****  | OFOPA----<br>*****   | ONOPA----<br>*****  | OHOPA----<br>*****  |
| Hierarchy: 5.X.3.12<br><br>Framed: F                                     |   |  |   |   |
| STBOPS.OPN.DGOPN   |  |  |  |  |
| STABILITY OPERATIONS (SO)<br>OPERATIONS<br>DRUG OPERATION                | OUOPU----<br>*****  | OFOPU----<br>*****   | ONOPU----<br>*****  | OHOPU----<br>*****  |
| Hierarchy: 5.X.3.13<br><br>Framed: F                                     |   |  |   |   |
| STBOPS.OPN.CMPLSS  |  |  |  |  |
| STABILITY OPERATIONS (SO)<br>OPERATIONS<br>COMPOSITE LOSS                | OUOPC----<br>*****  | OFOPC----<br>*****   | ONOPC----<br>*****  | OHOPC----<br>*****  |
| Hierarchy: N/A<br><br>Framed: F  |   |  |   |   |

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**TABLE E-IV. Stability operations symbols - Continued.**

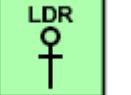
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|--|---|---|---|----------------|
| STBOPS.OPN.CMPLSS.CBT<br><br>STABILITY OPERATIONS (SO)<br>OPERATIONS<br>COMPOSITE LOSS<br>COMBAT<br><br>Hierarchy: N/A<br>Framed: F      |   |   |   |                |
| OUOPCA----*****<br><br>OUOPCB----*****<br><br>OUOPCC----*****<br><br>OUIPR-----*****<br><br>OUIPS-----*****                              | OFOPCA----*****<br><br>OFOPCB----*****<br><br>OFOPCC----*****<br><br>OFIPR-----*****<br><br>OFIPS-----***** | ONOPCA----*****<br><br>ONOPCB----*****<br><br>ONOPCC----*****<br><br>ONIPR-----*****<br><br>ONIPS-----***** | OHOPCA----*****<br><br>OHOPCB----*****<br><br>OHOPCC----*****<br><br>OHIPR-----*****<br><br>OHIPS-----***** |                |
| STBOPS.OPN.CMPLSS.ACCDNT<br><br>STABILITY OPERATIONS (SO)<br>OPERATIONS<br>COMPOSITE LOSS<br>ACCIDENT<br><br>Hierarchy: N/A<br>Framed: F |   |   |   |                |
| OUOPCA----*****<br><br>OUOPCB----*****<br><br>OUOPCC----*****<br><br>OUIPR-----*****<br><br>OUIPS-----*****                              | OFOPCA----*****<br><br>OFOPCB----*****<br><br>OFOPCC----*****<br><br>OFIPR-----*****<br><br>OFIPS-----***** | ONOPCA----*****<br><br>ONOPCB----*****<br><br>ONOPCC----*****<br><br>ONIPR-----*****<br><br>ONIPS-----***** | OHOPCA----*****<br><br>OHOPCB----*****<br><br>OHOPCC----*****<br><br>OHIPR-----*****<br><br>OHIPS-----***** |                |
| STBOPS.OPN.CMPLSS.OTHER<br><br>STABILITY OPERATIONS (SO)<br>OPERATIONS<br>COMPOSITE LOSS<br>OTHER<br><br>Hierarchy: N/A<br>Framed: F     |   |   |   |                |
| OUOPCA----*****<br><br>OUOPCB----*****<br><br>OUOPCC----*****<br><br>OUIPR-----*****<br><br>OUIPS-----*****                              | OFOPCA----*****<br><br>OFOPCB----*****<br><br>OFOPCC----*****<br><br>OFIPR-----*****<br><br>OFIPS-----***** | ONOPCA----*****<br><br>ONOPCB----*****<br><br>ONOPCC----*****<br><br>ONIPR-----*****<br><br>ONIPS-----***** | OHOPCA----*****<br><br>OHOPCB----*****<br><br>OHOPCC----*****<br><br>OHIPR-----*****<br><br>OHIPS-----***** |                |
| STBOPS.ITE<br><br>STABILITY OPERATIONS (SO)<br>ITEMS<br><br>Hierarchy: 5.X.4   | N/A   | N/A   | N/A   | N/A            |
| STBOPS.ITE.RFG<br><br>STABILITY OPERATIONS (SO)<br>ITEMS<br>REFUGEES<br><br>Hierarchy: 5.X.4.1<br>Framed: F                              |   |   |   |                |
| OUIPR-----*****<br><br>OUIPS-----*****   | OFIPR-----*****<br><br>OFIPS-----*****  | ONIPR-----*****<br><br>ONIPS-----*****  | OHIPR-----*****<br><br>OHIPS-----*****  |                |
| STBOPS.ITE.SAFHSE<br><br>STABILITY OPERATIONS (SO)<br>ITEMS<br>SAFE HOUSE<br><br>Hierarchy: 5.X.4.2<br>Framed: F                         |   |   |   |                |
|  |   |   |   |                |

TABLE E-IV. Stability operations symbols - Continued.

| SYMBOL  | UNKNOWN | FRIEND | NEUTRAL | HOSTILE |
|---|---------|--------|---------|---------|
| STBOPS.ITS.GRF<br>STABILITY OPERATIONS (SO)<br>ITEMS<br>GRAFFITI<br>Hierarchy: 5.X.4.3<br>Framed: F                                   |         |        |         |         |
| OUIPG-----*****<br>OFIPG-----*****<br>ONIPG-----*****<br>OHIPG-----*****  |         |        |         |         |
| STBOPS.ITS.VRLRPS<br>STABILITY OPERATIONS (SO)<br>ITEMS<br>VANDALISM/LOOT/RANSACK/PLUNDER/<br>SACK<br>Hierarchy: 5.X.4.4<br>Framed: F |         |        |         |         |
| OUIPV-----*****<br>OFIPV-----*****<br>ONIPV-----*****<br>OHIPV-----*****  |         |        |         |         |
| STBOPS.ITS.KNIVEH<br>STABILITY OPERATIONS (SO)<br>ITEMS<br>KNOWN INSURGENT VEHICLE<br>Hierarchy: 5.X.4.5<br>Framed: F                 |         |        |         |         |
| OUIPI-----*****<br>OFIPI-----*****<br>ONIPI-----*****<br>OHIPI-----*****  |         |        |         |         |
| STBOPS.ITS.DGVEH<br>STABILITY OPERATIONS (SO)<br>ITEMS<br>DRUG VEHICLE<br>Hierarchy: 5.X.4.6<br>Framed: F                             |         |        |         |         |
| OUIPD-----*****<br>OFIPD-----*****<br>ONIPD-----*****<br>OHIPD-----*****  |         |        |         |         |
| STBOPS.ITS.ISF<br>STABILITY OPERATIONS (SO)<br>ITEMS<br>INTERNAL SECURITY FORCE<br>Hierarchy: 5.X.4.7<br>Framed: F                    |         |        |         |         |
| OUIPF-----*****<br>OFIPF-----*****<br>ONIPF-----*****<br>OHIPF-----*****  |         |        |         |         |
| STBOPS.INDIV<br>STABILITY OPERATIONS (SO)<br>INDIVIDUAL<br>Hierarchy: N/A<br>Framed: F  |         |        |         |         |
| OUPP-----*****<br>OFPP-----*****<br>ONPP-----*****<br>OHPP-----*****  |         |        |         |         |

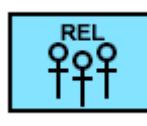
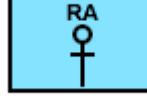
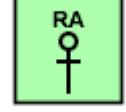
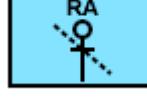
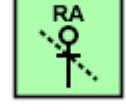
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APPENDIX E

TABLE E-IV. Stability operations symbols - Continued.

| SYMBOL  | UNKNOWN   | FRIEND   | NEUTRAL   | HOSTILE   |
|---|---|--|---|---|
| STBOPS.INDIV.LEADER<br><br>STABILITY OPERATIONS (SO)<br>INDIVIDUAL<br>LEADER<br><br>Hierarchy: N/A<br>Framed: F   | <br><br>LDR<br>♀<br>†            | <br><br>LDR<br>♀<br>†            | <br><br>LDR<br>♀<br>†            | <br><br>LDR<br>♀<br>†            |
| STBOPS.INDIV.TRGTD<br><br>STABILITY OPERATIONS (SO)<br>INDIVIDUAL<br>TARGETED<br><br>Hierarchy: N/A<br>Framed: F  | <br><br>TGT<br>♀<br>†            | <br><br>TGT<br>♀<br>†            | <br><br>TGT<br>♀<br>†            | <br><br>TGT<br>♀<br>†            |
| STBOPS.INDIV.TERRST<br><br>STABILITY OPERATIONS (SO)<br>INDIVIDUAL<br>TERRORIST<br><br>Hierarchy: N/A<br>Framed: F  | <br><br>TER<br>♀<br>†            | <br><br>TER<br>♀<br>†            | <br><br>TER<br>♀<br>†            | <br><br>TER<br>♀<br>†            |
| STBOPS.GRPORG<br><br>STABILITY OPERATIONS (SO)<br>NONMILITARY GROUP OR ORGANIZATION<br><br>Hierarchy: N/A<br>Framed: F  | <br><br>♀ ♀ ♀                  | <br><br>♀ ♀ ♀                  | <br><br>♀ ♀ ♀                  | <br><br>♀ ♀ ♀                  |
| STBOPS.GRPORG.DPRE<br><br>STABILITY OPERATIONS (SO)<br>NONMILITARY GROUP OR ORGANIZATION<br>DISPLACED PERSONS, REFUGEES, AND<br>EVACUEES<br><br>Hierarchy: N/A<br>Framed: F | <br><br>DPRE<br>♀ ♀ ♀<br>† † † | <br><br>DPRE<br>♀ ♀ ♀<br>† † † | <br><br>DPRE<br>♀ ♀ ♀<br>† † † | <br><br>DPRE<br>♀ ♀ ♀<br>† † † |
| STBOPS.GRPORG.NGO<br><br>STABILITY OPERATIONS (SO)<br>NONMILITARY GROUP OR ORGANIZATION<br>NONGOVERNMENTAL ORGANIZATION<br>(NGO)<br><br>Hierarchy: N/A<br>Framed: F         | <br><br>NGO<br>♀ ♀ ♀<br>† † †  | <br><br>NGO<br>♀ ♀ ♀<br>† † †  | <br><br>NGO<br>♀ ♀ ♀<br>† † †  | <br><br>NGO<br>♀ ♀ ♀<br>† † †  |

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TABLE E-IV. Stability operations symbols - Continued.

| SYMBOL  | UNKNOWN   | FRIEND   | NEUTRAL   | HOSTILE   |
|---|---|--|---|---|
| STBOPS.GRPORG.TERRST<br><br>STABILITY OPERATIONS (SO)<br>NONMILITARY GROUP OR ORGANIZATION<br>TERRORIST<br><br>Hierarchy: N/A<br>Framed: F        |    |    |    |    |
| OUGPC-----*****<br><br>OFGPC-----*****<br><br>ONGPC-----*****<br><br>OHGPC-----*****  |   |  |   |   |
| STBOPS.GRPORG.RELIGS<br><br>STABILITY OPERATIONS (SO)<br>NONMILITARY GROUP OR ORGANIZATION<br>RELIGIOUS<br><br>Hierarchy: N/A<br>Framed: F        |    |    |    |    |
| OUGPD-----*****<br><br>OFGPD-----*****<br><br>ONGPD-----*****<br><br>OHGPD-----*****  |   |  |   |   |
| STBOPS.GRPORG.FNFGHT<br><br>STABILITY OPERATIONS (SO)<br>NONMILITARY GROUP OR ORGANIZATION<br>FOREIGN FIGHTERS<br><br>Hierarchy: N/A<br>Framed: F |    |    |    |    |
| OUGPE-----*****<br><br>OFGPE-----*****<br><br>ONGPE-----*****<br><br>OHGPE-----*****  |   |  |   |   |
| STBOPS.GRPORG.GANG<br><br>STABILITY OPERATIONS (SO)<br>NONMILITARY GROUP OR ORGANIZATION<br>GANG<br><br>Hierarchy: N/A<br>Framed: F               |  |  |  |  |
| OUGPF-----*****<br><br>OFGPF-----*****<br><br>ONGPF-----*****<br><br>OHGPF-----*****  |   |  |   |   |
| STBOPS.RAPE<br><br>STABILITY OPERATIONS (SO)<br>RAPE<br><br>Hierarchy: N/A<br>Framed: F   |  |  |  |  |
| OURP-----*****<br><br>OFRP-----*****<br><br>ONRP-----*****<br><br>OHRP-----*****  |   |  |   |   |
| STBOPS.RAPE.ATEMPT<br><br>STABILITY OPERATIONS (SO)<br>RAPE<br>ATTEMPTED<br><br>Hierarchy: N/A<br>Framed: F                                       |  |  |  |  |
| OURPA-----*****<br><br>OFRPA-----*****<br><br>ONRPA-----*****<br><br>OHRPA-----*****  |   |  |   |   |

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USE OF WARFIGHTING SYMBOLS  
IN PSEUDO-THREE-DIMENSIONAL DISPLAYS

F.1 SCOPE

**F.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, a viewing angle that is not perpendicular to the surface of the earth. This is in contrast to several other emerging graphics 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.

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.

This appendix is not a mandatory part of the standard. It is intended for guidance only.

F.2 REFERENCES

This section is not applicable to this standard.

F.3 DEFINITIONS

**F.3.1 Billboarding.** A method for portraying a symbol in a 2.5D display, in which the symbol is perpendicular to the viewing angle.

**F.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.

**F.3.3 Curve (line).** One-dimensional geometric primitive representing the continuous image of a line.

**F.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.

**F.3.5 Glyph.** A symbol (as a curved arrow on a road sign) that conveys information nonverbally.

**F.3.6 Icon.** A sign (as a word or graphic symbol) whose form suggests its meaning.

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F.3.7 Image. The optical counterpart of an object produced by an optical or an electronic device (as a lens or mirror).

F.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.

F.3.9 Model. A miniature representation of something.

F.3.10 Pictograph or icon. A picture representing a word or idea; a hieroglyph.

F.3.11 Point. Zero-dimensional geometric primitive representing a position.

F.3.12 Solid (volume). Three-dimensional geometric primitive representing the continuous image of a region of Euclidean 3 space.

F.3.13 Surface (area). Two-dimensional geometric primitive locally representing a continuous image of a region of a plane.

F.3.14 Symbicon. a hybrid of a symbol and icon which attempts to combine the best identification performance benefits of each representation.

F.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.

F.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.

F.3.17 Three-dimensional. giving the illusion of depth or varying distances

F.3.18 Two-dimensional. lacking depth of characterization

#### F.4 PSEUDO-THREE-DIMENSIONAL (2.5D) SYMBOLIZATION

F.4.1 Introduction. Symbols are used to convey information about objects in space. In most traditional command and control (C2) 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.

As C2 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

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viewing positions such as “fly-through” displays provide new ways in which a warfighter can better perceive and understand the operational environment.

This appendix establishes some basic terminology for addressing portrayal of information in 2.5D displays and provides guidance on some of the methods of display, advantages and disadvantages of these methods. 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 F.5.2).

This appendix is not intended to be a “standard” as such, as 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.

**F.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 two-dimensional display for every application. A 2.5D display may look neat and impress a viewing audience, but it must be evaluated as to whether it presents information better or worse than a traditional two-dimensional display.

**F.4.2.1 Advantages of using 2.5D displays.**

- a. Provide a visual representation that may be useful in understanding the shape or rough spatial layout of scenes.
- b. May be more intuitive and natural for use.
- c. Are preferred by users.
- d. May present a clearer picture of tactical information (eliminate need to search text boxes for attributes, such as altitude, and the need to do mental integration of information from different views). These benefits may also be engineered into 2D displays as well.<sup>1</sup>

**F.4.2.2 Disadvantages of using 2.5D displays.**

- a. Are prone to distortion (due to association with parameters of perspective).
- b. Are prone to clutter (less display area near horizon, so more objects are packed into a smaller area; addition of depth cues such as drop lines increase number of objects displayed).
- c. Are poor for tasks requiring precision, both about objects (e.g. realistic icons do not scale well; distant objects may be too small to recognize) and distances and angles (from foreshortening and inadequate and conflicting depth cues).

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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.<sup>2</sup>

F.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:

F.4.3.1 Subject area.

- a. Operational symbols – military operations and control measures.
- b. Geospatial symbols – provides geospatial context (map background).

F.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.

F.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.

F.4.3.4 Dimensionality.

- a. Two-dimensional – a symbol lacking depth of characterization.
- b. Pseudo-three-dimensional (2.5D) – a symbol giving the illusion of depth or varying distances.

c. Three-dimensional – a symbol displayed by stereoscopic, holographic or other means that provides a complete representation of three dimensions.

F.4.3.5 Relative to terrain.

- a. Ground clamped – symbol is shown on terrain.
- b. Elevated – symbol is raised above terrain surface.

F.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.

F.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.

F.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.

F.4.4.3 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 a piece of equipment.

The significant difference between raster geospatial data or an image and vector geospatial data is that in vector data, geographic features can be filtered, turned on, or turned 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.

F.4.5 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.

## F.5 GUIDANCE AND PORTRAYAL CONSIDERATIONS IN PSEUDO-THREE-DIMENSIONAL (2.5D) DISPLAYS

**F.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 section is to provide guidance to implementers on some of the advantages and disadvantages of these visualization techniques.

**F.5.1.1 Visualization of icons.** The symbols in the various appendices of MIL-STD-2525 for space, air, land, maritime (surface and subsurface), meteorology, signals intelligence, etc., symbolize units, equipment, and installations as point symbols, each associated with a single geographic coordinate. The following paragraphs describe several methods of symbolizing point icons.

**F.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 F-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, and depending on the underlying terrain, some symbols may be obscured by higher terrain in between the symbol and the viewing position.

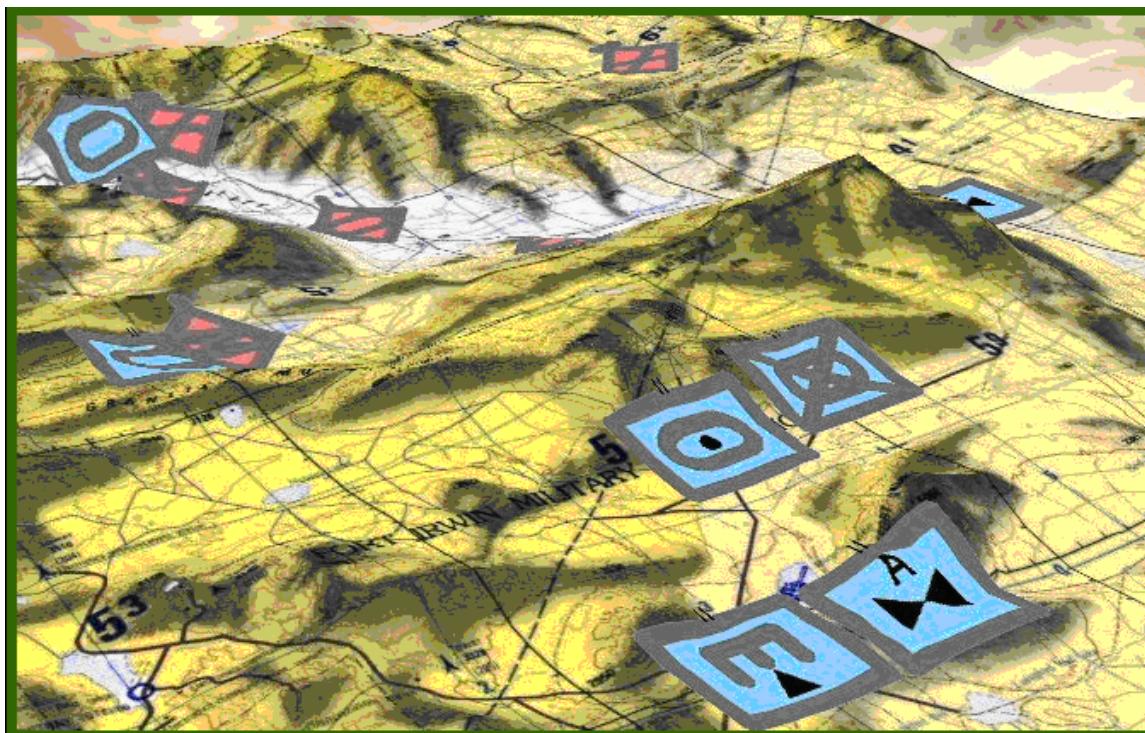


FIGURE F-1. Example of terrain draping of icons (static MOLE layer displayed in ArcGlobe).<sup>7</sup>

F.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 F-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 (discussed below), but in fact most billboard displays also are raised above ground level. Billboarding refers to placing the 2D symbol perpendicular to the viewing angle, while lollipopping or using a marker post refers to adjusting the symbol above or below the terrain surface.

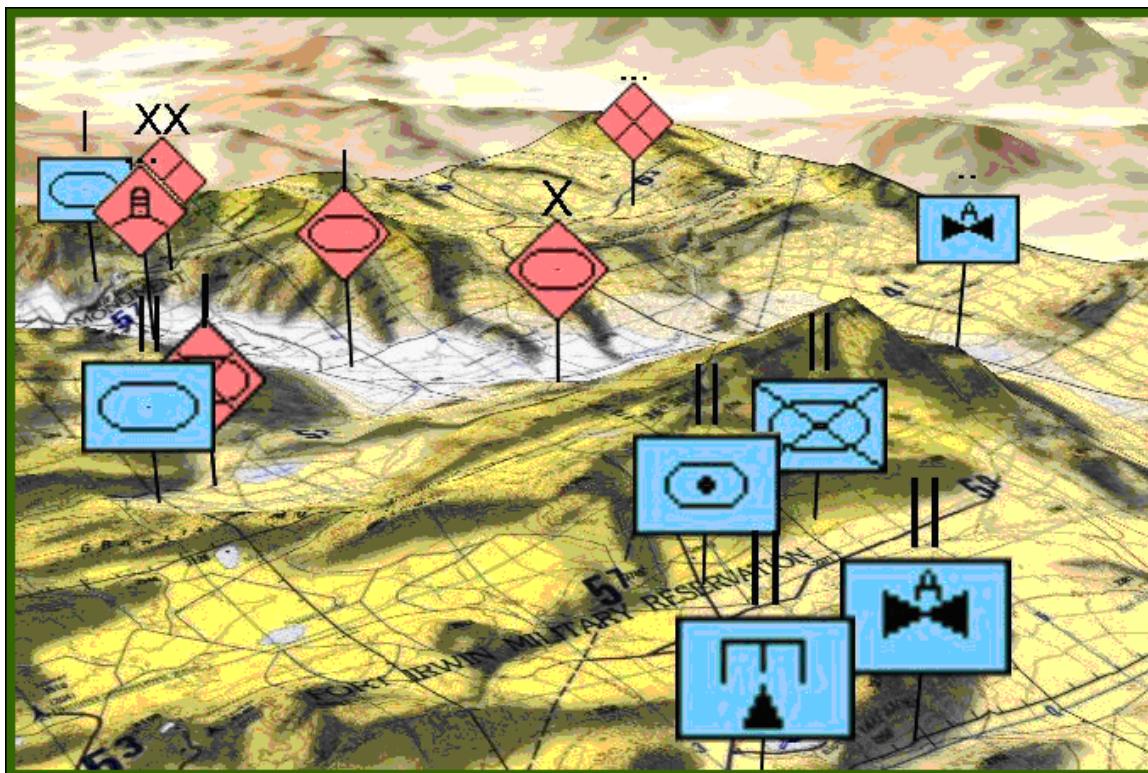


FIGURE F-2. Example of billboarding of icons (TOC 3D display).<sup>7</sup>

F.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 F-3). As with billboarding, cubes can also be elevated above the terrain surface.

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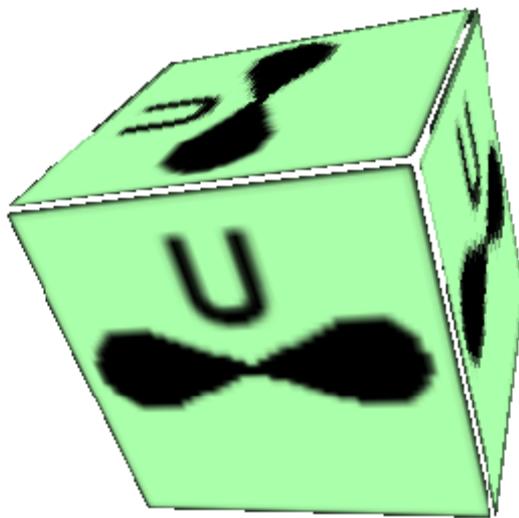


FIGURE F-3 – Example of cubing of icons<sup>7</sup>

F.5.1.1.4 Marker post. In many cases, billboarded or cubed symbols are raised above the ground surface using a marker post in a technique sometimes called “lollipopping” (see figure F-4). The user can set an arbitrary height above ground surface and drop down lines connect the symbol to its ground location. In a 2.5D display, tracks that are actually above or below ground or water surface can be portrayed in their actual location. Lollipopping has the potential to create confusion with the actual altitude of an above or below-ground/water track. For example, it might appear that a helicopter is flying underneath a tank. Care must also be taken to distinguish between symbols raised to an arbitrary height above or below terrain and those symbols showing an actual altitude/depth, if both types are used in the same display.

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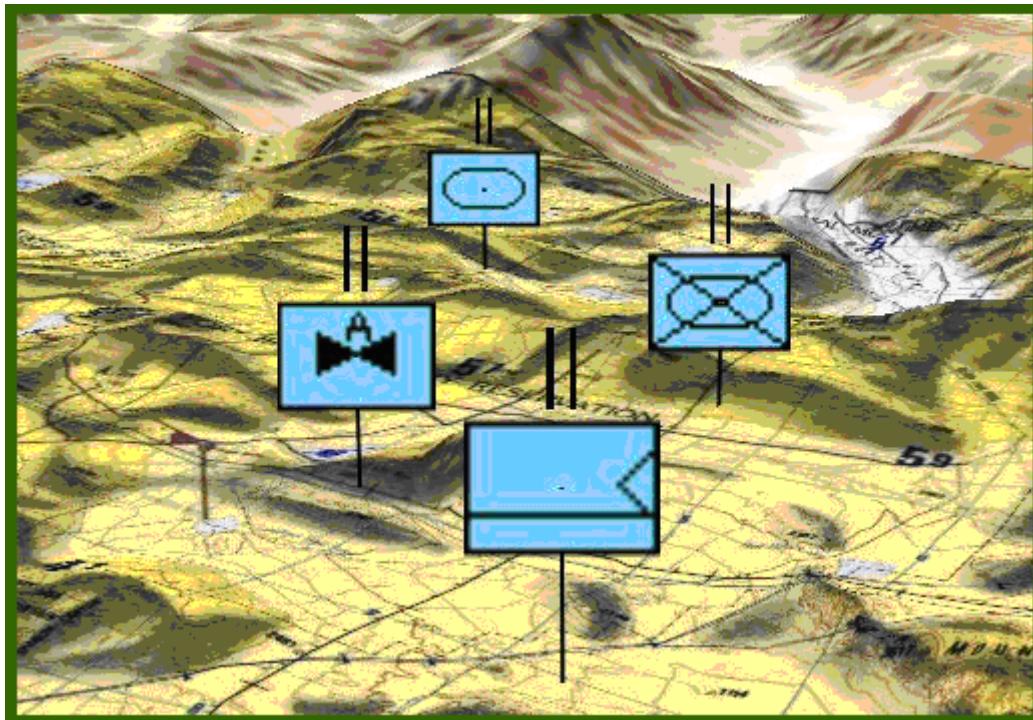


FIGURE F-4. Example of marker posts (TOC 3D display).<sup>7</sup>

F.5.1.2 Visualization of tactical graphics. The tactical graphics 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 F-5). Line symbols can be extruded above the terrain for visual emphasis, forming what appear to be walls on the terrain surface (see figure F-6). These walls could be used as a background for presenting additional information, such as echelon, status, and others.

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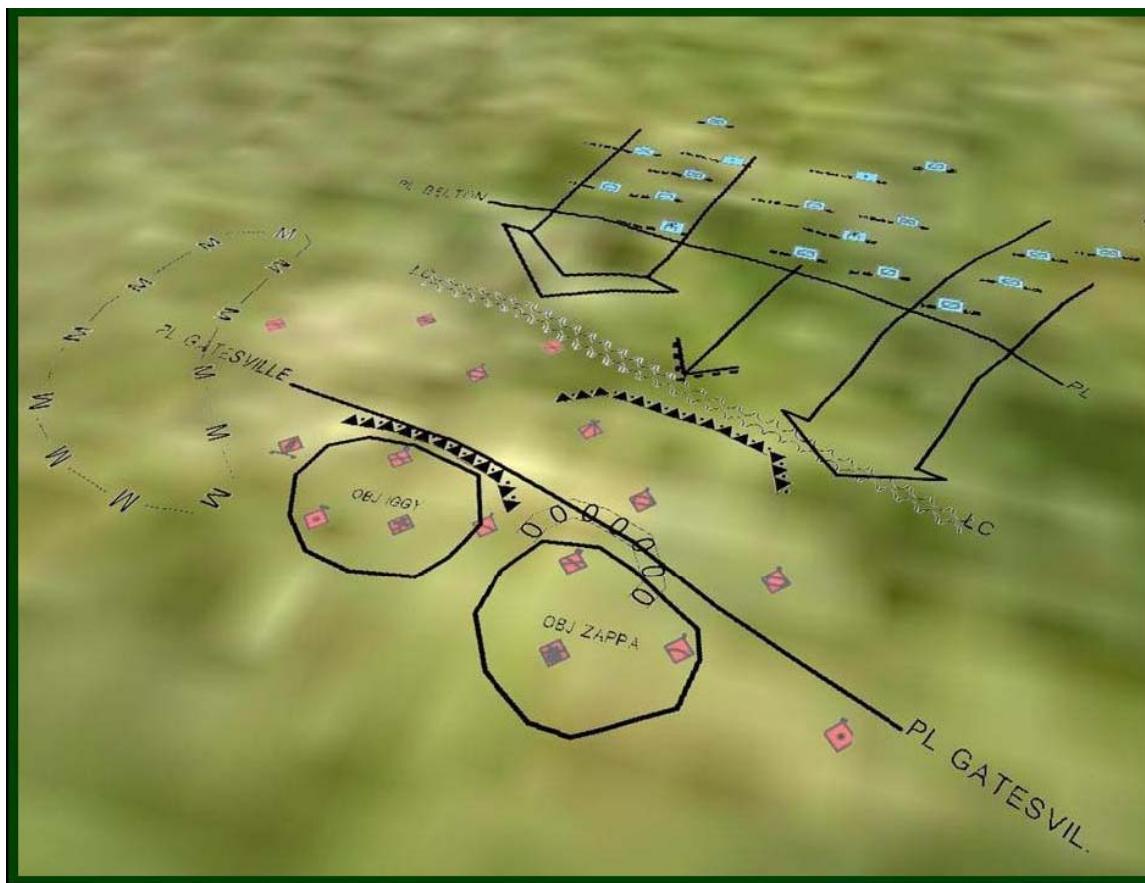


FIGURE F-5. Example of draped tactical graphics symbols (MOLE in ArcGlobe).<sup>7</sup>

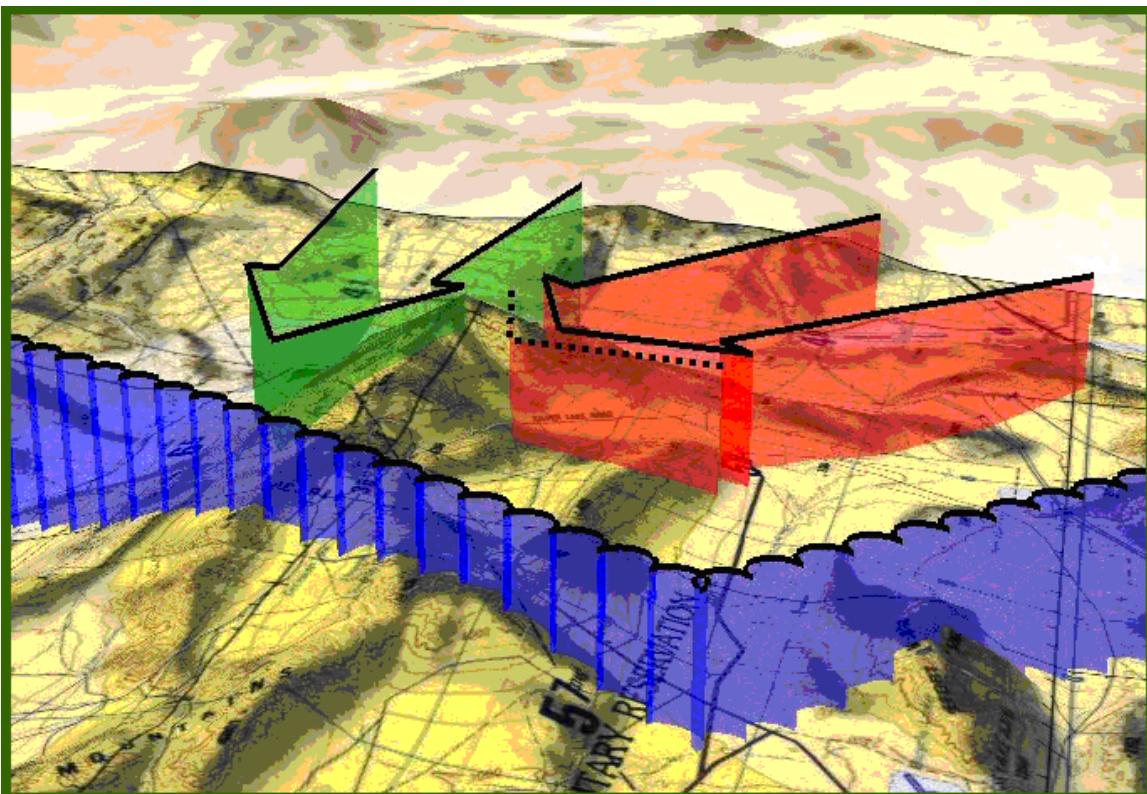


FIGURE F-6. Example of extruded tactical graphics symbols (TOC 3D display).<sup>7</sup>

F.5.1.3 Symbicons. A symbicon is a hybrid of an abstract symbol and a pictograph or icon and is useful in increasing the ease of identification of an object<sup>3</sup> (see figure F-7). A typical symbicon may combine the identification code of a symbol, for example “B” for bomber, with the stylized silhouette of an aircraft.

