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# APP-6A

## Military Symbols for Land Based Systems

The information contained in this document shall not be released to a nation outside NATO without prior approval of the NATO nations as laid down in C-M(55)15(Final) or MC-167 (latest edition)(as applicable).

OCTOBER 1998

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RECORD OF CHANGES

CHANGE DATE	DATE ENTERED	EFFECTIVE DATE	BY WHOM ENTERED

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CHAPTER 1  
SCOPE

101. Scope. This standard provides common operational symbology along with details on its display and plotting to ensure the compatibility, and to the greatest extent possible, the interoperability of NATO Land Component Command, Control, Communications, Computer, and Intelligence (C4I) systems, development, operations, and training. This publication addresses the efficient transmission of symbology information within the infosphere through the use of a standard methodology for symbol hierarchy, information taxonomy, and symbol identifiers. The standard applies to both automated and hand-drawn graphic displays. These symbols are designed to enhance NATO's joint interoperability by providing a standard set of common C4I symbols. It is important to remember that the graphics of this document are not all inclusive, and other standards may apply. Additional symbol sets will be provided when this document is updated. This publication is derived from US Military Standard (MIL-STD) - 2525A, *Common Warfighting Symbology*, which is a joint manual.

102. Purpose. APP-6A replaces APP-6. The contents of APP-6A constitute a single system of joint military symbology for land based formations and units, which can be displayed for either automated map display systems or for manual map marking. This publication covers all of the joint services and can be used by them. It is the aspiration of the land component, that the other services will adopt this standard, which is already applicable in a number of NATO nations.

103. Applicability. This standard applies to all NATO land components directly or indirectly involved with C4I operations, system operations, system development, and training within the context of NATO land component operations. APP-6A will serve as the standard symbol set for all future NATO land component uses of C4I symbology. The standard can be applied to mapping/charting, weather, cockpit display, and engineering design symbology to the extent that it is usable by these communities. The standard will apply to all future use of symbols in two dimensional and electronic display systems in C4I environments.

1. APP-6A combines the symbology from two separate usage domains, referred to as the "force domain" and the "engagement domain." These domains use operational symbology in support of their C4I functions. When these two domains are integrated, this symbology provides the basis for a final standard solution for C4I symbology.

2. In the "force domain" environment, symbology has evolved from MIL-STD-2525A, *Common Warfighting Symbology*, North Atlantic Treaty Organization (NATO) Standardization Agreement (STANAG) 2019 (APP 6), "Military Symbols for Land Based Systems," and U.S. Army Field Manual (FM) 101-5-1/Marine Corp Reference Publication 5-2A *Operational Terms and Graphics*. Commanders and staff at all echelons use the symbols and graphics contained in these documents for planning and execution of land force military operations. These symbols represent units, installations, and equipment and are used in automated C4I systems or to mark maps and overlays manually.

3. Symbology used in the "engagement domain" has evolved from the requirement to plot sea and air tracks on cockpit, radar, weapons control, and command and control tactical displays. US Joint Tactical Information Distribution System (JTIDS) and US Naval Tactical Data System (NTDS) symbology, and most recently, "Display Symbology and Colors for NATO Maritime Units," have been the primary sources for track symbols used within the "engagement domain".

104. Content. APP-6A contains tables that provide the user with standard frames (geometric borders, see table I) and icons, along with guidelines for their use. Each of the icons listed can be cross-referenced to the information hierarchy (taxonomy) and the symbol coding scheme, annexes A and B respectively. The information hierarchy contained in appendix A provides an organization or structure for C4I symbology which encompasses the tactical information commonly exchanged via symbology. Each symbol category and icon is given a number that is cross-referenced to a symbol code provided in appendix B. Also provided is a tactical graphics section (appendix E), which addresses lines, areas, points, fire support planning graphics, nuclear, biological, and chemical (NBC) symbology, and bearings. If common operational symbology is implemented to visually display or present symbology, the capability must comply with the provisions of this publication.

1. This system was devised on the following information and is included only as a reference for the NATO nations. Symbols should comply with the National Imagery Transmission Format Standard (NITFS) when formed and disseminated. The NITFS implementation of the Computer Graphics Metafile (CGM), MIL-STD-2301, should be used for input interpretation and output generation of symbol representations. MIL-STD-2500 should be used for file formation and digital exchange of imagery, symbology, and other imagery-related products. The symbol coding scheme in MIL-STD-2525A is the preferred code for all symbol transmissions in the DOD. If necessary, the coding scheme may be translated at the user system; however, to ensure interoperability, a common code for warrior symbol constructs developed using CGM across joint interfaces is necessary and is made standard in this document. Transmission vehicles are being concurrently developed in the United States Message Text Format (USMTF) (GRAPHREP message) and Variable Message Format (VMF) communities. The aspiration for APP-6A is that it will be compatible with APP-9.

2. Additional icons, refinement of the hierarchy, refinement of the coding scheme, and additional tactical graphics will be developed and presented in future updates of this publication. Special symbol sets will be released as they are developed.

105. Changes. APP-6A is designed to be flexible enough to accommodate change and further development and input from the operators and users. Changes to these symbols and the addition of new symbol sets will be worked through NATO procedures.



CHAPTER 2  
APPLICABLE DOCUMENTS

201. General. This publication is derived from US Military Standard (MIL-STD) -2525A, *Common Warfighting Symbolology*, which is a joint manual.

202. Related documents

1. STANAGs. Reference is made in this publication to various STANAGs. There is no requirement for most users to refer to the actual STANAGs, all of which are implemented in publications issued by nations and allied headquarters, unless excepted. For information the STANAGs are:

STANAG 1059 - *Distinguishing Letters For Geographic Entities For Use In NATO*

STANAG 1241 - *NATO Standard Identity Description Structure for Tactical Use*

STANAG 2022 - *Intelligence Reports*

STANAG 2077 - *Orders of Battle*

STANAG 2356 - *Comparative Formation/Unit Designations*

2. Other NATO Publications. Reference is made also to other NATO publications that are issued on a wide distribution and which may be available to users. These are:

AAP-6 - *NATO Glossary of Terms and Definitions*

AAP-15 - *Glossary of Abbreviations Used In NATO Documents*

ATP-35 - *Land Forces Tactical Doctrine*

203. Non-Government publications. None referenced.

204. 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.

CHAPTER 3  
DEFINITIONS

301. Acronyms used in this standard. The acronyms used in this standard are defined as follows:

AA	Assembly Area
A/C	Aircraft
AAM	Air-to-Air Missile
AAWC	Anti-air Warfare Commander
ACA	Airspace Coordination Area
ACP	Air Control Point
ACV	Air Defense
ADP	Automated Data Processing
AEW	Airborne Electronic Warfare
AEW	Airborne Early Warning
AF	Air Force
AGI	Auxiliary Group Intelligence
ANM	Acoustic Noise Monitor
APC	Armored Personnel Carrier
APOD	Airport of Debarkation
APOE	Airport of Embarkation
APP	Allied Procedural Publication
ASM	Anti-ship Missile
ASP	Ammunition Supply Point
ASR	Alternate Supply Route
ASUW	Antisurface Warfare
ASW	Antisubmarine Warfare
ATAC	Air Transportable Acoustic Communications
BSA	Brigade Support Area
BT	Bathythermograph
C/S/A	CINC, Service, and Agency
C2	Command and Control
C3I	Command, Control, Communications, and Intelligence
C4I	Command, Control, Communications, Computers, and Intelligence
CAP	Combat Air Patrol
CARP	Computed Air Release Point
CAS	Close Air Support
CASS	Command Activated Sonobuoy System
CATK	Counterattack
CCP	Communication Check Point
CFA	Covering Force Area
CFL	Coordinated Fire Line
CGM	Computer Graphics Metafile
CID	Criminal Investigation Division

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CIE	Commission Internationale de l'Eclairage
CINC	Commander in Chief
COLT	Combat Observation and Lasing Team
COMMZ	Communications Zone
CP	Check Point
CSAR	Combat Search and Rescue
DCA	Defensive Counter Air
DGZ	Desired Ground Zero
DIA	Defense Intelligence Agency
DICASS	Directional Command Activated Sonobuoy System
DIFAR	Directional Frequency Analysis and Recording
DISA	Defense Information Systems Agency
DLIC	Detachment Left-in-Contact
DLRP	Data Link Reference Point
DOD	Department of Defense (US)
DRPR	Drawing Practices
DTG	Date-Time Group
EA	Electronic Attack
EC	Electronic Combat
EO	Electro-optics
ENY	Enemy
EP	Electronic Protection
EPW	Enemy Prisoner of War
ERP	Engineer Regulating Point
ESM	Electronic Warfare Support Measures
EW	Electronic Warfare
EZ	Extraction Zone
F/W	Fixed Wing
FAADEZ	Forward Area Air Defense 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
FO	Frame Optional
FSCL	Fire Support Coordination Line
GPS	Global Positioning System
GSD	Graphical Situation Display
GZ	Ground Zero
HCI	Human Computer Interface
HFAC	Human Factors
HIDACZ	High-Density Airspace Control Zone
HL	Holding Line

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H/MAD	High/Medium Altitude Air Defense
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
JAG	Judge Advocate General
JTIDS	Joint Tactical Information Distribution System
JSEAD	Joint Suppression of Enemy Air Defenses
LAB	Logistics Assault Base
LC	Line of Contact
LCCP	Large Communication Configured Package
LD	Line of Departure
LLTV	Low-Light Level Television
LLTR	Low-Level Transit Route
LOA	Limit of Advance
LOC	Lines of Communications
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
MC&G	Mapping, Charting, and Geodesy
MCM	Mine Countermeasures
MEDEVAC	Medical Evacuation
MEZ	Missile Engagement Zone
MICV	Mechanized Infantry Combat Vehicle
MOOTW	Military Operations Other Than War
MP	Military Police
MPA	Maritime Patrol Aircraft
MRR	Minimum-Risk Route
MSD	Minimum Safe Distance
MSR	Main Supply Route
MTF	Medical Treatment Facility
NAI	Named Area of Interest
NATO	North Atlantic Treaty Organization
NBC	Nuclear, Biological, and Chemical
NFA	No-Fire Area
NFL	No-Fire Line
NIMA	National Imagery and Mapping Agency
NITFS	National Imagery Transmission Format Standard

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NOTAM	Notice to Airmen
NTDS	Naval Tactical Data Processing System
OBJ	Objective
OP	Observation Point; Observation Post
PAA	Position Area for Artillery
PDF	Principal Direction of Fire
PIM	Position and Intended Movement
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
RAA	Rear Assembly Area
RAOC	Rear Area Operation Center
RCZ	Rear Combat Zone
RES	Reserve
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
RPV	Remotely Piloted Vehicle
RV	Reentry Vehicle
S/SSM	Surface-to-Subsurface Missile
SAAFR	Standard use Army Aircraft Flight Route
SAM	Surface-to-Air Missile
SAR	Search and Rescue
SFOB	Special Forces Operations Base
SIF	Selective Identification Feature
SIGINT	Signals Intelligence
SL	Start Line
SLBM	Submarine-Launched Ballistic Missile
SOF	Special Operations Forces
SP	Starting Point
SP	Self-Propelled
SP	Strong Point
SPOD	Seaport of Debarkation
SPOE	Seaport of Embarkation
SSM	Surface-to-Surface (Guided) Missile
STANAG	NATO Standardization Agreement

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SWG	Symbology Working Group
SWG	Surface Warfare Group
TAACOM	Theater Army Area Command
TCP	Traffic Control Post
TAI	Target Area of Interest
TF	Task Force
TGT	Target
TOT	Time on Target
TV	Television
TWS	Track While Scan
UAV	Unmanned Aerial Vehicle
UF	Unframed
USA	United States Army
UWT	Under Water Telephone
UWTG	Under Water Tug
VLAD	Vertical Line Array Difar
V/STOL	Vertical/ Short Take Off and Landing
WFZ	Weapons Free Zone

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

1. Assumed friend - A track or contact which is assumed to be a friend because of its characteristics, behavior, or origin. (STANAG 1241)
2. Attribute - A distinctive feature or characteristic such as line, shape, color, texture (fill), edge, mass, and value.
3. Battlespace - The total, fluid, dynamic environment within which mission-derived operational objectives are pursued.
4. Chromaticity - The aspect of color including the consideration of its dominant wavelength and purity.
5. Commission Internationale de l'Eclairage (CIE) - A color space chart widely used to describe the range of color seen by the human eye.
6. Contact - In air intercept, a term meaning, "Unit has an unevaluated target."
7. Engagement domain - An environment that primarily is 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.
8. Engineering design symbology - Symbology used to design, plan, and develop engineering drawings in the chemical, electrical, civil, mechanical, and structural engineering fields.