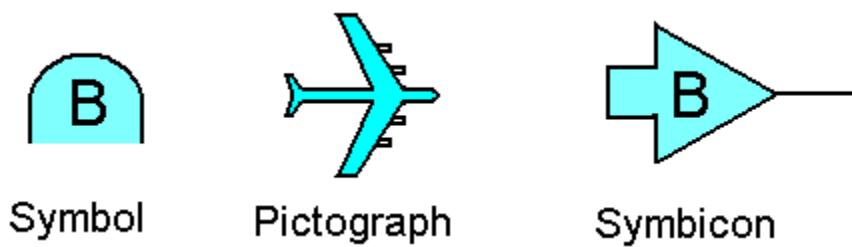


FIGURE F-7. Example of a symbicon.<sup>7</sup>

F.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 F-8). Models may work well for portrayal of individual platforms or systems, such as a tank or aircraft, but 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.<sup>4</sup> 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 is unfamiliar with the

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appearance of a particular weapons system, it would not make much sense to use a 2.5D model of that weapons system to identify the equipment type. You would also expect recognition errors to occur if two weapons systems were similar in appearance. Overall, traditional symbols were more useful when determining platform identity and affiliation are required. Icons are better for determining some aspects of direction of movement.<sup>5</sup>



FIGURE F-8. Examples of pseudo-three-dimensional models.

F.5.2.1 Modeling and simulation (M&S) standards. The International Organization for Standardization (ISO) 18023, Computer Graphics and Image Processing – Synthetic Environment Data Representation and Interchange Specification (SEDRIS) suite of standards are used for the exchange of modeling and simulation data.

F.5.2.2 Model libraries. The DOD maintains several libraries of reusable digital models of weapons systems at:

Army Model Exchange: <https://modelexchange.army.mil>

M&S Coordination Office: <http://www.msco.mil/>

M&S Resource Repository System: <http://www.msrr.dmso.mil>

F.5.3 Design considerations for symbology in a 2.5D display.

F.5.3.1 Symbol location. One important function of a symbol is to indicate where the object is located. MIL-STD-2525, section 5.7.4 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 tactical graphics have specified “anchor points” that differ from the center of mass of the symbol.

F.5.3.1.1 Submergence of symbols. If a symbol is overlain on the terrain “terrain draping,” it is possible to tie the center of mass of the symbol to the symbol location as in a two-dimensional display, and conform to the general rules of MIL-STD-2525. If, however, the symbols are billboarded or shown vertically, then linking the symbol location to the center of

mass of the symbol will result in the bottom half of the symbol being below the terrain surface. 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).

F.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.

F.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.<sup>6</sup>

F.5.3.2 Perspective. In a traditional two-dimensional (map-like) display, the perspective is “orthogonal” or viewed from directly overhead, and so there is no change of scale over the display. In a 2.5D view, the scale of the display decreases (gets smaller) as distance from the observer increases. This creates difficulty in perceiving the actual location of an object in space. In a two-dimensional display, the elevation of an object is not obvious, but the horizontal position (x and 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.<sup>6</sup>

F.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, which north is generally displayed oriented to the top of the display, the 2.5D display can be viewed from any direction, and 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 F-9).

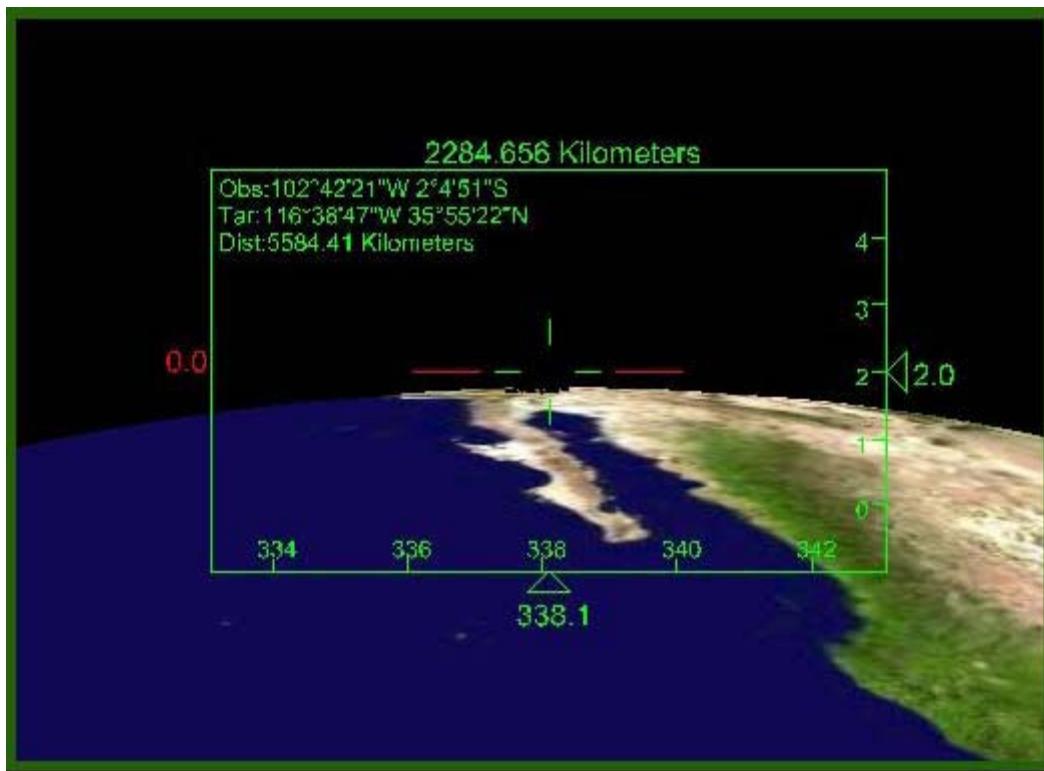


FIGURE F-9. Example of visual cue for direction of view (TOC 3D display).<sup>7</sup>

**F.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 of MIL-STD-2525. Text fields are also found on the tactical graphics 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; yet, reducing symbol size, including text, also reduces legibility. Occultation is another visual cue, in which closer objects obscure more distant objects. Closer objects with text around 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.

**F.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. Speed vectors 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

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the position on the terrain surface. Drop lines are sometimes filtered by time to show only a limited trail to reduce display clutter.

**F.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.

**F.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 F-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.

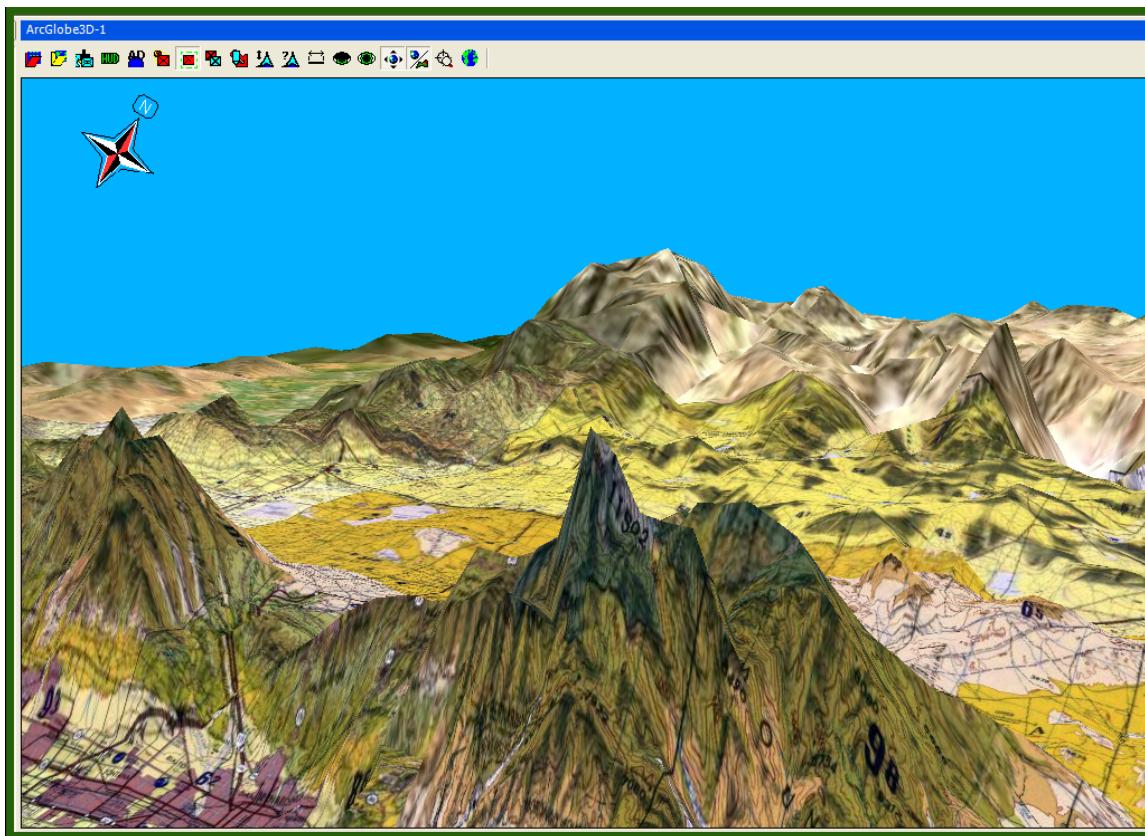


FIGURE F-10. Example of vertical exaggeration.  
(TOC 3D display)<sup>7</sup>

F.5.8 Implications for training and doctrine. The use of 2.5D displays in the C2 intelligence, surveillance, and reconnaissance (ISR) 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 C2 ISR 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 individual performance is degraded, compared to other display modes. Some tasks may be accomplished best using a combination of 2.5D and 2D views: the first to get an overall impression of the situation and the latter to do the specific locational analysis needed to accomplish the task.

## F.6 NOTES

### F.6.1 Notes on sources:

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.
2. Smallman, H. S., St. John, M., Oonk, H. M., and Cowen, M. B. (2005), Naïve 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.
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
6. Track Location Enhancements for Perspective View Displays, SPAWAR TR 1847, December 2000
7. Except for Figure F-8, the figures in appendix F were taken from 3D Visualization and Tactical Symbology Considerations for Command, Control, Communications, Computers, Intelligence, Surveillance, and Reconnaissance (C4ISR) Applications, Concurrent Technologies Corporation (CTC) white paper, 2 April 2004. These

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displays were generated using the Military Overlay Editor (MOLE) in the Environmental Systems Research Institute (ESRI) ArcGlobe product, and the CTC's Tactical Operations Center (TOC) 3D program.

Credit to CTC for graphics appearing in this appendix.

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EMERGENCY MANAGEMENT SYMBOLS

G.1 SCOPE

G.1.1 Scope. This appendix provides symbols for emergency response, including incidents, natural events, operations, and critical infrastructure. It is based on American National Standards Institute (ANSI) 415:2006, American National Standard for Information Technology - Homeland Security Mapping Standard – Point Symbology for Emergency Management, as modified to make the symbols compliant with the draw rules (such as frame shapes and colors) in MIL-STD-2525, Common Warfighting Symbology. This appendix is a mandatory part of the standard. It is intended for compliance for DOD systems and users. Note that much of the civilian emergency management community may continue to use ANSI 415:2006 directly, rather than this appendix.

G.2 REFERENCES

G.2.1 General. The documents listed in this section are specified in sections 4 and 5 of this appendix. This section does not include documents listed in other sections of this standard or recommended for additional information or as examples. While every effort has been made to ensure the completion of this list, users are cautioned that they must meet all specified requirements of documents cited in sections 4 or 5 of this standard, whether or not they are listed.

G.2.2 Government documents. This section is not applicable to this standard.

G.2.3 Non-Government publications. The following documents, drawings, and publications form part of this appendix to the extent specified herein. Unless otherwise specified, the issues of these documents are those specified in the solicitation or contract.

ANSI 415:2006      American National Standard for Information Technology - Homeland Security Mapping Standard – Point Symbology for Emergency Management

(Copies of this document are available from ANSI at: <http://www.ansi.org/>.)

G.3 DEFINITIONS

Definitions for emergency management items of interest are provided in tables G-IV through G-VII.

G.4 GENERAL REQUIREMENTS

G.4.1 Objective. The objective of including symbols for emergency management in MIL-STD-2525 is to ensure that DOD elements responding to domestic emergency responses as called for in the National Response Plan can see the same information that is being used by civil first responders and emergency managers. A basic set of point symbols for Homeland Security Emergency Response was promulgated by the ANSI 415:2006, American National Standard for Information Technology - Homeland Security Mapping Standard – Point Symbology for Emergency Management in 2006. These symbols do not conform to the existing draw rules in MIL-STD-2525, and therefore may cause misunderstanding and misidentification if used alongside other symbols in

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this standard on the same display. The symbols contained in this appendix will provide the same information content as ANSI 415:2006, but the symbols will follow basic MIL-STD-2525 draw rules, and be visually interoperable with the other symbols in this standard.

**G.4.2 Organization.** Symbols for emergency response operations are organized into the following sections, which align with the sections in ANSI 415:2006.

**G.4.2.1 Incidents.** Incidents are events that cause an emergency response action or are the source of a disaster (see table G-IV).

**G.4.2.2 Natural events.** Natural events are phenomenon found in or created by naturally occurring conditions. A natural event may be the cause of a disaster or require an emergency response, or may be an influence on the environment, which may require special consideration in response to an incident. For example, a tornado may require an emergency response, while fog may merely be a modifier of the environment, indicating reduced visibility when responding to an emergency (see table G-V).

**G.4.2.3 Emergency management operations.** Operations include organizations, services, capabilities, or resources available during or implemented due to an emergency management situation. Emergency management operations can be units, equipment, or installations. Frame shapes for units, equipment, and installations are defined in table I (see table G-VI).

**G.4.2.4 Infrastructure.** Infrastructure is basic facilities, services, and installations needed for the functioning of a community or society, such as transportation and communications systems; water and power lines; and public institutions including schools, post offices, and prisons (see table G-VII).

**G.4.3 Symbol categories.** Emergency management symbols have been defined in ANSI 415:2006 for point symbols only. Symbols for line and area features of significance for emergency management will be promulgated in future versions of the ANSI standard and introduced into MIL-STD-2525.

**G.4.4 Cross-reference with other MIL-STD-2525 symbols.** In certain cases, objects of interest in ANSI 415:2006 are already identified and symbolized in other appendices of MIL-STD-2525 or are very similar to existing symbols. These symbols have been included in appendix G to maintain traceability between ANSI 415:2006 and MIL-STD-2525, but the original MIL-STD-2525 symbols have been retained in this standard. A cross-reference of these duplicate symbols is shown in table G-VIII.

## G.5 DETAILED REQUIREMENTS

**G.5.1 Composition of emergency management symbols.** Emergency management symbols have symbol components as identified in MIL-STD-2525 (see 5.3 and figure 1). Further information on each of these components of the symbol is provided below.

**G.5.2 Frame.** Emergency management symbols shall be shown with frames as identified in table I, with the following exceptions:

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- Symbols for natural events (shown in table G-V) are unframed.
- Certain symbols for infrastructure (shown in table G-VII) that are already included as unframed symbols or tactical graphics in other sections of MIL-STD-2525 remain unframed.

Some of the symbols for government organizations in table G-VI can refer to personnel, equipment, or facilities. These three categories are not distinguished in ANSI 415:2006, but the frame shape will indicate personnel (unit), equipment, or facility (installation) frame in MIL-STD-2525. In the event that a data object for an emergency management operation does not identify whether it refers to a unit, equipment, or installation, a default unit frame shall be shown. Meteorological events are defined in appendix C and are unframed.

**G.5.2.1 Standard identification.** Frame shapes shall conform to the standard identification shown in table I. Categories of standard identification include friend, hostile, neutral, unknown, assumed friend, and suspect. In the absence of this type of information in a report or information about a domestic emergency, the emergency manager or on-scene military commander may determine a default value other than “unknown.” For example, when responding to a disaster in the United States, “friend” may be assumed for all symbols, since it is not a combat situation. The frames on symbols for criminal activity refer to the perpetrator of the crime, not the victim.

**G.5.2.2 Exercise amplifying descriptor.** Frame shapes shall conform to the standard identification shown in table II.

**G.5.2.3 Battle dimension.** Frame shapes in tables I and II shall be used to indicate battle dimension. Battle dimension indicates the primary mission area of the object being symbolized. Mission areas are defined in 5.3.1.3, and include space, air, ground (further subdivided into units, equipment, and facilities), and sea (further subdivided into surface and sub-surface).

**G.5.2.4 Status.** Status indicates whether an object is at the portrayed location or is intended or projected to be at that location at some point in time in the future. Status shall be indicated by showing a dashed frame, in accordance with 5.3.1.4 and table III.

**G.5.3 Fill.** Fill is the color within the frame of a symbol. Emergency management symbols other than natural events shall use the fill colors as specified in 5.3.2 and table I. Blue is used to indicate friendly, red for hostile, green for neutral, yellow for unknown, and purple for air tracks identified as commercial air. Specific red-green-blue (RGB) values for these colors are provided in table XIII.

**G.5.4 Icon.** The icon indicates the primary identity of the object. Icons for emergency management incidents, natural events, operations, and infrastructure are shown in tables G-IV through G-VII. Except where they conflict with existing MIL-STD-2525 icons, the icons in ANSI 415:2006 have generally been retained unchanged or slightly modified to fit into the frame shapes.

**G.5.4.1 Icons for government organizations.** Several of the symbols in ANSI 415:2006 Homeland Security Mapping Standard – Point Symbology for Emergency Management were developed specifically to portray United States Government organizations that might respond to a

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domestic emergency. There are also some generic symbols to portray governmental functions that have broad applicability. Non-US users of this standard may wish to supplement the generic governmental functions symbols with national-unique symbols of their own. Unknown, hostile, and neutral frame shapes are not used with the symbols for US government organizations.

**G.5.4.1.1 Generic governmental functions.** The following symbols have broad applicability and have generic symbols:

- B.3.26 Law Enforcement
- B.3.28 Border Patrol
- B.3.29 Customs Service
- B.3.33 Police
- B.3.34 Prison
- B.3.37 Coast Guard

**G.5.4.1.2 Symbols for US Government organizations.** The following symbols portray US Government organizations involved in emergency management:

- B.3.27 Bureau of Alcohol, Tobacco, and Firearms (ATF)
- B.3.30 Drug Enforcement Administration (DEA)
- B.3.31 Department of Justice (DOJ)
- B.3.32 Federal Bureau of Investigation (FBI)
- B.3.35 US Secret Service
- B.3.36 Transportation Security Administration (TSA)
- B.3.38 US Marshals Service

**G.5.4.2 Symbols using currency signs.** Several symbols use the dollar sign (\$) to indicate the concept of money or finance. International users may wish to substitute their own currency signs on these symbols.

**G.5.5 Modifiers.** Symbol modifiers are used in MIL-STD-2525 to indicate additional information about an object being symbolized (see 5.3.4). The symbols in ANSI 415:2006 do not show any additional modifier information; however, certain modifiers in MIL-STD-2525 are relevant to emergency management objects (see table IV). The following paragraphs discuss the applicability of modifiers to emergency management symbology.

**G.5.5.1 Quantity (table IV, row C).** Identifies the number of items present.

**G.5.5.2 Additional information (table IV, row H).** Text modifier for amplifying free text.

**G.5.5.3 Evaluation rating (table IV, row J).** A text modifier that consists of a one-letter code for reliability and a one number code for credibility. See table IV for definitions of these codes. This amplifier is used to associate a degree of uncertainty to the object.

**G.5.5.4 Direction of movement indicator (table IV, row Q).** A direction of movement indicator is a line that indicates the direction in which an object is moving or intending to move (see 5.3.4.1).

G.5.5.5 Mobility indicator (table IV, row R). A mobility indicator is a graphic modifier that depicts the degree of mobility for a piece of equipment. See 5.3.4.3, figures 2 and 3, and table VI for categories of mobility indicators and details on how to portray mobility indicators.

G.5.5.6 Offset location indicator (table IV, row S). An offset location indicator is used when placing a symbol away from the actual location of the object (see 5.3.4.9).

G.5.5.7 Unique designation (table IV, row T). This modifier is used to assign a unique identification, such as a track number, to an object.

G.5.5.8 Equipment indicator (table IV, row V). Free text modifier that indicates the type of equipment. Since unknown, neutral, and hostile frame shapes do not provide differentiation between units and equipment, the equipment modifier may be used if necessary to make this distinction, either showing the actual equipment designation, or “EQUIP” if type is unknown.

G.5.5.9 Date-time group (DTG) (table IV, row W). Text modifier indicating a date and time associated with the object. Format for DTG is indicated in table IV.

G.5.5.10 Altitude/depth (table IV, row X). Text modifier that indicates flight level for aircraft, depth for submerged objects, and height of equipment or structures on the ground.

G.5.5.11 Location (table IV, row Y). Object location in degrees, minutes, seconds, or UTM or other applicable display format.

G.5.5.12 Speed (table IV, row Z). This is a text modifier that indicates the speed of an object.

G.5.5.13 Installation (table IV, row AC). This graphic modifier denotes that the object is a facility or installation.

G.5.5.14 Operational capability indicators (table IV, row AL). Operational capability indicators may be shown for all operations and infrastructure symbols, showing the colored under-bar, in accordance with 5.3.4.12 and table III-2. If shown, the following color categories shall be used to portray the operational capability of emergency management symbols:

- Fully operational/open – green bar
- Fully operational but filled to capacity or otherwise closed – blue bar
- Operational but partially damaged or partially incapacitated – orange bar
- Destroyed or totally incapacitated – red bar

G.5.5.15 Dynamic graphic modifiers. A dynamic modifier is a line or area graphic whose size and placement is determined by positional attributes of the object (see 5.3.4.11 and figure 4).

G.5.5.15.1 Area of uncertainty box (table IV, row AH). An area of uncertainty indicates the area in which an object is most likely to be (see 5.3.4.11.1).

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G.5.5.15.2 Dead reckoning trailer (table IV, row AI). A dead reckoning trailer indicates where an object should be located at present, given its reported course and speed (see 5.3.4.11.2).

G.5.5.15.3 Speed leader indicator (table IV, row AJ). A speed leader is a special type of direction of movement indicator in which the length of the line is proportional to the speed of the object (see 5.3.4.11.3).

G.5.6 Construction of emergency management symbols. Emergency management symbols are constructed by placing an icon within the bounding octagon as discussed in 5.4. The frame (if shown) is shown around the central icon.

G.5.6.1 Framing requirements. Emergency management symbols except for natural events and duplicates of unframed tactical graphics are shown with frames.

G.5.6.2 Placement of modifiers. Modifiers are placed around the icon and frame as shown in figure 2. An explanation of each modifier is shown in table IV.

G.5.6.3 Symbol display hierarchy. Circumstances and the intended purpose of the display or map will dictate how complex or how much information needs to be shown to portray an object. MIL-STD-2525 allows a flexible “thinning” of symbol information to meet the needs of the user. This allows a very complete portrayal of an object or a minimum portrayal, depending on mission needs. Emergency management symbols can be displayed using combinations of icons, fills, and colors. 5.4.5 discusses these options for portrayal.

G.5.6.4 Adding temporary features to emergency management symbols. When implementations require temporary extensions of this standard to portray emergency management objects, the frame shapes shall not be modified or used to portray information other than domain and standard identity, and the standard identity colors shall not be modified or used to portray information other than standard identity.

G.5.7 Display rules for emergency management symbols. Emergency management symbols follow the same display rules as tactical symbols, including symbol size, line weights, color, positioning, and orientation (see 5.7).

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**TABLE G-I. SIDC positions and categories.**

| CODING SCHEME (1)<br>(POSITION 1)      | STANDARD IDENTITY/EXERCISE<br>AMPLIFYING DESCRIPTOR (1)<br>(POSITION 2)  | CATEGORY (1)<br>(POSITION 3)   | STATUS/OPERATIONAL<br>CONDITION (1)<br>(POSITION 4)   |
|--|--|--|---|
| E - EMERGENCY<br>MANAGEMENT<br>SYMBOLS | P - PENDING<br>U - UNKNOWN<br>A - ASSUMED FRIEND<br>F - FRIEND<br>N - NEUTRAL<br>S - SUSPECT<br>H - HOSTILE<br>G - EXERCISE PENDING<br>W - EXERCISE UNKNOWN<br>M - EXERCISE ASSUMED<br>FRIEND<br>D - EXERCISE FRIEND<br>L - EXERCISE NEUTRAL<br>J - JOKER<br>K - FAKER | I - INCIDENT<br>N - NATURAL EVENTS<br>O - OPERATIONS<br>F - INFRASTRUCTURE | A - ANTICIPATED/PLANNED<br>P - PRESENT  |
| FUNCTION ID (6)<br>(POSITION 5-10)     | SYMBOL MODIFIER (2)<br>(POSITION 11, 12)   | COUNTRY CODE (2)<br>(POSITION 13, 14)                                      | ORDER OF BATTLE (1)<br>(POSITION 15)  |
| See table G-III for specific values.   | See table G-II for specific values.  | See ISO 3166-1.  | A - AIR OB<br>E - ELECTRONIC OB<br>C - CIVILIAN OB<br>G - GROUND OB<br>N - MARITIME OB<br>S - STRATEGIC FORCE RELATED |

**TABLE G-II. Symbol modifier codes.**

| CODE | DESCRIPTION                            | CODE | DESCRIPTION                              |
|------|--|------|--|
| H -  | INSTALLATION                           |      |  |
| MO   | MOBILITY WHEELED/LIMITED CROSS COUNTRY | MP   | MOBILITY CROSS COUNTRY                   |
| MQ   | MOBILITY TRACKED                       | MR   | MOBILITY WHEELED AND TRACKED COMBINATION |
| MS   | MOBILITY TOWED                         | MT   | MOBILITY RAIL                            |
| MU   | MOBILITY OVER THE SNOW                 | MV   | MOBILITY SLED                            |
| MW   | MOBILITY PACK ANIMALS                  | MX   | MOBILITY BARGE                           |
| MY   | MOBILITY AMPHIBIOUS                    |      |  |

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TABLE G-III. SIDC table.

| HIERARCHY                | FUNCTION ID        | SIZE/MOBILITY | COUNTRY CODE | DESCRIPTION                  |
|--------------------------|--------------------|---------------|--------------|------------------------------|
|                          |                    |               |              | ORDER OF BATTLE              |
|                          |                    |               |              | STANDARD IDENTITY            |
|                          |                    |               |              | CODE SCHEME                  |
| EMS                      | E - - - - -- -- -- | --            | -            | EMERGENCY MANAGEMENT SYMBOLS |
| EMS.INCDNT               | E - I - - - -      | **            | ** *         | INCIDENT                     |
| EMS.INCDNT.CVDIS         | E * I * A- -- --   | **            | ** *         | CIVIL DISTURBANCE INCIDENT   |
| EMS.INCDNT.CVDIS.DEMO    | O * O * D- -- --   | **            | ** *         | CIVIL DEMONSTRATION          |
| EMS.INCDNT.CVDIS.DISPOP  | O * I * AC -- --   | **            | ** *         | CIVIL DISPLACED POPULATION   |
| EMS.INCDNT.CVDIS.CVRIOT  | E * I * AC -- --   | **            | ** *         | CIVIL RIOTING                |
| EMS.INCDNT.CRMACT        | E * I * B- -- --   | **            | ** *         | CRIMINAL ACTIVITY INCIDENT   |
| EMS.INCDNT.CRMACT.BMTHT  | E * I * BA -- --   | **            | ** *         | BOMB THREAT                  |
| EMS.INCDNT.CRMACT.BM     | O * V * B- -- --   | **            | ** *         | BOMB                         |
| EMS.INCDNT.CRMACT.EXPLN  | E * I * BC -- --   | **            | ** *         | EXPLOSION                    |
| EMS.INCDNT.CRMACT.LOOT   | E * I * BD -- --   | **            | ** *         | LOOTING                      |
| EMS.INCDNT.CRMACT.PSNG   | O * V * P- -- --   | **            | ** *         | POISONING                    |
| EMS.INCDNT.CRMACT.SHTG   | E * I * BF -- --   | **            | ** *         | SHOOTING                     |
| EMS.INCDNT.FIRE          | E * I * C- -- --   | **            | ** *         | FIRE INCIDENT                |
| EMS.INCDNT.FIRE.HTSPT    | E * I * CA -- --   | **            | ** *         | HOT SPOT                     |
| EMS.INCDNT.FIRE.NRES     | E * I * CB -- --   | **            | ** *         | NON-RESIDENTIAL FIRE         |
| EMS.INCDNT.FIRE.ORGN     | E * I * CC -- --   | **            | ** *         | ORIGIN (OF FIRE)             |
| EMS.INCDNT.FIRE.RES      | E * I * CD -- --   | **            | ** *         | RESIDENTIAL FIRE             |
| EMS.INCDNT.FIRE.SCH      | E * I * CE -- --   | **            | ** *         | SCHOOL FIRE                  |
| EMS.INCDNT.FIRE.SMK      | E * I * CF -- --   | **            | ** *         | SMOKE                        |
| EMS.INCDNT.FIRE.SN       | E * I * CG -- --   | **            | ** *         | SPECIAL NEEDS FIRE           |
| EMS.INCDNT.FIRE.WLD      | E * I * CH -- --   | **            | ** *         | WILD FIRE                    |
| EMS.INCDNT.HAZMAT        | E * I * D- -- --   | **            | ** *         | HAZARDOUS MATERIAL INCIDENT  |
| EMS.INCDNT.HAZMAT.CHMAGT | E * I * DA -- --   | **            | ** *         | CHEMICAL AGENT               |
| EMS.INCDNT.HAZMAT.CORMTL | E * I * DB -- --   | **            | ** *         | CORROSIVE MATERIAL           |

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TABLE G-III. SIDC table - Continued.

| HIERARCHY                |   |   |   | FUNCTION ID |          |              |                 | DESCRIPTION                 |
|--------------------------|---|---|---|-------------|----------|--------------|-----------------|-----------------------------|
|                          |   |   |   |             |          |              | ORDER OF BATTLE |                             |
|                          |   |   |   |             |          | COUNTRY CODE |                 |                             |
|                          |   |   |   |             |          |              |                 |                             |
| EMS.INCDNT.HAZMAT.WHWET  | E | * | I | *           | DC -- -- | **           | **              | * HAZARDOUS WHEN WET        |
| EMS.INCDNT.HAZMAT.EXPLV  | E | * | I | *           | DD -- -- | **           | **              | * EXPLOSIVE                 |
| EMS.INCDNT.HAZMAT.FLGAS  | E | * | I | *           | DE -- -- | **           | **              | * FLAMMABLE GAS             |
| EMS.INCDNT.HAZMAT.FLLIQ  | E | * | I | *           | DF -- -- | **           | **              | * FLAMMABLE LIQUID          |
| EMS.INCDNT.HAZMAT.FLSDL  | E | * | I | *           | DG -- -- | **           | **              | * FLAMMABLE SOLID           |
| EMS.INCDNT.HAZMAT.NFLGAS | E | * | I | *           | DH -- -- | **           | **              | * NON-FLAMMABLE GAS         |
| EMS.INCDNT.HAZMAT.ORGPER | E | * | I | *           | DI -- -- | **           | **              | * ORGANIC PEROXIDE          |
| EMS.INCDNT.HAZMAT.OXDRZ  | E | * | I | *           | DJ -- -- | **           | **              | * OXIDIZER                  |
| EMS.INCDNT.HAZMAT.RADMTL | E | * | I | *           | DK -- -- | **           | **              | * RADIOACTIVE MATERIAL      |
| EMS.INCDNT.HAZMAT.SPCMB  | E | * | I | *           | DL -- -- | **           | **              | * SPONTANEOUSLY COMBUSTIBLE |
| EMS.INCDNT.HAZMAT.TXGAS  | E | * | I | *           | DM -- -- | **           | **              | * TOXIC GAS                 |
| EMS.INCDNT.HAZMAT.TXINF  | E | * | I | *           | DN -- -- | **           | **              | * TOXIC AND INFECTIOUS      |
| EMS.INCDNT.HAZMAT.UNXORD | E | * | I | *           | DO -- -- | **           | **              | * UNEXPLODED ORDNANCE       |
| EMS.INCDNT.AIR           | E | * | I | *           | E- -- -- | **           | **              | * AIR INCIDENT              |
| EMS.INCDNT.AIR.ACDNT     | E | * | I | *           | EA -- -- | **           | **              | * AIR ACCIDENT              |
| EMS.INCDNT.AIR.HJKG      | O | * | O | *           | HA -- -- | **           | **              | * AIR HIJACKING             |
| EMS.INCDNT.MRN           | E | * | I | *           | F- -- -- | **           | **              | * MARINE INCIDENT           |
| EMS.INCDNT.MRN.ACDNT     | E | * | I | *           | FA -- -- | **           | **              | * MARINE ACCIDENT           |
| EMS.INCDNT.MRN.HJKG      | O | * | O | *           | HV -- -- | **           | **              | * MARINE HIJACKING          |
| EMS.INCDNT.RAIL          | E | * | I | *           | G- -- -- | **           | **              | * RAIL INCIDENT             |
| EMS.INCDNT.RAIL.ACDNT    | E | * | I | *           | GA -- -- | **           | **              | * RAIL ACCIDENT             |
| EMS.INCDNT.RAIL.HJCK     | E | * | I | *           | GB -- -- | **           | **              | * RAIL HIJACKING            |
| EMS.INCDNT.VEH           | E | * | I | *           | H- -- -- | **           | **              | * VEHICLE INCIDENT          |
| EMS.INCDNT.VEH.ACDNT     | E | * | I | *           | HA -- -- | **           | **              | * VEHICLE ACCIDENT          |
| EMS.INCDNT.VEH.HJKG      | O | * | O | *           | HT -- -- | **           | **              | * VEHICLE HIJACKING         |

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TABLE G-III. SIDC table - Continued.