9. Faker - A friendly aircraft simulating a hostile in an air defense exercise.
10. 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 battlespace geometry.
11. Footcandle - The unit of measure of illumination. The amount of light emitted by a standard candle measured one foot away from the candle.
12. Footlambert - The unit of measure of intensity of reflected or emitted light (luminance). The average luminescence of any reflecting surface in footlamberts is the product of the illumination in footcandles by the luminous reflectance of the surface.
13. Force domain - An environment that is primarily based on the command and control (management of the battlespace) of units and forces.
14. Frame - The geometric border of a symbol that provides an indication of the affiliation, battle dimension, and status of a operational object.
15. Friend - A track or contact belonging to a declared friendly nation. (STANAG 1241)
16. Graphic - All products of the cartographic and photogrammetric art.
17. Hostile - A contact positively identified as enemy.
18. Icon - The innermost part of a symbol that provides a graphic representation of a operational object.
19. Indicator - One of several specific graphical additions to a symbol used to provide additional information pictorially vice textually.
20. Interoperability - The ability of systems, units, or forces to provide services to and accept services from other systems, units, or forces and to use the services so exchanged to enable them to operate effectively together. (AAP-6)
21. Joker - A friendly track or contact acting as a "suspect" track for exercise purposes only. (STANAG 1241)
22. Kilo – A friendly track of specific interest. (STANAG 1241)
23. Mapping, Charting, & Geodesy (MC&G) Symbology - Symbology that represents natural and man-made features used in the production or display of maps, charts, and digital geospatial information.

24. Meteorological symbology - Symbology used in weather/climatic forecasting.
25. Modifier - Optional text or graphics that provide additional information about a symbol or tactical graphic.
26. Neutral - A track or contact whose characteristics, behavior, origin, or nationality indicate that it is neither supporting nor opposing friendly forces. (STANAG 1241)
27. Pending - A track or contact for which identification is to be determined. (STANAG 1241)
28. Present – Now existing or in progress.
29. Signals Intelligence (SIGINT) - 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.
30. Staff - A straight line used as a headquarters indicator in field S and used to connect that symbol with its location on a map, chart, or display. The free end of the staff indicates the location of the track or object.
31. Status - A determination or declaration as to whether a track's or object's location or battlefield environment is existing/present or is planned/anticipated at the time that the symbology was generated or the time associated/presented with the symbology itself.
32. Suspect - A track or contact which is potentially hostile because of its characteristics, behavior, origin, or nationality. (STANAG 1241)
33. Symbol - An object that presents information.
34. Symbol ID 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.
35. Text - Words, alphanumeric information, and other ASCII characters used to define or further designate the meaning of a symbol.
36. Track - A series of related contacts displayed on a plotting board. The actual path of an aircraft above, or a ship on, the surface of the earth.
37. Traveller – A suspect surface track following a recognised traffic route. (STANAG 1241)



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38. Unknown - 1. A code meaning information not available. 2. An unidentified target. An evaluated track or contact which has not been identified. (STANAG 1241)

39. Zombie – A suspect air track conforming to ATC rules or NATO airspace following a recognised traffic pattern. (STANAG 1241)

40. Operational symbology - Symbology used to plan and execute military operations in support of C4I functions.

CHAPTER 4  
GENERAL REQUIREMENTS

401. Objective. The standardization of operational 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 must also support those mission requirements where symbology is hand-drawn. In addition, this publication is designed so that all essential symbology information can be communicated on either a monochrome (i.e., black, white, or single color) or multicolor-capable display.

402. Organization. The purpose of operational symbology is to convey information about objects in the warfighter battlespace. This chapter defines the general requirements for the two types of warrior symbology: icon-based symbols and tactical graphics. This chapter also provides an overview of symbology modifiers and identifiers and addresses the use of alternative symbology sets.

403. Icon-based symbols. An icon-based symbol is composed of a frame (geometric border), fill, and icon, as shown in figure 1.

1. Frame. The frame is the geometric border of a symbol which, when displayed, provides an indication of the affiliation, battle dimension, and status of a operational object. The frame is the border of the symbol and does not include associated material inside or outside of the border. The frame serves as the base to which other symbol components and modifiers are added. Though sometimes optional, in most cases a frame surrounds an icon.

2. Fill. The fill is the interior area within a symbol. If the fill is assigned a color, it provides an enhanced presentation of information about the affiliation of the object. If colour is not used, the fill is transparent.

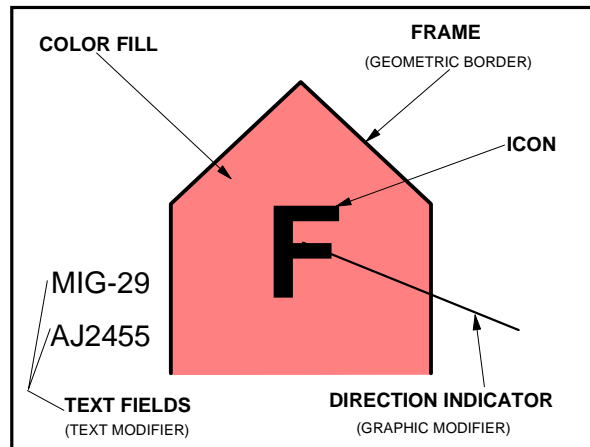


FIGURE 1. Symbol components.

3. Icon. The icon is the innermost part of a symbol which, when displayed, provides an abstract pictorial or alphanumeric representation of a operational object. The icon portrays the role or mission performed by the object. This publication distinguishes between icons that must be framed or unframed and icons where framing is optional. Information about framing is provided in paragraph 5.3.3 and appendix C; framing requirements for individual icons are presented in annex D.

404. Tactical graphics. Tactical graphics provide operational information that cannot be presented via icon-based symbols alone. These graphics portray unit boundaries, special area designations, and other unique markings related to battlespace geometry and necessary for battlefield planning and management (see annex E).

405 Symbol modifiers. A modifier is an optional text field or graphic indicator that provides additional information about the associated symbol or tactical graphic. This publication defines various types of modifiers and indicates where each is to be placed in relation to a symbol or tactical graphic, see 5.5.

406 Symbol ID code. A symbol ID code is an alphanumeric code that can be used to transfer the information required to generate and display symbols and tactical graphics. The coding scheme used in this identifier is explained in detail in annex B.

407 Use of special symbol sets. While the symbology provided in this publication is intended to address the C4I information needs of the land component, it is expected that information from other operational domains will need to be displayed in order to accurately portray the battlespace. Many of these other domains have published symbology standards or other documents addressing information requirements that parallel the ones addressed here. Annex F contains symbology of potential interest to the users of the document.

CHAPTER 5  
DETAILED REQUIREMENTS

501 Objective To promote interoperability at the information level within the area of operational symbology, it is necessary to define a standard set of rules for symbol construction and generation to be implemented in C4I systems. The rules in this publication are considered to be the minimum necessary to ensure that information about operational symbology is exchanged successfully across national and organizational boundaries.

502 Organization. This section provides the detailed requirements concerning symbology composition and display 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 annex C.

503 Icon-based symbols. The components of an icon-based symbol provide information about the affiliation, battle dimension, status, and mission of a operational object.

1. Frame (geometric border). When a frame is included in a symbol, its shape shall indicate the affiliation, battle dimension, and status of the object being represented. Table I provides the approved frame shapes that present affiliation and battle dimension for operational symbology. A frame can be black or off-white depending on display background, or it can be coloured, using the default colours in table C-II, to provide enhanced presentation information about affiliation. Information on display options is presented in paragraph 5.6.1 and annex C.

a. Affiliation. Affiliation refers to your relationship to the operational object being represented. The basic affiliation categories are unknown, friend, neutral, and hostile. A quatrafoil frame shall be used to denote unknown affiliation, a circle or rectangle frame to denote friend affiliation, a square frame to denote neutral affiliation, and a diamond frame to denote hostile affiliation. A question mark (?) in field E (see table I and figure 3a) or embedded within the frame (see table I) indicates the uncertainty of an object's identification and shall identify the symbol as assumed friend, suspect, or pending. The letter J or K in field E is used to accommodate special exercise requirements and shall identify the symbol as joker or faker. Each of these affiliation categories is defined in paragraph 3.2. The codes for affiliation in the symbol ID code are included in annex B.

TABLE I. Affiliations and battle dimensions.











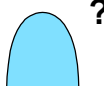




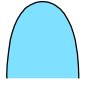
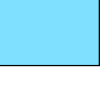
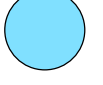
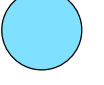
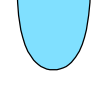

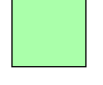

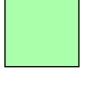
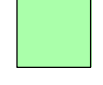
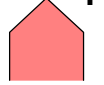
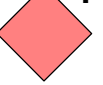
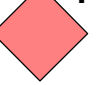
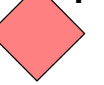
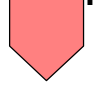





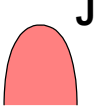




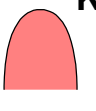
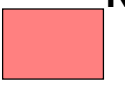
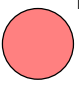
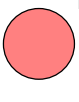
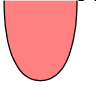
BATTLE DIMENSION	AIR/SPACE	SURFACE			SUBSURFACE
		LAND		SEA SURFACE	
		UNITS	EQUIPMENT		
AFFILIATION					
PENDING (YELLOW)					
UNKNOWN (YELLOW)					
ASSUMED FRIEND (CYAN)					
FRIEND (CYAN)					
NEUTRAL (GREEN)					
SUSPECT (RED)					

TABLE I. Affiliations and battle dimensions (cont'd).











BATTLE DIMENSION	AIR/SPACE	SURFACE			SUBSURFACE
		LAND		SEA SURFACE	
		UNITS	EQUIPMENT		
AFFILIATION					
HOSTILE (RED)					
JOKER (RED)					
FAKER (RED)					

Notes: 1) Frames displayed with solid lines, as shown above, indicate status as present, i.e. position is as provided.  
 2) Frames in the above table shall be displayed with a dashed outline border to represent a planned or anticipated position status.

b. Battle dimension. Battle dimension defines the primary mission area for the operational object within the battlespace. 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 land dimension includes those mission areas on the land surface or close to the surface (e.g., land mines and underground shelters), whereas the sea surface dimension includes only those objects whose mission area is on the sea surface. The subsurface dimension includes those objects whose mission area is below the sea surface (e.g., submarines and sea mines). The codes for battle dimension in the symbol ID code are presented in annex B. To clarify which battle dimension should be used for a given object, maritime surface units 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 land dimension. An aircraft or an aircraft unit that is comprised of aircraft only, regardless of service ownership, shall be depicted in the air dimension. However, an Army or Marine helicopter unit is a maneuvering unit (i.e., a unit whose ground support assets are included) and is represented in the land 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 land dimension. As shown in table I, a closed frame shall be used to denote the land and sea surface dimension, a frame open at the bottom to denote the air/space dimension, and a frame open at the top to denote the subsurface dimension.

c. Status. Status refers to whether a operational object exists at the location identified (status is “present or confirmed”) or will in the future reside at that location (status is "planned or anticipated"). The symbol frame will be a solid line when indicating present status and a dashed line when indicating anticipated or planned status (see table II). Planned status cannot be shown when the symbol is unframed or is displayed as a dot (see 5.6.1). The codes for status in the symbol ID code are provided in annex B.

TABLE II. Present and planned status.

BATTLE DIMENSION	AIR/SPACE	SURFACE			SUBSURFACE
		LAND		SEA SURFACE	
		UNITS	EQUIPMENT		
STATUS					
PRESENT OR CONFIRMED POSITION (P)					
ANTICIPATED OR PLANNED (A)					

2. Fill. If colour is used in a symbol, it shall indicate affiliation. In framed symbols, colour shall provide a redundant cue with regard to affiliation. In unframed symbols, colour shall be the sole indicator of affiliation, excluding text modifiers. Table C-II defines the default colours that shall be used to designate affiliation when coloured symbols are either hand-drawn or displayed electronically. This publication allows deviations from the default when systems require the capability to make distinctions among multiple types of forces, equipment, boundaries, etc..

3. Icon. In order to decide on the common operational symbology in this standard, it was necessary to identify the full range of C4I information required by the land component at the command level. The taxonomy used in this standard was adapted from one presented in STANAG 4420 and then extended to address information related to ground units. Due to the fact that the taxonomy was organized hierarchically, the detailed information it contained provided a logical structure from which to generate a set of icons representing operational objects. The information hierarchy is presented in annex A, and the mapping of operational icons to the hierarchy is included in annex D. The icons in annex D shall be used whenever a system displays any of the operational objects for which an icon is provided. Not all information about objects can be related to a specific affiliation or battle dimension; therefore, it is possible to have an object represented by an icon alone. Annex D indicates whether an icon shall be framed or

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 affiliation and battle dimension and so shall be framed. Only those icons specifically identified as unframed or frame optional shall be displayed without a frame.

504 Tactical graphics. Tactical graphics include tasks, control measures, points, lines, areas, aviation manoeuvre graphics, deception graphics, offense/defense graphics, special manoeuvre graphics, mobility/survivability, fire support graphics, combat service support, command and control, and operations other than war, and can be combined with icons and symbol modifiers to display operational information. The definition and placement of tactical graphics are addressed in annex E. The graphics in this annex shall be used whenever a system displays any of the operational information for which a graphic is provided. Default colour for tactical graphics will be black or white, depending on display background.

505. Symbol modifiers. The field title, description, and maximum length of allowable modifiers are presented in table III, and the default placement of modifiers in fields around the symbol or tactical graphic is shown in figures 3a through 3c. Figure 3a addresses units, installations, and equipment; the placement of modifiers in this figure applies to all units regardless of battlespace dimension. Figure 3b applies to points, areas, lines, and boundaries. Figure 3c addresses NBC events. In figure 3b, certain fields can be displayed more than once within a graphic. 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 III, not all modifiers are applicable to all symbols or graphics. However, when any modifier is displayed, it shall be defined in accordance with the contents of this table and positioned in accordance with figures 3a through 3c.



TABLE III. Symbol modifier field definitions

FIELD	FIELD TITLE	DESCRIPTION	U N I T S	E Q U I P M E N T	I N S T A L L A T I O N S	P O I N T S	A R E A S	L I N E S	B O U N D A R Y L I N E S	N U C L E A R	B I O	C H E M	F I E L D T Y P E
A	Symbol Indicator	Area occupied by frame, fill, and icon	G	G	G	G	G	G	G	G	G	G	G
B	Size Indicator	A symbol that denotes the size of a unit (see table B-II) and nuclear detonation (in kilotons)	10	2	G	-	-	-	10	6	-	-	T/ G
C	Quantity of Equipment	Indicates number of items present	-	9	-	-	-	-	-	-	-	-	T
D	Task Force Indicator	A bracket placed over the Size Indicator to denote a Task Force (see figure 3a and figure 4)	G	-	-	-	-	-	-	-	-	-	G
E	Suspect, Assumed Friend, Faker, Joker	Question mark (?): Suspect, Assumed Friend, "J": Joker, "K": Faker	1	1	1	-	-	-	-	-	-	-	T
F	Reinforced or Detached	(+) for reinforced, (-) for reduced, (±) reinforced and reduced	3	-	-	-	-	-	-	-	-	-	T
G	Staff Comments	Free text	20	20	20	-	-	-	-	-	-	-	T
H	Additional Information	Free text	20	20	20	20	20	-	-	20	20	20	T
J	Evaluation Rating	One letter and one number (see Note b below)	2	2	2	-	-	-	-	-	-	-	T
K	Combat Effectiveness	Unit: effectiveness Installations: capability	5	-	5	-	-	-	-	-	-	-	T
L	Signature Equipment	! for detectable electronic signatures (hostile equipment only)	-	1	-	-	-	-	-	-	-	-	T

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TABLE III. Symbol modifier field definitions (continued).

FIELD	FIELD TITLE	DESCRIPTION	UNIT S	EQUIPMENT	INSTALLATIONS	POINTS	AREAS	LINE S	BOUNDARY LINES	NUCLEAR	BIO	CHEM	FIELD TYPE
M	Higher Formation	Number or title of higher echelon command (corps are designated by Roman numerals)	21	-	-	-	-	-	-	-	-	-	T
N	Hostile (Enemy)	Equipment, lines, areas, and boundaries: indicate hostile by letters "ENY"	-	3	-	-	3	3	3	-	-	-	T
P	IFF/SIF	Identification modes and codes	5	5	5	-	-	-	-	-	-	-	T
Q	Direction of Movement Indicator	Units, equipment, installations: direction object is moving or will move Nuclear: downwind direction	4	4	4	-	-	-	-	4	4	4	T/G
R	Mobility Indicator	Pictorial representation of mobility	-	G	-	-	-	-	-	-	-	-	G
S	Headquarters Staff indicator/location offset indicator	Identifies unit as a headquarters or used to indicate location or to de-clutter	G	G	G	-	-	-	-	-	-	-	G
T	Unique Designation	An alphanumeric title that uniquely identifies a particular symbol; track number Nuclear: delivery unit (missile, aircraft, satellite, etc.)	21	21	21	-	-	-	35	15	-	-	T
V	Type of Equipment	Equipment: Identifies class or type rather than unique designation Nuclear: Weapon type	-	24	-	-	-	-	-	20	-	-	T
W	Date/Time Group (DTG)	Alphanumeric field for date/time (DDHHMMSSZMONY Y)	14	14	14	14	14	14	-	14	14	14	T

TABLE III. Symbol modifier field definitions (continued).

F I E L D	FIELD TITLE	DESCRIPTION	U N I T S	E Q U I P M E N T	I N S T A L L A T I O N S	P O I N T S	A R E A S	L I N E S	B O U N D A R Y  L I N E S	N U C L E A R	B I O	C H E M	F I E L D  T Y P E
X	Altitude/Depth	Altitude portion of GPS; Flight level for aircraft. Depth for submerged objects; Height in meters of equipment or structures on the ground	6	6	6	-	-	-	-	6	6	6	T
Y	Location	Latitude and longitude	19	19	19	19	19	19	19	19	19	19	T
Z	Speed	Speed	8	8	8	-	-	-	-	-	-	-	T
AA	Special C <sup>2</sup> headquarters	Name of a special C <sup>2</sup> headquarters	9	-	-	-	-	-	-	-	-	-	T/ G
AB	Feint/Dummy indicator	Bracket placed over a unit to show that it is a feint or dummy unit	G	G	G	-	-	-	-	-	-	-	G

Footnote: a. Dash (-) inside boxes indicates nonapplicable.

b. Field J, Evaluation Rating:

**RELIABILITY RATINGS:** **A**-completely reliable, **B**-usually reliable, **C**-fairly reliable, **D**-not usually reliable, **E**-unreliable, **F**-reliability cannot be judged.

**CREDIBILITY RATINGS:** **1**-confirmed by other sources; **2**-probably true; **3**-possibly true; **4**-doubtfully true; **5**-improbable; and **6**-truth cannot be judged. The scale 1 to 6 does not represent progressive degrees of accuracy. Recognition must be given to the rating represented by the numeric symbol. Although both letters and numerals are used to indicate the evaluation of an item of information, they are independent of each other

c. Field Type: T = text; G = graphic.

d. Field Y: WGS - 84 is a mandated standard (MIL-STD 2401) which allows an unambiguous representation of positional information. Many mapping, charting, and geodetic products produced by other agencies and governments are not referred to the WGS - 84. Parameters to transform these products to WGS - 84 are part of this standard.

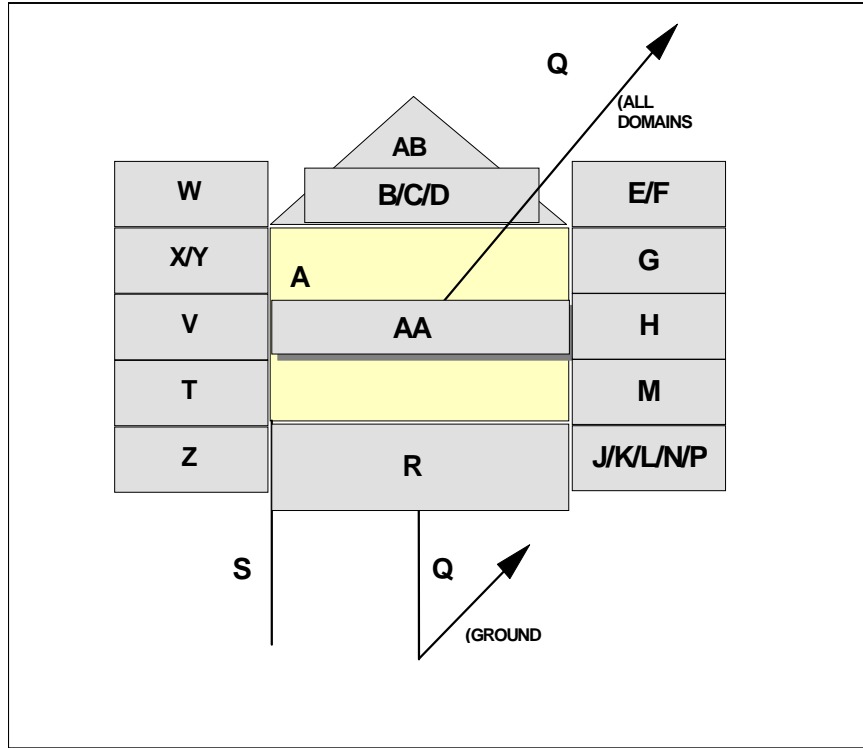


Figure 2a. Field positions for units, installations, and equipment.

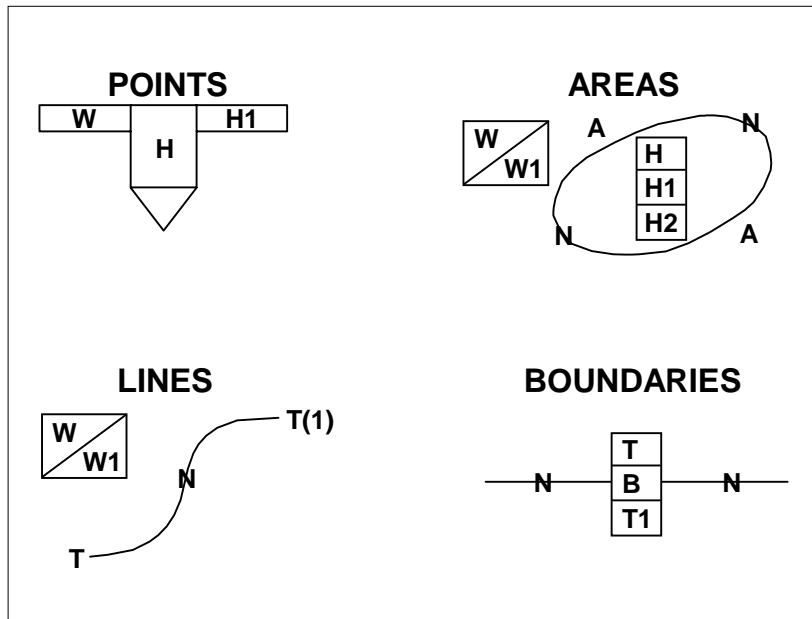


FIGURE 2b. Placement of modifiers for points, areas, lines, and boundaries.  
 Note: For lines, field T is the line designator (see table E-1) along with the designated line name if available.