| HIERARCHY                |   |             |                   | FUNCTION ID |          |              |                 | DESCRIPTION            |
|--------------------------|---|-------------|-------------------|-------------|----------|--------------|-----------------|------------------------|
|                          |   |             |                   |             |          |              | ORDER OF BATTLE |                        |
|                          |   |             |                   |             |          | COUNTRY CODE | SIZE/MOBILITY   |                        |
|                          |   |             | CATEGORY          |             |          |              |                 |                        |
|                          |   | CODE SCHEME | STANDARD IDENTITY |             | STATUS   |              |                 |                        |
| EMS.NATEVT               | E | -           | N                 | -           | -- -- -- | **           | **              | * NATURAL EVENTS       |
| EMS.NATEVT.GEO           | E | *           | N                 | *           | A- -- -- | **           | **              | * GEOLOGIC             |
| EMS.NATEVT.GEO.AFTSHK    | E | *           | N                 | *           | AA -- -- | **           | **              | * AFTERSHOCK           |
| EMS.NATEVT.GEO.AVL       | E | *           | N                 | *           | AB -- -- | **           | **              | * AVALANCHE            |
| EMS.NATEVT.GEO.EQKEPI    | E | *           | N                 | *           | AC -- -- | **           | **              | * EARTHQUAKE EPICENTER |
| EMS.NATEVT.GEO.LNDSLD    | E | *           | N                 | *           | AD -- -- | **           | **              | * LANDSLIDE            |
| EMS.NATEVT.GEO.SBSDNC    | E | *           | N                 | *           | AE -- -- | **           | **              | * SUBSIDENCE           |
| EMS.NATEVT.GEO.VOLERN    | W | A           | S                 | -           | WS VE -- | P-           | --              | - VOLCANIC ERUPTION    |
| EMS.NATEVT.GEO.VLCTHT    | E | *           | N                 | *           | AG -- -- | **           | **              | * VOLCANIC THREAT      |
| EMS.NATEVT.HYDMET        | E | *           | N                 | *           | B- -- -- | **           | **              | * HYDRO-METEOROLOGICAL |
| EMS.NATEVT.HYDMET.DZ     | W | A           | S                 | -           | WS D- LI | P-           | --              | - DRIZZLE              |
| EMS.NATEVT.HYDMET.DRGHT  | E | *           | N                 | *           | BB -- -- | **           | **              | * DROUGHT              |
| EMS.NATEVT.HYDMET.FLD    | E | *           | N                 | *           | BC -- -- | **           | **              | * FLOOD                |
| EMS.NATEVT.HYDMET.FG     | W | A           | S                 | -           | WS FG SO | P-           | --              | - FOG                  |
| EMS.NATEVT.HYDMET.HL     | W | A           | S                 | -           | WS GR L- | P-           | --              | - HAIL                 |
| EMS.NATEVT.HYDMET.INV    | E | *           | N                 | *           | BF -- -- | **           | **              | * INVERSION            |
| EMS.NATEVT.HYDMET.RA     | W | A           | S                 | -           | WS R- LI | P-           | --              | - RAIN                 |
| EMS.NATEVT.HYDMET.DT/SD  | W | A           | S                 | -           | WS DS LM | P-           | --              | - SAND DUST STORM      |
| EMS.NATEVT.HYDMET.SN     | W | A           | S                 | -           | WS S- LI | P-           | --              | - SNOW                 |
| EMS.NATEVT.HYDMET.TSTRM  | W | A           | S                 | -           | WS TM H- | P-           | --              | - THUNDER STORM        |
| EMS.NATEVT.HYDMET.TNDO   | W | A           | S                 | -           | WS T- FC | P-           | --              | - TORNADO              |
| EMS.NATEVT.HYDMET.TRPCYC | W | A           | S                 | -           | WS TS S- | P-           | --              | - TROPICAL CYCLONE     |
| EMS.NATEVT.HYDMET.TSNMI  | E | *           | N                 | *           | BM -- -- | **           | **              | * TSUNAMI              |
| EMS.NATEVT.INFST         | E | *           | N                 | *           | C- -- -- | **           | **              | * INFESTATION          |
| EMS.NATEVT.INFST.BIRD    | E | *           | N                 | *           | CA -- -- | **           | **              | * BIRD INFESTATION     |

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APPENDIX G

TABLE G-III. SIDC table - Continued.

| HIERARCHY               |   |   |   | FUNCTION ID |    |              |                 | DESCRIPTION                              |
|-------------------------|---|---|---|-------------|----|--------------|-----------------|--|
|                         |   |   |   |             |    |              | ORDER OF BATTLE |  |
|                         |   |   |   |             |    | COUNTRY CODE |                 |  |
|                         |   |   |   |             |    |              |                 |  |
| EMS.NATEVT.INFST.INSCT  | E | * | N | CB -- --    | ** | **           | *               | INSECT INFESTATION                       |
| EMS.NATEVT.INFST.MICROB | E | * | N | CC -- --    | ** | **           | *               | MICROBIAL INFESTATION                    |
| EMS.NATEVT.INFST.REPT   | E | * | N | CD -- --    | ** | **           | *               | REPTILE INFESTATION                      |
| EMS.NATEVT.INFST.RDNT   | E | * | N | CE -- --    | ** | **           | *               | RODENT INFESTATION                       |
| EMS.OPN                 | E | - | O | -- -- --    | ** | **           | *               | OPERATIONS                               |
| EMS.OPN.EMMED           | E | * | O | A- -- --    | ** | **           | *               | EMERGENCY MEDICAL OPERATION              |
| EMS.OPN.EMMED.UNT       | E | * | O | AA -- --    | ** | **           | *               | EMERGENCY MEDICAL OPERATION UNIT         |
| EMS.OPN.EMMED.EQPT      | E | * | O | AB -- --    | ** | **           | *               | EMERGENCY MEDICAL OPERATION EQUIPMENT    |
| EMS.OPN.EMMED.INS       | E | * | O | AC -- --    | H* | **           | *               | EMERGENCY MEDICAL OPERATION INSTALLATION |
| EMS.OPN.EMMED.EMTLOC    | E | * | O | AD -- --    | H* | **           | *               | EMT STATION LOCATION                     |
| EMS.OPN.EMMED.AMBLNC    | E | * | O | AE -- --    | ** | **           | *               | AMBULANCE                                |
| EMS.OPN.EMMED.MEH       | E | * | O | AF -- --    | ** | **           | *               | MEDICAL EVACUATION HELICOPTER            |
| EMS.OPN.EMMED.HDF       | E | * | O | AG -- --    | H* | **           | *               | HEALTH DEPARTMENT FACILITY               |
| EMS.OPN.EMMED.HSP       | S | * | G | IX H--      | H* | **           | *               | HOSPITAL                                 |
| EMS.OPN.EMMED.HSPSHP    | S | * | S | NM -- --    | ** | **           | *               | HOSPITAL SHIP                            |
| EMS.OPN.EMMED.MFOP      | E | * | O | AJ -- --    | H* | **           | *               | MEDICAL FACILITIES OUT PATIENT           |
| EMS.OPN.EMMED.MRG       | E | * | O | AK -- --    | H* | **           | *               | MORGUE                                   |
| EMS.OPN.EMMED.RX        | E | * | O | AL -- --    | H* | **           | *               | PHARMACY                                 |
| EMS.OPN.EMMED.TRIAGE    | E | * | O | AM -- --    | H* | **           | *               | TRIAGE                                   |
| EMS.OPN.EMOPN           | E | * | O | B- -- --    | ** | **           | *               | EMERGENCY OPERATION                      |
| EMS.OPN.EMOPN.UNT       | E | * | O | BA -- --    | ** | **           | *               | EMERGENCY OPERATION UNIT                 |
| EMS.OPN.EMOPN.EQPT      | E | * | O | BB -- --    | ** | **           | *               | EMERGENCY OPERATION EQUIPMENT            |
| EMS.OPN.EMOPN.INS       | E | * | O | BC -- --    | H* | **           | *               | EMERGENCY OPERATION INSTALLATION         |
| EMS.OPN.EMOPN.ECEP      | E | * | O | BD -- --    | ** | **           | *               | EMERGENCY COLLECTION EVACUATION POINT    |
| EMS.OPN.EMOPN.EICC      | E | * | O | BE -- --    | H* | **           | *               | EMERGENCY INCIDENT COMMAND CENTER        |

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APPENDIX G

TABLE G-III. SIDC table - Continued.

| HIERARCHY                   |   |        |                   | FUNCTION ID |          |               |                 | DESCRIPTION                              |
|-----------------------------|---|--------|-------------------|-------------|----------|---------------|-----------------|--|
|                             |   |        |                   |             |          |               | ORDER OF BATTLE |  |
|                             |   |        |                   |             |          | COUNTRY CODE  |                 |  |
|                             |   |        |                   |             |          | SIZE/MOBILITY |                 |  |
|                             |   |        | CATEGORY          |             |          |               |                 |  |
|                             |   | STATUS |                   |             |          |               |                 |  |
|                             |   |        | STANDARD IDENTITY |             |          |               |                 |  |
|                             |   |        | CODE SCHEME       |             |          |               |                 |  |
| EMS.OPN.EMOPN.EOC           | E | *      | O                 | *           | BF -- -- | H*            | **              | * EMERGENCY OPERATIONS CENTER            |
| EMS.OPN.EMOPN.EPIC          | E | *      | O                 | *           | BG -- -- | H*            | **              | * EMERGENCY PUBLIC INFORMATION CENTER    |
| EMS.OPN.EMOPN.EMSHLT        | E | *      | O                 | *           | BH -- -- | H*            | **              | * EMERGENCY SHELTER                      |
| EMS.OPN.EMOPN.ESA           | E | *      | O                 | *           | BI -- -- | H*            | **              | * EMERGENCY STAGING AREA                 |
| EMS.OPN.EMOPN.EMTM          | E | *      | O                 | *           | BJ -- -- | **            | **              | * EMERGENCY TEAM                         |
| EMS.OPN.EMOPN.EWDC          | E | *      | O                 | *           | BK -- -- | H*            | **              | * EMERGENCY WATER DISTRIBUTION CENTER    |
| EMS.OPN.EMOPN.FDDIST        | E | *      | O                 | *           | BL -- -- | H*            | **              | * EMERGENCY FOOD DISTRIBUTION CENTER     |
| EMS.OPN.FIRFT               | E | *      | O                 | *           | C- -- -- | **            | **              | * FIRE FIGHTING OPERATION                |
| EMS.OPN.FIRFT.FIRFTU        | E | *      | O                 | *           | CA -- -- | **            | **              | * FIRE FIGHTING OPERATION UNIT           |
| EMS.OPN.FIRFT.FIRFTE        | E | *      | O                 | *           | CB -- -- | **            | **              | * FIRE FIGHTING OPERATION EQUIPMENT      |
| EMS.OPN.FIRFT.FIRHYD        | E | *      | O                 | *           | CC -- -- | **            | **              | * FIRE HYDRANT                           |
| EMS.OPN.FIRFT.OTHH2O        | E | *      | O                 | *           | CD -- -- | H*            | **              | * OTHER WATER SUPPLY LOCATION            |
| EMS.OPN.FIRFT.FIRSTN        | E | *      | O                 | *           | CE -- -- | H*            | **              | * FIRE STATION                           |
| EMS.OPN.LAWENF              | E | *      | O                 | *           | D- -- -- | **            | **              | * LAW ENFORCEMENT OPERATION              |
| EMS.OPN.LAWENF.LAWENU       | E | *      | O                 | *           | DA -- -- | **            | **              | * LAW ENFORCEMENT OPERATION UNIT         |
| EMS.OPN.LAWENF.LAWENE       | E | *      | O                 | *           | DB -- -- | **            | **              | * LAW ENFORCEMENT OPERATION EQUIPMENT    |
| EMS.OPN.LAWENF.LAWENI       | E | *      | O                 | *           | DC -- -- | H*            | **              | * LAW ENFORCEMENT OPERATION INSTALLATION |
| EMS.OPN.LAWENF.ATF          | E | *      | O                 | *           | DD -- -- | **            | **              | * ATF                                    |
| EMS.OPN.LAWENF.ATF.ATFUNT   | E | *      | O                 | *           | DD A- -- | **            | **              | * ATF UNIT                               |
| EMS.OPN.LAWENF.ATF.ATFEQP   | E | *      | O                 | *           | DD B- -- | **            | **              | * ATF EQUIPMENT                          |
| EMS.OPN.LAWENF.ATF.ATFINS   | E | *      | O                 | *           | DD C- -- | H*            | **              | * ATF INSTALLATION                       |
| EMS.OPN.LAWENF.BDRPT        | E | *      | O                 | *           | DE -- -- | **            | **              | * BORDER PATROL                          |
| EMS.OPN.LAWENF.BDRPT.BDRPTU | E | *      | O                 | *           | DE A- -- | **            | **              | * BORDER PATROL UNIT                     |
| EMS.OPN.LAWENF.BDRPT.BDRPTE | E | *      | O                 | *           | DE B- -- | **            | **              | * BORDER PATROL EQUIPMENT                |
| EMS.OPN.LAWENF.BDRPT.BDRPTI | E | *      | O                 | *           | DE C- -- | H*            | **              | * BORDER PATROL INSTALLATION             |

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APPENDIX G

TABLE G-III. SIDC table - Continued.

| HIERARCHY                     |   |   |   | FUNCTION ID |    |    | ORDER OF BATTLE |  | DESCRIPTION                  |
|-------------------------------|---|---|---|-------------|----|----|-----------------|--|------------------------------|
|                               |   |   |   |             |    |    | COUNTRY CODE    |  |                              |
|                               |   |   |   |             |    |    | SIZE/MOBILITY   |  |                              |
| EMS.OPN.LAWENF.CSTM           | E | * | O | DF -- --    | ** | ** | *               |  | CUSTOMS SERVICE              |
| EMS.OPN.LAWENF.CSTM.CSTMUN    | E | * | O | DF A- --    | ** | ** | *               |  | CUSTOMS SERVICE UNIT         |
| EMS.OPN.LAWENF.CSTM.CSTMEQ    | E | * | O | DF B- --    | ** | ** | *               |  | CUSTOMS SERVICE EQUIPMENT    |
| EMS.OPN.LAWENF.CSTM.CSTMIN    | E | * | O | DF C- --    | H* | ** | *               |  | CUSTOMS SERVICE INSTALLATION |
| EMS.OPN.LAWENF.DEA            | E | * | O | DG -- --    | ** | ** | *               |  | DEA                          |
| EMS.OPN.LAWENF.DEA.DEAUNT     | E | * | O | DG A- --    | ** | ** | *               |  | DEA UNIT                     |
| EMS.OPN.LAWENF.DEA.DEAEQP     | E | * | O | DG B- --    | ** | ** | *               |  | DEA EQUIPMENT                |
| EMS.OPN.LAWENF.DEA.DEAINS     | E | * | O | DG C- --    | H* | ** | *               |  | DEA INSTALLATION             |
| EMS.OPN.LAWENF.DOJ            | E | * | O | DH -- --    | ** | ** | *               |  | DOJ                          |
| EMS.OPN.LAWENF.DOJ.DOJ        | E | * | O | DH A- --    | ** | ** | *               |  | DOJ UNIT                     |
| EMS.OPN.LAWENF.DOJ.DOJEQP     | E | * | O | DH B- --    | ** | ** | *               |  | DOJ EQUIPMENT                |
| EMS.OPN.LAWENF.DOJ.DOJINS     | E | * | O | DH C- --    | H* | ** | *               |  | DOJ INSTALLATION             |
| EMS.OPN.LAWENF.FBI            | E | * | O | DI -- --    | ** | ** | *               |  | FBI                          |
| EMS.OPN.LAWENF.FBI.FBIUNT     | E | * | O | DI A- --    | ** | ** | *               |  | FBI UNIT                     |
| EMS.OPN.LAWENF.FBI.FBIEQP     | E | * | O | DI B- --    | ** | ** | *               |  | FBI EQUIPMENT                |
| EMS.OPN.LAWENF.FBI.FBIINS     | E | * | O | DI C- --    | H* | ** | *               |  | FBI INSTALLATION             |
| EMS.OPN.LAWENF.POL            | E | * | O | DJ -- --    | ** | ** | *               |  | POLICE                       |
| EMS.OPN.LAWENF.POL.POLUNT     | S | * | G | UU LC --    | ** | ** | *               |  | POLICE UNIT                  |
| EMS.OPN.LAWENF.POL.POLEQP     | E | * | O | DJ B- --    | ** | ** | *               |  | POLICE EQUIPMENT             |
| EMS.OPN.LAWENF.POL.POLINS     | E | * | O | DJ C- --    | H* | ** | *               |  | POLICE INSTALLATION          |
| EMS.OPN.LAWENF.PRSN           | E | * | O | DK -- --    | ** | ** | *               |  | PRISON                       |
| EMS.OPN.LAWENF.SECSR          | E | * | O | DL -- --    | ** | ** | *               |  | SECRET SERVICE               |
| EMS.OPN.LAWENF.SECSR.SECSRU   | E | * | O | DL A- --    | ** | ** | *               |  | SECRET SERVICE UNIT          |
| EMS.OPN.LAWENF.SECSSR.SECSSRE | E | * | O | DL B- --    | ** | ** | *               |  | SECRET SERVICE EQUIPMENT     |
| EMS.OPN.LAWENF.SECSSR.SECSSRI | E | * | O | DL C- --    | H* | ** | *               |  | SECRET SERVICE INSTALLATION  |

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APPENDIX G

TABLE G-III. SIDC table - Continued.

| HIERARCHY                   |   |   |   | FUNCTION ID |          |              |                 | DESCRIPTION                           |
|-----------------------------|---|---|---|-------------|----------|--------------|-----------------|---------------------------------------|
|                             |   |   |   |             |          |              | ORDER OF BATTLE |                                       |
|                             |   |   |   |             |          | COUNTRY CODE |                 |                                       |
|                             |   |   |   |             |          |              |                 |                                       |
| EMS.OPN.LAWENF.TSA          | E | * | O | *           | DM -- -- | **           | **              | * TSA                                 |
| EMS.OPN.LAWENF.TSA.TSAUNT   | E | * | O | *           | DM A- -- | **           | **              | * TSA UNIT                            |
| EMS.OPN.LAWENF.TSA.TSAEQP   | E | * | O | *           | DM B- -- | **           | **              | * TSA EQUIPMENT                       |
| EMS.OPN.LAWENF.TSA.TSAINS   | E | * | O | *           | DM C- -- | H*           | **              | * TSA INSTALLATION                    |
| EMS.OPN.LAWENF.CSTGD        | E | * | O | *           | DN -- -- | **           | **              | * COAST GUARD                         |
| EMS.OPN.LAWENF.CSTGD.CSTGDU | E | * | O | *           | DN A- -- | **           | **              | * COAST GUARD UNIT                    |
| EMS.OPN.LAWENF.CSTGD.CSTGDE | S | * | S | *           | XL -- -- | **           | **              | * COAST GUARD EQUIPMENT               |
| EMS.OPN.LAWENF.CSTGD.CSTGDI | E | * | O | *           | DN C- -- | H*           | **              | * COAST GUARD INSTALLATION            |
| EMS.OPN.LAWENF.USMAR        | E | * | O | *           | DO -- -- | **           | **              | * US MARSHALS SERVICE                 |
| EMS.OPN.LAWENF.USMAR.USMARU | E | * | O | *           | DO A- -- | **           | **              | * US MARSHALS SERVICE UNIT            |
| EMS.OPN.LAWENF.USMAR.USMARE | E | * | O | *           | DO B- -- | **           | **              | * US MARSHALS SERVICE EQUIPMENT       |
| EMS.OPN.LAWENF.USMAR.USMARI | E | * | O | *           | DO C- -- | H*           | **              | * US MARSHALS SERVICE INSTALLATION    |
| EMS.OPN.SNS                 | S | * | G | *           | ES -- -- | **           | **              | * SENSOR                              |
| EMS.OPN.SNS.BIO             | E | * | O | *           | EA -- -- | **           | **              | * BIOLOGICAL SENSOR                   |
| EMS.OPN.SNS.CML             | E | * | O | *           | EB -- -- | **           | **              | * CHEMICAL SENSOR                     |
| EMS.OPN.SNS.INT             | E | * | O | *           | EC -- -- | **           | **              | * INTRUSION SENSOR                    |
| EMS.OPN.SNS.NUC             | E | * | O | *           | ED -- -- | **           | **              | * NUCLEAR SENSOR                      |
| EMS.OPN.SNS.RAD             | E | * | O | *           | EE -- -- | **           | **              | * RADIOLOGICAL SENSOR                 |
| EMS.INFSTR                  | E | - | F | -           | -- -- -- | **           | **              | * INFRASTRUCTURE                      |
| EMS.INFSTR.AGFD             | E | * | F | *           | A- -- -- | H*           | **              | * AGRICULTURE AND FOOD INFRASTRUCTURE |
| EMS.INFSTR.AGFD.AGLAB       | E | * | F | *           | AA -- -- | H*           | **              | * AGRICULTURAL LABORATORY             |
| EMS.INFSTR.AGFD.AFL         | E | * | F | *           | AB -- -- | H*           | **              | * ANIMAL FEELLOT                      |
| EMS.INFSTR.AGFD.CFDC        | E | * | F | *           | AC -- -- | H*           | **              | * COMMERCIAL FOOD DISTRIBUTION CENTER |
| EMS.INFSTR.AGFD.FRMRNC      | E | * | F | *           | AD -- -- | H*           | **              | * FARM/RANCH                          |
| EMS.INFSTR.AGFD.FPC         | E | * | F | *           | AE -- -- | H*           | **              | * FOOD PRODUCTION CENTER              |

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APPENDIX G

TABLE G-III. SIDC table - Continued.

| HIERARCHY                |   |   |   | FUNCTION ID |          |              |                 | DESCRIPTION                                    |
|--------------------------|---|---|---|-------------|----------|--------------|-----------------|--|
|                          |   |   |   |             |          |              | ORDER OF BATTLE |  |
|                          |   |   |   |             |          | COUNTRY CODE |                 |  |
|                          |   |   |   |             |          |              |                 |  |
| EMS.INFSTR.AGFD.FDRTL    | E | * | F | *           | AF -- -- | H*           | **              | * FOOD RETAIL                                  |
| EMS.INFSTR.AGFD.GRSTR    | E | * | F | *           | AG -- -- | H*           | **              | * GRAIN STORAGE                                |
| EMS.INFSTR.BFI           | E | * | F | *           | B- -- -- | H*           | **              | * BANKING FINANCE AND INSURANCE INFRASTRUCTURE |
| EMS.INFSTR.BFI.ATM       | E | * | F | *           | BA -- -- | **           | **              | * ATM  |
| EMS.INFSTR.BFI.BANK      | E | * | F | *           | BB -- -- | H*           | **              | * BANK   |
| EMS.INFSTR.BFI.BLSTR     | E | * | F | *           | BC -- -- | H*           | **              | * BULLION STORAGE                              |
| EMS.INFSTR.BFI.FRB       | E | * | F | *           | BD -- -- | H*           | **              | * FEDERAL RESERVE BANK                         |
| EMS.INFSTR.BFI.FINEX     | E | * | F | *           | BE -- -- | H*           | **              | * FINANCIAL EXCHANGE                           |
| EMS.INFSTR.BFI.FSO       | E | * | F | *           | BF -- -- | H*           | **              | * FINANCIAL SERVICES OTHER                     |
| EMS.INFSTR.CMCL          | E | * | F | *           | C- -- -- | H*           | **              | * COMMERCIAL INFRASTRUCTURE                    |
| EMS.INFSTR.CMCL.CMLPLN   | E | * | F | *           | CA -- -- | H*           | **              | * CHEMICAL PLANT                               |
| EMS.INFSTR.CMCL.FIRMAN   | E | * | F | *           | CB -- -- | H*           | **              | * FIREARMS MANUFACTURER                        |
| EMS.INFSTR.CMCL.FIRRET   | E | * | F | *           | CC -- -- | H*           | **              | * FIREARMS RETAILER                            |
| EMS.INFSTR.CMCL.HZMTPR   | E | * | F | *           | CD -- -- | H*           | **              | * HAZARDOUS MATERIAL PRODUCTION                |
| EMS.INFSTR.CMCL.HZMTST   | E | * | F | *           | CE -- -- | H*           | **              | * HAZARDOUS MATERIAL STORAGE                   |
| EMS.INFSTR.CMCL.INDSTE   | E | * | F | *           | CF -- -- | H*           | **              | * INDUSTRIAL SITE                              |
| EMS.INFSTR.CMCL.LNDFL    | E | * | F | *           | CG -- -- | H*           | **              | * LANDFILL                                     |
| EMS.INFSTR.CMCL.RXMFQ    | E | * | F | *           | CH -- -- | H*           | **              | * PHARMACEUTICAL MANUFACTURER                  |
| EMS.INFSTR.CMCL.CHWS     | E | * | F | *           | CI -- -- | H*           | **              | * CONTAMINATED HAZARDOUS WASTE SITE            |
| EMS.INFSTR.CMCL.TXRLIN   | E | * | F | *           | CJ -- -- | H*           | **              | * TOXIC RELEASE INVENTORY                      |
| EMS.INFSTR.EDFAC         | E | * | F | *           | D- -- -- | H*           | **              | * EDUCATIONAL FACILITIES INFRASTRUCTURE        |
| EMS.INFSTR.EDFAC.COLUNI  | E | * | F | *           | DA -- -- | H*           | **              | * COLLEGE UNIVERSITY                           |
| EMS.INFSTR.EDFAC.SCHOOL  | E | * | F | *           | DB -- -- | H*           | **              | * SCHOOL                                       |
| EMS.INFSTR.ENGFAC        | S | * | G | *           | IU E--   | H*           | **              | * ENERGY FACILITIES INFRASTRUCTURE             |
| EMS.INFSTR.ENGFAC.GENSTA | E | * | F | *           | EA -- -- | H*           | **              | * GENERATION STATION                           |

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APPENDIX G

TABLE G-III. SIDC table - Continued.

| HIERARCHY                |   |   |   | FUNCTION ID |          |    | ORDER OF BATTLE |   | DESCRIPTION                       |
|--------------------------|---|---|---|-------------|----------|----|-----------------|---|-----------------------------------|
|                          |   |   |   |             |          |    | COUNTRY CODE    |   |                                   |
|                          |   |   |   |             |          |    | SIZE/MOBILITY   |   |                                   |
| EMS.INFSTR.ENGFAC.NTLGAS | E | * | F | *           | EB -- -- | H* | **              | * | NATURAL GAS FACILITY              |
| EMS.INFSTR.ENGFAC.NUCFAC | S | * | G | *           | IU EN -- | H* | **              | * | NUCLEAR FACILITY                  |
| EMS.INFSTR.ENGFAC.PETFAC | S | * | G | *           | IR P- -- | H* | **              | * | PETROLEUM FACILITY                |
| EMS.INFSTR.ENGFAC.PROPNE | E | * | F | *           | EE -- -- | H* | **              | * | PROPANE FACILITY                  |
| EMS.INFSTR.GVTSTE        | E | * | F | *           | F- -- -- | H* | **              | * | GOVERNMENT SITE INFRASTRUCTURE    |
| EMS.INFSTR.MIL           | E | * | F | *           | G- -- -- | H* | **              | * | MILITARY INFRASTRUCTURE           |
| EMS.INFSTR.MIL.ARMORY    | E | * | F | *           | GA -- -- | H* | **              | * | MILITARY ARMORY                   |
| EMS.INFSTR.MIL.MILBF     | S | * | G | *           | IB -- -- | H* | **              | * | MILITARY BASE                     |
| EMS.INFSTR.PSTSRV        | E | * | F | *           | H- -- -- | H* | **              | * | POSTAL SERVICE INFRASTRUCTURE     |
| EMS.INFSTR.PSTSRV.PDC    | E | * | F | *           | HA -- -- | H* | **              | * | POSTAL DISTRIBUTION CENTER        |
| EMS.INFSTR.PSTSRV.PO     | E | * | F | *           | HB -- -- | H* | **              | * | POST OFFICE                       |
| EMS.INFSTR.PUBVEN        | E | * | F | *           | I- -- -- | H* | **              | * | PUBLIC VENUES INFRASTRUCTURE      |
| EMS.INFSTR.PUBVEN.ENCFAC | E | * | F | *           | IA -- -- | H* | **              | * | ENCLOSED FACILITY                 |
| EMS.INFSTR.PUBVEN.OPNFAC | E | * | F | *           | IB -- -- | H* | **              | * | OPEN FACILITY                     |
| EMS.INFSTR.PUBVEN.RECARE | E | * | F | *           | IC -- -- | H* | **              | * | RECREATIONAL AREA                 |
| EMS.INFSTR.PUBVEN.RELIG  | E | * | F | *           | ID -- -- | H* | **              | * | RELIGIOUS INSTITUTION             |
| EMS.INFSTR.SPCNDS        | E | * | F | *           | J- -- -- | H* | **              | * | SPECIAL NEEDS INFRASTRUCTURE      |
| EMS.INFSTR.SPCNDS.ADLTDC | E | * | F | *           | JA -- -- | H* | **              | * | ADULT DAY CARE                    |
| EMS.INFSTR.SPCNDS.CHLDCC | E | * | F | *           | JB -- -- | H* | **              | * | CHILD DAY CARE                    |
| EMS.INFSTR.SPCNDS.ELDERC | E | * | F | *           | JC -- -- | H* | **              | * | ELDER CARE                        |
| EMS.INFSTR.TELCOM        | E | * | F | *           | K- -- -- | H* | **              | * | TELECOMMUNICATIONS INFRASTRUCTURE |
| EMS.INFSTR.TELCOM.TCF    | S | * | G | *           | IU T- -- | H* | **              | * | TELECOMMUNICATIONS FACILITY       |
| EMS.INFSTR.TELCOM.TCTWR  | E | * | F | *           | KB -- -- | H* | **              | * | TELECOMMUNICATIONS TOWER          |
| EMS.INFSTR.TSP           | S | * | G | *           | IT -- -- | H* | **              | * | TRANSPORTATION INFRASTRUCTURE     |
| EMS.INFSTR.TSP.ATCF      | E | * | F | *           | LA -- -- | H* | **              | * | AIR TRAFFIC CONTROL FACILITY      |

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TABLE G-III. SIDC table - Continued.

| HIERARCHY             |   |   |   | FUNCTION ID |          |    | ORDER OF BATTLE |   | DESCRIPTION                   |
|-----------------------|---|---|---|-------------|----------|----|-----------------|---|-------------------------------|
|                       |   |   |   |             |          |    | COUNTRY CODE    |   |                               |
|                       |   |   |   |             |          |    | SIZE/MOBILITY   |   |                               |
| EMS.INFSTR.TSP.AIRPT  | S | * | G | *           | IB A- -- | H* | **              | * | AIRPORT                       |
| EMS.INFSTR.TSP.BRG    | G | * | M | *           | BC B- -- | H* | **              | X | BRIDGE                        |
| EMS.INFSTR.TSP.BSTN   | E | * | F | *           | LD -- -- | H* | **              | * | BUS STATION                   |
| EMS.INFSTR.TSP.FRYTRM | E | * | F | *           | LE -- -- | H* | **              | * | FERRY TERMINAL                |
| EMS.INFSTR.TSP.HLS    | E | * | F | *           | LF -- -- | H* | **              | * | HELICOPTER LANDING SITE       |
| EMS.INFSTR.TSP.LCK    | W | O | S | -           | ML -- -- | P- | --              | - | LOCK                          |
| EMS.INFSTR.TSP.MAINTF | E | * | F | *           | LH -- -- | H* | **              | * | MAINTENANCE FACILITY          |
| EMS.INFSTR.TSP.SP     | S | * | G | *           | IB N- -- | H* | **              | * | PORT                          |
| EMS.INFSTR.TSP.RLSTN  | E | * | F | *           | LJ -- -- | H* | **              | * | RAIL STATION                  |
| EMS.INFSTR.TSP.RSTSTP | E | * | F | *           | LK -- -- | H* | **              | * | REST STOP                     |
| EMS.INFSTR.TSP.ANCRG  | W | O | S | -           | HP BA -- | P- | --              | - | SHIP ANCHORAGE                |
| EMS.INFSTR.TSP.TOLLF  | E | * | F | *           | LM -- -- | H* | **              | * | TOLL FACILITY                 |
| EMS.INFSTR.TSP.TCP    | G | * | S | *           | PO -- -- | ** | **              | X | TRAFFIC CONTROL POINT         |
| EMS.INFSTR.TSP.TIF    | E | * | F | *           | LO -- -- | H* | **              | * | TRAFFIC INSPECTION FACILITY   |
| EMS.INFSTR.TSP.TNL    | E | * | F | *           | LP -- -- | H* | **              | * | TUNNEL                        |
| EMS.INFSTR.WS         | S | * | G | *           | IU P- -- | H* | **              | * | WATER SUPPLY INFRASTRUCTURE   |
| EMS.INFSTR.WS.CV      | E | * | F | *           | MA -- -- | ** | **              | * | CONTROL VALVE                 |
| EMS.INFSTR.WS.DAM     | E | * | F | *           | MB -- -- | H* | **              | * | DAM                           |
| EMS.INFSTR.WS.DO      | E | * | F | *           | MC -- -- | ** | **              | * | DISCHARGE OUTFALL             |
| EMS.INFSTR.WS.GWWELL  | E | * | F | *           | MD -- -- | H* | **              | * | GROUND WATER WELL             |
| EMS.INFSTR.WS.PMPSTN  | E | * | F | *           | ME -- -- | H* | **              | * | PUMPING STATION               |
| EMS.INFSTR.WS.RSVR    | E | * | F | *           | MF -- -- | H* | **              | * | RESERVOIR                     |
| EMS.INFSTR.WS.STRTWR  | E | * | F | *           | MG -- -- | H* | **              | * | STORAGE TOWER                 |
| EMS.INFSTR.WS.SWI     | E | * | F | *           | MH -- -- | H* | **              | * | SURFACE WATER INTAKE          |
| EMS.INFSTR.WS.WH20TF  | E | * | F | *           | MI -- -- | H* | **              | * | WASTEWATER TREATMENT FACILITY |

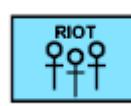
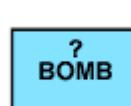
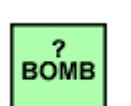
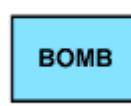
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**APPENDIX G**