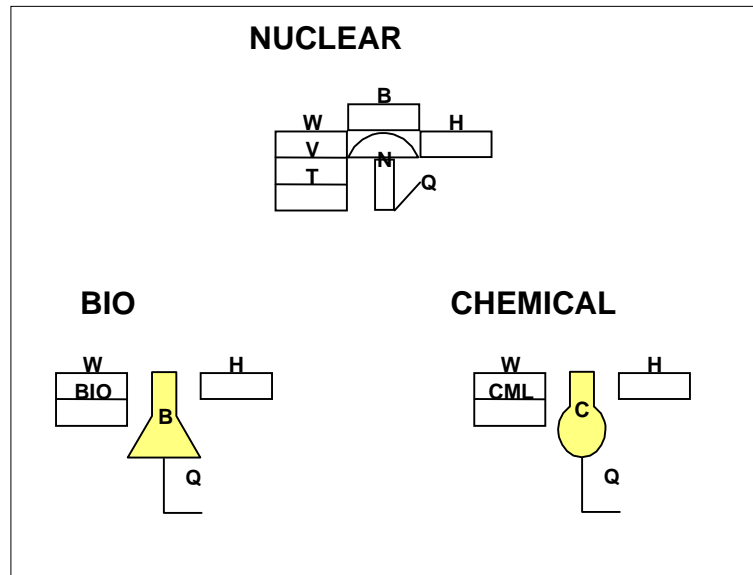


FIGURE 2c. Placement of modifiers for NBC events.

Note:

- (1) NBC fields are defined in table III.
- (2) See table D-I for icon information.
- (3) See table C-II for default colour presentation.

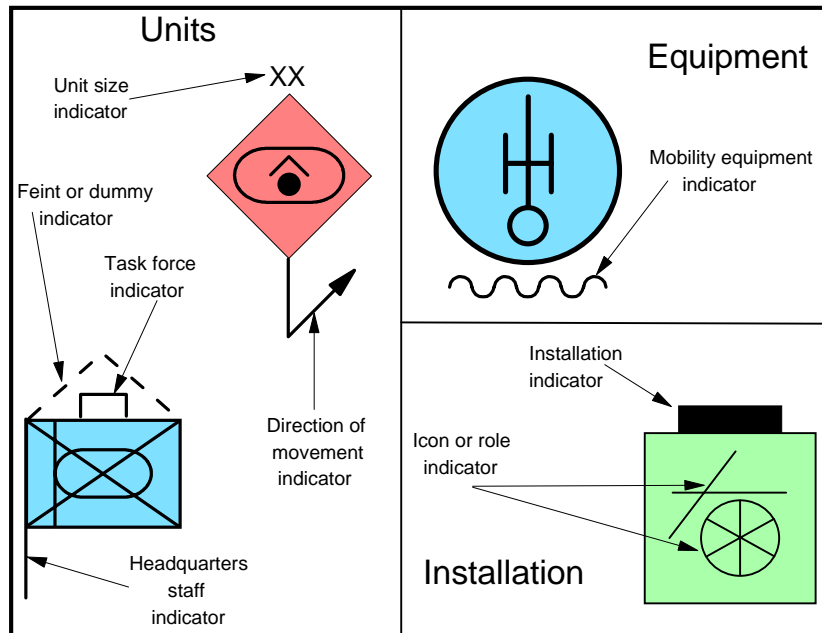


Figure 3. Symbol modifiers.

1. Indicators. Indicators can be used with both framed and unframed symbols and with tactical graphics. An example of each type of symbol modifier is given in figure 4. Implementation guidance, where available, is provided in annex C.





a. Direction of movement. The direction of movement indicator is an arrow or staff identifying the direction of movement or intended movement of an object. This indicator is identified as field Q in table III and positioned as shown in figures 3a, 3c, and 4. For land symbols, the indicator is a bent arrow extending downward from the bottom center of the frame or icon and pointing in the direction of movement (see figures 3a and 4). For all other symbols, the indicator is an arrow extending from the center of the frame or icon and pointing in the direction of movement (see figure 3a). For NBC events, the indicator is one or two lines indicating the downwind direction (see figure 3c).

b. Size/mobility. The size indicator provides a graphic representation of size, as shown in table IV. It is identified as field B in table III and positioned as shown in figures 3a, 3c, and 4. Size indicators are also used in tactical graphics, as discussed in annex E. Indicator codes for size are listed in annex B. The mobility indicator indicates the mobility of an object, as shown in figure 4, and is used for equipment only. 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 tank or other tracked vehicle would not contain any mobility indicator. The mobility indicator is identified in field R of table III and depicted as shown in figures 3A and 4.

TABLE IV. Size /mobility.

Indicator	Description
∅	Team/Crew
•	Squad
••	Section
•••	Platoon
I	Company
II	Battalion
III	Regiment/Group
X	Brigade
X X	Division
X X X	Corps
X X X X	Army
X X X X X	Army Group
X X X X X X	Region

TABLE IV. Size/mobility (cont'd).

Indicator	Description
	Installation
	Task Force
	Feint/Dummy
	Headquarters staff

c. Headquarters staff The headquarters staff indicator identifies a unit as a headquarters. The indicator is a line extending downward from the left side of the frame. This indicator is identified as field S in table III and positioned as shown in figures 3a and 4. The indicator may be extended in special circumstances to indicate a new or newly named C2 headquarters. This special indicator is identified as field AA and positioned as shown in figure 5.

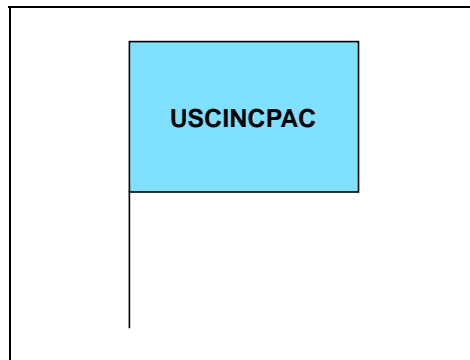


Figure 4. Special C2 headquarters symbol.

d. Task force. The task force indicator identifies units as a task force. It is represented by a bracket in field B as shown in figures 3a and 4. Task force codes are provided in annex B.

e. Location. Objects shall be located in accordance with paragraph 506.3. The location offset indicator is used when placing an object away from its actual location. This indicator is a line extending downward from the left side of a frame or icon, with the end point of the line indicating the location of the symbol. This indicator is identified as field S in table III and positioned as shown in figures 3a and 4. Actual location (field Y) is given in latitude and longitude.

f. Feint/dummy. The feint or dummy indicator identifies an offensive or defensive unit intended to draw the enemy's attention away from the area of the main attack. The indicator is depicted in figure 4 and represented in field AB.

2. Text. Table III defines the specific content of each text-based symbol modifier. Air/space and sea track numbers are included in field T and positioned as shown in figures 3a through 3c. 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.

506 Display. The following rules relate to the construction of operational symbology and apply to those display requirements necessary to achieve interoperability in joint service operations. Additional guidance concerning symbology implementation is provided in annex C.

1. Symbol display options. C4I systems differ in their operational requirements concerning the amount of information about a operational 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 available 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 V provides examples of display options that can be used in colour and monochrome displays and can either be hand-drawn or computer-generated. Systems can select one or more display options for implementation based on operational requirements and display capabilities. If multiple options are available, the warfighter may be allowed to choose a single option for rendering all symbols or to select different options based on the affiliation 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).

2. Arrangement of symbol modifiers. When symbol modifiers are displayed, the symbol itself should be centered within field A (see figure 3a), and the position of all modifiers should remain the same whether the symbol is framed or unframed. While the relative placement of the fields should 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 should be right justified, and text placed to the right should 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 3a 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 should be bottom justified and centered. Text below a symbol should be top justified and centered.

3. Plotting. The plotting of symbols shall be based on the object's geometric center. The geometric center indicates the general vicinity of the center of mass of an object. If a location offset indicator is displayed with a symbol, the base of the indicator shall indicate the object's location. If a group of objects is displayed at one location, the group may be enclosed with a bracket and the location of that group identified with a location indicator. Other display options for reducing clutter when symbols overlap or are co-located are considered to be implementation-specific. The positional accuracy of symbology plotting is also considered implementation-specific.

4. Symbol orientation. The frame and icon in framed symbols shall be displayed in the orientation illustrated in annex D. Equipment in the land battle dimension can be rotated to face the direction of movement only when the symbol is unframed.

TABLE V. Example of display option hierarchy.









Display Option Example	Attributes
	Frame: ON (black or white depending on background) Fill: ON (use default colour indicating affiliation) Icon: ON (black or white)
	Frame: ON (use default colour indicating affiliation) Fill: OFF Icon: ON (use default colour indicating affiliation)
	Frame: ON (black or white depending on background) Fill: OFF Icon: ON (black or white) Comments: Default option for monochrome implementation; replace black/white with the colours available in this implementation.

TABLE V. Example of display option hierarchy.

Display Option Example	Attributes
	Frame: OFF (none) Fill: OFF Icon: ON (use default colour indicating affiliation)
  	Frame: ON (use default colour indicating affiliation) Fill: OFF Icon: OFF (none)  Frame: ON (monochrome system) Fill: OFF Icon: OFF (none)
	Frame: OFF (none) Fill: ON (use default colour indicating affiliation) Icon: OFF (none)
	Frame: OFF (none) Fill: OFF (none) Icon: OFF (none) Comments: Use only to indicate location of symbol.

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ANNEX A  
SYMBOL HIERARCHY

A.1 GENERAL

A.1.1 Scope. Annexes D, E, and F contain icon, tactical graphic, and weather sets generated to support common operational symbology. These annexes are graphic representations of the symbol hierarchy of those sets.

A.2 APPLICABLE DOCUMENTS

This section is not applicable to this annex.

A.3 DEFINITIONS

The definitions in section 3 of this standard apply to this annex.

A.4 SYMBOL HIERARCHY

A.4.1. Common operational symbology hierarchy. The flowcharts representing the symbol hierarchy of those icon sets generated to support common operational symbology are broken down to best show individual sections of the hierarchy. Each track, space, air, ground, sea surface, sea subsurface, and special operations forces, is graphically represented to the lowest level.

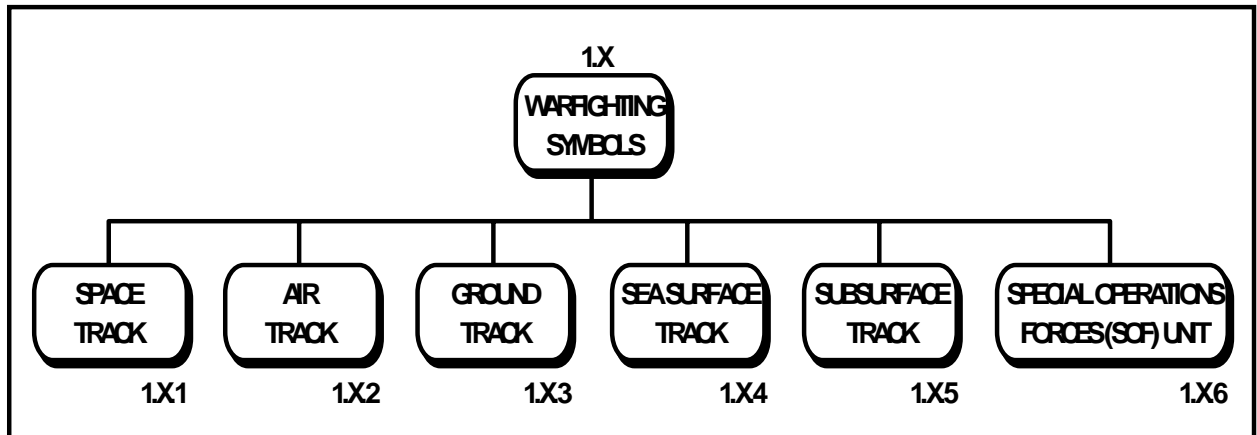


Figure A -1, Warfighting symbols

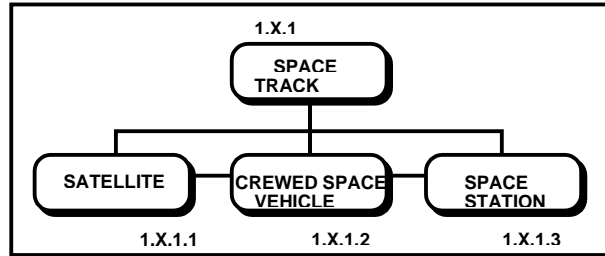


Figure A-2. Space Track

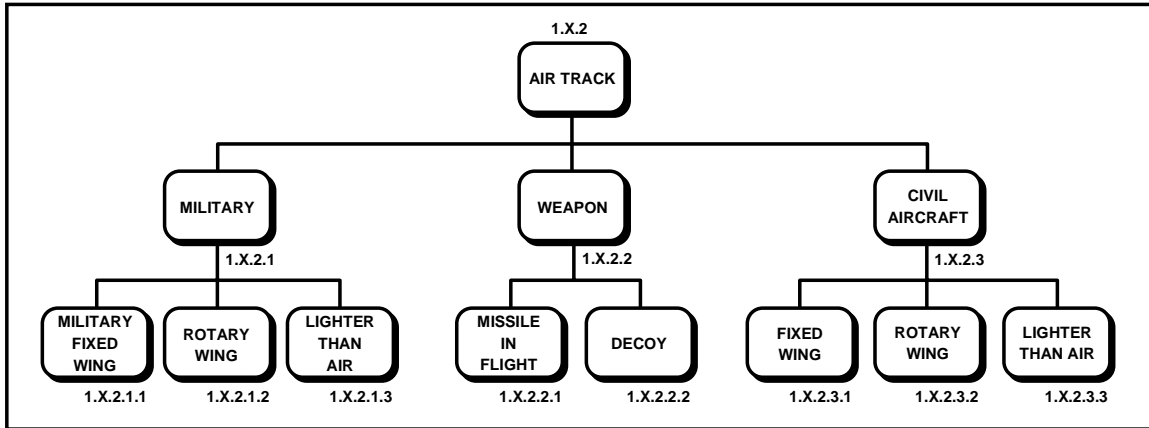


Figure A-3. Air Track

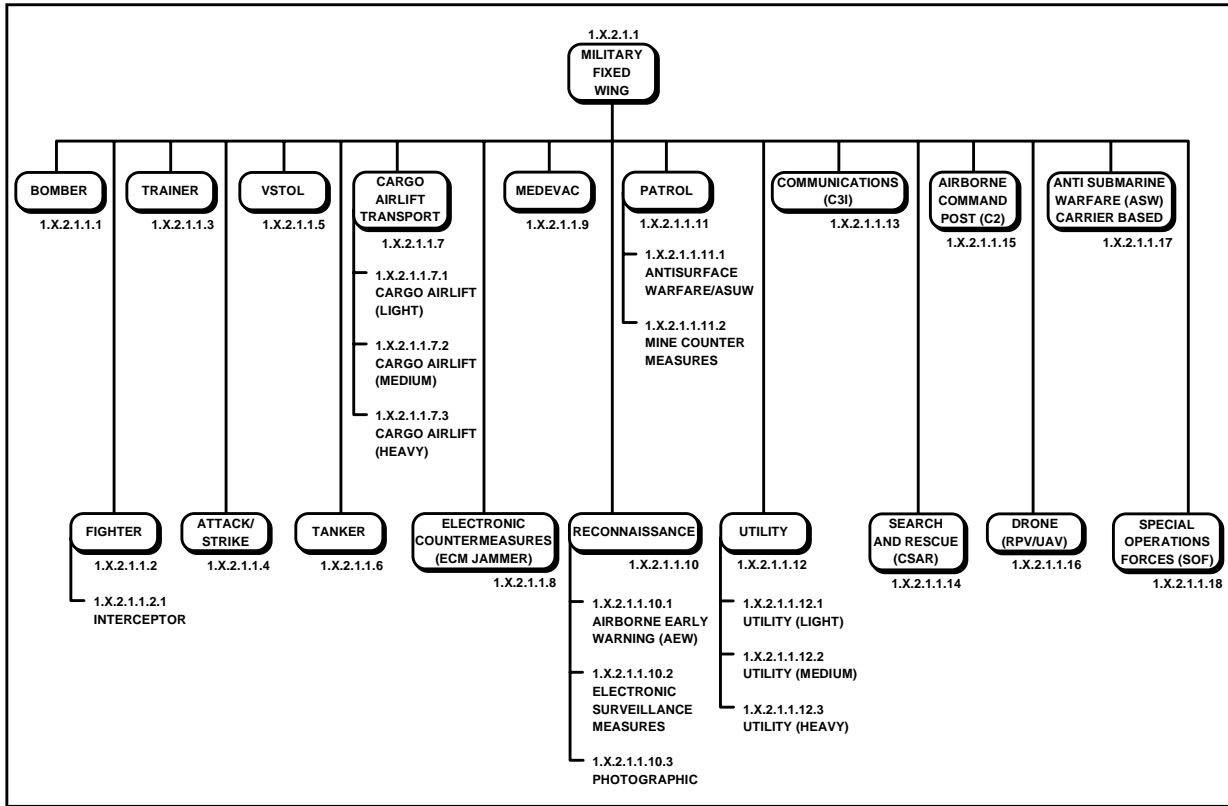


Figure A-4. Air Track (Military Fixed Wing)

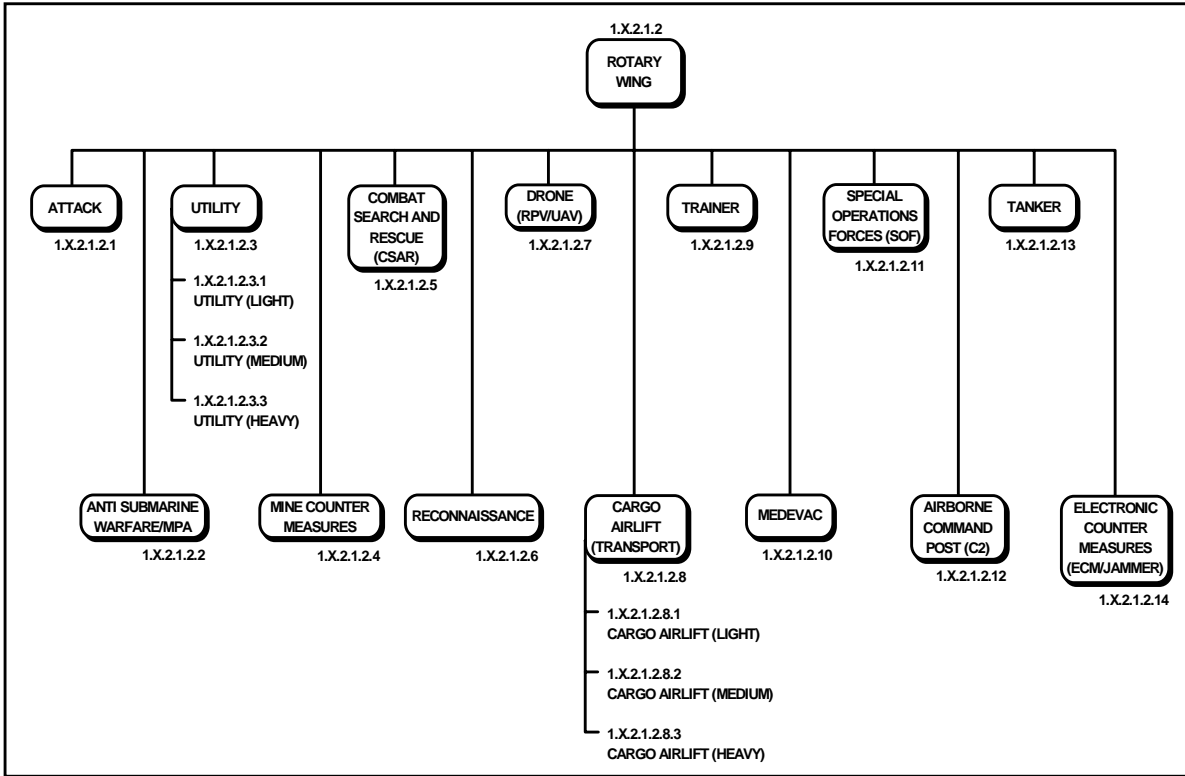


Figure A-5. Air Track (Helicopter)

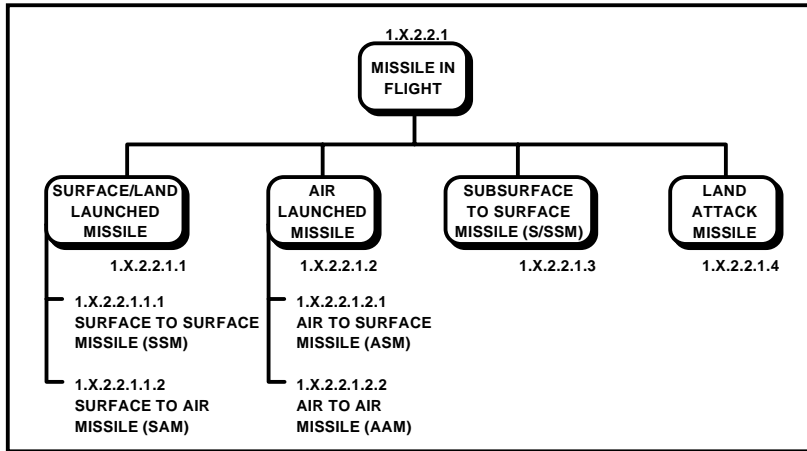
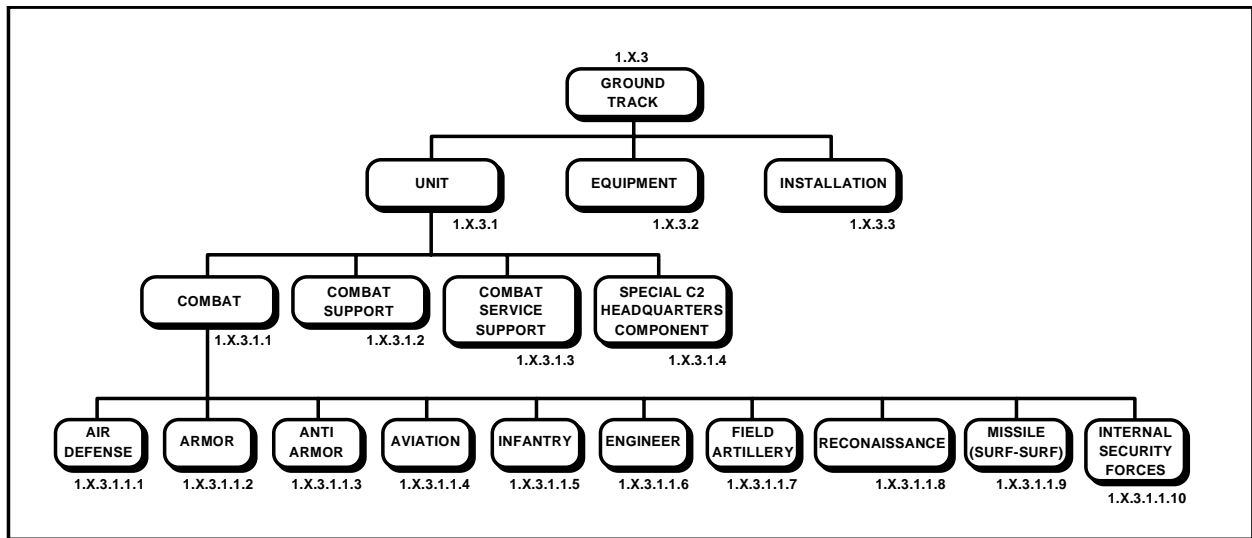
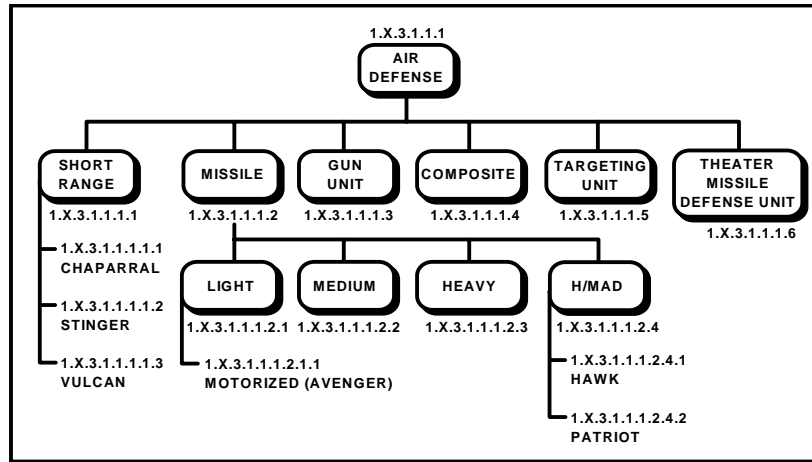


Figure A-6, Air Track (Missile in Flight)



A-7. Ground Track





A-8. Ground Track (Air Defense)