**TABLE G-IV. Incidents.**

| SYMBOL  | IMAGES          |                 |                 |                 |
|---|-----------------|-----------------|-----------------|-----------------|
| EMS<br>EMERGENCY MANAGEMENT SYMBOLS   | N/A             | N/A             | N/A             | N/A             |
| EMS.INCDNT<br>EMERGENCY MANAGEMENT SYMBOLS INCIDENT   | N/A             | N/A             | N/A             | N/A             |
| Feature symbols that indicate a cause of action or source of disaster.  |                 |                 |                 |                 |
| EMS.INCDNT.CVDIS<br>EMERGENCY MANAGEMENT SYMBOLS INCIDENT<br>CIVIL DISTURBANCE INCIDENT   | Unknown         | Friend          | Neutral         | Hostile         |
| Framed: F   |                 |                 |                 |                 |
| Human activities resulting in the disruption of services or requiring varying levels of support, law enforcement or attention.  | EUIPA-----***** | EFIPA-----***** | ENIPA-----***** | EHIPA-----***** |
| EMS.INCDNT.CVDIS.DEMO<br>EMERGENCY MANAGEMENT SYMBOLS INCIDENT<br>CIVIL DISTURBANCE INCIDENT<br>CIVIL DEMONSTRATION   | Unknown         | Friend          | Neutral         | Hostile         |
| Identical to: STBOPS.OPN.DEMO   |                 |                 |                 |                 |
| Framed: F   | OUOPD-----***** | OFOPD-----***** | ONOPD-----***** | OHOPD-----***** |
| A public display of group feelings toward a person or cause. (Source: Merriam-Webster Online Dictionary definition)   |                 |                 |                 |                 |
| EMS.INCDNT.CVDIS.DISPOP<br>EMERGENCY MANAGEMENT SYMBOLS INCIDENT<br>CIVIL DISTURBANCE INCIDENT<br>CIVIL DISPLACED POPULATION  | Unknown         | Friend          | Neutral         | Hostile         |
| Identical to: STBOPS.ITM.RFG  |                 |                 |                 |                 |
| Framed: F   | OUIPR-----***** | OFIPR-----***** | ONIPR-----***** | OHIPR-----***** |
| Persons or groups who have been forced to leave their homes or places of habitual residence as a result of or in order to avoid armed conflict, violations of human rights, or natural or human-made disasters. (Source: United Nations Guiding Principles on Internally Displaced Persons, 1998) |                 |                 |                 |                 |

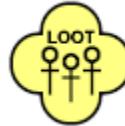
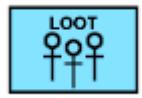
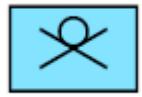
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TABLE G-IV. Incidents - Continued.

| EMS.INCDNT.CVDIS.CVRIOT<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INCIDENT<br>CIVIL DISTURBANCE INCIDENT<br>CIVIL RIOTING<br><br>Framed: F<br><br>Groups of people purposely choosing not to observe a law, regulation, or rule, usually in order to bring attention to their cause, concern, or agenda. (Source: Adapted from www.sema.state.mo.us) | Unknown<br>   | Friend<br>   | Neutral<br>   | Hostile<br>   |
|---|--|--|--|--|
| EMS.INCDNT.CRMACT<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INCIDENT<br>CRIMINAL ACTIVITY INCIDENT<br><br>Framed: F<br><br>An unlawful pursuit or action in which an individual participates. (Source: www.dictionary.com; combined definitions of "criminal" and "activity")  | Unknown<br>   | Friend<br>   | Neutral<br>   | Hostile<br>   |
| EMS.INCDNT.CRMACT.BMTHT<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INCIDENT<br>CRIMINAL ACTIVITY INCIDENT<br>BOMB THREAT<br><br>Framed: F<br><br>A warning of the possible presence of a bomb or expression of intention to detonate a bomb.  | Unknown<br>  | Friend<br>  | Neutral<br>  | Hostile<br>  |
| EMS.INCDNT.CRMACT.BM<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INCIDENT<br>CRIMINAL ACTIVITY INCIDENT<br>BOMB<br><br>Identical to: STBOPS.VIOATY.BM<br><br>Framed: F<br><br>An explosive device fused to detonate under specific conditions. (Source: International military definition)   | Unknown<br> | Friend<br> | Neutral<br> | Hostile<br> |
| EMS.INCDNT.CRMACT.EXPLN<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INCIDENT<br>CRIMINAL ACTIVITY INCIDENT<br>EXPLOSION<br><br>Framed: F<br><br>A sudden release of mechanical, thermal, chemical, or nuclear energy.  | Unknown<br> | Friend<br> | Neutral<br> | Hostile<br> |

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**TABLE G-IV. Incidents - Continued.**

| EMS.INCDNT.CRMACT.LOOT<br>EMERGENCY MANAGEMENT SYMBOLS<br>INCIDENT<br>CRIMINAL ACTIVITY INCIDENT<br>LOOTING<br>Framed: F<br>Burglary committed within an area affected by an emergency. (Source: PeaceOfficers.com Glossary)   | Unknown<br>   | Friend<br>   | Neutral<br>   | Hostile<br>   |
|--|--|--|--|--|
| EMS.INCDNT.CRMACT.PSNG<br>EMERGENCY MANAGEMENT SYMBOLS<br>INCIDENT<br>CRIMINAL ACTIVITY INCIDENT<br>POISONING<br>Identical to: STBOPS.VIOATY.PSNG<br>Framed: F<br>Deliberate use of a toxic substance to injure or kill. (Source: Adapted from Merriam-Webster Online Dictionary definition) | Unknown<br>   | Friend<br>   | Neutral<br>   | Hostile<br>   |
| EMS.INCDNT.CRMACT.SHTG<br>EMERGENCY MANAGEMENT SYMBOLS<br>INCIDENT<br>CRIMINAL ACTIVITY INCIDENT<br>SHOOTING<br>Framed: F<br>To hit, wound, damage, or kill with a projectile fired from a weapon. (Source: Dictionary.com)  | Unknown<br>  | Friend<br> | Neutral<br> | Hostile<br>  |
| EMS.INCDNT.FIRE<br>EMERGENCY MANAGEMENT SYMBOLS<br>INCIDENT<br>FIRE INCIDENT<br>Framed: F<br>The destructive act of something burning.   | Unknown<br> | Friend<br> | Neutral<br> | Hostile<br> |
| EMS.INCDNT.FIRE.HTSPT<br>EMERGENCY MANAGEMENT SYMBOLS<br>INCIDENT<br>FIRE INCIDENT<br>HOT SPOT<br>Framed: F<br>An area of intensified fire activity and increased heat or a particularly active part of a fire.  | Unknown<br> | Friend<br> | Neutral<br> | Hostile<br> |

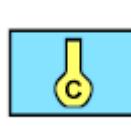
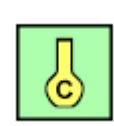
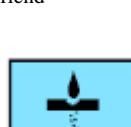
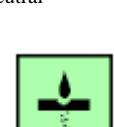
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**TABLE G-IV. Incidents - Continued.**

| EMS.INCDNT.FIRE.NRES<br>EMERGENCY MANAGEMENT SYMBOLS<br>INCIDENT<br>FIRE INCIDENT<br>NON-RESIDENTIAL FIRE<br>Framed: F<br>A fire that originates at or affects a non-residential or commercial facility.   | Unknown<br>   | Friend<br>   | Neutral<br>   | Hostile<br>   |
|--|--|--|--|--|
| EMS.INCDNT.FIRE.ORGN<br>EMERGENCY MANAGEMENT SYMBOLS<br>INCIDENT<br>FIRE INCIDENT<br>ORIGIN<br>Framed: F<br>Location where the fire started. (Source: Forest Service Department of Agriculture <a href="http://www.fs.fed.us">http://www.fs.fed.us</a> ) | Unknown<br>   | Friend<br>   | Neutral<br>   | Hostile<br>   |
| EMS.INCDNT.FIRE.RES<br>EMERGENCY MANAGEMENT SYMBOLS<br>INCIDENT<br>FIRE INCIDENT<br>RESIDENTIAL FIRE<br>Framed: F<br>A fire affecting a home or housing complex.   | Unknown<br>  | Friend<br>  | Neutral<br>  | Hostile<br>  |
| EMS.INCDNT.FIRE.SCH<br>EMERGENCY MANAGEMENT SYMBOLS<br>INCIDENT<br>FIRE INCIDENT<br>SCHOOL FIRE<br>Framed: F<br>A fire that originates at or affects an educational facility   | Unknown<br> | Friend<br> | Neutral<br> | Hostile<br> |
| EMS.INCDNT.FIRE.SMK<br>EMERGENCY MANAGEMENT SYMBOLS<br>INCIDENT<br>FIRE INCIDENT<br>SMOKE<br>Framed: F<br>Visible airborne particles resulting from incomplete combustion.   | Unknown<br> | Friend<br> | Neutral<br> | Hostile<br> |
| EMS.INCDNT.FIRE.SN<br>EMERGENCY MANAGEMENT SYMBOLS<br>INCIDENT<br>FIRE INCIDENT<br>SPECIAL NEEDS FIRE<br>Framed: F<br>A fire that affects special needs facilities, such as nursing homes or assisted living centers.                                    | Unknown<br> | Friend<br> | Neutral<br> | Hostile<br> |

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**TABLE G-IV. Incidents - Continued.**

| EMS.INCDNT.FIRE.WLD<br>EMERGENCY MANAGEMENT SYMBOLS<br>INCIDENT<br>FIRE INCIDENT<br>WILD FIRE<br><br>Framed: F<br><br>An uncontrolled fire in an undeveloped area. (Source: <a href="http://www.realdictionary.com">www.realdictionary.com</a> )  | Unknown<br>   | Friend<br>   | Neutral<br>   | Hostile<br>   |
|---|--|--|--|--|
| EMS.INCDNT.HAZMAT<br>EMERGENCY MANAGEMENT SYMBOLS<br>INCIDENT<br>HAZARDOUS MATERIAL INCIDENT<br><br>Framed: F<br><br>A release of toxic materials. (source: Office of Hazardous Materials Safety, Hazmat Regulations and Interpretations)   | Unknown<br>   | Friend<br>   | Neutral<br>   | Hostile<br>   |
| EMS.INCDNT.HAZMAT.CHMAGT<br>EMERGENCY MANAGEMENT SYMBOLS<br>INCIDENT<br>HAZARDOUS MATERIAL INCIDENT<br>CHEMICAL AGENT<br><br>Framed: F<br><br>A toxic chemical substance intended for use as a weapon.  | Unknown<br>  | Friend<br>  | Neutral<br>  | Hostile<br>  |
| EMS.INCDNT.HAZMAT.CORMTL<br>EMERGENCY MANAGEMENT SYMBOLS<br>INCIDENT<br>HAZARDOUS MATERIAL INCIDENT<br>CORROSIVE MATERIAL<br><br>Framed: F<br><br>Uncontrolled or potentially dangerous presence of a liquid or solid that causes full thickness destruction of human skin at the site of contact within a specified period of time.  | Unknown<br> | Friend<br> | Neutral<br> | Hostile<br> |
| EMS.INCDNT.HAZMAT.WHWET<br>EMERGENCY MANAGEMENT SYMBOLS<br>INCIDENT<br>HAZARDOUS MATERIAL INCIDENT<br>HAZARDOUS WHEN WET<br><br>Framed: F<br><br>Uncontrolled or potentially dangerous presence of a material that, when contacting water, is liable to become spontaneously flammable or to give off flammable or toxic gas at a rate greater than 1 L per kilogram of the material, per hour. | Unknown<br> | Friend<br> | Neutral<br> | Hostile<br> |

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**TABLE G-IV. Incidents - Continued.**

| EMS.INCDNT.HAZMAT.EXPLV<br>EMERGENCY MANAGEMENT SYMBOLS<br>INCIDENT<br>HAZARDOUS MATERIAL INCIDENT<br>EXPLOSIVE   | Unknown<br>   | Friend<br>   | Neutral<br>   | Hostile<br>   |
|---|--|--|--|--|
| Framed: F<br><br>Uncontrolled or potentially dangerous presence of any substance or article, including a device which is designed to function by explosion (i.e., an extremely rapid release of gas and heat) or which, by chemical reaction by itself, is able to function in a similar manner even if not designed to function by explosion.  | EUIPDD----*****  | EFIPDD-----*   | ENIPDD----*****  | EHIPDD----*****  |
| EMS.INCDNT.HAZMAT.FLGAS<br>EMERGENCY MANAGEMENT SYMBOLS<br>INCIDENT<br>HAZARDOUS MATERIAL INCIDENT<br>FLAMMABLE GAS   | Unknown<br>   | Friend<br>   | Neutral<br>   | Hostile<br>   |
| Framed: F<br><br>Uncontrolled or potentially dangerous presence of any material which is a gas at 20°C (68°F) or less and 101.3 kPa (14.7 psia) of pressure (a material which has a boiling point of 20°C (68°F) or less at 101.3 kPa (14.7 psia)) which is ignitable at 101.3 kPa (14.7 psia) when in a mixture of 13 percent or less by volume with air; or has a flammable range at 101.3 kPa (14.7 psia) with air of at least 12 percent regardless of the lower limit. | EUIPDE----*****  | EFIPDE-----*   | ENIPDE----*****  | EHIPDE----*****  |
| EMS.INCDNT.HAZMAT.FLLIQ<br>EMERGENCY MANAGEMENT SYMBOLS<br>INCIDENT<br>HAZARDOUS MATERIAL INCIDENT<br>FLAMMABLE LIQUID  | Unknown<br> | Friend<br> | Neutral<br> | Hostile<br> |
| Framed: F<br><br>Uncontrolled or potentially dangerous presence of a liquid having a flash point of not more than 60.5°C (141°F).   | EUIPDF----*****  | EFIPDF-----*   | ENIPDF----*****  | EHIPDF----*****  |
| EMS.INCDNT.HAZMAT.FLSDL<br>EMERGENCY MANAGEMENT SYMBOLS<br>INCIDENT<br>HAZARDOUS MATERIAL INCIDENT<br>FLAMMABLE SOLID   | Unknown<br> | Friend<br> | Neutral<br> | Hostile<br> |
| Framed: F<br><br>Uncontrolled or potentially dangerous presence of desensitized explosives that when dry are Explosives of Class 1 which are wetted with sufficient water, alcohol, or plasticizer to suppress explosive properties.  | EUIPDG----*****  | EFIPDG-----*   | ENIPDG----*****  | EHIPDG----*****  |

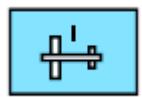
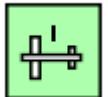
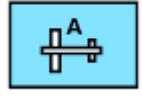
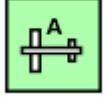
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**TABLE G-IV. Incidents - Continued.**

| EMS.INCDNT.HAZMAT.NFLGAS<br>EMERGENCY MANAGEMENT SYMBOLS<br>INCIDENT<br>HAZARDOUS MATERIAL INCIDENT<br>NON-FLAMMABLE GAS  | Unknown<br>     | Friend<br>       | Neutral<br>     | Hostile<br>     |
|---|-----------------|------------------|-----------------|-----------------|
| Framed: F<br><br>Uncontrolled or potentially dangerous presence of any material (or mixture) which exerts in the packaging an absolute pressure of 280 kPa (40.6 psia) or greater at 20°C (68°F) and is not classified as a flammable gas.  | EUIPDH----***** | EFIPDH-----***** | ENIPDH----***** | EHIPDH----***** |
| EMS.INCDNT.HAZMAT.ORGPER<br>EMERGENCY MANAGEMENT SYMBOLS<br>INCIDENT<br>HAZARDOUS MATERIAL INCIDENT<br>ORGANIC PEROXIDE   | Unknown<br>     | Friend<br>       | Neutral<br>     | Hostile<br>     |
| Framed: F<br><br>Any organic compound having two oxygen atoms joined together. Can be severe fire and explosive hazard. (Source: www.ccos.ca)   | EUIPDI----***** | EFIPDI----*****  | ENIPDI----***** | EHIPDI----***** |
| EMS.INCDNT.HAZMAT.OXDR<br>EMERGENCY MANAGEMENT SYMBOLS<br>INCIDENT<br>HAZARDOUS MATERIAL INCIDENT<br>OXIDIZER   | Unknown<br>     | Friend<br>       | Neutral<br>     | Hostile<br>     |
| Framed: F<br><br>Uncontrolled or potentially dangerous presence of a material that may, generally by yielding oxygen, cause or enhance the combustion of other materials.   | EUIPDJ----***** | EFIPDJ----*****  | ENIPDJ----***** | EHIPDJ----***** |
| EMS.INCDNT.HAZMAT.RADMTL<br>EMERGENCY MANAGEMENT SYMBOLS<br>INCIDENT<br>HAZARDOUS MATERIAL INCIDENT<br>RADIOACTIVE MATERIAL   | Unknown<br>     | Friend<br>       | Neutral<br>     | Hostile<br>     |
| Framed: F<br><br>Uncontrolled or potentially dangerous presence of any material having a specific activity greater than 70 Bq per gram.   | EUIPDK----***** | EFIPDK-----***** | ENIPDK----***** | EHIPDK----***** |
| EMS.INCDNT.HAZMAT.SPCMB<br>EMERGENCY MANAGEMENT SYMBOLS<br>INCIDENT<br>HAZARDOUS MATERIAL INCIDENT<br>SPONTANEOUSLY COMBUSTIBLE   | Unknown<br>     | Friend<br>       | Neutral<br>     | Hostile<br>     |
| Framed: F<br><br>Uncontrolled or potentially dangerous presence of a liquid or solid that, even in small quantities and without an external ignition source, can ignite within five (5) minutes after coming in contact with air or a material that, when in contact with air and without an energy supply, is liable to self-heat. | EUIPDL----***** | EFIPDL-----***** | ENIPDL----***** | EHIPDL----***** |

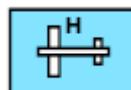
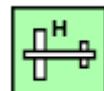
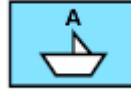
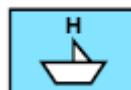
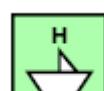
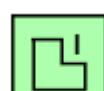
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**TABLE G-IV. Incidents - Continued.**

| EMS.INCDNT.HAZMAT.TXGAS<br>EMERGENCY MANAGEMENT SYMBOLS<br>INCIDENT<br>HAZARDOUS MATERIAL INCIDENT<br>TOXIC GAS<br>Framed: F<br>Uncontrolled or potentially dangerous presence of a gas that affords a hazard to human health.   | Unknown<br>   | Friend<br>   | Neutral<br>   | Hostile<br>   |
|--|--|--|--|--|
| EMS.INCDNT.HAZMAT.TXINF<br>EMERGENCY MANAGEMENT SYMBOLS<br>INCIDENT<br>HAZARDOUS MATERIAL INCIDENT<br>TOXIC AND INFECTIOUS<br>Framed: F<br>Uncontrolled or potentially dangerous presence of a poisonous substance that is a specific product of the metabolic activities of a living organism and is usually very unstable and can easily be transferred between organisms. | Unknown<br>   | Friend<br>   | Neutral<br>   | Hostile<br>   |
| EMS.INCDNT.HAZMAT.UNXORD<br>EMERGENCY MANAGEMENT SYMBOLS<br>INCIDENT<br>HAZARDOUS MATERIAL INCIDENT<br>UNEXPLODED ORDNANCE<br>Framed: F<br>Uncontrolled or potentially dangerous presence of an unexploded weapon or ammunition.   | Unknown<br>  | Friend<br> | Neutral<br> | Hostile<br>  |
| EMS.INCDNT.AIR<br>EMERGENCY MANAGEMENT SYMBOLS<br>INCIDENT<br>AIR INCIDENT<br>Framed: F<br>A situation involving aircraft resulting in damage, bodily injury, death, or the disruption of transportation service.  | Unknown<br> | Friend<br> | Neutral<br> | Hostile<br> |
| EMS.INCDNT.AIR.ACDNT<br>EMERGENCY MANAGEMENT SYMBOLS<br>INCIDENT<br>AIR INCIDENT<br>AIR ACCIDENT<br>Framed: F<br>An air incident involving damage to the aircraft.   | Unknown<br> | Friend<br> | Neutral<br> | Hostile<br> |

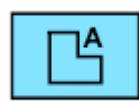
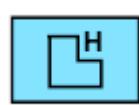
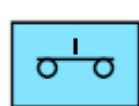
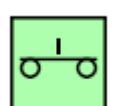
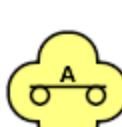
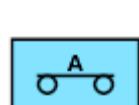
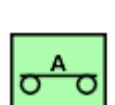
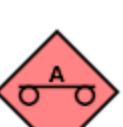
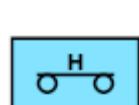
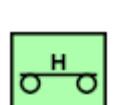
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**TABLE G-IV. Incidents - Continued.**

| EMS.INCDNT.AIR.HJKG<br>EMERGENCY MANAGEMENT SYMBOLS<br>INCIDENT<br>AIR INCIDENT<br>AIR HIJACKING<br>Identical to: STBOPS.OPN.HJKG.APL<br>Framed: F<br>An air incident involving the unlawful and forceful seizure of control of an aircraft.                    | Unknown<br>   | Friend<br>   | Neutral<br>   | Hostile<br>   |
|---|--|--|--|--|
| EMS.INCDNT.MRN<br>EMERGENCY MANAGEMENT SYMBOLS<br>INCIDENT<br>MARINE INCIDENT<br>Framed: F<br>A situation involving a boat or ship resulting in damage, bodily injury, death, or the disruption of transportation service.                                      | Unknown<br>   | Friend<br>   | Neutral<br>   | Hostile<br>   |
| EMS.INCDNT.MRN.ACDNT<br>EMERGENCY MANAGEMENT SYMBOLS<br>INCIDENT<br>MARINE INCIDENT<br>MARINE ACCIDENT<br>Framed: F<br>A marine incident involving damage to a vessel or structure.   | Unknown<br>  | Friend<br>  | Neutral<br>  | Hostile<br>  |
| EMS.INCDNT.MRN.HJKG<br>EMERGENCY MANAGEMENT SYMBOLS<br>INCIDENT<br>MARINE INCIDENT<br>MARINE HIJACKING<br>Identical to: STBOPS.OPN.HJKG.BOOT<br>Framed: F<br>A marine incident involving the unlawful and forceful seizure of control of a vessel or structure. | Unknown<br> | Friend<br> | Neutral<br> | Hostile<br> |
| EMS.INCDNT.RAIL<br>EMERGENCY MANAGEMENT SYMBOLS<br>INCIDENT<br>RAIL INCIDENT<br>Framed: F<br>A situation involving a train or rail facilities resulting in damage, bodily injury, death, or the disruption of transportation service.                           | Unknown<br> | Friend<br> | Neutral<br> | Hostile<br> |

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**TABLE G-IV. Incidents - Continued.**

|   |  |  |  |  |
|---|--|--|--|--|
| EMS.INCDNT.RAIL.ACDNT<br>EMERGENCY MANAGEMENT SYMBOLS<br>INCIDENT<br>RAIL INCIDENT<br>RAIL ACCIDENT<br>Framed: F<br>A rail incident involving damage to a train or a rail facility.   | Unknown<br>   | Friend<br>   | Neutral<br>   | Hostile<br>   |
| EMS.INCDNT.RAIL.HJCK<br>EMERGENCY MANAGEMENT SYMBOLS<br>INCIDENT<br>RAIL INCIDENT<br>RAIL HIJACKING<br>Framed: F<br>A rail incident involving the unlawful and forceful seizure of control of a train.  | Unknown<br>   | Friend<br>   | Neutral<br>   | Hostile<br>   |
| EMS.INCDNT.VEH<br>EMERGENCY MANAGEMENT SYMBOLS<br>INCIDENT<br>VEHICLE INCIDENT<br>Framed: F<br>A situation involving a wheeled or tracked vehicle resulting in damage, bodily injury, death, or the disruption of transportation service.           | Unknown<br>  | Friend<br>  | Neutral<br>  | Hostile<br>  |
| EMS.INCDNT.VEH.ACDNT<br>EMERGENCY MANAGEMENT SYMBOLS<br>INCIDENT<br>VEHICLE INCIDENT<br>VEHICLE ACCIDENT<br>Framed: F<br>An accident involving a vehicle resulting in damage, bodily injury, death and/or the disruption of transportation service. | Unknown<br> | Friend<br> | Neutral<br> | Hostile<br> |
| EMS.INCDNT.VEH.HJKG<br>EMERGENCY MANAGEMENT SYMBOLS<br>INCIDENT<br>VEHICLE INCIDENT<br>VEHICLE HIJACKING<br>Identical to: STBOPS.OPN.HJKG.VEH<br>Framed: F<br>The unlawful and forceful seizure of control of a vehicle.                            | Unknown<br> | Friend<br> | Neutral<br> | Hostile<br> |

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**TABLE G-V. Natural events.**

| SYMBOL  | IMAGES   |
|---|--|
| EMS.NATEVT<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>NATURAL EVENTS<br><br>Feature symbols that indicate phenomena found in, or created by, naturally occurring conditions.  | N/A  |
| EMS.NATEVT.GEO<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>NATURAL EVENTS<br>GEOLOGIC<br><br>GEOLOGIC  | N/A  |
| EMS.NATEVT.GEO.AFTSHK<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>NATURAL EVENTS<br>GEOLOGIC<br>AFTERSHOCK<br><br>Framed: UF<br><br>An earthquake that follows a larger earthquake and originates at or near the latter's focus. (Source: Dictionary of Geological Terms, 3rd Ed)  | Symbol<br><br><br><br>E*NPA A----*****  |
| EMS.NATEVT.GEO.AVL<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>NATURAL EVENTS<br>GEOLOGIC<br>AVALANCHE<br><br>Framed: UF<br><br>A large mass of snow, ice, soil, or rock, or mixtures of these materials, falling, sliding, or flowing very rapidly under the force of gravity. (Source: Dictionary of Geological Terms, 3rd Ed) | Symbol<br><br><br><br>E*NPAB----***** |
| EMS.NATEVT.GEO.EQKEPI<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>NATURAL EVENTS<br>GEOLOGIC<br>EARTHQUAKE EPICENTER<br><br>Framed: UF<br><br>The point on the earth's surface directly above the focus of an earthquake. (Source: Dictionary of Geological Terms, 3rd Ed)   | Symbol<br><br><br><br>E*NPAC----***** |
| EMS.NATEVT.GEO.LNDSL D<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>NATURAL EVENTS<br>GEOLOGIC<br>LANDSLIDE<br><br>Framed: UF<br><br>The usually rapid downward movement under the force of gravity of a mass of rock, earth, or artificial fill on a slope. (Source: http://m-w.com)   | symbol<br><br><br><br>E*NPAD----***** |

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**TABLE G-V. Natural events - Continued.**

| SYMBOL   | IMAGES   |
|--|--|
| EMS.NATEVT.GEO.SBSDNC<br>EMERGENCY MANAGEMENT SYMBOLS<br>NATURAL EVENTS<br>GEOLOGIC<br>SUBSIDENCE<br><br>Framed: UF<br><br>Sinking or downward settling of the earth's surface.<br>Also called sinkhole. (Source: Dictionary of Geological Terms, 3rd Ed)  | Symbol<br><br>E*NPAE----*****   |
| EMS.NATEVT.GEO.VOLERN<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>NATURAL EVENTS<br>GEOLOGIC<br>VOLCANIC ERUPTION<br><br>Identical to: METOC.AMPHC.WTH.VOLERN<br><br>Framed: UF<br><br>The ejection of volcanic materials (lava, pyroclasts, and volcanic gases) from a vent or fissure in the Earth's crust. (Source: Dictionary of Geological Terms, 3rd Ed)    | Symbol<br><br>WAS-WSVE--P----   |
| EMS.NATEVT.GEO.VLCTHT<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>NATURAL EVENTS<br>GEOLOGIC<br>VOLCANIC THREAT<br><br>Framed: UF<br><br>A measurable change in a volcanic feature which indicates an imminent related natural event.   | Symbol<br><br>E*NPAG----***** |
| EMS.NATEVT.HYDMET<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>NATURAL EVENTS<br>HYDRO-METEOROLOGICAL  | N/A  |
| EMS.NATEVT.HYDMET.DZ<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>NATURAL EVENTS<br>HYDRO-METEOROLOGICAL<br>DRIZZLE<br><br>Identical to: METOC.AMPHC.WTH.DZ.INMLIT<br><br>Framed: UF<br><br>Very small, numerous, and uniformly dispersed water droplets that appear to float while following air currents, and are large enough to eventually fall to the ground. | Symbol<br><br>WAS-WSD-LIP---- |

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**TABLE G-V. Natural events - Continued.**

| SYMBOL  | IMAGES   |
|---|--|
| <p>EMS.NATEVT.HYDMET.DRGHT<br/>EMERGENCY MANAGEMENT SYMBOLS<br/>NATURAL EVENTS<br/>HYDRO-METEOROLOGICAL<br/>DROUGHT</p> <p>Framed: UF</p> <p>A period of abnormally dry weather sufficiently prolonged for the lack of water to cause a serious hydrologic imbalance across the affected area.</p>  | <p>Symbol</p>  <p>E*NPBB----*****</p>   |
| <p>EMS.NATEVT.HYDMET.FLD<br/>EMERGENCY MANAGEMENT SYMBOLS<br/>NATURAL EVENTS<br/>HYDRO-METEOROLOGICAL<br/>FLOOD</p> <p>Framed: UF</p> <p>A rising and overflowing of a body of water beyond its normal confines.</p>  | <p>Symbol</p>  <p>E*NPBC----*****</p>   |
| <p>EMS.NATEVT.HYDMET.FG<br/>EMERGENCY MANAGEMENT SYMBOLS<br/>NATURAL EVENTS<br/>HYDRO-METEOROLOGICAL<br/>FOG</p> <p>Identical to: METOC.AMPHC.WTH.FG.SKYOBD</p> <p>Framed: UF</p> <p>A visible aggregate of minute water droplets suspended in the atmosphere near the earth's surface.</p>   | <p>Symbol</p>  <p>WAS-WSFGSOP----</p> |
| <p>EMS.NATEVT.HYDMET.HL<br/>EMERGENCY MANAGEMENT SYMBOLS<br/>NATURAL EVENTS<br/>HYDRO-METEOROLOGICAL<br/>HAIL</p> <p>Identical to: METOC.AMPHC.WTH.HL.LIT</p> <p>Framed: UF</p> <p>Precipitation in the form of circular or irregular-shaped lumps of ice. (Source: The National Weather Service glossary. <a href="http://www.crh.noaa.gov/lmk/glossary.htm">http://www.crh.noaa.gov/lmk/glossary.htm</a>)</p> | <p>Symbol</p>  <p>WAS-WGRL-P----</p>  |
| <p>EMS.NATEVT.HYDMET.INV<br/>EMERGENCY MANAGEMENT SYMBOLS<br/>NATURAL EVENTS<br/>HYDRO-METEOROLOGICAL<br/>INVERSION</p> <p>Framed: UF</p> <p>An atmospheric condition in which the air temperature rises with increasing altitude, holding surface air down and preventing dispersion of pollutants.</p>  | <p>Symbol</p>  <p>E*NPF----*****</p>  |

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TABLE G-V. Natural events - Continued.

| SYMBOL   | IMAGES   |
|--|--|
| EMS.NATEVT.HYDMET.RA<br>EMERGENCY MANAGEMENT SYMBOLS<br>NATURAL EVENTS<br>HYDRO-METEOROLOGICAL<br>RAIN<br>Identical to: METOC.AMPHC.WTH.RA.INMLIT<br>Framed: UF<br>Precipitation in the form of liquid water that drops towards the earth's surface.   | <br>Symbol<br>WAS-WSR-LIP----   |
| EMS.NATEVT.HYDMET.DT/SD<br>EMERGENCY MANAGEMENT SYMBOLS<br>NATURAL EVENTS<br>HYDRO-METEOROLOGICAL<br>SAND DUST STORM<br>Identical to: METOC.AMPHC.WTH.DT/SD.LITMOD<br>Framed: UF<br>A strong wind carrying sand and dust through the atmosphere.   | <br>Symbol<br>WAS-WDSLMP----    |
| EMS.NATEVT.HYDMET.SN<br>EMERGENCY MANAGEMENT SYMBOLS<br>NATURAL EVENTS<br>HYDRO-METEOROLOGICAL<br>SNOW<br>Identical to: METOC.AMPHC.WTH.SN.INMLIT<br>Framed: UF<br>Precipitation composed of white or translucent ice crystals in hexagonal forms.   | <br>Symbol<br>WAS-WSS-LIP---- |
| EMS.NATEVT.HYDMET.TSTRM<br>EMERGENCY MANAGEMENT SYMBOLS<br>NATURAL EVENTS<br>HYDRO-METEOROLOGICAL<br>THUNDER STORM<br>Identical to: METOC.AMPHC.WTH.STMS.TSLMWPH<br>Framed: UF<br>A form of severe weather producing lightning, thunder, strong gusts of wind, heavy rainfall, and sometimes hail. | <br>Symbol<br>WAS-WSTMH-P---- |

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**TABLE G-V. Natural events - Continued.**

| SYMBOL   | IMAGES   |
|--|--|
| EMS.NATEVT.HYDMET.TNDO<br>EMERGENCY MANAGEMENT SYMBOLS<br>NATURAL EVENTS<br>HYDRO-METEOROLOGICAL<br>TORNADO<br>Identical to: METOC.AMPHC.WTH.STMS.FC<br>Framed: UF<br>A violently rotating column, or funnel, of air extending from the base of a thunderstorm. (Source: Modified from the National Weather Service glossary. Link at: <a href="http://www.erh.noaa.gov/er/pit/branick2d.html#Glossary">http://www.erh.noaa.gov/er/pit/branick2d.html#Glossary</a> ) | Symbol<br><br>WAS-WST-FCP----<br><br><br>WAS-WSTSS-P----<br><br><br>E*NPBM----***** |
| EMS.NATEVT.HYDMET.TRPCYC<br>EMERGENCY MANAGEMENT SYMBOLS<br>NATURAL EVENTS<br>HYDRO-METEOROLOGICAL<br>TROPICAL CYCLONE<br>Identical to:<br>METOC.AMPHC.WTH.TPLSYS.TROPSM<br>Framed: UF<br>A circular storm that originates over the tropical oceans with winds that may intensify making it a hurricane in the western hemisphere and a typhoon in the eastern hemisphere.   |  |
| EMS.NATEVT.HYDMET.TSNMI<br>EMERGENCY MANAGEMENT SYMBOLS<br>NATURAL EVENTS<br>HYDRO-METEOROLOGICAL<br>TSUNAMI<br>Framed: UF<br>A great sea wave of potentially enormous dimensions produced by under water earth movement. Commonly called a tidal wave.  |  |
| EMS.NATEVT.INFST<br>EMERGENCY MANAGEMENT SYMBOLS<br>NATURAL EVENTS<br>INFESTATION  | N/A  |
| EMS.NATEVT.INFST.BIRD<br>EMERGENCY MANAGEMENT SYMBOLS<br>NATURAL EVENTS<br>INFESTATION<br>BIRD INFESTATION<br>Framed: UF<br>A harassing or troublesome invasion of birds. (Source: derived from the definition of infestation found in the FactMonster.com dictionary)   | Symbol<br><br>E*NPCA----*****   |

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TABLE G-V. Natural events - Continued.

| SYMBOL   | IMAGES   |
|--|--|
| EMS.NATEVT.INFST.INSCT<br>EMERGENCY MANAGEMENT SYMBOLS<br>NATURAL EVENTS<br>INFESTATION<br>INSECT INFESTATION<br><br>Framed: UF<br><br>A harassing or troublesome invasion of insects.<br>(Source: derived from the definition of infestation found in the FactMonster.com dictionary)       | Symbol<br><br><br>E*NPCB----*****   |
| EMS.NATEVT.INFST.MICROB<br>EMERGENCY MANAGEMENT SYMBOLS<br>NATURAL EVENTS<br>INFESTATION<br>MICROBIAL INFESTATION<br><br>Framed: UF<br><br>A harassing or troublesome invasion of a microbe.<br>(Source: derived from the definition of infestation found in the FactMonster.com dictionary) | Symbol<br><br><br>E*NPCC----*****   |
| EMS.NATEVT.INFST.REPT<br>EMERGENCY MANAGEMENT SYMBOLS<br>NATURAL EVENTS<br>INFESTATION<br>REPTILE INFESTATION<br><br>Framed: UF<br><br>A harassing or troublesome invasion of reptiles.<br>(Source: derived from the definition of infestation found in the FactMonster.com dictionary)      | symbol<br><br><br>E*NPCD----***** |
| EMS.NATEVT.INFST.RDNT<br>EMERGENCY MANAGEMENT SYMBOLS<br>NATURAL EVENTS<br>INFESTATION<br>RODENT INFESTATION<br><br>Framed: UF<br><br>A harassing or troublesome invasion of rodents.<br>(Source: derived from the definition of infestation found in the FactMonster.com dictionary)        | Symbol<br><br><br>E*NPCE----***** |

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TABLE G-VI. Emergency management operations.

| SYMBOL   | UNKNOWN | FRIEND | NEUTRAL | HOSTILE |
|--|---------|--------|---------|---------|
| EMS.OPN<br><br>EMERGENCY MANAGEMENT SYMBOLS OPERATIONS<br><br>Feature symbols that indicate organizations, services, capabilities, or resources available during or implemented due to an emergency management situation.  | N/A     | N/A    | N/A     | N/A     |
| EMS.OPN.EMMED<br><br>EMERGENCY MANAGEMENT SYMBOLS OPERATIONS<br>EMERGENCY MEDICAL OPERATION<br><br>A coordinated effort to provide emergency medical treatment and/or transport.   |         |        |         |         |
| EMS.OPN.EMMED.UNT<br><br>EMERGENCY MANAGEMENT SYMBOLS OPERATIONS<br>EMERGENCY MEDICAL OPERATION<br>EMERGENCY MEDICAL OPERATION UNIT<br><br>Framed: F<br><br>The location of personnel involved in the coordinated effort to provide emergency medical treatment and/or transport.      |         |        |         |         |
| EMS.OPN.EMMED.EQPT<br><br>EMERGENCY MANAGEMENT SYMBOLS OPERATIONS<br>EMERGENCY MEDICAL OPERATION<br>EMERGENCY MEDICAL OPERATION EQUIPMENT<br><br>Framed: F<br><br>The location of equipment used in the coordinated effort to provide emergency medical treatment and/or transport.    |         |        |         |         |
| EMS.OPN.EMMED.INS<br><br>EMERGENCY MANAGEMENT SYMBOLS OPERATIONS<br>EMERGENCY MEDICAL OPERATION<br>EMERGENCY MEDICAL OPERATION INSTALLATION<br><br>Framed: F<br><br>The location of a facility used in the coordinated effort to provide emergency medical treatment and/or transport. |         |        |         |         |

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TABLE G-VI. Emergency management operations - Continued.

| SYMBOL   | UNKNOWN             | FRIEND              | NEUTRAL             | HOSTILE             |
|--|---------------------|---------------------|---------------------|---------------------|
| EMS.OPN.EMMED.EMTLOC<br><br>EMERGENCY MANAGEMENT SYMBOLS OPERATIONS<br>EMERGENCY MEDICAL OPERATION EMT STATION LOCATION  |                     |                     |                     |                     |
| Framed: F<br><br>The location of an emergency medical team.  | EUOPAD----<br>H**** | EFOPAD----<br>H**** | ENOPAD----<br>H**** | EHOPAD----<br>H**** |
| EMS.OPN.EMMED.AMBLNC<br><br>EMERGENCY MANAGEMENT SYMBOLS OPERATIONS<br>EMERGENCY MEDICAL OPERATION AMBULANCE   |                     |                     |                     |                     |
| Framed: F<br><br>An emergency vehicle for taking sick or wounded people to and from a medical facility.  | EUOPAE----*****     | EFOPAE----*****     | ENOPAE----*****     | EHOPAE----*****     |
| EMS.OPN.EMMED.MEH<br><br>EMERGENCY MANAGEMENT SYMBOLS OPERATIONS<br>EMERGENCY MEDICAL OPERATION MEDICAL EVACUATION HELICOPTER  |                     |                     |                     |                     |
| Framed: F<br><br>The location of an emergency medical helicopter.  | EUOPAF----*****     | EFOPAF----*****     | ENOPAF----*****     | EHOPAF----*****     |
| EMS.OPN.EMMED.HDF<br><br>EMERGENCY MANAGEMENT SYMBOLS OPERATIONS<br>EMERGENCY MEDICAL OPERATION HEALTH DEPARTMENT FACILITY   |                     |                     |                     |                     |
| Framed: F<br><br>The location of a government facility dedicated to public health.   | EUOPAG----<br>H**** | EFOPAG----H****     | ENOPAG----<br>H**** | EHOPAG----<br>H**** |
| EMS.OPN.EMMED.HSP<br><br>EMERGENCY MANAGEMENT SYMBOLS OPERATIONS<br>EMERGENCY MEDICAL OPERATION HOSPITAL   |                     |                     |                     |                     |
| Identical to: WAR.GRDTRK.INS.MEDF.HSP<br><br>Framed: F<br><br>The location of a facility where the sick or injured are given medical or surgical care capable of inpatient care. | SUGPIXH---<br>H**** | SFGPIXH---H****     | SNGPIXH---<br>H**** | SHGPIXH---<br>H**** |

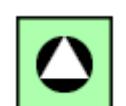
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**TABLE G-VI. Emergency management operations - Continued.**

| SYMBOL   | UNKNOWN         | FRIEND          | NEUTRAL         | HOSTILE         |
|--|-----------------|-----------------|-----------------|-----------------|
| EMS.OPN.EMMED.HSPSHP<br><br>EMERGENCY MANAGEMENT SYMBOLS OPERATIONS<br>EMERGENCY MEDICAL OPERATION HOSPITAL SHIP<br><br>Identical to: WAR.SSUF.NCBTT.HSPSHP  |                 |                 |                 |                 |
| Framed: F<br><br>A ship where the sick or injured are given medical or surgical care.  | SUSPNM----***** | SFSPNM----***** | SNSPNM----***** | SHSPNM----***** |
| EMS.OPN.EMMED.MFOP<br><br>EMERGENCY MANAGEMENT SYMBOLS OPERATIONS<br>EMERGENCY MEDICAL OPERATION MEDICAL FACILITIES OUT PATIENT<br><br>Framed: F<br><br>The location of a facility providing medical treatment to patients whose sickness or injury does not require hospitalization.  |                 |                 |                 |                 |
| EMS.OPN.EMMED.MRG<br><br>EMERGENCY MANAGEMENT SYMBOLS OPERATIONS<br>EMERGENCY MEDICAL OPERATION MORGUE<br><br>Framed: F<br><br>A place where the remains of persons are temporarily stored.  |                 |                 |                 |                 |
| EMS.OPN.EMMED.RX<br><br>EMERGENCY MANAGEMENT SYMBOLS OPERATIONS<br>EMERGENCY MEDICAL OPERATION PHARMACY<br><br>Framed: F<br><br>A place where medicines are prepared or dispensed.<br>(Source: Merriam- Webster Online definition)   |                 |                 |                 |                 |
| EMS.OPN.EMMED.TRIAGE<br><br>EMERGENCY MANAGEMENT SYMBOLS OPERATIONS<br>EMERGENCY MEDICAL OPERATION TRIAGE<br><br>Framed: F<br><br>A place where sorting and allocation of treatment to patients is performed according to a system of priorities designed to maximize the number of survivors.<br>(Source: Merriam-Webster Online Dictionary definition) |                 |                 |                 |                 |
|  | EUOPAM----H**** | EFOPAM----H**** | ENOPAM----H**** | EHOPAM----H**** |

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**TABLE G-VI. Emergency management operations - Continued.**

| SYMBOL   | UNKNOWN  | FRIEND  | NEUTRAL   | HOSTILE  |
|--|--|---|---|--|
| <b>EMS.OPN.EMOPN</b><br><br><b>EMERGENCY MANAGEMENT SYMBOLS</b><br><b>OPERATIONS</b><br><b>EMERGENCY OPERATION</b><br><br>Framed: F<br><br>Those actions taken during the emergency period to protect life and property, care for the people affected, and temporarily restore essential community services. (Source: modified San Diego State University Emergency Plan glossary; link at: <a href="http://bfa.sdsu.edu/emergencyplan/glossary.htm">http://bfa.sdsu.edu/emergencyplan/glossary.htm</a> )  | <br>EUOPB----*****        | <br>EFOPB-----*****   | <br>ENOPB----*****       | <br>EHOPB----*****    |
| <b>EMS.OPN.EMOPN.UNT</b><br><br><b>EMERGENCY MANAGEMENT SYMBOLS</b><br><b>OPERATIONS</b><br><b>EMERGENCY OPERATION</b><br><b>EMERGENCY OPERATION UNIT</b><br><br>Framed: F<br><br>The location of personnel that take action during an emergency period to protect life and property, care for the people affected, and temporarily restore essential community services. (Source: modified San Diego State University Emergency Plan glossary; link at: <a href="http://bfa.sdsu.edu/emergencyplan/glossary.htm">http://bfa.sdsu.edu/emergencyplan/glossary.htm</a> )       | <br>EUOPBA----*****       | <br>EFOPBA----*****   | <br>ENOPBA----*****      | <br>EHOPBA----*****   |
| <b>EMS.OPN.EMOPN.EQPT</b><br><br><b>EMERGENCY MANAGEMENT SYMBOLS</b><br><b>OPERATIONS</b><br><b>EMERGENCY OPERATION</b><br><b>EMERGENCY OPERATION EQUIPMENT</b><br><br>Framed: F<br><br>The location of equipment used during an emergency period to protect life and property, care for the people affected, and temporarily restore essential community services. (Source: modified San Diego State University Emergency Plan glossary; link at: <a href="http://bfa.sdsu.edu/emergencyplan/glossary.htm">http://bfa.sdsu.edu/emergencyplan/glossary.htm</a> )             | <br>EUOPBB----*****     | <br>EFOPBB----***** | <br>ENOPBB----*****    | <br>EHOPBB----***** |
| <b>EMS.OPN.EMOPN.INS</b><br><br><b>EMERGENCY MANAGEMENT SYMBOLS</b><br><b>OPERATIONS</b><br><b>EMERGENCY OPERATION</b><br><b>EMERGENCY OPERATION INSTALLATION</b><br><br>Framed: F<br><br>The location of a facility used during an emergency period in order to protect life and property, care for the people affected, and temporarily restore essential community services. (Source: modified San Diego State University Emergency Plan glossary; link at: <a href="http://bfa.sdsu.edu/emergencyplan/glossary.htm">http://bfa.sdsu.edu/emergencyplan/glossary.htm</a> ) | <br>EUOPBC----H****<br> | <br>EFOPBC---H****  | <br>ENOPBC---H****<br> | <br>EHOPBC---H****  |

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**TABLE G-VI. Emergency management operations - Continued.**

| SYMBOL   | UNKNOWN         | FRIEND          | NEUTRAL         | HOSTILE         |
|--|-----------------|-----------------|-----------------|-----------------|
| EMS.OPN.EMOPN.ECEP<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>EMERGENCY OPERATION<br>EMERGENCY COLLECTION EVACUATION<br>POINT  |                 |                 |                 |                 |
| Framed: F<br><br>A designated place where victims are assembled to be evacuated.   | EUOPBD----***** | EFOPBD----***** | ENOPBD----***** | EHOPBD----***** |
| EMS.OPN.EMOPN.EICC<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>EMERGENCY OPERATION<br>EMERGENCY INCIDENT COMMAND<br>CENTER  |                 |                 |                 |                 |
| Framed: F<br><br>The temporary location from which an incident commander manages an emergency response. (Source: State of Virginia ICS website)  | EUOPBE----H**** | EFOPBE----H**** | ENOPBE----H**** | EHOPBE----H**** |
| EMS.OPN.EMOPN.EOC<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>EMERGENCY OPERATION<br>EMERGENCY OPERATIONS CENTER  |                 |                 |                 |                 |
| Framed: F<br><br>Physical location at which the coordination of information and resources to support domestic incident management activities normally takes place. (Source: NIMS Dept. of Homeland Security. 3-1-04) | EUOPBF----H**** | EFOPBF----H**** | ENOPBF----H**** | EHOPBF----H**** |
| EMS.OPN.EMOPN.EPIC<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>EMERGENCY OPERATION<br>EMERGENCY PUBLIC INFORMATION<br>CENTER  |                 |                 |                 |                 |
| Framed: F<br><br>A location that provides the public with information and instructions throughout the emergency period. (Source: Modified from www.fema.gov)   | EUOPBG----H**** | EFOPBG----H**** | ENOPBG----H**** | EHOPBG----H**** |
| EMS.OPN.EMOPN.EMSHLT<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>EMERGENCY OPERATION<br>EMERGENCY SHELTER   |                 |                 |                 |                 |
| Framed: F<br><br>A designated emergency relief shelter.  | EUOPBH----H**** | EFOPBH----H**** | ENOPBH----H**** | EHOPBH----H**** |

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**TABLE G-VI. Emergency management operations - Continued.**

| SYMBOL  | UNKNOWN | FRIEND | NEUTRAL | HOSTILE |
|---|---------|--------|---------|---------|
| EMS.OPN.EMOPN.ESA<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>EMERGENCY OPERATION<br>EMERGENCY STAGING AREA<br><br>Framed: F<br><br>A designated place where emergency response forces, equipment, and supplies are assembled prior to engagement in operations. |         |        |         |         |
| EMS.OPN.EMOPN.EMTM<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>EMERGENCY OPERATION<br>EMERGENCY TEAM<br><br>Framed: F<br><br>The location of an emergency response team.   |         |        |         |         |
| EMS.OPN.EMOPN.EWDC<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>EMERGENCY OPERATION<br>EMERGENCY WATER DISTRIBUTION<br>CENTER<br><br>Framed: F<br><br>A location where potable water is distributed during an emergency.  |         |        |         |         |
| EMS.OPN.EMOPN.FDDIST<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>EMERGENCY OPERATION<br>EMERGENCY FOOD DISTRIBUTION<br>CENTER<br><br>Framed: F<br><br>A location where food is distributed during an emergency.  |         |        |         |         |
| EMS.OPN.FIRFT<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>FIRE FIGHTING OPERATION<br><br>Framed: F<br><br>A coordinated effort to extinguish a fire.   |         |        |         |         |

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**TABLE G-VI. Emergency management operations - Continued.**

| SYMBOL  | UNKNOWN | FRIEND | NEUTRAL | HOSTILE |
|---|---------|--------|---------|---------|
| EMS.OPN.FIRFT.FIRFTU<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>FIRE FIGHTING OPERATION<br>FIRE FIGHTING OPERATION UNIT<br><br>Framed: F<br><br>The location of personnel involved in the coordinated effort to extinguish a fire.  |         |        |         |         |
| EMS.OPN.FIRFT.FIRFTE<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>FIRE FIGHTING OPERATION<br>FIRE FIGHTING OPERATION EQUIPMENT<br><br>Framed: F<br><br>The location of equipment involved in the coordinated effort to extinguish a fire.   |         |        |         |         |
| EMS.OPN.FIRFT.FIRHYD<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>FIRE FIGHTING OPERATION<br>FIRE HYDRANT<br><br>Framed: F<br><br>A discharge pipe with a valve and spout from which water may be drawn from a water main in sufficient volume and at sufficient pressure for firefighting purposes. (Source: Adapted from Merriam-Webster Online Dictionary definition of hydrant) |         |        |         |         |
| EMS.OPN.FIRFT.OTHW2O<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>FIRE FIGHTING OPERATION<br>OTHER WATER SUPPLY LOCATION<br><br>Framed: F<br><br>Any source of water other than a fire hydrant that is sufficient for the purpose of fire fighting.   |         |        |         |         |
| EMS.OPN.FIRFT.FIRSTN<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>FIRE FIGHTING OPERATION<br>FIRE STATION<br><br>Framed: F<br><br>The facility housing the department of local government responsible for preventing and extinguishing fires (modified source <a href="http://dictionary.reference.com">http://dictionary.reference.com</a> )                                       |         |        |         |         |

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**TABLE G-VI. Emergency management operations - Continued.**

| SYMBOL   | UNKNOWN | FRIEND | NEUTRAL | HOSTILE |
|--|---------|--------|---------|---------|
| EMS.OPN.LAWENF<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>LAW ENFORCEMENT OPERATION<br><br>Framed: F<br><br>A coordinated effort to maintain law and order and provide public protection.  |         |        |         |         |
| EMS.OPN.LAWENF.LAWENU<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>LAW ENFORCEMENT OPERATION<br>LAW ENFORCEMENT OPERATION UNIT<br><br>Framed: F<br><br>The location of personnel involved in the coordinated effort to maintain law and order and provide public protection.                 |         |        |         |         |
| EMS.OPN.LAWENF.LAWENE<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>LAW ENFORCEMENT OPERATION<br>LAW ENFORCEMENT OPERATION<br>EQUIPMENT<br><br>Framed: F<br><br>The location of equipment involved in the coordinated effort to maintain law and order and provide public protection.         |         |        |         |         |
| EMS.OPN.LAWENF.LAWENI<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>LAW ENFORCEMENT OPERATION<br>LAW ENFORCEMENT OPERATION<br>INSTALLATION<br><br>Framed: F<br><br>The location of a facility used to support the coordinated effort to maintain law and order and provide public protection. |         |        |         |         |
| EMS.OPN.LAWENF.ATF<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>LAW ENFORCEMENT OPERATION<br>ATF<br><br>Framed: F<br><br>Location of U.S. Bureau of Alcohol, Tobacco, and Firearms facility, equipment, or personnel.  | N/A     |        | N/A     | N/A     |

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**TABLE G-VI. Emergency management operations - Continued.**

| SYMBOL  | UNKNOWN             | FRIEND   | NEUTRAL             | HOSTILE             |
|---|---------------------|--|---------------------|---------------------|
| EMS.OPN.LAWENF.ATF.ATFUNT<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>LAW ENFORCEMENT OPERATION<br>ATF<br>ATF UNIT<br><br>Framed: F<br><br>Location of U.S. Bureau of Alcohol, Tobacco, and Firearms personnel.        | N/A                 | <br>EFOPDDA---<br>*****<br><br><br>EFOPDDB---<br>*****<br><br><br>EFOPDDC---<br>H*****<br><br>   | N/A                 | N/A                 |
| EMS.OPN.LAWENF.ATF.ATFEQP<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>LAW ENFORCEMENT OPERATION<br>ATF<br>ATF EQUIPMENT<br><br>Framed: F<br><br>Location of U.S. Bureau of Alcohol, Tobacco, and Firearms equipment.   | N/A                 | <br>EFOPDDB---<br>*****<br><br><br>EFOPDDC---<br>H*****<br><br>  | N/A                 | N/A                 |
| EMS.OPN.LAWENF.ATF.ATFINS<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>LAW ENFORCEMENT OPERATION<br>ATF<br>ATF INSTALLATION<br><br>Framed: F<br><br>Location of U.S. Bureau of Alcohol, Tobacco, and Firearms facility. | N/A                 | <br>EFOPDDC---<br>H*****<br><br>   | N/A                 | N/A                 |
| EMS.OPN.LAWENF.BDRPT<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>LAW ENFORCEMENT OPERATION<br>BORDER PATROL<br><br>Framed: F<br><br>Location of Border Patrol facility, equipment, or personnel.                       | EUOPDE----*****     | <br><br>EFOPDE----*****<br><br><br>ENOPDE----*****<br><br><br>EHOPDE----*****             | ENOPDE----*****     | EHOPDE----*****     |
| EMS.OPN.LAWENF.BDRPT.BDRPTU<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>LAW ENFORCEMENT OPERATION<br>BORDER PATROL<br>BORDER PATROL UNIT<br><br>Framed: F<br><br>Location of Border Patrol personnel.                  | EUOPDEA---<br>***** | <br><br>EFOPDEA---<br>*****<br><br><br>ENOPDEA---<br>*****<br><br><br>EHOPDEA---<br>***** | ENOPDEA---<br>***** | EHOPDEA---<br>***** |

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**TABLE G-VI. Emergency management operations - Continued.**

| SYMBOL   | UNKNOWN | FRIEND | NEUTRAL | HOSTILE |
|--|---------|--------|---------|---------|
| EMS.OPN.LAWENF.BDRPT.BDRPTE<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>LAW ENFORCEMENT OPERATION<br>BORDER PATROL<br>BORDER PATROL EQUIPMENT<br><br>Framed: F<br><br>Location of Border Patrol equipment.      |         |        |         |         |
| EMS.OPN.LAWENF.BDRPT.BDRPTI<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>LAW ENFORCEMENT OPERATION<br>BORDER PATROL<br>BORDER PATROL INSTALLATION<br><br>Framed: F<br><br>Location of Border Patrol facility.    |         |        |         |         |
| EMS.OPN.LAWENF.CSTM<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>LAW ENFORCEMENT OPERATION<br>CUSTOMS SERVICE<br><br>Framed: F<br><br>Location of Customs Service facility, equipment, or personnel.             |         |        |         |         |
| EMS.OPN.LAWENF.CSTM.CSTMUN<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>LAW ENFORCEMENT OPERATION<br>CUSTOMS SERVICE<br>CUSTOMS SERVICE UNIT<br><br>Framed: F<br><br>Location of Customs Service personnel.      |         |        |         |         |
| EMS.OPN.LAWENF.CSTM.CSTMEQ<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>LAW ENFORCEMENT OPERATION<br>CUSTOMS SERVICE<br>CUSTOMS SERVICE EQUIPMENT<br><br>Framed: F<br><br>Location of Customs Service equipment. |         |        |         |         |

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**TABLE G-VI. Emergency management operations - Continued.**

| SYMBOL   | UNKNOWN   | FRIEND   | NEUTRAL   | HOSTILE   |
|--|---|--|---|---|
| EMS.OPN.LAWENF.CSTM.CSTMIN<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>LAW ENFORCEMENT OPERATION<br>CUSTOMS SERVICE<br>CUSTOMS SERVICE INSTALLATION |  |    |  |  |
| Framed: F<br><br>Location of Customs Service facility.   | EUOPDFC---<br>H****   | EFOPDFC---<br>H****  | ENOPDFC---<br>H****   | EHOPDFC---<br>H****   |
| EMS.OPN.LAWENF.DEA<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>LAW ENFORCEMENT OPERATION<br>DEA   | N/A   |    | N/A   | N/A   |
| Framed: F<br><br>Location of U.S. Drug Enforcement Administration facility, equipment, or personnel.   |   | EFOPDG----*****  |   |   |
| EMS.OPN.LAWENF.DEA.DEAUNT<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>LAW ENFORCEMENT OPERATION<br>DEA<br>DEA UNIT                                  | N/A   |   | N/A   | N/A   |
| Framed: F<br><br>Location of U.S. Drug Enforcement Administration personnel.   |   | EFOPDGA---<br>*****  |   |   |
| EMS.OPN.LAWENF.DEA.DEAEQP<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>LAW ENFORCEMENT OPERATION<br>DEA<br>DEA EQUIPMENT                             | N/A   |  | N/A   | N/A   |
| Framed: F<br><br>Location of U.S. Drug Enforcement Administration equipment.   |   | EFOPDGB---<br>*****  |   |   |
| EMS.OPN.LAWENF.DEA.DEAINS<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>LAW ENFORCEMENT OPERATION<br>DEA<br>DEA INSTALLATION                          | N/A   |  | N/A   | N/A   |
| Framed: F<br><br>Location of U.S. Drug Enforcement Administration facility.  |   | EFOPDGC---<br>H****  |   |   |

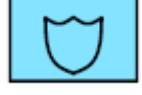
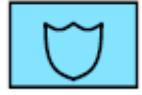
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| SYMBOL   | UNKNOWN | FRIEND   | NEUTRAL | HOSTILE |
|--|---------|--|---------|---------|
| EMS.OPN.LAWENF.DOJ<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>LAW ENFORCEMENT OPERATION<br>DOJ<br><br>Framed: F<br><br>Location of US Department of Justice facility,<br>equipment, or personnel.        | N/A     |    | N/A     | N/A     |
| EMS.OPN.LAWENF.DOJ.DOJ<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>LAW ENFORCEMENT OPERATION<br>DOJ<br>DOJ UNIT<br><br>Framed: F<br><br>Location of US Department of Justice personnel.                   | N/A     |    | N/A     | N/A     |
| EMS.OPN.LAWENF.DOJ.DOJEQP<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>LAW ENFORCEMENT OPERATION<br>DOJ<br>DOJ EQUIPMENT<br><br>Framed: F<br><br>Location of US Department of Justice equipment.           | N/A     |   | N/A     | N/A     |
| EMS.OPN.LAWENF.DOJ.DOJINS<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>LAW ENFORCEMENT OPERATION<br>DOJ<br>DOJ INSTALLATION<br><br>Framed: F<br><br>Location of US Department of Justice facility.         | N/A     |  | N/A     | N/A     |
| EMS.OPN.LAWENF.FBI<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>LAW ENFORCEMENT OPERATION<br>FBI<br><br>Framed: F<br><br>Location of Federal Bureau of Investigation facility,<br>equipment, or personnel. | N/A     |  | N/A     | N/A     |

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**TABLE G-VI. Emergency management operations - Continued.**

| SYMBOL   | UNKNOWN   | FRIEND   | NEUTRAL   | HOSTILE   |
|--|---|--|---|---|
| EMS.OPN.LAWENF.FBI.FBIUNT<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>LAW ENFORCEMENT OPERATION<br>FBI<br>FBI UNIT<br><br>Framed: F<br><br>Location of Federal Bureau of Investigation personnel.   | N/A   |    | N/A   | N/A   |
| EMS.OPN.LAWENF.FBI.FBIEQP<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>LAW ENFORCEMENT OPERATION<br>FBI<br>FBI EQUIPMENT<br><br>Framed: F<br><br>Location of Federal Bureau of Investigation equipment.  | N/A   |    | N/A   | N/A   |
| EMS.OPN.LAWENF.FBI.FBIINS<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>LAW ENFORCEMENT OPERATION<br>FBI<br>FBI INSTALLATION<br><br>Framed: F<br><br>Location of Federal Bureau of Investigation facility.  | N/A   |   | N/A   | N/A   |
| EMS.OPN.LAWENF.POL<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>LAW ENFORCEMENT OPERATION<br>POLICE<br><br>Framed: F<br><br>Location of Federal, State, or local police facility,<br>equipment, or personnel.  |  |  |  |  |
| EMS.OPN.LAWENF.POL.POLUNT<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>LAW ENFORCEMENT OPERATION<br>POLICE<br>POLICE UNIT<br><br>Identical to: WAR.GRDTRK.UNT.CS.LAWENU.CLE<br><br>Framed: F<br><br>Location of Federal, State, or local police personnel. |  |  |  |  |

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**TABLE G-VI. Emergency management operations - Continued.**

| SYMBOL  | UNKNOWN         | FRIEND          | NEUTRAL         | HOSTILE         |
|---|-----------------|-----------------|-----------------|-----------------|
| EMS.OPN.LAWENF.POL.POLEQP<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>LAW ENFORCEMENT OPERATION<br>POLICE<br>POLICE EQUIPMENT                          |                 |                 |                 |                 |
| Framed: F<br><br>Location of Federal, State, or local police equipment.   | EUOPDJB---***** | EFOPDJB---***** | ENOPDJB---***** | EHOPDJB---***** |
| EMS.OPN.LAWENF.POL.POLINS<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>LAW ENFORCEMENT OPERATION<br>POLICE<br>POLICE INSTALLATION                       |                 |                 |                 |                 |
| Framed: F<br><br>Location of Federal, State, or local police facility.  | EUOPDJC---H**** | EFOPDJC---H**** | ENOPDJC---H**** | EHOPDJC---H**** |
| EMS.OPN.LAWENF.PRSN<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>LAW ENFORCEMENT OPERATION<br>PRISON  |                 |                 |                 |                 |
| Framed: F<br><br>A facility for the confinement of persons convicted of serious crimes. (Source: Adapted from the Merriam-Webster Online Dictionary definition) | EUOPDK----H**** | EFOPDK----H**** | ENOPDK----H**** | EHOPDK----H**** |
| EMS.OPN.LAWENF.SECSR<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>LAW ENFORCEMENT OPERATION<br>SECRET SERVICE   | N/A             |                 | N/A             | N/A             |
| Framed: F<br><br>Location of US Secret Service facility, equipment, or personnel.   |                 | EFOPDL----***** |                 |                 |
| EMS.OPN.LAWENF.SECSR.SECSRU<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>LAW ENFORCEMENT OPERATION<br>SECRET SERVICE<br>SECRET SERVICE UNIT             | N/A             |                 | N/A             | N/A             |
| Framed: F<br><br>Location of US Secret Service personnel.   |                 | EFOPDLA---***** |                 |                 |

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**TABLE G-VI. Emergency management operations - Continued.**

| SYMBOL  | UNKNOWN | FRIEND   | NEUTRAL | HOSTILE |
|---|---------|--|---------|---------|
| EMS.OPN.LAWENF.SECSR.SECRSRE<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>LAW ENFORCEMENT OPERATION<br>SECRET SERVICE<br>SECRET SERVICE EQUIPMENT<br><br>Framed: F<br><br>Location of US Secret Service equipment.  | N/A     | <br>EFOPDLB---*****                | N/A     | N/A     |
| EMS.OPN.LAWENF.SECSR.SECRSI<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>LAW ENFORCEMENT OPERATION<br>SECRET SERVICE<br>SECRET SERVICE INSTALLATION<br><br>Framed: F<br><br>Location of US Secret Service facility. | N/A     | <br>EFOPDLC---<br>H*****           | N/A     | N/A     |
| EMS.OPN.LAWENF.TSA<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>LAW ENFORCEMENT OPERATION<br>TSA<br><br>Framed: F<br><br>Location of US Transportation Security Administration facility, equipment, or personnel.   | N/A     | <br>EFOPDM----*****               | N/A     | N/A     |
| EMS.OPN.LAWENF.TSA.TSAUNT<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>LAW ENFORCEMENT OPERATION<br>TSA<br>TSA UNIT<br><br>Framed: F<br><br>Location of US Transportation Security Administration personnel.        | N/A     | <br>EFOPDMA---<br>*****<br>***** | N/A     | N/A     |
| EMS.OPN.LAWENF.TSA.TSAEQP<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>LAW ENFORCEMENT OPERATION<br>TSA<br>TSA EQUIPMENT<br><br>Framed: F<br><br>Location of US Transportation Security Administration equipment.   | N/A     | <br>EFOPDMB---<br>*****<br>***** | N/A     | N/A     |

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TABLE G-VI. Emergency management operations - Continued.

| SYMBOL  | UNKNOWN   | FRIEND   | NEUTRAL   | HOSTILE   |
|---|---|--|---|---|
| EMS.OPN.LAWENF.TSA.TSAINS<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>LAW ENFORCEMENT OPERATION<br>TSA<br>TSA INSTALLATION<br><br>Framed: F<br><br>Location of US Transportation Security Administration facility.                             | N/A   |    | N/A   | N/A   |
| EMS.OPN.LAWENF.CSTGD<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>LAW ENFORCEMENT OPERATION<br>COAST GUARD<br><br>Framed: F<br><br>Location of Coast Guard facility, equipment, or personnel.   |    |    |    |    |
| EMS.OPN.LAWENF.CSTGD.CSTGDU<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>LAW ENFORCEMENT OPERATION<br>COAST GUARD<br>COAST GUARD UNIT<br><br>Framed: F<br><br>Location of Coast Guard personnel.  |   |   |   |   |
| EMS.OPN.LAWENF.CSTGD.CSTGDE<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>LAW ENFORCEMENT OPERATION<br>COAST GUARD<br>COAST GUARD EQUIPMENT<br><br>Identical to: WAR.SSUF.NMIL.LAWENV<br><br>Framed: F<br><br>Location of Coast Guard equipment. |  |  |  |  |
| EMS.OPN.LAWENF.CSTGD.CSTGDI<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>LAW ENFORCEMENT OPERATION<br>COAST GUARD<br>COAST GUARD INSTALLATION<br><br>Framed: F<br><br>Location of Coast Guard facility.   |  |  |  |  |

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**TABLE G-VI. Emergency management operations - Continued.**

| SYMBOL   | UNKNOWN   | FRIEND  | NEUTRAL   | HOSTILE  |
|--|---|---|---|--|
| EMS.OPN.LAWENF.USMAR<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>LAW ENFORCEMENT OPERATION<br>US MARSHALS SERVICE<br><br>Framed: F<br><br>Locations of US Marshals Service facility, equipment, or personnel.                       | N/A   |                           | N/A   | N/A  |
| EMS.OPN.LAWENF.USMAR.USMARI<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>LAW ENFORCEMENT OPERATION<br>US MARSHALS SERVICE<br>US MARSHALS SERVICE UNIT<br><br>Framed: F<br><br>Location of US Marshals Service personnel.             | N/A   |                           | N/A   | N/A  |
| EMS.OPN.LAWENF.USMAR.USMARE<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>LAW ENFORCEMENT OPERATION<br>US MARSHALS SERVICE<br>US MARSHALS SERVICE EQUIPMENT<br><br>Framed: F<br><br>Location of US Marshals Service equipment.        | N/A   |                          | N/A   | N/A  |
| EMS.OPN.LAWENF.USMAR.USMARI<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>LAW ENFORCEMENT OPERATION<br>US MARSHALS SERVICE<br>US MARSHALS SERVICE INSTALLATION<br><br>Framed: F<br><br>Location of US Marshals Service facility.      | N/A   |                         | N/A   | N/A  |
| EMS.OPN.SNS<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>SENSOR<br><br>Identical to: WAR.GRDTRK.EQT.SNS<br><br>Framed: F<br><br>A coordinated activity for the deployment and operation of devices that detect a signal or stimulus. | SUGPES----*****<br><br>A coordinated activity for the deployment and operation of devices that detect a signal or stimulus. | <br><br>SFGPES-----***** | <br><br>SNGPES----***** | <br><br>SHGPES----***** |