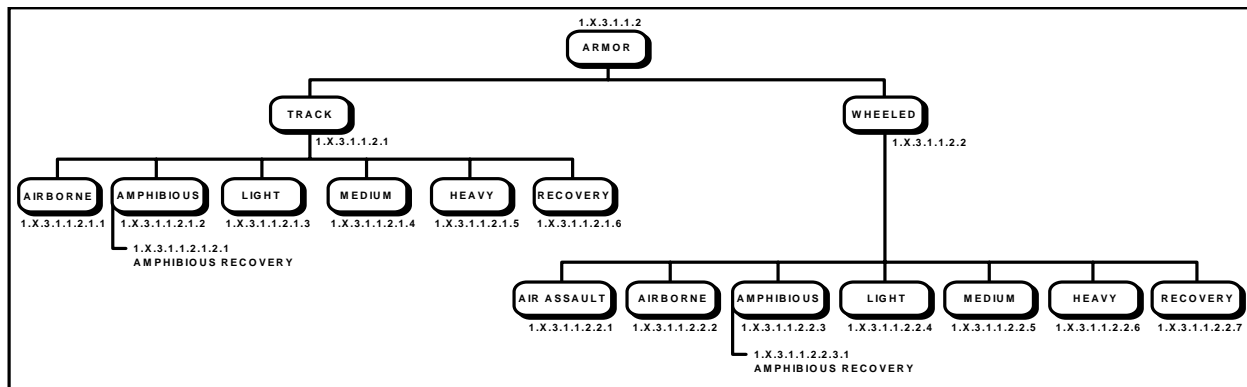
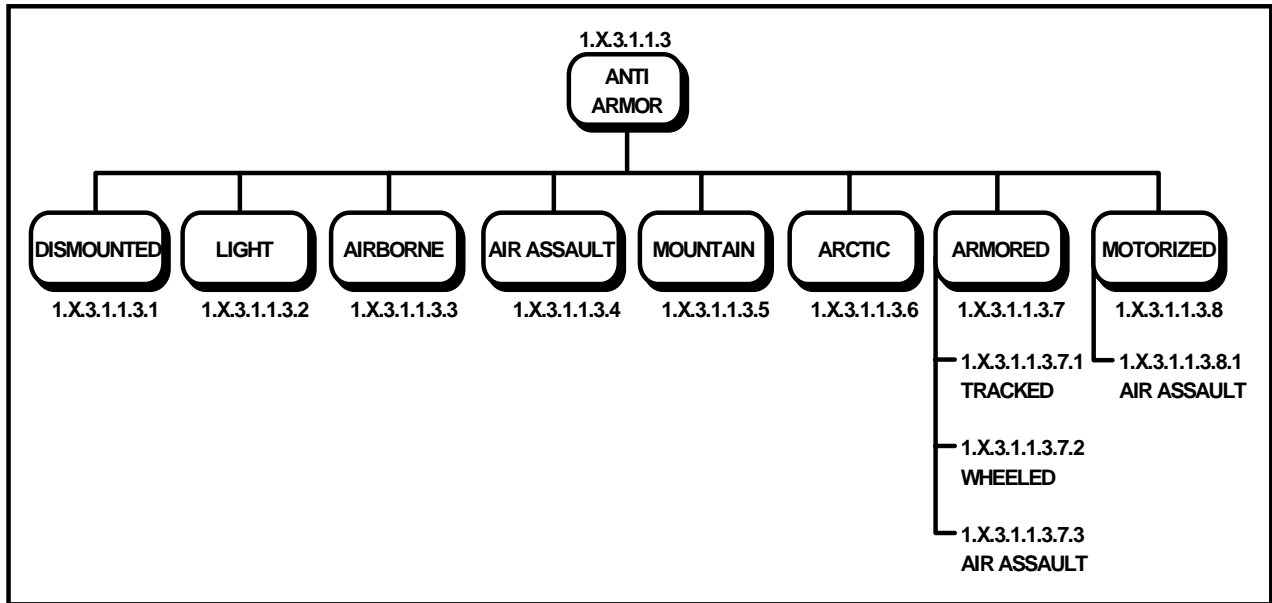
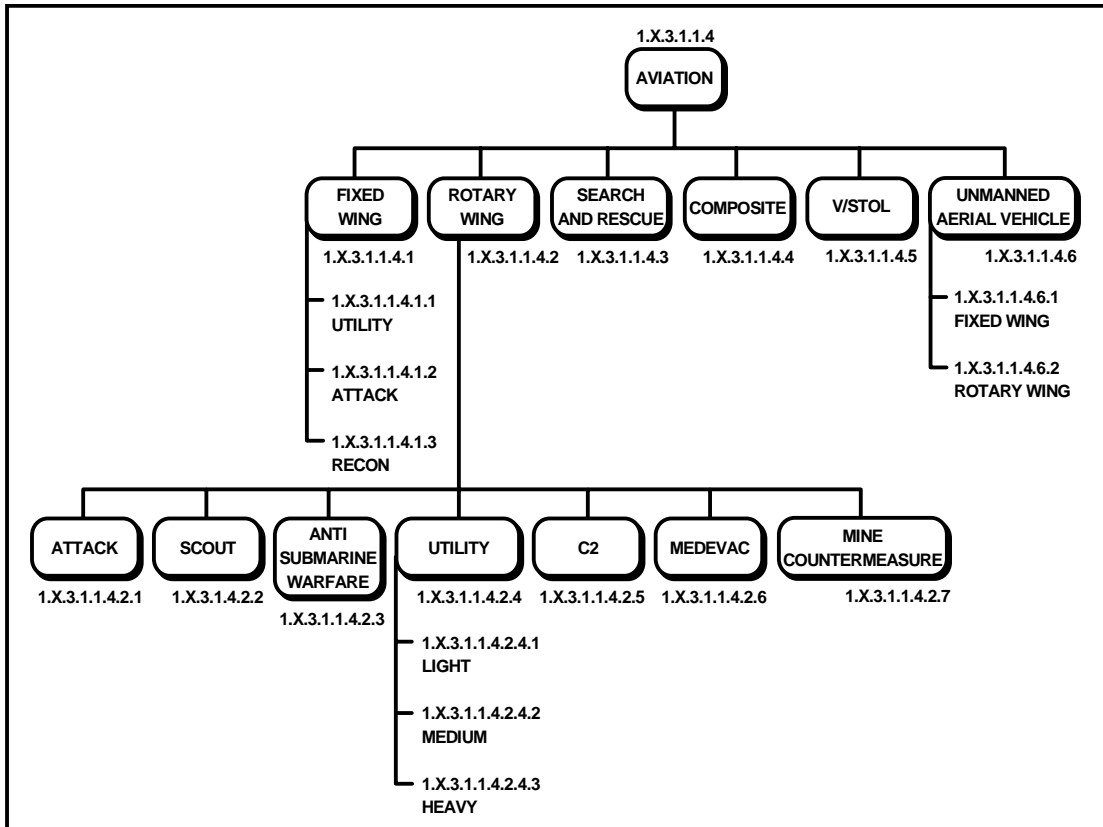


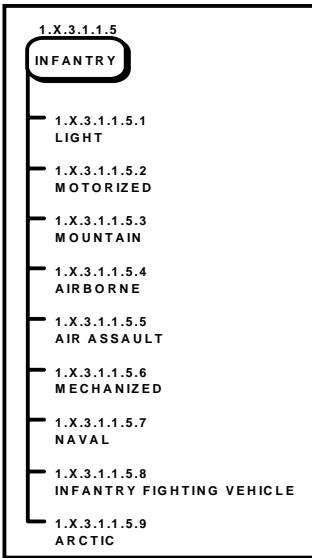
Figure A-9. Ground Track (Armor)