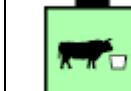
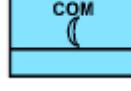
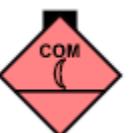
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**TABLE G-VI. Emergency management operations - Continued.**

| SYMBOL  | UNKNOWN | FRIEND | NEUTRAL | HOSTILE |
|---|---------|--------|---------|---------|
| EMS.OPN.SNS.BIO<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>SENSOR<br>BIOLOGICAL SENSOR<br><br>Framed: F<br><br>A device designed to detect the presence of one or more biological substances and to transmit a resulting impulse. (Source: Adapted from the Merriam-Webster Online Dictionary definition of sensor) |         |        |         |         |
| EMS.OPN.SNS.CML<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>SENSOR<br>CHEMICAL SENSOR<br><br>Framed: F<br><br>A device designed to detect the presence of one or more chemicals and to transmit a resulting impulse. (Source: Adapted from the Merriam-Webster Online Dictionary definition of sensor)               |         |        |         |         |
| EMS.OPN.SNS.INT<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>SENSOR<br>INTRUSION SENSOR<br><br>Framed: F<br><br>A device designed to detect breaches of secure facility or area.  |         |        |         |         |
| EMS.OPN.SNS.NUC<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>SENSOR<br>NUCLEAR SENSOR<br><br>Framed: F<br><br>A device to detect fissile materials used in nuclear energy or weapons and to transmit a resulting impulse.   |         |        |         |         |
| EMS.OPN.SNS.RAD<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>OPERATIONS<br>SENSOR<br>RADIOLOGICAL SENSOR<br><br>Framed: F<br><br>A device used to detect alpha, beta, and gamma radiation.  |         |        |         |         |

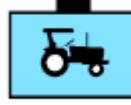
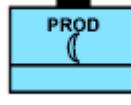
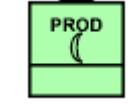
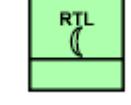
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**TABLE G-VII. Infrastructure.**

| SYMBOL  | IMAGES   |  |  |  |
|---|--|--|--|--|
| EMS.INFSTR<br><br>EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE<br><br>Feature symbols that indicate basic facilities, services, and installations needed for the functioning of a community or society, such as transportation and communications systems, water and power lines, and public institutions including schools, post offices, and prisons.                              | N/A  | N/A  | N/A  | N/A  |
| EMS.INFSTR.AGFD<br><br>EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE AGRICULTURE AND FOOD INFRASTRUCTURE<br><br>Framed: F<br><br>A part of the infrastructure that is devoted to the production, processing and distribution of agricultural products and foodstuffs.   | Unknown<br><br>   | Friend<br><br>   | Neutral<br><br>   | Hostile<br><br>   |
| EMS.INFSTR.AGFD.AGLAB<br><br>EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE AGRICULTURE AND FOOD INFRASTRUCTURE AGRICULTURAL LABORATORY<br><br>Framed: F<br><br>Facility used for scientific research related to farming and farm products.  | Unknown<br><br>  | Friend<br><br>  | Neutral<br><br>  | Hostile<br><br>  |
| EMS.INFSTR.AGFD.AFL<br><br>EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE AGRICULTURE AND FOOD INFRASTRUCTURE ANIMAL FEEDLOT<br><br>Framed: F<br><br>A type of confined animal feeding operation (CAFO) which is usually used for fattening large numbers of cattle or other livestock on grain, byproducts of food processing such as soybean meal or cottonseed meal, or other feed. | Unknown<br><br> | Friend<br><br> | Neutral<br><br> | Hostile<br><br> |
| EMS.INFSTR.AGFD.CFDC<br><br>EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE AGRICULTURE AND FOOD INFRASTRUCTURE COMMERCIAL FOOD DISTRIBUTION CENTER<br><br>Framed: F<br><br>Facilities used for the disbursement of marketable foodstuffs.  | Unknown<br><br> | Friend<br><br> | Neutral<br><br> | Hostile<br><br> |

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**TABLE G-VII. Infrastructure - Continued.**

| SYMBOL  | IMAGES   |  |  |  |
|---|--|--|--|--|
| EMS.INFSTR.AGFD.FRMRC<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>AGRICULTURE AND FOOD<br>INFRASTRUCTURE<br>FARM/RANCH<br><br>Framed: F<br><br>A piece of land on which crops or animals are raised.   | Unknown<br>   | Friend<br>   | Neutral<br>   | Hostile<br>   |
| EMS.INFSTR.AGFD.FPC<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>AGRICULTURE AND FOOD<br>INFRASTRUCTURE<br>FOOD PRODUCTION CENTER<br><br>Framed: F<br><br>A facility where foodstuffs are processed.  | Unknown<br>   | Friend<br>   | Neutral<br>   | Hostile<br>   |
| EMS.INFSTR.AGFD.FDRTL<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>AGRICULTURE AND FOOD<br>INFRASTRUCTURE<br>FOOD RETAIL<br><br>Framed: F<br><br>Facility where foodstuffs are sold to final consumers.   | Unknown<br>  | Friend<br>  | Neutral<br>  | Hostile<br>  |
| EMS.INFSTR.AGFD.GRSTR<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>AGRICULTURE AND FOOD<br>INFRASTRUCTURE<br>GRAIN STORAGE<br><br>Framed: F<br><br>Facility used for the housing of cereal seeds such as corn, wheat, barley, and other items.  | Unknown<br> | Friend<br> | Neutral<br> | Hostile<br> |
| EMS.INFSTR.BFI<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>BANKING FINANCE AND INSURANCE<br>INFRASTRUCTURE<br><br>Framed: F<br><br>Infrastructure devoted to the management of money and other assets and their protection. (Source: modified www.dictionary.com, The American Heritage® Dictionary of the English Language, Fourth Edition) | Unknown<br> | Friend<br> | Neutral<br> | Hostile<br> |

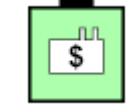
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**TABLE G-VII. Infrastructure - Continued.**

| SYMBOL   | IMAGES   |  |  |  |
|--|--|--|--|--|
| EMS.INFSTR.BFI.ATM<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>BANKING FINANCE AND INSURANCE<br>INFRASTRUCTURE<br>ATM<br><br>Framed: F<br><br>An unattended machine commonly located at a bank's exterior that dispenses money when a personal coded card is inserted. (Source: Modified from <a href="http://www.hyperdictionary.com">www.hyperdictionary.com</a> )  | Unknown<br><br><br><br>EUFPBA----*****  | Friend<br><br><br><br>EFFPBA----*****  | Neutral<br><br><br><br>ENFPBA----*****  | Hostile<br><br><br><br>EHFPBA----*****  |
| EMS.INFSTR.BFI.BANK<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>BANKING FINANCE AND INSURANCE<br>INFRASTRUCTURE<br>BANK<br><br>Framed: F<br><br>A business establishment in which money is kept for saving for commercial purposes or is invested, supplied for loans, or exchanged. (Source: <a href="http://www.dictionary.com">www.dictionary.com</a> , The American Heritage® Dictionary of the English Language, Fourth Edition) | Unknown<br><br><br><br>EUFPBB---H****   | Friend<br><br><br><br>EFFPBB---H****   | Neutral<br><br><br><br>ENFPBB---H****   | Hostile<br><br><br><br>EHFPBB---H****   |
| EMS.INFSTR.BFI.BLSTR<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>BANKING FINANCE AND INSURANCE<br>INFRASTRUCTURE<br>BULLION STORAGE<br><br>Framed: F<br><br>A facility used to deposit and warehouse gold or silver bars or ingots. (Source: <a href="http://www.hyperdictionary.com">www.hyperdictionary.com</a> , Hybrid definition of "bullion" and "storage")   | Unknown<br><br><br><br>EUFPBC---H**** | Friend<br><br><br><br>EFFPBC---H**** | Neutral<br><br><br><br>ENFPBC---H**** | Hostile<br><br><br><br>EHFPBC---H**** |
| EMS.INFSTR.BFI.FRB<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>BANKING FINANCE AND INSURANCE<br>INFRASTRUCTURE<br>FEDERAL RESERVE BANK<br><br>Framed: F<br><br>One of twelve regional banks that monitor and act as depositories for banks in their region. (Source: <a href="http://www.hyperdictionary.com">www.hyperdictionary.com</a> )   | Unknown<br><br><br><br>EUFPBD---H**** | Friend<br><br><br><br>EFFPBD---H**** | Neutral<br><br><br><br>ENFPBD---H**** | Hostile<br><br><br><br>EHFPBD---H**** |

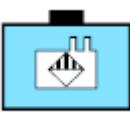
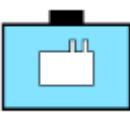
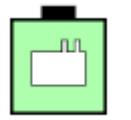
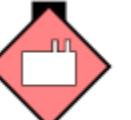
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**TABLE G-VII. Infrastructure - Continued.**

| SYMBOL  | IMAGES   |  |  |  |
|---|--|--|--|--|
| EMS.INFSTR.BFI.FINEX<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>BANKING FINANCE AND INSURANCE<br>INFRASTRUCTURE<br>FINANCIAL EXCHANGE<br><br>Framed: F<br><br>A marketplace in which shares, options and futures on stocks, bonds, commodities, and indexes are traded.<br>(Source: Yahoo! Finance glossary:<br><a href="http://biz.yahoo.com/f/g/ee.html">http://biz.yahoo.com/f/g/ee.html</a> ) | Unknown<br>   | Friend<br>   | Neutral<br>   | Hostile<br>   |
| EMS.INFSTR.BFI.FSO<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>BANKING FINANCE AND INSURANCE<br>INFRASTRUCTURE<br>FINANCIAL SERVICES OTHER<br><br>Framed: F<br><br>A business establishment other than a bank that provides financial or monetary related products and services.   | Unknown<br>   | Friend<br>   | Neutral<br>   | Hostile<br>   |
| EMS.INFSTR.CMCL<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>COMMERCIAL INFRASTRUCTURE<br><br>Framed: F<br><br>A part of the infrastructure that is devoted to the large-scale buying, selling, and manufacturing of goods and services.  | Unknown<br> | Friend<br> | Neutral<br> | Hostile<br> |
| EMS.INFSTR.CMCL.CMLPLN<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>COMMERCIAL INFRASTRUCTURE<br>CHEMICAL PLANT<br><br>Framed: F<br><br>An industrial site where chemical substances and/or compounds are produced. (Source: Modified from <a href="http://www.hyperdictionary.com">www.hyperdictionary.com</a> )   | Unknown<br> | Friend<br> | Neutral<br> | Hostile<br> |
| EMS.INFSTR.CMCL.FIRMAN<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>COMMERCIAL INFRASTRUCTURE<br>FIREARMS MANUFACTURER<br><br>Framed: F<br><br>A facility devoted to the production of portable weapons such as pistols or rifles that fire ammunition.   | Unknown<br> | Friend<br> | Neutral<br> | Hostile<br> |

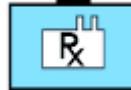
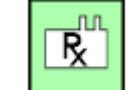
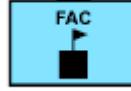
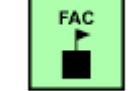
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**TABLE G-VII. Infrastructure - Continued.**

| SYMBOL   | IMAGES   |  |  |  |
|--|--|--|--|--|
|  | Friend   | Neutral  | Hostile  |  |
| EMS.INFSTR.CMCL.FIRRET<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>COMMERCIAL INFRASTRUCTURE<br>FIREARMS RETAILER<br><br>Framed: F<br><br>A location where portable weapons such as pistols or rifles that fire ammunition are sold to final consumers.   | Unknown<br><br>   | Friend<br><br>   | Neutral<br><br>   | Hostile<br><br>   |
| EMS.INFSTR.CMCL.HZMTPR<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>COMMERCIAL INFRASTRUCTURE<br>HAZARDOUS MATERIAL PRODUCTION<br><br>Framed: F<br><br>A facility where hazardous substances are produced and stored under regulated conditions.   | Unknown<br><br>   | Friend<br><br>   | Neutral<br><br>   | Hostile<br><br>   |
| EMS.INFSTR.CMCL.HZMTST<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>COMMERCIAL INFRASTRUCTURE<br>HAZARDOUS MATERIAL STORAGE<br><br>Framed: F<br><br>A facility for storing hazardous materials.  | Unknown<br><br>  | Friend<br><br>  | Neutral<br><br>  | Hostile<br><br>  |
| EMS.INFSTR.CMCL.INDSTE<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>COMMERCIAL INFRASTRUCTURE<br>INDUSTRIAL SITE<br><br>Framed: F<br><br>The location of an industrial facility or facilities used for the commercial production and selling of manufactured goods. (Source: www.dictionary.com; The American Heritage® Dictionary of the English Language, Fourth Edition)                      | Unknown<br><br> | Friend<br><br> | Neutral<br><br> | Hostile<br><br> |
| EMS.INFSTR.CMCL.LNDFL<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>COMMERCIAL INFRASTRUCTURE<br>LANDFILL<br><br>Framed: F<br><br>An area of land or an excavation in which wastes are placed for permanent disposal. (Link at: <a href="http://wildlife-mitigation.tc.faa.gov/(public_html/manuals/glossary.pdf)">http://wildlife-mitigation.tc.faa.gov/(public_html/manuals/glossary.pdf)</a> ) | Unknown<br><br> | Friend<br><br> | Neutral<br><br> | Hostile<br><br> |

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**TABLE G-VII. Infrastructure - Continued.**

| SYMBOL   | IMAGES   |  |  |  |
|--|--|--|--|--|
| EMS.INFSTR.CMCL.RXMF <sup>G</sup><br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>COMMERCIAL INFRASTRUCTURE<br>PHARMACEUTICAL MANUFACTURER<br><br>Framed: F<br><br>A facility where medicinal drugs are mass-produced.<br>(Source: Webster's New World Dictionary; hybrid definition of "pharmaceutical" and "manufacture")   | Unknown<br>   | Friend<br>   | Neutral<br>   | Hostile<br>   |
| EMS.INFSTR.CMCL.CHWS<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>COMMERCIAL INFRASTRUCTURE<br>CONTAMINATED HAZARDOUS WASTE SITE<br><br>Framed: F<br><br>A location that has been contaminated by hazardous waste and is a candidate for clean-up because it poses a risk to human health and/or the environment. An example in the U.S. is a Superfund Site NPL (National Priorities List). (Source: adapted from Environmental Protection Agency. Link at: <a href="http://www.epa.gov">http://www.epa.gov</a> ) | Unknown<br>   | Friend<br>   | Neutral<br>   | Hostile<br>   |
| EMS.INFSTR.CMCL.TXRLIN<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>COMMERCIAL INFRASTRUCTURE<br>TOXIC RELEASE INVENTORY<br><br>Framed: F<br><br>A location that is listed in a publicly available database documenting sites where chemical and toxic waste releases occur.   | Unknown<br> | Friend<br> | Neutral<br> | Hostile<br> |
| EMS.INFSTR.EDFAC<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>EDUCATIONAL FACILITIES<br>INFRASTRUCTURE<br><br>Framed: F<br><br>A part of the infrastructure consisting of architectural facilities and resources used to house activities having to do with teaching and training at all levels.   | Unknown<br> | Friend<br> | Neutral<br> | Hostile<br> |

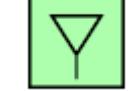
**MIL-STD-2525C**  
**APPENDIX G**

**TABLE G-VII. Infrastructure - Continued.**

| SYMBOL  | IMAGES      |            |             |             |
|---|-------------|------------|-------------|-------------|
| EMS.INFSTR.EDFAC.COLUNI<br><br>EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE EDUCATIONAL FACILITIES INFRASTRUCTURE COLLEGE UNIVERSITY<br><br>Framed: F<br><br>An institution of higher learning. (Source: Adapted from Merriam-Webster Online Dictionary definitions of college and university)                                       | Unknown<br> | Friend<br> | Neutral<br> | Hostile<br> |
| EMS.INFSTR.EDFAC.SCHOOL<br><br>EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE EDUCATIONAL FACILITIES INFRASTRUCTURE SCHOOL<br><br>Framed: F<br><br>A facility for the primary and secondary education of children. (Source: Adapted from Merriam-Webster Online Dictionary definition)   | Unknown<br> | Friend<br> | Neutral<br> | Hostile<br> |
| EMS.INFSTR.ENGFAC<br><br>EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE ENERGY FACILITIES INFRASTRUCTURE<br><br>Identical to: WAR.GRDTRK.INS.SRUF.EPF<br><br>Framed: F<br><br>A part of the infrastructure devoted to the generation and distribution of electrical power.   | Unknown<br> | Friend<br> | Neutral<br> | Hostile<br> |
| EMS.INFSTR.ENGFAC.GENSTA<br><br>EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE ENERGY FACILITIES INFRASTRUCTURE GENERATION STATION<br><br>Framed: F<br><br>A facility equipped with special equipment used for the production of heat or electricity. (Source: www.hyperdictionary.com, Hybrid definition of generation and "station") | Unknown<br> | Friend<br> | Neutral<br> | Hostile<br> |
| EMS.INFSTR.ENGFAC.NTLGAS<br><br>EMERGENCY MANAGEMENT SYMBOLS INFRASTRUCTURE ENERGY FACILITIES INFRASTRUCTURE NATURAL GAS FACILITY<br><br>Framed: F<br><br>A facility where heat or electrical energy are produced from the burning of natural gas.  | Unknown<br> | Friend<br> | Neutral<br> | Hostile<br> |

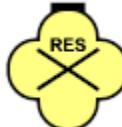
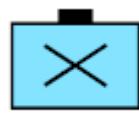
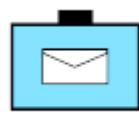
**MIL-STD-2525C**  
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**TABLE G-VII. Infrastructure - Continued.**

| SYMBOL   | IMAGES  |   |   |  |
|--|---|---|---|--|
|  | Friend  | Neutral   | Hostile   |  |
| <b>EMS.INFSTR.ENGFAC.NUCFAC</b><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>ENERGY FACILITIES INFRASTRUCTURE<br>NUCLEAR FACILITY<br>Identical to: WAR.GRDTRK.INS.SRUF.EPF.NPT<br>Framed: F<br>A facility where heat or electrical energy is generated using nuclear technology.   | <br>Unknown<br>SUGPIUEN--H*****  | <br>Friend<br>SFGPIUEN--H*****  | <br>Neutral<br>SNGPIUEN--H*****  | <br>Hostile<br>SHGPIUEN--H****  |
| <b>EMS.INFSTR.ENGFAC.PETFAC</b><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>ENERGY FACILITIES INFRASTRUCTURE<br>PETROLEUM FACILITY<br>Identical to: WAR.GRDTRK.INS.RMP.PGO<br>Framed: F<br>A facility devoted to the processing, refinement, storage, and distribution of petroleum products, such as gasoline, kerosene, petrochemicals, and others. | <br>Unknown<br>SUGPIRP---H*****  | <br>Friend<br>SFGPIRP---H*****  | <br>Neutral<br>SNGPIRP---H*****  | <br>Hostile<br>SHGPIRP---H****  |
| <b>EMS.INFSTR.ENGFAC.PROPNE</b><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>ENERGY FACILITIES INFRASTRUCTURE<br>PROPANE FACILITY<br>Framed: F<br>A facility used for the processing, containerization, storage, and distribution of propane gas.  | <br>Unknown<br>EUFPEE---H***** | <br>Friend<br>EFFPEE---H***** | <br>Neutral<br>ENFPEE---H***** | <br>Hostile<br>EHFPEE---H**** |
| <b>EMS.INFSTR.GVTSTE</b><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>GOVERNMENT SITE INFRASTRUCTURE<br>Framed: F<br>A part of the infrastructure including buildings and facilities where executive, legislative and/or judicial activities take place.   | <br>Unknown<br>EUFPF----H***** | <br>Friend<br>EFFPF----H***** | <br>Neutral<br>ENFPF----H***** | <br>Hostile<br>EHFPF----H**** |
| <b>EMS.INFSTR.MIL</b><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>MILITARY INFRASTRUCTURE<br>Framed: F<br>A part of the infrastructure devoted to the activities of the major branches of the armed forces, as contrasted to civilian facilities.   | <br>Unknown<br>EUFPG----H***** | <br>Friend<br>EFPFG----H***** | <br>Neutral<br>ENFPG----H***** | <br>Hostile<br>EHFPG----H**** |

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**TABLE G-VII. Infrastructure - Continued.**

| SYMBOL  | IMAGES   |  |  |  |
|---|--|--|--|--|
| <b>EMS.INFSTR.MIL.ARMORY</b><br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>MILITARY INFRASTRUCTURE<br>MILITARY ARMORY<br><br>Framed: F<br><br>A military structure where arms and ammunition and other military equipment are manufactured and stored, and also where training is given in the use of weapons.<br>(Source: www.hyperdictionary.com)              | Unknown<br><br>   | Friend<br><br>   | Neutral<br><br>   | Hostile<br><br>   |
| <b>EMS.INFSTR.MIL.MILBF</b><br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>MILITARY INFRASTRUCTURE<br>MILITARY BASE<br><br>Identical to: WAR.GRDTRK.INS.MILBF<br><br>Framed: F<br><br>Installation where military personnel, weapons and supplies are stationed and from which military forces initiate operations. (Source: "Scholastic News military glossary") | Unknown<br><br>   | Friend<br><br>   | Neutral<br><br>   | Hostile<br><br>   |
| <b>EMS.INFSTR.PSTSrv</b><br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>POSTAL SERVICE INFRASTRUCTURE<br><br>Framed: F<br><br>The facilities whereby letters, messages and other parcels are transmitted and delivered via the post office.<br>(Source: Modified from www.hyperdictionary.com)  | Unknown<br><br> | Friend<br><br> | Neutral<br><br> | Hostile<br><br> |
| <b>EMS.INFSTR.PSTSrv.PDC</b><br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>POSTAL SERVICE INFRASTRUCTURE<br>POSTAL DISTRIBUTION CENTER<br><br>Framed: F<br><br>A facility where mail is sorted and routed. (Source: USPS webpage description of function)  | Unknown<br><br> | Friend<br><br> | Neutral<br><br> | Hostile<br><br> |
| <b>EMS.INFSTR.PSTSrv.PO</b><br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>POSTAL SERVICE INFRASTRUCTURE<br>POST OFFICE<br><br>Framed: F<br><br>A Postal Service (PS) facility that directly delivers postal services to the public.  | Unknown<br><br> | Friend<br><br> | Neutral<br><br> | Hostile<br><br> |

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**TABLE G-VII. Infrastructure - Continued.**

| SYMBOL   | IMAGES   |  |  |  |
|--|--|--|--|--|
|  | Friend   | Neutral  | Hostile  |  |
| EMS.INFSTR.PUBVEN<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>PUBLIC VENUES INFRASTRUCTURE<br><br>Framed: F<br><br>A part of the infrastructure related to unrestricted places and events for large gatherings of people.                                   | Unknown<br><br>   | Friend<br><br>   | Neutral<br><br>   | Hostile<br><br>   |
| EUFPI----H****<br><br>EFFPI----H****<br><br>ENFPI----H****<br><br>EHFPI----H****   |  |  |  |  |
| EMS.INFSTR.PUBVEN.ENCFAC<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>PUBLIC VENUES INFRASTRUCTURE<br>ENCLOSED FACILITY<br><br>Framed: F<br><br>A roofed facility with walls.  | Unknown<br><br>   | Friend<br><br>   | Neutral<br><br>   | Hostile<br><br>   |
| EUFPIA----H****<br><br>EFFPIA----H****<br><br>ENFPIA----H****<br><br>EHFPIA----H****   |  |  |  |  |
| EMS.INFSTR.PUBVEN.OPNFAC<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>PUBLIC VENUES INFRASTRUCTURE<br>OPEN FACILITY<br><br>Framed: F<br><br>An open air facility with or without walls, e.g., stadium, parking lot, and others.                              | Unknown<br><br>  | Friend<br><br>   | Neutral<br><br>   | Hostile<br><br>  |
| EUFPIB----H****<br><br>EFFPIB----H****<br><br>ENFPIB----H****<br><br>EHFPIB----H****   |  |  |  |  |
| EMS.INFSTR.PUBVEN.RECARE<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>PUBLIC VENUES INFRASTRUCTURE<br>RECREATIONAL AREA<br><br>Framed: F<br><br>An area dedicated to rest and relaxation, e.g., parks, picnic areas, walking trails, and others.             | Unknown<br><br> | Friend<br><br> | Neutral<br><br> | Hostile<br><br> |
| EUFPIC----H****<br><br>EFFPIC----H****<br><br>ENFPIC----H****<br><br>EHFPIC----H****   |  |  |  |  |
| EMS.INFSTR.PUBVEN.RELIG<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>PUBLIC VENUES INFRASTRUCTURE<br>RELIGIOUS INSTITUTION<br><br>Framed: F<br><br>Any place of worship where religious services are held or prayers said by congregation loyal to a belief. | Unknown<br><br> | Friend<br><br> | Neutral<br><br> | Hostile<br><br> |
| EUFPID----H****<br><br>EFFPID----H****<br><br>ENFPID----H****<br><br>EHFPID----H****   |  |  |  |  |
| EMS.INFSTR.SPCNDS<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>SPECIAL NEEDS INFRASTRUCTURE<br><br>Framed: F<br><br>A part of the infrastructure devoted to serving people who have specific needs, such as those associated with disabilities.              | Unknown<br><br> | Friend<br><br> | Neutral<br><br> | Hostile<br><br> |
| EUFPJ----H****<br><br>EFFPJ----H****<br><br>ENFPJ----H****<br><br>EHFPJ----H****   |  |  |  |  |

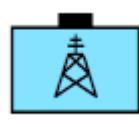
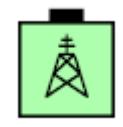
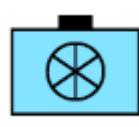
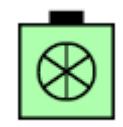
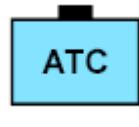
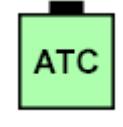
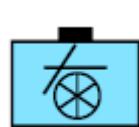
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**APPENDIX G**

**TABLE G-VII. Infrastructure - Continued.**

| SYMBOL   | IMAGES   |  |  |  |
|--|--|--|--|--|
| EMS.INFSTR.SPCNDS.ADLTDC<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>SPECIAL NEEDS INFRASTRUCTURE<br>ADULT DAY CARE<br><br>Framed: F<br><br>A non-residential facility that provides supervision and assisted living services to adults, typically during the daylight hours.                       | Unknown<br>   | Friend<br>   | Neutral<br>   | Hostile<br>   |
| EMS.INFSTR.SPCNDS.CHLDDC<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>SPECIAL NEEDS INFRASTRUCTURE<br>CHILD DAY CARE<br><br>Framed: F<br><br>Facility for providing daytime training, supervision, recreation, and often medical services for children of preschool age.                             | Unknown<br>   | Friend<br>   | Neutral<br>   | Hostile<br>   |
| EMS.INFSTR.SPCNDS.ELDERC<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>SPECIAL NEEDS INFRASTRUCTURE<br>ELDER CARE<br><br>Framed: F<br><br>Facility that provides full-time care for the elderly, such as a nursing home or residential assisted living facility.                                      | Unknown<br>  | Friend<br> | Neutral<br> | Hostile<br>  |
| EMS.INFSTR.TELCOM<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>TELECOMMUNICATIONS<br>INFRASTRUCTURE<br><br>Framed: F<br><br>A part of the infrastructure devoted to the transmission of messages, as by telegraph, cable, telephone, radio, television, or computer.                                 | Unknown<br> | Friend<br> | Neutral<br> | Hostile<br> |
| EMS.INFSTR.TELCOM.TCF<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>TELECOMMUNICATIONS<br>INFRASTRUCTURE<br>TELECOMMUNICATIONS FACILITY<br><br>Identical to: WAR.GRDTRK.INS.SRUF.TCF<br><br>Framed: F<br><br>Any facility housing telecommunications equipment, studios, control rooms, or personnel. | Unknown<br> | Friend<br> | Neutral<br> | Hostile<br> |

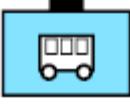
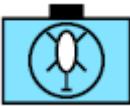
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**TABLE G-VII. Infrastructure - Continued.**

| SYMBOL  | IMAGES   |  |  |  |
|---|--|--|--|--|
| EMS.INFSTR.TELCOM.TCTWR<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>TELECOMMUNICATIONS<br>INFRASTRUCTURE<br>TELECOMMUNICATIONS TOWER<br><br>Framed: F<br><br>Any structure that is designed and constructed primarily for the purpose of supporting one or more antennas for telephone, radio and similar communication purposes.  | Unknown<br>   | Friend<br>   | Neutral<br>   | Hostile<br>   |
| EMS.INFSTR.TSP<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>TRANSPORTATION INFRASTRUCTURE<br><br>Identical to: WAR.GRDTRK.INS.TSPF<br><br>Framed: F<br><br>A part of the infrastructure devoted to the movement of passengers and goods.  | Unknown<br>   | Friend<br>   | Neutral<br>   | Hostile<br>   |
| EMS.INFSTR.TSP.ATCF<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>TRANSPORTATION INFRASTRUCTURE<br>AIR TRAFFIC CONTROL FACILITY<br><br>Framed: F<br><br>A facility operated by appropriate authority to promote the safe, orderly and expeditious flow of air traffic.<br>(Source: The Federal Aviation Administration glossary; link at: <a href="http://www.fly.faa.gov/Products/Glossary_of_Terms/glossary_of_terms.html">http://www.fly.faa.gov/Products/Glossary_of_Terms/glossary_of_terms.html</a> )  | Unknown<br> | Friend<br> | Neutral<br> | Hostile<br> |
| EMS.INFSTR.TSP.AIRPT<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>TRANSPORTATION INFRASTRUCTURE<br>AIRPORT<br><br>Identical to: WAR.GRDTRK.INS.MILBF.AB<br><br>Framed: F<br><br>An area of land or other hard surface, excluding water, that is used or intended to be used for the landing and takeoff of aircraft, and includes its buildings and facilities, if any. (Source: The Federal Aviation Administration glossary; link at: <a href="http://wildlifemitigation.tc.faa.gov/public_html/manuals/glossary.pdf">http://wildlifemitigation.tc.faa.gov/public_html/manuals/glossary.pdf</a> ) | Unknown<br> | Friend<br> | Neutral<br> | Hostile<br> |

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**TABLE G-VII. Infrastructure - Continued.**

| SYMBOL  | IMAGES   |  |  |  |
|---|--|--|--|--|
| <b>EMS.INFSTR.TSP.BRG</b><br><br><b>EMERGENCY MANAGEMENT SYMBOLS</b><br><b>INFRASTRUCTURE</b><br><b>TRANSPORTATION INFRASTRUCTURE</b><br><b>BRIDGE</b><br><br>Identical to:<br>TACGRP.MOBSU.OBSTBP.CSGSTE.BRG<br><br>Framed: UF<br><br>A structure built over a gap to connect and maintain transportation flow between either sides of the gap.<br>(Source: Modified from Webster's New World Dictionary)  | Symbol<br><br>G*MPBCB---<br>****X | N/A  | N/A  | N/A  |
| <b>EMS.INFSTR.TSP.BSTN</b><br><br><b>EMERGENCY MANAGEMENT SYMBOLS</b><br><b>INFRASTRUCTURE</b><br><b>TRANSPORTATION INFRASTRUCTURE</b><br><b>BUS STATION</b><br><br>Framed: F<br><br>A terminal that serves bus passengers. (Source: www.hyperdictionary.com)   | Unknown<br>                       | Friend<br>   | Neutral<br>   | Hostile<br>   |
| <b>EMS.INFSTR.TSP.FRYTRM</b><br><br><b>EMERGENCY MANAGEMENT SYMBOLS</b><br><b>INFRASTRUCTURE</b><br><b>TRANSPORTATION INFRASTRUCTURE</b><br><b>FERRY TERMINAL</b><br><br>Framed: F<br><br>A terminal that serves a boat line or lines devoted to carrying vehicles and passengers.  | Unknown<br>                     | Friend<br> | Neutral<br> | Hostile<br> |
| <b>EMS.INFSTR.TSP.HLS</b><br><br><b>EMERGENCY MANAGEMENT SYMBOLS</b><br><b>INFRASTRUCTURE</b><br><b>TRANSPORTATION INFRASTRUCTURE</b><br><b>HELICOPTER LANDING SITE</b><br><br>Framed: F<br><br>A site within a landing zone that contains one or more points for helicopters to land. (Source: Dennis J. Reimer Training and Doctrine Digital Library, military terms glossary. Link at: <a href="http://www.adtdl.army.mil/cgi-bin/atdl.dll/fm/3-21.38/gloss.htm">http://www.adtdl.army.mil/cgi-bin/atdl.dll/fm/3-21.38/gloss.htm</a> ) | Unknown<br>                     | Friend<br> | Neutral<br> | Hostile<br> |

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**TABLE G-VII. Infrastructure - Continued.**

| SYMBOL  | IMAGES  |  |  |  |
|---|---|--|--|--|
| EMS.INFSTR.TSP.LCK<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>TRANSPORTATION INFRASTRUCTURE<br>LOCK<br><br>Identical to: METOC.OCA.MMD.LCK<br><br>Framed: UF<br><br>An enclosed part of a canal or river equipped with gates for raising or lowering the level of water so that boats and other vessels may pass. (Source: Modified from Webster's New World Dictionary)            | Symbol<br><br><br><br>WOS-ML---P---- | N/A  | N/A  | N/A  |
| EMS.INFSTR.TSP.MAINTF<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>TRANSPORTATION INFRASTRUCTURE<br>MAINTENANCE FACILITY<br><br>Framed: F<br><br>A facility where vehicles, machines or any other mechanical devices are serviced for inspection or repair. (Source: Modified from www.hyperdictionary.com)   | Unknown<br><br>                      | Friend<br><br>   | Neutral<br><br>   | Hostile<br><br>   |
| EMS.INFSTR.TSP.SP<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>TRANSPORTATION INFRASTRUCTURE<br>PORT<br><br>Identical to: WAR.GRDTRK.INS.MILBF.SP<br><br>Framed: F<br><br>A terminal located on a waterway with facilities for loading and unloading ships and other vessels. (Source: www.dictionary.com, The American Heritage® Dictionary of the English Language, Fourth Edition) | Unknown<br><br>                    | Friend<br><br> | Neutral<br><br> | Hostile<br><br> |
| EMS.INFSTR.TSP.RLSTN<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>TRANSPORTATION INFRASTRUCTURE<br>RAIL STATION<br><br>Framed: F<br><br>A terminal where tracked transport vehicles or trains load and/or unload passengers or goods. (Source: www.hyperdictionary.com, modified definition from depot)   | Unknown<br><br>                    | Friend<br><br> | Neutral<br><br> | Hostile<br><br> |

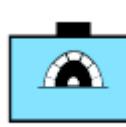
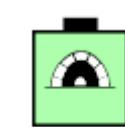
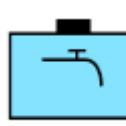
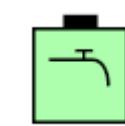
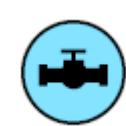
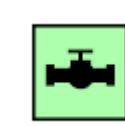
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**TABLE G-VII. Infrastructure - Continued.**

| SYMBOL  | IMAGES   |  |  |  |
|---|--|--|--|--|
| EMS.INFSTR.TSP.RSTSTP<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>TRANSPORTATION INFRASTRUCTURE<br>REST STOP<br><br>Framed: F<br><br>A roadside facility at which motorists may purchase refreshments, use restrooms and/or acquire area information.  | Unknown<br><br>   | Friend<br><br>   | Neutral<br><br>   | Hostile<br><br>   |
| EMS.INFSTR.TSP.ANCRG<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>TRANSPORTATION INFRASTRUCTURE<br>SHIP ANCHORAGE<br><br>Identical to:<br>METOC.OCA.HYDGRY.PRTHBR.PRT.ANCRG1<br><br>Framed: UF<br><br>A location suitable for securely anchoring ships and other vessels. (Source: www.dictionary.com, Webster's Revised Unabridged Dictionary, © 1996, 1998 MICRA, Inc.) | Symbol<br><br>    | N/A  | N/A  | N/A  |
| EMS.INFSTR.TSP.TOLLF<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>TRANSPORTATION INFRASTRUCTURE<br>TOLL FACILITY<br><br>Framed: F<br><br>A gate or booth at which money is collected before and/or after motorists enter or exit a toll road (turnpike). (Source: Modified from Webster's New World Dictionary)   | Unknown<br><br> | Friend<br><br> | Neutral<br><br> | Hostile<br><br> |
| EMS.INFSTR.TSP.TCP<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>TRANSPORTATION INFRASTRUCTURE<br>TRAFFIC CONTROL POINT<br><br>Identical to: TACGRP.CSS.PNT.TCP<br><br>Framed: UF<br><br>The location of absolute signals controlled by an operator to regulate and maintain transportation flow.  | Symbol<br><br>  | N/A  | N/A  | N/A  |
|   | G*SPPO----****X  |  |  |  |

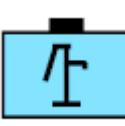
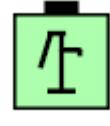
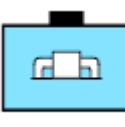
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**TABLE G-VII. Infrastructure - Continued.**

| SYMBOL   | IMAGES   |  |  |  |
|--|--|--|--|--|
| EMS.INFSTR.TSP.TIF<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>TRANSPORTATION INFRASTRUCTURE<br>TRAFFIC INSPECTION FACILITY<br><br>Framed: F<br><br>A facility equipped to conduct formal inspections of vehicles.  | Unknown<br>   | Friend<br>   | Neutral<br>   | Hostile<br>   |
| EMS.INFSTR.TSP.TNL<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>TRANSPORTATION INFRASTRUCTURE<br>TUNNEL<br><br>Framed: F<br><br>An artificial passage or archway for conducting canals or railroads under elevated ground; for the formation of roads under rivers or canals; and the construction of sewers, drains, and the like.  | Unknown<br>   | Friend<br>   | Neutral<br>   | Hostile<br>   |
| EMS.INFSTR.WS<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>WATER SUPPLY INFRASTRUCTURE<br><br>Identical to: WAR.GRDTRK.INS.SRUF.PWS<br><br>Framed: F<br><br>A part of the infrastructure devoted to the storage, disinfection, filtration and provision of drinking water to the consumer/community by means of pipelines, pumps, water towers, wells and other appurtenances. (Source: County of Maui (Hawaii) Water Supply glossary. Link at: <a href="http://mauiwater.org/glossary.html">http://mauiwater.org/glossary.html</a> . Hybrid definition of water system and treated water) | Unknown<br> | Friend<br> | Neutral<br> | Hostile<br> |
| EMS.INFSTR.WS.CV<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>WATER SUPPLY INFRASTRUCTURE<br>CONTROL VALVE<br><br>Framed: F<br><br>A valve that regulates the flow or pressure of a fluid. (Source: Valve World glossary, definition of control valve. Link at: <a href="http://www.valveworld.net/glossary/index.asp">http://www.valveworld.net/glossary/index.asp</a> )  | Unknown<br> | Friend<br> | Neutral<br> | Hostile<br> |

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**TABLE G-VII. Infrastructure - Continued.**

| SYMBOL   | IMAGES   |  |  |  |
|--|--|--|--|--|
| EMS.INFSTR.WS.DAM<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>WATER SUPPLY INFRASTRUCTURE<br>DAM<br><br>Framed: F<br><br>A barrier constructed across a waterway to control the flow or raise the level of water. (Source: www.dictionary.com, The American Heritage® Dictionary of the English Language, Fourth Edition)   | Unknown<br>   | Friend<br>   | Neutral<br>   | Hostile<br>   |
| EMS.INFSTR.WS.DO<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>WATER SUPPLY INFRASTRUCTURE<br>DISCHARGE OUTFALL<br><br>Framed: F<br><br>The location where effluent is released into a larger body of water.  | Unknown<br>   | Friend<br>   | Neutral<br>   | Hostile<br>   |
| EMS.INFSTR.WS.GWWELL<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>WATER SUPPLY INFRASTRUCTURE<br>GROUND WATER WELL<br><br>Framed: F<br><br>An artificial excavation drilled into the ground for the purposes of withdrawing water from underground aquifers. (Source: Modified from the USGS Water Science glossary. Link at: <a href="http://ga.water.usgs.gov/edu/dictionary.html">http://ga.water.usgs.gov/edu/dictionary.html</a> .) | Unknown<br> | Friend<br> | Neutral<br> | Hostile<br> |
| EMS.INFSTR.WS.PMPSTN<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>WATER SUPPLY INFRASTRUCTURE<br>PUMPING STATION<br><br>Framed: F<br><br>A facility containing equipment designed to withdraw or transfer water.   | Unknown<br> | Friend<br> | Neutral<br> | Hostile<br> |
| EMS.INFSTR.WS.RSVR<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>WATER SUPPLY INFRASTRUCTURE<br>RESERVOIR<br><br>Framed: F<br><br>A natural or artificial pond or lake used for the storage and regulation of water.  | Unknown<br> | Friend<br> | Neutral<br> | Hostile<br> |

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TABLE G-VII. Infrastructure - Continued.

| SYMBOL  | IMAGES   |  |  |  |
|---|--|--|--|--|
|   | Friend   | Neutral  | Hostile  |  |
| EMS.INFSTR.WS.SRTTW<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>WATER SUPPLY INFRASTRUCTURE<br>STORAGE TOWER<br><br>Framed: F<br><br>A large container used to store and distribute water.   | Unknown<br>   | Friend<br>   | Neutral<br>   | Hostile<br>   |
| EMS.INFSTR.WS.SWI<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>WATER SUPPLY INFRASTRUCTURE<br>SURFACE WATER INTAKE<br><br>Framed: F<br><br>A pipe or other collector through which water is taken from sources that are naturally open to the atmosphere, including rivers, lakes, reservoirs, ponds, streams, impoundments, seas, estuaries, wetlands, and precipitation runoff.   | Unknown<br>   | Friend<br>   | Neutral<br>   | Hostile<br>   |
| EMS.INFSTR.WS.WH20TF<br><br>EMERGENCY MANAGEMENT SYMBOLS<br>INFRASTRUCTURE<br>WATER SUPPLY INFRASTRUCTURE<br>WASTEWATER TREATMENT FACILITY<br><br>Framed: F<br><br>A facility designed to receive wastewater from domestic or industrial sources and to remove materials that damage water quality and threaten public health and safety when discharged into receiving streams or bodies of water. (Source: USGS Water Science glossary. Link at:<br><a href="http://ga.water.usgs.gov/edu/dictionary.html.">http://ga.water.usgs.gov/edu/dictionary.html.</a> ) | Unknown<br> | Friend<br> | Neutral<br> | Hostile<br> |

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**TABLE G-VIII. Cross-reference between ANSI 415:2006 and MIL-STD-2525 symbols.**

| <b>ANSI ID/NAME</b>                | <b>2525 EMS SYMBOL</b>  | <b>RELATIONSHIP</b> | <b>2525 SYMBOL (SHORT NAME)</b> | <b>2525 SYMBOL (LONG NAME)</b>   |
|------------------------------------|-------------------------|---------------------|---------------------------------|--|
| B.1.1 / Civil Disturbance Incident | EMS.INCDNT.CVDIS        | New Symbol          |                                 |  |
| B.1.2 / Civil Demonstration        | EMS.INCDNT.CVDIS.DEMO   | Identical to        | STBOPS.OPN.DEMO                 | STABILITY OPERATIONS (SO)<br>OPERATIONS<br>DEMONSTRATION                             |
| B.1.3 / Civil Displaced Population | EMS.INCDNT.CVDIS.DISPOP | Identical to        | STBOPS.itm.RFG                  | STABILITY OPERATIONS (SO)<br>ITEMS<br>REFUGEES                                       |
| B.1.4 / Civil Rioting              | EMS.INCDNT.CVDIS.CVRIOT | New Symbol          |                                 |  |
| B.1.5 / Criminal Activity Incident | EMS.INCDNT.CRMACT       | New Symbol          |                                 |  |
| B.1.6 / Bomb Threat                | EMS.INCDNT.CRMACT.BMTHT | Similar to          | STBOPS.VIOATY.BM                | STABILITY OPERATIONS (SO)<br>VIOLENT ACTIVITIES (DEATH CAUSING)<br>BOMB/BOMBING      |
| B.1.7 / Bomb                       | EMS.INCDNT.CRMACT.BM    | Identical to        | STBOPS.VIOATY.BM                | STABILITY OPERATIONS (SO)<br>VIOLENT ACTIVITIES (DEATH CAUSING)<br>BOMB/BOMBING      |
| B.1.8 / Explosion                  | EMS.INCDNT.CRMACT.EXPLN | Similar to          | STBOPS.BIOATY.BM                | STABILITY OPERATIONS (SO)<br>VIOLENT ACTIVITIES (DEATH CAUSING)<br>BOMB/BOMBING      |
| B.1.9 / Looting                    | EMS.INCDNT.CRMACT.LOOT  | Sub-type of         | STBOPS.itm.VRLRPS               | STABILITY OPERATIONS (SO)<br>ITEMS<br>VANDALISM /LOOT/RANSACK/PLUNDER/SACK           |
| B.1.10 / Poisoning                 | EMS.INCDNT.CRMACT.PSNG  | Identical to        | STBOPS.VIOATY.PSNG              | STABILITY OPERATIONS (SO)<br>VIOLENT ACTIVITIES (DEATH CAUSING)<br>POISONING         |
| B.1.11 / Shooting                  | EMS.INCDNT.CRMACT.SHTG  | New Symbol          |                                 |  |
| B.1.11 / Shooting                  | EMS.INCDNT.CRMACT.SHTG  | Generic type of     | STBOPS.VIOATY.DBS               | STABILITY OPERATIONS (SO)<br>VIOLENT ACTIVITIES (DEATH CAUSING)<br>DRIVE-BY-SHOOTING |
| B.1.11 / Shooting                  | EMS.INCDNT.CRMACT.SHTG  | Generic type of     | STBOPS.VIOATY.SPG               | STABILITY OPERATIONS (SO)<br>VIOLENT ACTIVITIES (DEATH CAUSING)<br>SNIPING           |
| B.1.12 / Fire Incident             | EMS.INCDNT.FIRE         | Similar to          | STBOPS.VIOATY.ASN               | STABILITY OPERATIONS (SO)<br>VIOLENT ACTIVITIES (DEATH CAUSING)<br>ARSON/FIRE        |
| B.1.13 / Hot Spot                  | EMS.INCDNT.FIRE.HTSPT   | Similar to          | STBOPS.VIOATY.ASN               | STABILITY OPERATIONS (SO)<br>VIOLENT ACTIVITIES (DEATH CAUSING)<br>ARSON/FIRE        |
| B.1.14 / Non-residential Fire      | EMS.INCDNT.FIRE.NRES    | Similar to          | STBOPS.VIOATY.ASN               | STABILITY OPERATIONS (SO)<br>VIOLENT ACTIVITIES (DEATH CAUSING)<br>ARSON/FIRE        |

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**TABLE G-VIII. Cross-reference between ANSI 415:2006 and MIL-STD-2525 symbols - Continued.**

| <b>ANSI ID/NAME</b>                  | <b>2525 EMS SYMBOL</b>   | <b>RELATIONSHIP</b> | <b>2525 SYMBOL (SHORT NAME)</b> | <b>2525 SYMBOL (LONG NAME)</b>   |
|--------------------------------------|--------------------------|---------------------|---------------------------------|--|
| B.1.15 / Origin (of fire)            | EMS.INCDNT.FIRE.ORGN     | Similar to          | STBOPS.VIOATY.ASN               | STABILITY OPERATIONS (SO)<br>VIOLENT ACTIVITIES (DEATH CAUSING)<br>ARSON/FIRE  |
| B.1.16 / Residential Fire            | EMS.INCDNT.FIRE.RES      | Similar to          | STBOPS.VIOATY.ASN               | STABILITY OPERATIONS (SO)<br>VIOLENT ACTIVITIES (DEATH CAUSING)<br>ARSON/FIRE  |
| B.1.17 / School Fire                 | EMS.INCDNT.FIRE.SCH      | Similar to          | STBOPS.VIOATY.ASN               | STABILITY OPERATIONS (SO)<br>VIOLENT ACTIVITIES (DEATH CAUSING)<br>ARSON/FIRE  |
| B.1.18 / Smoke                       | EMS.INCDNT.FIRE.SMK      | Similar to          | STBOPS.VIOATY.ASN               | STABILITY OPERATIONS (SO)<br>VIOLENT ACTIVITIES (DEATH CAUSING)<br>ARSON/FIRE  |
| B.1.19 / Special Needs Fire          | EMS.INCDNT.FIRE.SPND     | Similar to          | STBOPS.VIOATY.ASN               | STABILITY OPERATIONS (SO)<br>VIOLENT ACTIVITIES (DEATH CAUSING)<br>ARSON/FIRE  |
| B.1.20 / Wild Fire                   | EMS.INCDNT.FIRE.WLD      | Similar to          | STBOPS.VIOATY.ASN               | STABILITY OPERATIONS (SO)<br>VIOLENT ACTIVITIES (DEATH CAUSING)<br>ARSON/FIRE  |
| B.1.21 / Hazardous Material Incident | EMS.INCDNT.HAZMAT        | New Symbol          |                                 |  |
| B.1.22 / Chemical Agent              | EMS.INCDNT.HAZMAT.CHMAGT | Similar to          | TACGRP.MOBSU.CBRN.REEVNT.CML    | TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>CHEMICAL, BIOLOGICAL, RADIOLOGICAL, AND NUCLEAR<br>RELEASE EVENTS<br>CHEMICAL |
| B.1.23 / Corrosive Material          | EMS.INCDNT.HAZMAT.CORMTL | New Symbol          |                                 |  |
| B.1.24 / Hazardous When Wet          | EMS.INCDNT.HAZMAT.WHWET  | New Symbol          |                                 |  |
| B.1.25 / Explosive                   | EMS.INCDNT.HAZMAT.EXPLV  | New Symbol          |                                 |  |
| B.1.26 / Flammable Gas               | EMS.INCDNT.HAZMAT.FLGAS  | New Symbol          |                                 |  |
| B.1.27 / Flammable Liquid            | EMS.INCDNT.HAZMAT.FLLIQ  | New Symbol          |                                 |  |
| B.1.28 / Flammable Solid             | EMS.INCDNT.HAZMAT.FLSDL  | New Symbol          |                                 |  |
| B.1.29 / Non-Flammable Gas           | EMS.INCDNT.HAZMAT.NFLGAS | New Symbol          |                                 |  |
| B.1.30 / Organic Peroxide            | EMS.INCDNT.HAZMAT.ORGPER | New Symbol          |                                 |  |
| B.1.31 / Oxidizer                    | EMS.INCDNT.HAZMAT.OXIDZR | New Symbol          |                                 |  |
| B.1.32 / Radioactive Material        | EMS.INCDNT.HAZMAT.RADMTL | Similar to          | TACGRP.MOBSU.CBRN.RADA          | TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>CHEMICAL, BIOLOGICAL, RADIOLOGICAL, AND NUCLEAR<br>RADIOACTIVE AREA           |
| B.1.33 / Spontaneously Combustible   | EMS.INCDNT.HAZMAT.SPCMB  | New Symbol          |                                 |  |
| B.1.34 / Toxic Gas                   | EMS.INCDNT.HAZMAT.TXGAS  | New Symbol          |                                 |  |

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**TABLE G-VIII. Cross-reference between ANSI 415:2006 and MIL-STD-2525 symbols - Continued.**

| <b>ANSI ID/NAME</b>           | <b>2525 EMS SYMBOL</b>   | <b>RELATIONSHIP</b> | <b>2525 SYMBOL (SHORT NAME)</b> | <b>2525 SYMBOL (LONG NAME)</b>   |
|-------------------------------|--------------------------|---------------------|---------------------------------|--|
| B.1.35 / Toxic and Infectious | EMS.INCDNT.HAZMAT.TXINF  | New Symbol          |                                 |  |
| B.1.36 / Unexploded Ordnance  | EMS.INCDNT.HAZMAT.UNXORD | Similar to          | TACGRP.MOBSU.OBST.UXO           | TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>OBSTACLES<br>UNEXPLDED ORDINANCE AREA (UXO) |
| B.1.37 / Air Incident         | EMS.INCDNT.AIR           | Similar to          | STBOPS.OPN.HJKG.APL             | STABILITY OPERATIONS (SO)<br>OPERATIONS<br>HIJACKING<br>HIJACKING (AIRPLANE)               |
| B.1.38 / Air Accident         | EMS.INCDNT.AIR.ACDNT     | Similar to          | STBOPS.OPN.HJKG.APL             | STABILITY OPERATIONS (SO)<br>OPERATIONS<br>HIJACKING<br>HIJACKING (AIRPLANE)               |
| B.1.39 / Air Hijacking        | EMS.INCDNT.AIR.HJKG      | Identical to        | STBOPS.OPN.HJKG.APL             | STABILITY OPERATIONS (SO)<br>OPERATIONS<br>HIJACKING<br>HIJACKING (AIRPLANE)               |
| B.1.40 / Marine Incident      | EMS.INCDNT.MRN           | Similar to          | STBOPS.OPN.HJKG.BOAT            | STABILITY OPERATIONS (SO)<br>OPERATIONS<br>HIJACKING<br>HIJACKING (BOAT)                   |
| B.1.41 / Marine Accident      | EMS.INCDNT.MRN.ACDNT     | Similar to          | STBOPS.OPN.HJKG.BOAT            | STABILITY OPERATIONS (SO)<br>OPERATIONS<br>HIJACKING<br>HIJACKING (BOAT)                   |
| B.1.42 / Marine Hijacking     | EMS.INCDNT.MRN.HJKG      | Identical to        | STBOPS.OPN.HJKG.BOAT            | STABILITY OPERATIONS (SO)<br>OPERATIONS<br>HIJACKING<br>HIJACKING (BOAT)                   |
| B.1.43 / Rail Incident        | EMS.INCDNT.RAIL          | Similar to          | WAR.GRDTRK.EQT.GRDVEH.TRNL CO   | WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>TRAIN LOCOMOTIVE     |
| B.1.44 / Rail Accident        | EMS.INCDNT.RAIL.ACDNT    | Similar to          | WAR.GRDTRK.EQT.GRDVEH.TRNL CO   | WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>TRAIN LOCOMOTIVE     |
| B.1.45 / Rail Hijacking       | EMS.INCDNT.RAIL.HJCK     | Similar to          | WAR.GRDTRK.EQT.GRDVEH.TRNL CO   | WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>TRAIN LOCOMOTIVE     |

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**TABLE G-VIII. Cross-reference between ANSI 415:2006 and MIL-STD-2525 symbols - Continued.**

| <b>ANSI ID/NAME</b>          | <b>2525 EMS SYMBOL</b>  | <b>RELATIONSHIP</b> | <b>2525 SYMBOL (SHORT NAME)</b> | <b>2525 SYMBOL (LONG NAME)</b>   |
|------------------------------|-------------------------|---------------------|---------------------------------|--|
| B.1.46 / Vehicle Incident    | EMS.INCDNT.VEH          | Similar to          | STBOPS.OPN.HJKG.VEH             | STABILITY OPERATIONS (SO)<br>OPERATIONS<br>HIJACKING<br>HIJACKING (VEHICLE)        |
| B.1.47 / Vehicle Accident    | EMS.INCDNT.VEH.ACDNT    | Similar to          | STBOPS.OPN.HJKG.VEH             | STABILITY OPERATIONS (SO)<br>OPERATIONS<br>HIJACKING<br>HIJACKING (VEHICLE)        |
| B.1.48 / Vehicle Hijacking   | EMS.INCDNT.VEH.HJKG     | Identical to        | STBOPS.OPN.HJKG.VEH             | STABILITY OPERATIONS (SO)<br>OPERATIONS<br>HIJACKING<br>HIJACKING (VEHICLE)        |
| B.2.1 / Geologic             | EMS.NATEVT.GEO          | N/A                 |                                 |  |
| B.2.2 / Aftershock           | EMS.NATEVT.GEO.AFTSHK   | New Symbol          |                                 |  |
| B.2.3 / Avalanche            | EMS.NATEVT.GEO.AVL      | New Symbol          |                                 |  |
| B.2.4 / Earthquake Epicenter | EMS.NATEVT.GEO.EQKEPI   | New Symbol          |                                 |  |
| B.2.5 / Landslide            | EMS.NATEVT.GEO.LNDSLD   | New Symbol          |                                 |  |
| B.2.6 / Subsidence           | EMS.NATEVT.GEO.SBSDNC   | New Symbol          |                                 |  |
| B.2.7 / Volcanic Eruption    | EMS.NATEVT.GEO.VOLERN   | Identical to        | METOC.AMPHC.WTH.VOLERN          | METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>VOLCANIC ERUPTION                       |
| B.2.8 / Volcanic Threat      | EMS.NATEVT.GEO.VLCTHT   | Similar to          | METOC.AMPHC.WTH.VOLERN          | METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>VOLCANIC ERUPTION                       |
| B.2.9 / Hydro-Meteorological | EMS.NATEVT.HYDMET       | N/A                 |                                 |  |
| B.2.10 / Drizzle             | EMS.NATEVT.HYDMET.DZ    | Identical to        | METOC.AMPHC.WTH.DZ.INMLIT       | METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>DRIZZLE<br>DRIZZLE - INTERMITTENT LIGHT |
| B.2.11 / Drought             | EMS.NATEVT.HYDMET.DRGHT | New Symbol          |                                 |  |
| B.2.12 / Flood               | EMS.NATEVT.HYDMET.FLD   | New Symbol          |                                 |  |
| B.2.13 / Fog                 | EMS.NATEVT.HYDMET.FG    | Identical to        | METOC.AMPHC.WTH.FG.SKYOBD       | METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>FOG<br>FOG - SKY OBSCURED               |

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**APPENDIX G**

**TABLE G-VIII. Cross-reference between ANSI 415:2006 and MIL-STD-2525 symbols - Continued.**

| <b>ANSI ID/NAME</b> | <b>2525 EMS SYMBOL</b> | <b>RELATIONSHIP</b> | <b>2525 SYMBOL (SHORT NAME)</b>      | <b>2525 SYMBOL (LONG NAME)</b>  |
|---------------------|------------------------|---------------------|--------------------------------------|---|
| B.2.14 / Hail       | EMS.NATEVT.HYDMET.HL   | Generic type of     | METOC.AMPHC.WTH.HL.LIT               | METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>HAIL<br>HAIL - LIGHT NOT ASSOCIATED WITH THUNDER                   |
| B.2.14 / Hail       | EMS.NATEVT.HYDMET.HL   | Generic type of     | METOC.AMPHC.WTH.HL.MODHVV            | METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>HAIL<br>HAIL - MODERATE/HEAVY NOT ASSOCIATED WITH THUNDER          |
| B.2.15 / Inversion  | EMS.NATEVT.HYDMET.INV  | New Symbol          |                                      |   |
| B.2.16 / Rain       | EMS.NATEVT.HYDMET.RA   | Generic type of     | METOC.AMPHC.WTH.RA.INMLIT            | METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>RAIN<br>RAIN - INTERMITTENT LIGHT                                  |
| B.2.16 / Rain       | EMS.NATEVT.HYDMET.RA   | Generic type of     | METOC.AMPHC.WTH.RA.INMLIT.C<br>TSLIT | METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>RAIN<br>RAIN - INTERMITTENT LIGHT<br>RAIN - CONTINUOUS LIGHT       |
| B.2.16 / Rain       | EMS.NATEVT.HYDMET.RA   | Generic type of     | METOC.AMPHC.WTH.RA.INMMOD            | METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>RAIN<br>RAIN - INTERMITTENT MODERATE                               |
| B.2.16 / Rain       | EMS.NATEVT.HYDMET.RA   | Generic type of     | METOC.AMPHC.WTH.RA.INMMOD.<br>CTSMOD | METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>RAIN<br>RAIN - INTERMITTENT MODERATE<br>RAIN - CONTINUOUS MODERATE |
| B.2.16 / Rain       | EMS.NATEVT.HYDMET.RA   | Generic type of     | METOC.AMPHC.WTH.RA.INMHVV            | METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>RAIN<br>RAIN - INTERMITTENT HEAVY                                  |
| B.2.16 / Rain       | EMS.NATEVT.HYDMET.RA   | Generic type of     | METOC.AMPHC.WTH.RA.INMHVV.<br>CTSHVV | METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>RAIN<br>RAIN - INTERMITTENT HEAVY<br>RAIN - CONTINUOUS HEAVY       |

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**APPENDIX G**

**TABLE G-VIII. Cross-reference between ANSI 415:2006 and MIL-STD-2525 symbols - Continued.**

| <b>ANSI ID/NAME</b>      | <b>2525 EMS SYMBOL</b>  | <b>RELATIONSHIP</b> | <b>2525 SYMBOL (SHORT NAME)</b>  | <b>2525 SYMBOL (LONG NAME)</b>  |
|--------------------------|-------------------------|---------------------|----------------------------------|---|
| B.2.17 / Sand Dust Storm | EMS.NATEVT.HYDMET.DT/SD | Identical to        | METOC.AMPHC.WTH.DT/SD.LITMD      | METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>DUST OR SAND<br>DUST/SAND STORM - LIGHT TO MODERATE                |
| B.2.18 / Snow            | EMS.NATEVT.HYDMET.SN    | Generic type of     | METOC.AMPHC.WTH.SN.INMLIT        | METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>SNOW<br>SNOW - INTERMITTENT LIGHT                                  |
| B.2.18 / Snow            | EMS.NATEVT.HYDMET.SN    | Generic type of     | METOC.AMPHC.WTH.SN.INMLIT.CTSLIT | METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>SNOW<br>SNOW - INTERMITTENT LIGHT<br>SNOW - CONTINUOUS LIGHT       |
| B.2.18 / Snow            | EMS.NATEVT.HYDMET.SN    | Generic type of     | METOC.AMPHC.WTH.SN.INMMOD        | METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>SNOW<br>SNOW - INTERMITTENT MODERATE                               |
| B.2.18 / Snow            | EMS.NATEVT.HYDMET.SN    | Generic type of     | METOC.AMPHC.WTH.SN.INMMOD.CTSMOD | METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>SNOW<br>SNOW - INTERMITTENT MODERATE<br>SNOW - CONTINUOUS MODERATE |
| B.2.18 / Snow            | EMS.NATEVT.HYDMET.SN    | Generic type of     | METOC.AMPHC.WTH.SN.INMHVY        | METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>SNOW<br>SNOW - INTERMITTENT HEAVY                                  |
| B.2.18 / Snow            | EMS.NATEVT.HYDMET.SN    | Generic type of     | METOC.AMPHC.WTH.SN.INMHVY.CTSHVY | METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>SNOW<br>SNOW - INTERMITTENT HEAVY<br>SNOW - CONTINUOUS HEAVY       |
| B.2.19 / Thunder Storm   | EMS.NATEVT.HYDMET.TSTRM | Generic type of     | METOC.AMPHC.WTH.STMS.TSLMW       | METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>STORMS<br>THUNDERSTORM LIGHT TO MODERATE - WITH HAIL               |

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**APPENDIX G**

**TABLE G-VIII. Cross-reference between ANSI 415:2006 and MIL-STD-2525 symbols - Continued.**

| <b>ANSI ID/NAME</b>                 | <b>2525 EMS SYMBOL</b>   | <b>RELATIONSHIP</b> | <b>2525 SYMBOL (SHORT NAME)</b>   | <b>2525 SYMBOL (LONG NAME)</b>   |
|-------------------------------------|--------------------------|---------------------|-----------------------------------|--|
| B.2.19 / Thunder Storm              | EMS.NATEVT.HYDMET.TSTRM  | Generic type of     | METOC.AMPHC.WTH.STMS.TS           | METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>STORMS<br>THUNDERSTORM - NO PRECIPITATION                         |
| B.2.19 / Thunder Storm              | EMS.NATEVT.HYDMET.TSTRM  | Generic type of     | METOC.AMPHC.WTH.STMS.TSLMN<br>H   | METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>STORMS<br>THUNDERSTORM LIGHT TO MODERATE WITH RAIN/SNOW - NO HAIL |
| B.2.19 / Thunder Storm              | EMS.NATEVT.HYDMET.TSTRM  | Generic type of     | METOC.AMPHC.WTH.STMS.TSHVN<br>H   | METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>STORMS<br>THUNDERSTORM HEAVY WITH RAIN/SNOW - NO HAIL             |
| B.2.19 / Thunder Storm              | EMS.NATEVT.HYDMET.TSTRM  | Generic type of     | METOC.AMPHC.WTH.STMS.TSHVW<br>H   | METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>STORMS<br>THUNDERSTORM HEAVY - WITH HAIL                          |
| B.2.20 / Tornado                    | EMS.NATEVT.HYDMET.TNDO   | Identical to        | METOC.AMPHC.WTH.STMS.FC           | METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>STORMS<br>FUNNEL CLOUD (TORNADO/WATERSPOUT)                       |
| B.2.21 / Tropical Cyclone           | EMS.NATEVT.HYDMET.TRPCYC | Identical to        | METOC.AMPHC.WTH.TPLSYS.TROP<br>SM | METOC<br>ATMOSPHERIC<br>WEATHER SYMBOLS<br>TROPICAL STORM SYSTEMS<br>TROPICAL STORM                          |
| B.2.22 / Tsunami                    | EMS.NATEVT.HYDMET.TSNMI  | New Symbol          |                                   |  |
| B.2.23 / Infestation                | EMS.NATEVT.INFST         | N/A                 |                                   |  |
| B.2.24 / Bird Infestation           | EMS.NATEVT.INFST.BIRD    | New Symbol          |                                   |  |
| B.2.25 / Insect Infestation         | EMS.NATEVT.INFST.INSCT   | New Symbol          |                                   |  |
| B.2.26 / Microbial Infestation      | EMS.NATEVT.INFST.MICROB  | New Symbol          |                                   |  |
| B.2.27 / Reptile Infestation        | EMS.NATEVT.INFST.REPT    | New Symbol          |                                   |  |
| B.2.28 / Rodent Infestation         | EMS.NATEVT.INFST.RDNT    | New Symbol          |                                   |  |
| B.3.1 / Emergency Medical Operation | EMS.OPN.EMMED            | New Symbol          |                                   |  |

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**TABLE G-VIII. Cross-reference between ANSI 415:2006 and MIL-STD-2525 symbols - Continued.**

| ANSI ID/NAME                                       | 2525 EMS SYMBOL      | RELATIONSHIP        | 2525 SYMBOL (SHORT NAME)                | 2525 SYMBOL (LONG NAME)  |
|--|----------------------|---------------------|---|--|
| B.3.1.1 / Emergency Medical Operation Unit         | EMS.OPN.EMMED.UNIT   | Civilian Equivalent | WAR.GRDTRK.UNT.CSS.MED                  | WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>MEDICAL                   |
| B.3.1.2 / Emergency Medical Operation Equipment    | EMS.OPN.EMMED.EQPT   | New Symbol          |   |  |
| B.3.1.3 / Emergency Medical Operation Installation | EMS.OPN.EMMED.INS    | New Symbol          |   |  |
| B.3.2 / EMT Station Location                       | EMS.OPN.EMMED.EMTLOC | New Symbol          |   |  |
| B.3.3 / Ambulance                                  | EMS.OPN.EMMED.AMBLNC | Civilian Equivalent | WAR.GRDTRK.EQT.GRDVEH.UTYV<br>EH.AMBLNC | WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>GROUND VEHICLE<br>UTILITY VEHICLE<br>AMBULANCE |
| B.3.4 / Medical Evacuation Helicopter              | EMS.OPN.EMMED.MEH    | Civilian Equivalent | WAR.AIRTRK.MIL.ROT.MEDV                 | WARFIGHTING SYMBOLS<br>AIR TRACK<br>MILITARY<br>ROTARY WING<br>MEDEVAC                             |
| B.3.4 / Medical Evacuation Helicopter              | EMS.OPN.EMMED.MEH    | Sub-type of         | WAR.AIRTRK.CVL.ROT                      | WARFIGHTING SYMBOLS<br>AIR TRACK<br>CIVIL<br>ROTARY WING   |
| B.3.5 / Health Department Facility                 | EMS.OPN.EMMED.HDF    | Similar to          | WAR.GRDTRK.INS.MEDF                     | WARFIGHTING SYMBOLS<br>GROUND TRACK<br>INSTALLATION<br>MEDICAL FACILITY                            |
| B.3.6 / Hospital                                   | EMS.OPN.EMMED.HSP    | Identical to        | WAR.GRDTRK.INS.MEDF.HSP                 | WARFIGHTING SYMBOLS<br>GROUND TRACK<br>INSTALLATION<br>MEDICAL FACILITY<br>HOSPITAL                |
| B.3.7 / Hospital Ship                              | EMS.OPN.EMMED.HSPSHP | Identical to        | WAR.SSUF.NCBTT.HSPSHP                   | WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>NONCOMBATANT<br>HOSPITAL SHIP                          |
| B.3.8 / Medical Facilities Out Patient             | EMS.OPN.EMMED.MFOP   | New Symbol          |   |  |