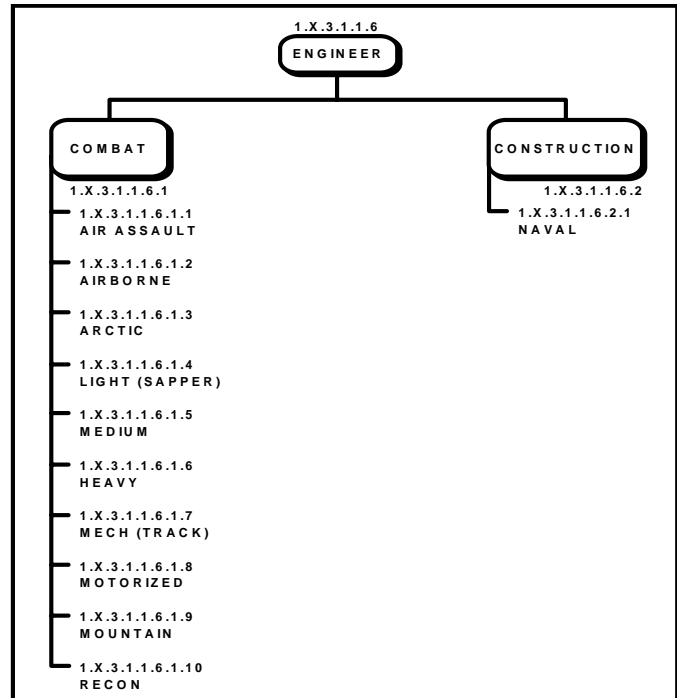
**A-10. Ground track (Antiarmor)**



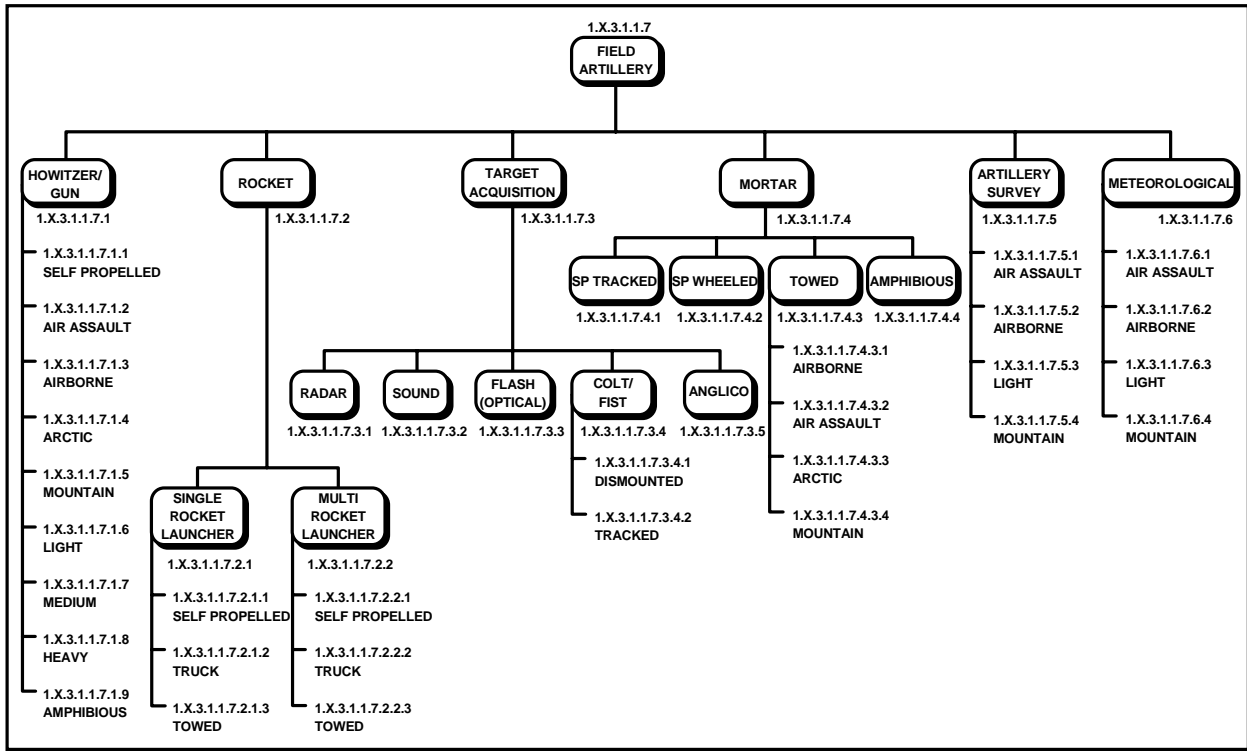
**A-11. Ground Track (Aviation)**



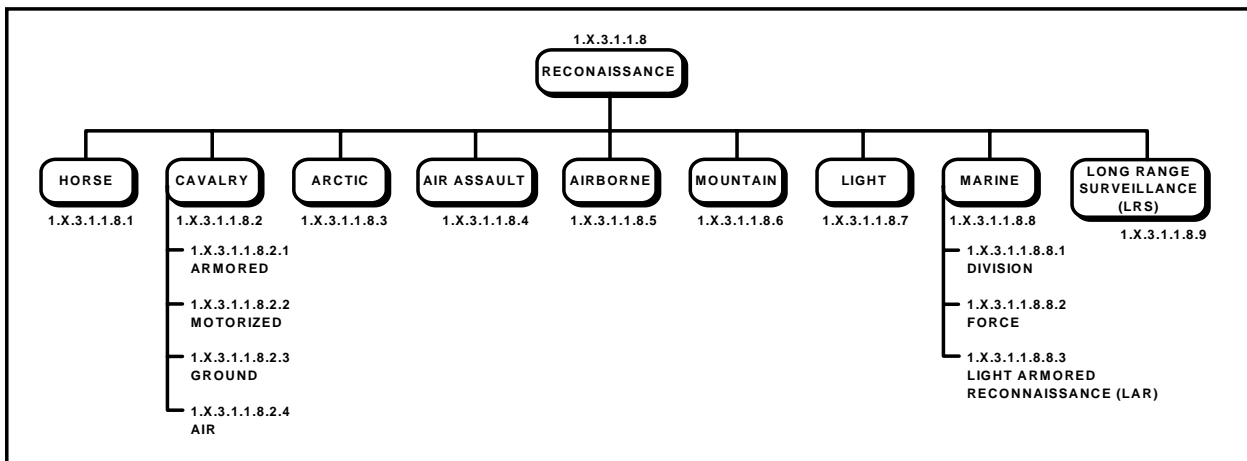
**A-12. Ground Track (Infantry)**



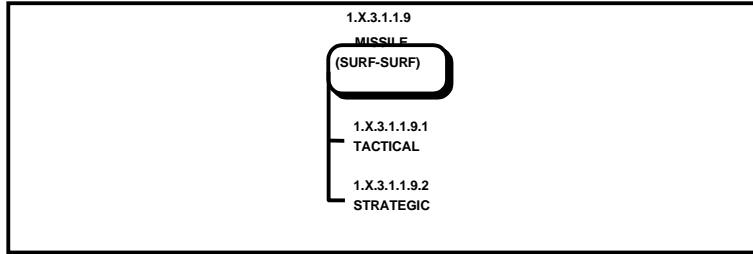
**A-13. Ground Track (Engineer)**



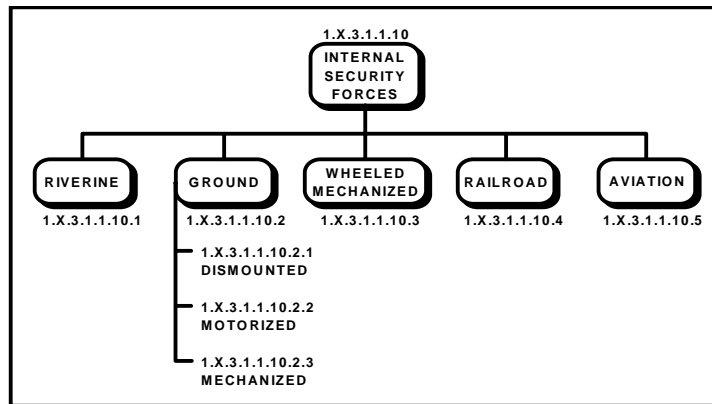
A-14. Ground Track (Field Artillery)



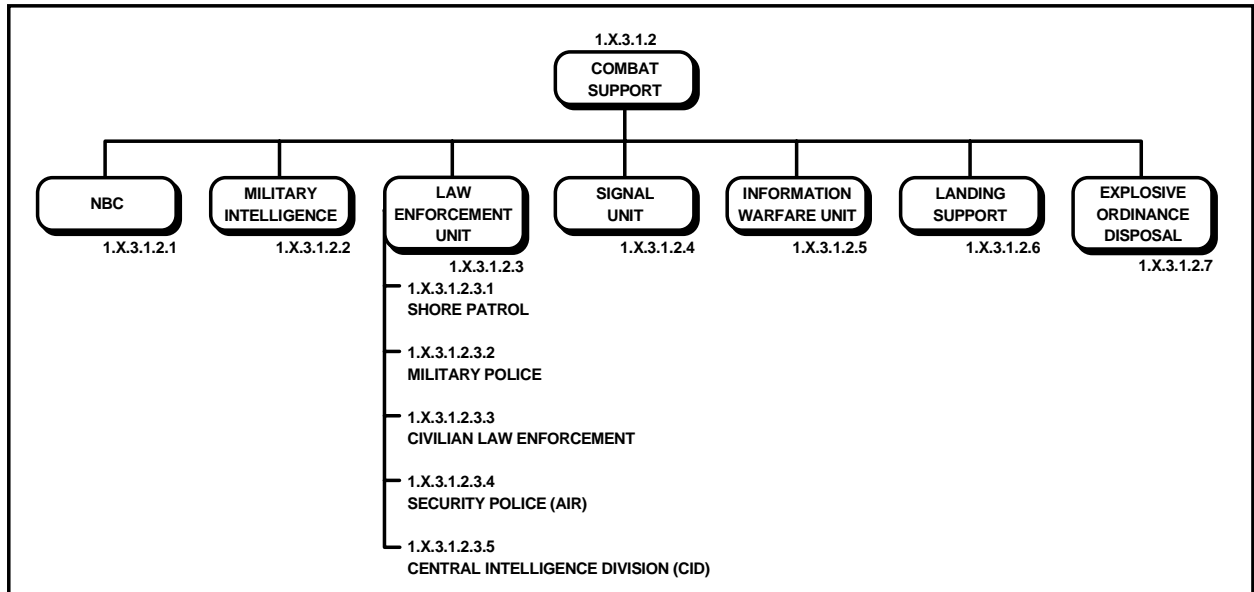
A-15. Ground Track (Reconnaissance)



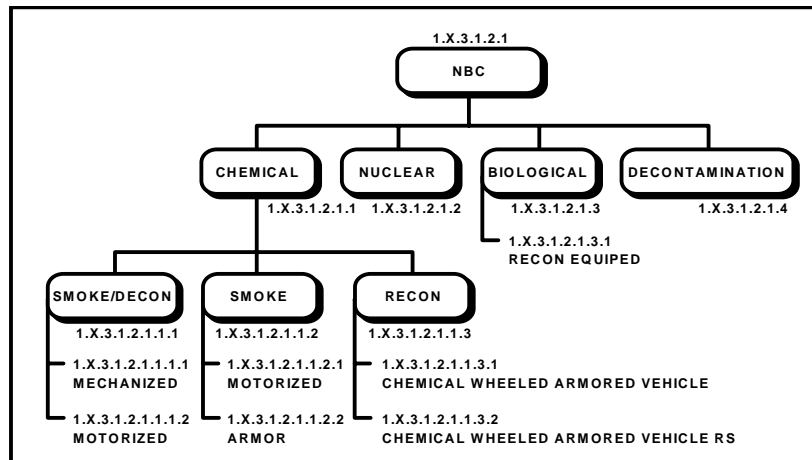
**A-16. Ground Track (Missile Surface to Surface)**



**A-17. Ground Track (Internal Security Forces)**



**A-18. Ground Track (Combat Support)**



**A-19. Ground Track (NBC)**

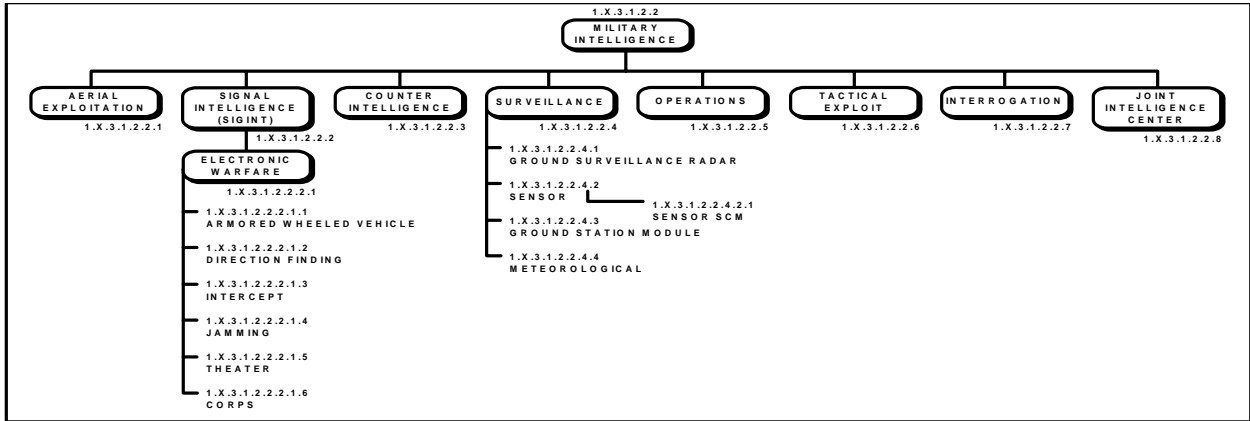
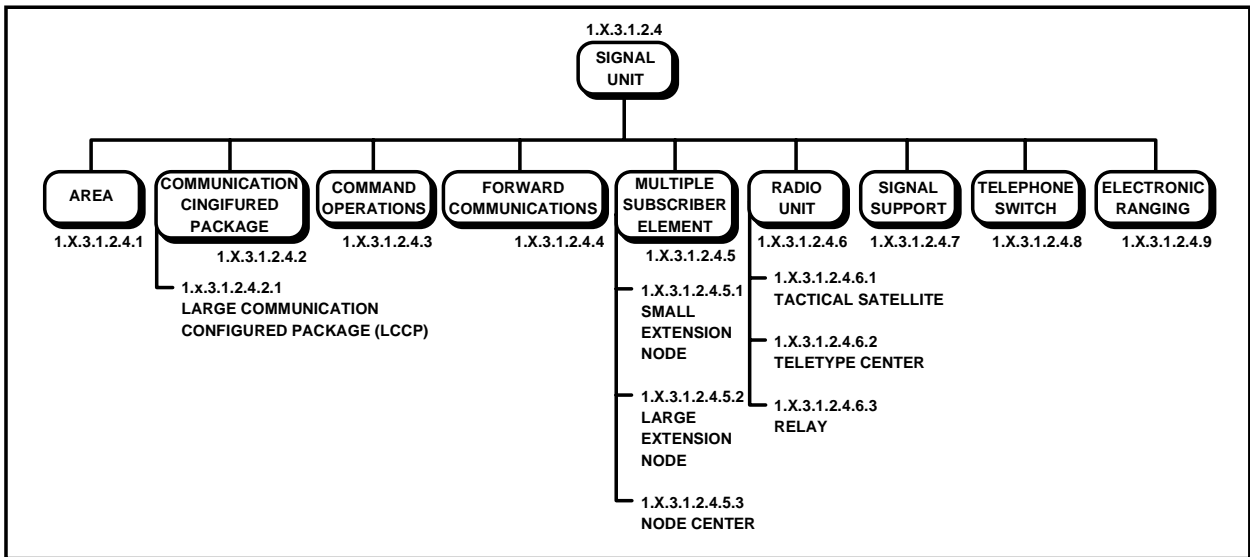
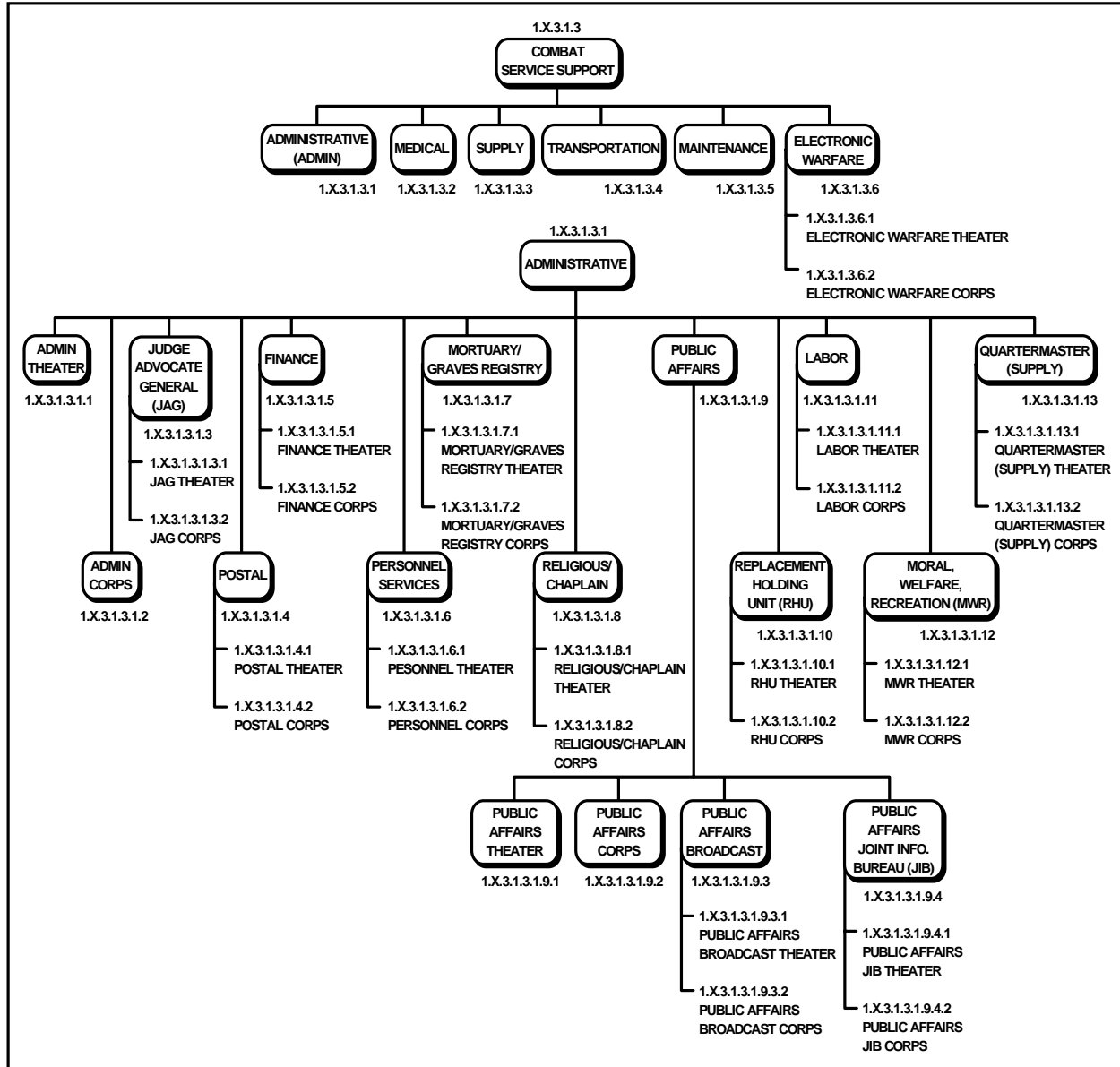