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**APPENDIX G**

**TABLE G-VIII. Cross-reference between ANSI 415:2006 and MIL-STD-2525 symbols - Continued.**

| <b>ANSI ID/NAME</b>                            | <b>2525 EMS SYMBOL</b> | <b>RELATIONSHIP</b>                          | <b>2525 SYMBOL (SHORT NAME)</b> | <b>2525 SYMBOL (LONG NAME)</b>  |
|--|------------------------|--|---------------------------------|---|
| B.3.9 / Morgue                                 | EMS.OPN.EMMED.MRG      | Similar to                                   | WAR.GRDTRK.UNT.CSS.ADMIN.MTRY   | WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>ADMINISTRATIVE (ADMIN)<br>MORTUARY/GRAVES REGISTRY |
| B.3.10 / Pharmacy                              | EMS.OPN.EMMED.RX       | New Symbol                                   |                                 |   |
| B.3.11 / Triage                                | EMS.OPN.EMMED.TRIAGE   | Similar to                                   | TACGRP.CSS.PNT.CCP              | TACTICAL GRAPHICS<br>COMBAT SERVICE SUPPORT<br>POINTS<br>CASUALTY COLLECTION POINT  |
| B.3.12 / Emergency Operation                   | EMS.OPN.EMOPN          | Default to B.3.12.1 Emergency Operation Unit | EMS.OPN.EMOPN.UNT               | EMSym<br>Operations<br>Emergency Operation<br>Emergency Operation Unit  |
| B.3.12.1 / Emergency Operation Unit            | EMS.OPN.EMOPN.UNT      | New Symbol                                   |                                 |   |
| B.3.12.2 / Emergency Operation Equipment       | EMS.OPN.EMOPN.EQPT     | New Symbol                                   |                                 |   |
| B.3.12.3 / Emergency Operation Installation    | EMS.OPN.EMOPN.INS      | New Symbol                                   |                                 |   |
| B.3.13 / Emergency Collection Evacuation Point | EMS.OPN.EMOPN.ECEP     | Similar to                                   | TACGRP.CSS.PNT.CVP              | TACTICAL GRAPHICS<br>COMBAT SERVICE SUPPORT<br>POINTS<br>CIVILIAN COLLECTION POINT  |
| B.3.14 / Emergency Incident Command Center     | EMS.OPN.EMOPN.EICC     | New Symbol                                   |                                 |   |
| B.3.15 / Emergency Operations Center           | EMS.OPN.EMOPN.EOC      | New Symbol                                   |                                 |   |
| B.3.16 / Emergency Public Information Center   | EMS.OPN.EMOPN.EPIC     | New Symbol                                   |                                 |   |
| B.3.17 / Emergency Shelter                     | EMS.OPN.EMOPN.EMSHLT   | New Symbol                                   |                                 |   |
| B.3.18 / Emergency Staging Area                | EMS.OPN.EMOPN.ESA      | New Symbol                                   |                                 |   |
| B.3.19 / Emergency Team                        | EMS.OPN.EMOPN.EMTM     | New Symbol                                   |                                 |   |
| B.3.20 / Emergency Water Distribution Center   | EMS.OPN.EMOPN.EWDC     | Similar to                                   | WAR.GRDTRK.UNT.CSS.SLP.H2O      | WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>SUPPLY<br>WATER                                    |
| B.3.21 / Emergency Food Distribution Center    | EMS.OPN.EMOPN.FDDIST   | Similar to                                   | STBOPS.OPN.FDDIST               | STABILITY OPERATIONS (SO)<br>OPERATIONS<br>FOOD DISTRIBUTION  |

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**APPENDIX G**

**TABLE G-VIII. Cross-reference between ANSI 415:2006 and MIL-STD-2525 symbols - Continued.**

| <b>ANSI ID/NAME</b>                               | <b>2525 EMS SYMBOL</b>      | <b>RELATIONSHIP</b> | <b>2525 SYMBOL (SHORT NAME)</b> | <b>2525 SYMBOL (LONG NAME)</b> |
|---|-----------------------------|---------------------|---------------------------------|--------------------------------|
| B.3.22 / Fire Fighting Operation                  | EMS.OPN.FIRFT               | New Symbol          |                                 |                                |
| B.3.22.1 / Fire Fighting Operation Unit           | EMS.OPN.FIRFT.FIRFTU        | New Symbol          |                                 |                                |
| B.3.22.2 / Fire Fighting Operation Equipment      | EMS.OPN.FIRFT.FIRFTE        | New Symbol          |                                 |                                |
| B.3.23 / Fire Hydrant                             | EMS.OPN.FIRFT.FIRHYD        | New Symbol          |                                 |                                |
| B.3.24 / Other Water Supply Location              | EMS.OPN.FIRFT.OTHH2O        | New Symbol          |                                 |                                |
| B.3.25 / Fire Station                             | EMS.OPN.FIRFT.FIRSTN        | New Symbol          |                                 |                                |
| B.3.26 / Law Enforcement Operation                | EMS.OPN.LAWENF              | New Symbol          |                                 |                                |
| B.3.26.1 / Law Enforcement Operation Unit         | EMS.OPN.LAWENF.LAWENU       | New Symbol          |                                 |                                |
| B.3.26.2 / Law Enforcement Operation Equipment    | EMS.OPN.LAWENF.LAWENE       | New Symbol          |                                 |                                |
| B.3.26.3 / Law Enforcement Operation Installation | EMS.OPN.LAWENF.LAWENI       | New Symbol          |                                 |                                |
| B.3.27 / ATF                                      | EMS.OPN.LAWENF.ATF          | New Symbol          |                                 |                                |
| B.3.27.1 / ATF Unit                               | EMS.OPN.LAWENF.ATF.ATFUNT   | New Symbol          |                                 |                                |
| B.3.27.2 / ATF Equipment                          | EMS.OPN.LAWENF.ATF.ATFEQP   | New Symbol          |                                 |                                |
| B.3.27.3 / ATF Installation                       | EMS.OPN.LAWENF.ATF.ATFINS   | New Symbol          |                                 |                                |
| B.3.28 / Border Patrol                            | EMS.OPN.LAWENF.BDRPT        | New Symbol          |                                 |                                |
| B.3.28.1 / Border Patrol Unit                     | EMS.OPN.LAWENF.BDRPT.BDRPTU | New Symbol          |                                 |                                |
| B.3.28.2 / Border Patrol Equipment                | EMS.OPN.LAWENF.BDRPT.BDRPTE | New Symbol          |                                 |                                |
| B.3.28.3 / Border Patrol Installation             | EMS.OPN.LAWENF.BDRPT.BDRPTI | New Symbol          |                                 |                                |
| B.3.29 / Customs Service                          | EMS.OPN.LAWENF.CSTM         | New Symbol          |                                 |                                |
| B.3.29.1 / Customs Service Unit                   | EMS.OPN.LAWENF.CSTM.CSTMUN  | New Symbol          |                                 |                                |
| B.3.29.2 / Customs Service Equipment              | EMS.OPN.LAWENF.CSTM.CSTMEQ  | New Symbol          |                                 |                                |
| B.3.29.3 / Customs Service Installation           | EMS.OPN.LAWENF.CSTM.CSTMIN  | New Symbol          |                                 |                                |
| B.3.30 / DEA                                      | EMS.OPN.LAWENF.DEA          | New Symbol          |                                 |                                |
| B.3.30.1 / DEA Unit                               | EMS.OPN.LAWENF.DEA.DEAUNT   | New Symbol          |                                 |                                |
| B.3.30.2 / DEA Equipment                          | EMS.OPN.LAWENF.DEA.DEAEQP   | New Symbol          |                                 |                                |
| B.3.30.3 / DEA Installation                       | EMS.OPN.LAWENF.DEA.DEAINS   | New Symbol          |                                 |                                |
| B.3.31 / DOJ                                      | EMS.OPN.LAWENF.DOJ          | New Symbol          |                                 |                                |

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**APPENDIX G**

**TABLE G-VIII. Cross-reference between ANSI 415:2006 and MIL-STD-2525 symbols - Continued.**

| <b>ANSI ID/NAME</b>                    | <b>2525 EMS SYMBOL</b>       | <b>RELATIONSHIP</b> | <b>2525 SYMBOL (SHORT NAME)</b> | <b>2525 SYMBOL (LONG NAME)</b>  |
|--|------------------------------|---------------------|---------------------------------|---|
| B.3.31.1 / DOJ Unit                    | EMS.OPN.LAWENF.DOJ.DOJUNT    | New Symbol          |                                 |   |
| B.3.31.2 / DOJ Equipment               | EMS.OPN.LAWENF.DOJ.DOJEQP    | New Symbol          |                                 |   |
| B.3.31.3 / DOJ Installation            | EMS.OPN.LAWENF.DOJ.DOJINS    | New Symbol          |                                 |   |
| B.3.32 / FBI                           | EMS.OPN.LAWENF.FBI           | New Symbol          |                                 |   |
| B.3.32.1 / FBI Unit                    | EMS.OPN.LAWENF.FBI.FBIUNT    | New Symbol          |                                 |   |
| B.3.32.2 / FBI Equipment               | EMS.OPN.LAWENF.FBI.FBIEQP    | New Symbol          |                                 |   |
| B.3.32.3 / FBI Installation            | EMS.OPN.LAWENF.FBI.FBIINS    | New Symbol          |                                 |   |
| B.3.33 / Police                        | EMS.OPN.LAWENF.POL           | New Symbol          |                                 |   |
| B.3.33.1 / Police Unit                 | EMS.OPN.LAWENF.POL.POLUNT    | Identical to        | WAR.GRDTRK.UNT.CS.LAWENU.CLE    | WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SUPPORT<br>LAW ENFORCEMENT UNIT<br>CIVILIAN LAW ENFORCEMENT |
| B.3.33.2 / Police Equipment            | EMS.OPN.LAWENF.POL.POLEQP    | New Symbol          |                                 |   |
| B.3.33.3 / Police Installation         | EMS.OPN.LAWENF.POL.POLINS    | New Symbol          |                                 |   |
| B.3.34 / Prison                        | EMS.OPN.LAWENF.PRSN          | Similar to          | TACGRP.CSS.ARA.DHA              | TACTICAL GRAPHICS<br>COMBAT SERVICE SUPPORT<br>AREA<br>DETAINEE HOLDING AREA                                      |
| B.3.34 / Prison                        | EMS.OPN.LAWENF.PRSN          | Similar to          | TACGRP.CSS.ARA.EPW              | TACTICAL GRAPHICS<br>COMBAT SERVICE SUPPORT<br>AREA<br>ENEMY PRISONER OF WAR (EPW) HOLDING AREA                   |
| B.3.35 / Secret Service                | EMS.OPN.LAWENF.SECSR         | New Symbol          |                                 |   |
| B.3.35.1 / Secret Service Unit         | EMS.OPN.LAWENF.SECSR.SECSTRU | New Symbol          |                                 |   |
| B.3.35.2 / Secret Service Equipment    | EMS.OPN.LAWENF.SECSR.SECSRE  | New Symbol          |                                 |   |
| B.3.35.3 / Secret Service Installation | EMS.OPN.LAWENF.SECSR.SECSSI  | New Symbol          |                                 |   |
| B.3.36 / TSA                           | EMS.OPN.LAWENF.TSA           | New Symbol          |                                 |   |
| B.3.36.1 / TSA Unit                    | EMS.OPN.LAWENF.TSA.TSAUNT    | New Symbol          |                                 |   |
| B.3.36.2 / TSA Equipment               | EMS.OPN.LAWENF.TSA.TSAEQP    | New Symbol          |                                 |   |
| B.3.36.3 / TSA Installation            | EMS.OPN.LAWENF.TSA.TSAINS    | New Symbol          |                                 |   |
| B.3.37 / Coast Guard                   | EMS.OPN.LAWENF.CSTGD         | New Symbol          |                                 |   |
| B.3.37.1 / Coast Guard Unit            | EMS.OPN.LAWENF.CSTGD.CSTGDU  | New Symbol          |                                 |   |
| B.3.37.2 / Coast Guard Equipment       | EMS.OPN.LAWENF.CSTGD.CSTGDE  | Identical to        | WAR.SSUF.NMIL.LAWENV            | WARFIGHTING SYMBOLS<br>SEA SURFACE TRACK<br>NON-MILITARY<br>LAW ENFORCEMENT VESSEL                                |

**MIL-STD-2525C**  
**APPENDIX G**

**TABLE G-VIII. Cross-reference between ANSI 415:2006 and MIL-STD-2525 symbols - Continued.**

| <b>ANSI ID/NAME</b>                         | <b>2525 EMS SYMBOL</b>            | <b>RELATIONSHIP</b> | <b>2525 SYMBOL (SHORT NAME)</b> | <b>2525 SYMBOL (LONG NAME)</b>                               |
|---|-----------------------------------|---------------------|---------------------------------|--|
| B.3.37.3 / Coast Guard Installation         | EMS.OPN.LAWENF.CSTGD.CSTGDI       | New Symbol          |                                 |  |
| B.3.38 / US Marshals Service                | EMS.OPN.LAWENF.USMAR              | New Symbol          |                                 |  |
| B.3.38.1 / US Marshals Service Unit         | EMS.OPN.LAWENF.USMAR.USMAR.U      | New Symbol          |                                 |  |
| B.3.38.2 / US Marshals Service Equipment    | EMS.OPN.LAWENF.USMAR.USMAR.USMARE | New Symbol          |                                 |  |
| B.3.38.3 / US Marshals Service Installation | EMS.OPN.LAWENF.USMAR.USMAR.USMARI | New Symbol          |                                 |  |
| B.3.39 / Sensor                             | EMS.OPN.SNS                       | Identical to        | WAR.GRDTRK.EQT.SNS              | WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>SENSOR   |
| B.3.40 / Biological Sensor                  | EMS.OPN.SNS.BIO                   | Sub-type of         | WAR.GRDTRK.EQT.SNS              | WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>SENSOR   |
| B.3.41 / Chemical Sensor                    | EMS.OPN.SNS.CML                   | Sub-type of         | WAR.GRDTRK.EQT.SNS              | WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>SENSOR   |
| B.3.42 / Intrusion Sensor                   | EMS.OPN.SNS.INT                   | Sub-type of         | WAR.GRDTRK.EQT.SNS              | WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>SENSOR   |
| B.3.43 / Nuclear Sensor                     | EMS.OPN.SNS.NUC                   | Sub-type of         | WAR.GRDTRK.EQT.SNS              | WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>SENSOR   |
| B.3.44 / Radiological Sensor                | EMS.OPN.SNS.RAD                   | Sub-type of         | WAR.GRDTRK.EQT.SNS              | WARFIGHTING SYMBOLS<br>GROUND TRACK<br>EQUIPMENT<br>SENSOR   |
| B.4.1 / Agriculture and Food Infrastructure | EMS.INFSTR.AGFD                   | New Symbol          |                                 |  |
| B.4.2 / Agricultural Laboratory             | EMS.INFSTR.AGFD.AGLAB             | New Symbol          |                                 |  |
| B.4.3 / Animal Feedlot                      | EMS.INFSTR.AGFD.AFL               | New Symbol          |                                 |  |
| B.4.4 / Commercial Food Distribution Center | EMS.INFSTR.AGFD.CFDC              | Similar to          | STBOPS.OPN.FDDIST               | STABILITY OPERATIONS (SO)<br>OPERATIONS<br>FOOD DISTRIBUTION |
| B.4.5 / Farm/Ranch                          | EMS.INFSTR.AGFD.FRMRNC            | New Symbol          |                                 |  |

**MIL-STD-2525C**  
**APPENDIX G**

**TABLE G-VIII. Cross-reference between ANSI 415:2006 and MIL-STD-2525 symbols - Continued.**

| <b>ANSI ID/NAME</b>                                  | <b>2525 EMS SYMBOL</b> | <b>RELATIONSHIP</b> | <b>2525 SYMBOL (SHORT NAME)</b> | <b>2525 SYMBOL (LONG NAME)</b>   |
|--|------------------------|---------------------|---------------------------------|--|
| B.4.6 / Food Production Center                       | EMS.INFSTR.AGFD.FPC    | New Symbol          |                                 |  |
| B.4.7 / Food Retail                                  | EMS.INFSTR.AGFD.FDRTL  | New Symbol          |                                 |  |
| B.4.8 / Grain Storage                                | EMS.INFSTR.AGFD.GRSTR  | New Symbol          |                                 |  |
| B.4.9 / Banking Finance and Insurance Infrastructure | EMS.INFSTR.BFI         | New Symbol          |                                 |  |
| B.4.10 / ATM   | EMS.INFSTR.BFI.ATM     | New Symbol          |                                 |  |
| B.4.11 / Bank  | EMS.INFSTR.BFI.BANK    | New Symbol          |                                 |  |
| B.4.12 / Bullion Storage                             | EMS.INFSTR.BFI.BLSTR   | New Symbol          |                                 |  |
| B.4.13 / Federal Reserve Bank                        | EMS.INFSTR.BFI.FRBR    | New Symbol          |                                 |  |
| B.4.14 / Financial Exchange                          | EMS.INFSTR.BFI.FINEX   | New Symbol          |                                 |  |
| B.4.15 / Financial Services Other                    | EMS.INFSTR.BFI.FSO     | New Symbol          |                                 |  |
| B.4.16 / Commercial Infrastructure                   | EMS.INFSTR.CMCL        | New Symbol          |                                 |  |
| B.4.17 / Chemical Plant                              | EMS.INFSTR.CMCL.CMLPLN | Similar to          | WAR.GRDTRK.INS.RMP.CBRN.CML     | WARFIGHTING SYMBOLS<br>GROUND TRACK<br>INSTALLATION<br>RAW MATERIAL PRODUCTION/STORAGE<br>CBRN<br>CHEMICAL |
| B.4.18 / Firearms Manufacturer                       | EMS.INFSTR.CMCL.FIRMAN | Sub-type of         | WAR.GRDTRK.INS.MMF.AMTP         | WARFIGHTING SYMBOLS<br>GROUND TRACK<br>INSTALLATION<br>MILITARY MATERIEL FACILITY<br>ARMAMENT PRODUCTION   |
| B.4.19 / Firearms Retailers                          | EMS.INFSTR.CMCL.FIRRET | New Symbol          |                                 |  |
| B.4.20 / Hazardous Material Production               | EMS.INFSTR.CMCL.HZMTPR | New Symbol          |                                 |  |
| B.4.21 / Hazardous Material Storage                  | EMS.INFSTR.CMCL.HZMTST | Similar to          | WAR.GRDTRK.INS.RMP.CBRN         | WARFIGHTING SYMBOLS<br>GROUND TRACK<br>INSTALLATION<br>RAW MATERIAL PRODUCTION/STORAGE<br>CBRN             |
| B.4.22 / Industrial Site                             | EMS.INFSTR.CMCL.INDSTE | New Symbol          |                                 |  |
| B.4.23 / Landfill                                    | EMS.INFSTR.CMCL.LNDFL  | New Symbol          |                                 |  |
| B.4.24 / Pharmaceutical Manufacturer                 | EMS.INFSTR.CMCL.RXMGF  | New Symbol          |                                 |  |
| B.4.25 / Contaminated Hazardous Waste Site           | EMS.INFSTR.CMCL.CHWS   | New Symbol          |                                 |  |
| B.4.26 / Toxic Release Inventory                     | EMS.INFSTR.CMCL.TXRLIN | New Symbol          |                                 |  |

**MIL-STD-2525C**  
**APPENDIX G**

**TABLE G-VIII. Cross-reference between ANSI 415:2006 and MIL-STD-2525 symbols - Continued.**

| <b>ANSI ID/NAME</b>                            | <b>2525 EMS SYMBOL</b>   | <b>RELATIONSHIP</b> | <b>2525 SYMBOL (SHORT NAME)</b> | <b>2525 SYMBOL (LONG NAME)</b>   |
|--|--------------------------|---------------------|---------------------------------|--|
| B.4.27 / Educational Facilities Infrastructure | EMS.INFSTR.EDFAC         | New Symbol          |                                 |  |
| B.4.28 / College University                    | EMS.INFSTR.EDFAC.COLUNI  | New Symbol          |                                 |  |
| B.4.29 / School                                | EMS.INFSTR.EDFAC.SCHOOL  | New Symbol          |                                 |  |
| B.4.30 / Energy Facilities Infrastructure      | EMS.INFSTR.ENGFAC        | Identical to        | WAR.GRDTRK.INS.SRUF.EPF         | WARFIGHTING SYMBOLS<br>GROUND TRACK<br>INSTALLATION<br>SERVICE, RESEARCH, UTILITY FACILITY<br>ELECTRIC POWER FACILITY                  |
| B.4.31 / Generation Station                    | EMS.INFSTR.ENGFAC.GENSTA | Generic type of     | WAR.GRDTRK.INS.SRUF.EPF.NPT     | WARFIGHTING SYMBOLS<br>GROUND TRACK<br>INSTALLATION<br>SERVICE, RESEARCH, UTILITY FACILITY<br>ELECTRIC POWER FACILITY<br>NUCLEAR PLANT |
| B.4.31 / Generation Station                    | EMS.INFSTR.ENGFAC.GENSTA | Generic type of     | WAR.GRDTRK.INS.SRUF.EPF.DAM     | WARFIGHTING SYMBOLS<br>GROUND TRACK<br>INSTALLATION<br>SERVICE, RESEARCH, UTILITY FACILITY<br>ELECTRIC POWER FACILITY<br>DAM           |
| B.4.31 / Generation Station                    | EMS.INFSTR.ENGFAC.GENSTA | Generic type of     | WAR.GRDTRK.INS.SRUF.EPF.FOSF    | WARFIGHTING SYMBOLS<br>GROUND TRACK<br>INSTALLATION<br>SERVICE, RESEARCH, UTILITY FACILITY<br>ELECTRIC POWER FACILITY<br>FOSSIL FUEL   |
| B.4.32 / Natural Gas Facility                  | EMS.INFSTR.ENGFAC.NTLGAS | Sub-type of         | WAR.GRDTRK.INS.SRUF.EPF.FOSF    | WARFIGHTING SYMBOLS<br>GROUND TRACK<br>INSTALLATION<br>SERVICE, RESEARCH, UTILITY FACILITY<br>ELECTRIC POWER FACILITY<br>FOSSIL FUEL   |
| B.4.33 / Nuclear Facility                      | EMS.INFSTR.ENGFAC.NUCFAC | Identical to        | WAR.GRDTRK.INS.SRUF.EPF.NPT     | WARFIGHTING SYMBOLS<br>GROUND TRACK<br>INSTALLATION<br>SERVICE, RESEARCH, UTILITY FACILITY<br>ELECTRIC POWER FACILITY<br>NUCLEAR PLANT |
| B.4.34 / Petroleum Facility                    | EMS.INFSTR.ENGFAC.PETFAC | Identical to        | WAR.GRDTRK.INS.RMP.PGO          | WARFIGHTING SYMBOLS<br>GROUND TRACK<br>INSTALLATION<br>RAW MATERIAL<br>PRODUCTION/STORAGE<br>PETROLEUM/GAS/OIL                         |

**MIL-STD-2525C**  
**APPENDIX G**

**TABLE G-VIII. Cross-reference between ANSI 415:2006 and MIL-STD-2525 symbols - Continued.**

| <b>ANSI ID/NAME</b>                        | <b>2525 EMS SYMBOL</b>   | <b>RELATIONSHIP</b> | <b>2525 SYMBOL (SHORT NAME)</b> | <b>2525 SYMBOL (LONG NAME)</b>  |
|--|--------------------------|---------------------|---------------------------------|---|
| B.4.35 / Propane Facility                  | EMS.INFSTR.ENGFAC.PROPNE | Sub-type of         | WAR.GRDTRK.INS.RMP.PGO          | WARFIGHTING SYMBOLS<br>GROUND TRACK<br>INSTALLATION<br>RAW MATERIAL PRODUCTION/STORAGE<br>PETROLEUM/GAS/OIL               |
| B.4.36 / Government Site Infrastructure    | EMS.INFSTR.GVTSTE        | Similar to          | WAR.GRDTRK.INS.GOVLDR           | WARFIGHTING SYMBOLS<br>GROUND TRACK<br>INSTALLATION<br>GOVERNMENT LEADERSHIP  |
| B.4.37 / Military Infrastructure           | EMS.INFSTR.MIL           | New Symbol          |                                 |   |
| B.4.38 / Military Armory                   | EMS.INFSTR.MIL.ARMORY    | New Symbol          |                                 |   |
| B.4.39 / Military Base                     | EMS.INFSTR.MIL.MILBF     | Identical to        | WAR.GRDTRK.INS.MILBF            | WARFIGHTING SYMBOLS<br>GROUND TRACK<br>INSTALLATION<br>MILITARY BASE/FACILITY   |
| B.4.40 / Postal Service Infrastructure     | EMS.INFSTR.PSTSrv        | Similar to          | WAR.GRDTRK.UNT.CSS.ADM.PST      | WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>ADMINISTRATIVE (ADMIN)<br>POSTAL   |
| B.4.41 / Postal Distribution Center        | EMS.INFSTR.PSTSrv.PDC    | New Symbol          |                                 |   |
| B.4.42 / Post Office                       | EMS.INFSTR.PSTSrv.PO     | New Symbol          |                                 |   |
| B.4.43 / Public Venues Infrastructure      | EMS.INFSTR.PUBVEN        | New Symbol          |                                 |   |
| B.4.44 / Enclosed Facility                 | EMS.INFSTR.PUBVEN.ENCFAC | New Symbol          |                                 |   |
| B.4.45 / Open Facility                     | EMS.INFSTR.PUBVEN.OPNFAC | New Symbol          |                                 |   |
| B.4.46 / Recreational Area                 | EMS.INFSTR.PUBVEN.RECARE | New Symbol          |                                 |   |
| B.4.47 / Religious Institution             | EMS.INFSTR.PUBVEN.RELIG  | New Symbol          |                                 |   |
| B.4.48 / Special Needs Infrastructure      | EMS.INFSTR.SPCNDS        | New Symbol          |                                 |   |
| B.4.49 / Adult Day Care                    | EMS.INFSTR.SPCNDS.ADLTDC | New Symbol          |                                 |   |
| B.4.50 / Child Day Care                    | EMS.INFSTR.SPCNDS.CHLDCC | New Symbol          |                                 |   |
| B.4.51 / Elder Care                        | EMS.INFSTR.SPCNDS.ELDERC | New Symbol          |                                 |   |
| B.4.52 / Telecommunications Infrastructure | EMS.INFSTR.TELCOM        | New Symbol          |                                 |   |
| B.4.53 / Telecommunications Facility       | EMS.INFSTR.TELCOM.TCF    | Identical to        | WAR.GRDTRK.INS.SRUF.TCF         | WARFIGHTING SYMBOLS<br>GROUND TRACK<br>INSTALLATION<br>SERVICE, RESEARCH, UTILITY FACILITY<br>TELECOMMUNICATIONS FACILITY |

**MIL-STD-2525C**  
**APPENDIX G**

**TABLE G-VIII. Cross-reference between ANSI 415:2006 and MIL-STD-2525 symbols - Continued.**

| <b>ANSI ID/NAME</b>                    | <b>2525 EMS SYMBOL</b>  | <b>RELATIONSHIP</b> | <b>2525 SYMBOL (SHORT NAME)</b> | <b>2525 SYMBOL (LONG NAME)</b>  |
|--|-------------------------|---------------------|---------------------------------|---|
| B.4.54 / Telecommunications Tower      | EMS.INFSTR.TELCOM.TCTWR | New Symbol          |                                 |   |
| B.4.55 / Transportation Infrastructure | EMS.INFSTR.TSP          | Identical to        | WAR.GRDTRK.INS.TSPF             | WARFIGHTING SYMBOLS<br>GROUND TRACK<br>INSTALLATION<br>TRANSPORT FACILITY                                       |
| B.4.56 / Air Traffic Control Facility  | EMS.INFSTR.TSP.ATCF     | New Symbol          |                                 |   |
| B.4.57 / Airport                       | EMS.INFSTR.TSP.AIRPT    | Identical to        | WAR.GRDTRK.INS.MILBF.AB         | WARFIGHTING SYMBOLS<br>GROUND TRACK<br>INSTALLATION<br>MILITARY BASE/FACILITY<br>AIRPORT/AIRBASE                |
| B.4.58 / Bridge                        | EMS.INFSTR.TSP.BRG      | Identical to        | TACGRP.MOBSU.OBSTBP.CSGSTE.BRG  | TACTICAL GRAPHICS<br>MOBILITY/SURVIVABILITY<br>OBSTACLE BYPASS<br>CROSSING SITE/WATER CROSSING<br>BRIDGE OR GAP |
| B.4.59 / Bus Station                   | EMS.INFSTR.TSP.BSTN     | New Symbol          |                                 |   |
| B.4.60 / Ferry Terminal                | EMS.INFSTR.TSP.FRYTRM   | New Symbol          |                                 |   |
| B.4.61 / Helicopter Landing Site       | EMS.INFSTR.TSP.HLS      | Similar to          | TACGRP.C2GM.GNL.ARSLZ           | TACTICAL GRAPHICS<br>COMMAND AND CONTROL AND GENERAL<br>MANEUVER<br>GENERAL<br>AREAS<br>LANDING ZONE (LZ)       |
| B.4.62 / Lock                          | EMS.INFSTR.TSP.LCK      | Identical to        | METOC.OCA.MMD.LCK               | METOC<br>OCEANIC<br>MAN-MADE STRUCTURES<br>LOCK   |
| B.4.63 / Maintenance Facility          | EMS.INFSTR.TSP.MAINTF   | Similar to          | WAR.GRDTRK.UNT.CSS.MAINT        | WARFIGHTING SYMBOLS<br>GROUND TRACK<br>UNIT<br>COMBAT SERVICE SUPPORT<br>MAINTENANCE                            |
| B.4.64 / Port                          | EMS.INFSTR.TSP.SP       | Identical to        | WAR.GRDTRK.INS.MILBF.SP         | WARFIGHTING SYMBOLS<br>GROUND TRACK<br>INSTALLATION<br>MILITARY BASE/FACILITY<br>SEAPORT/NAVAL BASE             |
| B.4.65 / Rail Station                  | EMS.INFSTR.TSP.RLSTN    | New Symbol          |                                 |   |
| B.4.66 / Rest Stop                     | EMS.INFSTR.TSP.RSTSTP   | New Symbol          |                                 |   |

**MIL-STD-2525C**  
**APPENDIX G**

**TABLE G-VIII. Cross-reference between ANSI 415:2006 and MIL-STD-2525 symbols - Continued.**

| <b>ANSI ID/NAME</b>                    | <b>2525 EMS SYMBOL</b> | <b>RELATIONSHIP</b> | <b>2525 SYMBOL (SHORT NAME)</b>        | <b>2525 SYMBOL (LONG NAME)</b>  |
|--|------------------------|---------------------|--|---|
| B.4.67 / Ship Anchorage                | EMS.INFSTR.TSP.ANCRG   | Identical to        | METOC.OCA.HYDGRY.PRTHBR.PRT<br>.ANCRG1 | METOC<br>OCEANIC<br>HYDROGRAPHY<br>PORTS AND HARBORS<br>PORTS<br>ANCHORAGE  |
| B.4.68 / Toll Facility                 | EMS.INFSTR.TSP.TOLLF   | New Symbol          |  |   |
| B.4.69 / Traffic Control Point         | EMS.INFSTR.TSP.TCP     | Identical to        | TACGRP.CSS.PNT.TCP                     | TACTICAL GRAPHICS<br>COMBAT SERVICE SUPPORT<br>POINTS<br>TRAFFIC CONTROL POST (TCP)   |
| B.4.70 / Traffic Inspection Facility   | EMS.INFSTR.TSP.TIF     | New Symbol          |  |   |
| B.4.71 / Tunnel                        | EMS.INFSTR.TSP.TNL     | New Symbol          |  |   |
| B.4.72 / Water Supply Infrastructure   | EMS.INFSTR.TSP.WS      | Identical to        | WAR.GRDTRK.INS.SRUF.PWS                | WARFIGHTING SYMBOLS<br>GROUND TRACK<br>INSTALLATION<br>SERVICE,RESEARCH, UTILITY FACILITY<br>PUBLIC WATER SERVICES          |
| B.4.73 / Control Valve                 | EMS.INFSTR.WS.CV       | New Symbol          |  |   |
| B.4.74 / Dam                           | EMS.INFSTR.WS.DAM      | Similar to          | WAR.GRDTRK.INS.SRUF.EPF.DAM            | WARFIGHTING SYMBOLS<br>GROUND TRACK<br>INSTALLATION<br>SERVICE,RESEARCH, UTILITY FACILITY<br>ELECTRIC POWER FACILITY<br>DAM |
| B.4.75 / Discharge Outfall             | EMS.INFSTR.WS.DO       | New Symbol          |  |   |
| B.4.76 / Ground Water Well             | EMS.INFSTR.WS.GWELL    | New Symbol          |  |   |
| B.4.77 / Pumping Station               | EMS.INFSTR.WS.PMPSTN   | New Symbol          |  |   |
| B.4.78 / Reservoir                     | EMS.INFSTR.WS.RSVR     | New Symbol          |  |   |
| B.4.79 / Storage Tower                 | EMS.INFSTR.WS.STRTWR   | New Symbol          |  |   |
| B.4.80 / Surface Water Intake          | EMS.INFSTR.WS.SWI      | New Symbol          |  |   |
| B.4.81 / Wastewater Treatment Facility | EMS.INFSTR.WS.WH2OTF   | New Symbol          |  |   |

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CONCLUDING MATERIAL

Custodians:

Army – AC  
Navy – OM  
Air Force – 02  
NGA – MP

Preparing activity:

DISA – DC3  
(IPSC-2008-001)

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 <http://assist.daps.dla.mil>.