Figure A-20. Ground Track (Military Intelligence)

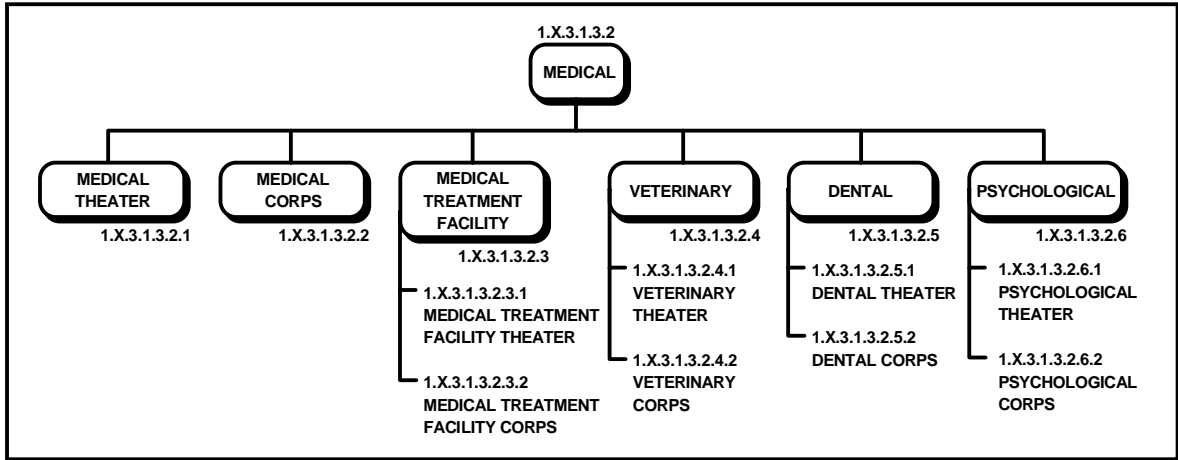


A-21. Ground Track (Signal Unit)

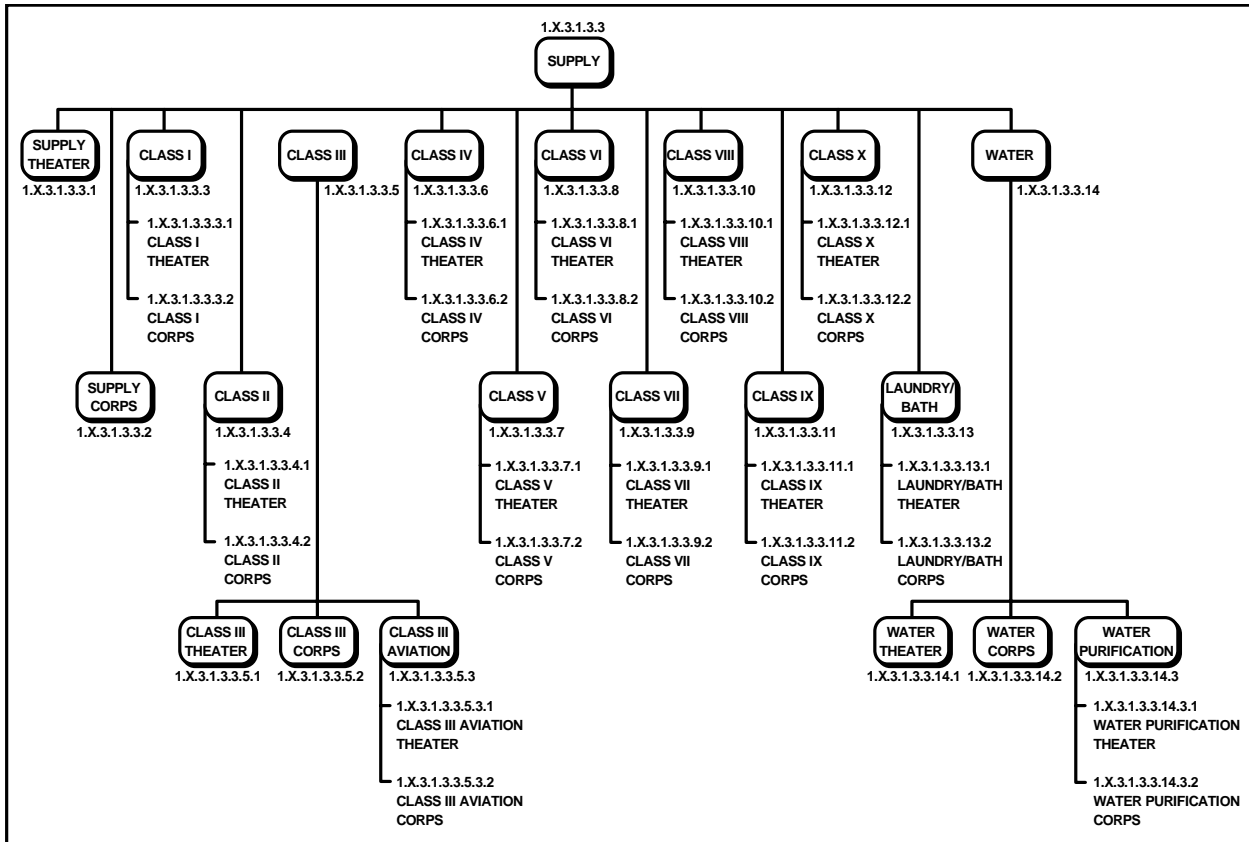


A-22. Ground Track (Combat Service Support)

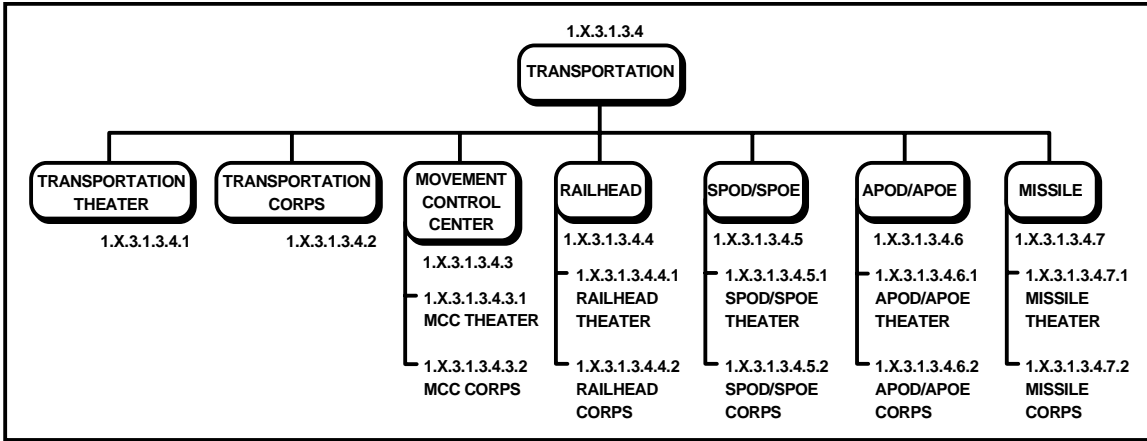




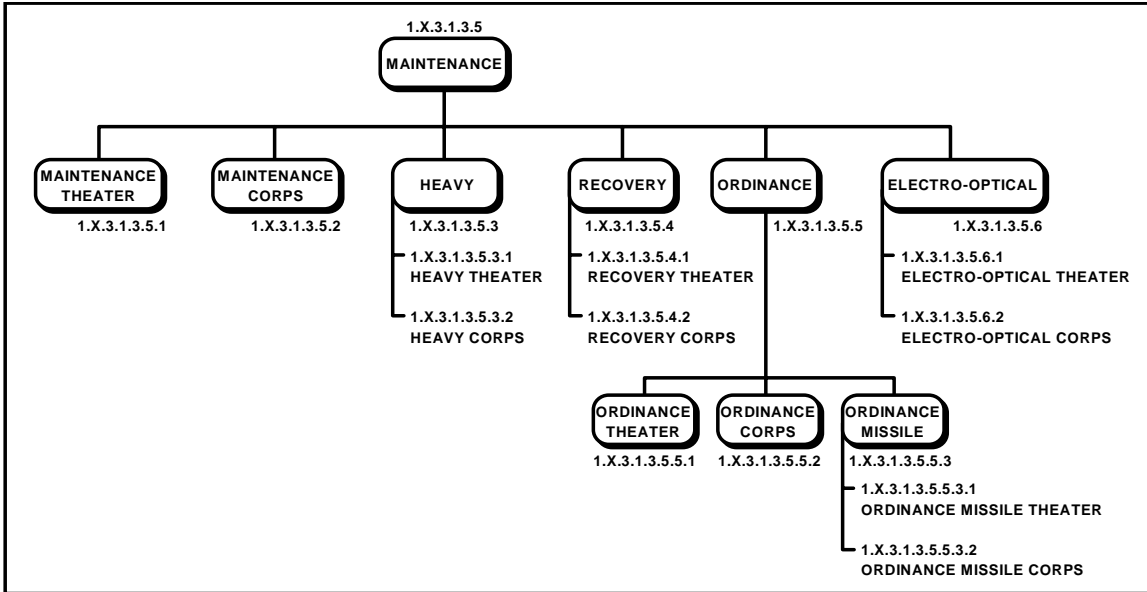
A-23. Ground Track (Medical)



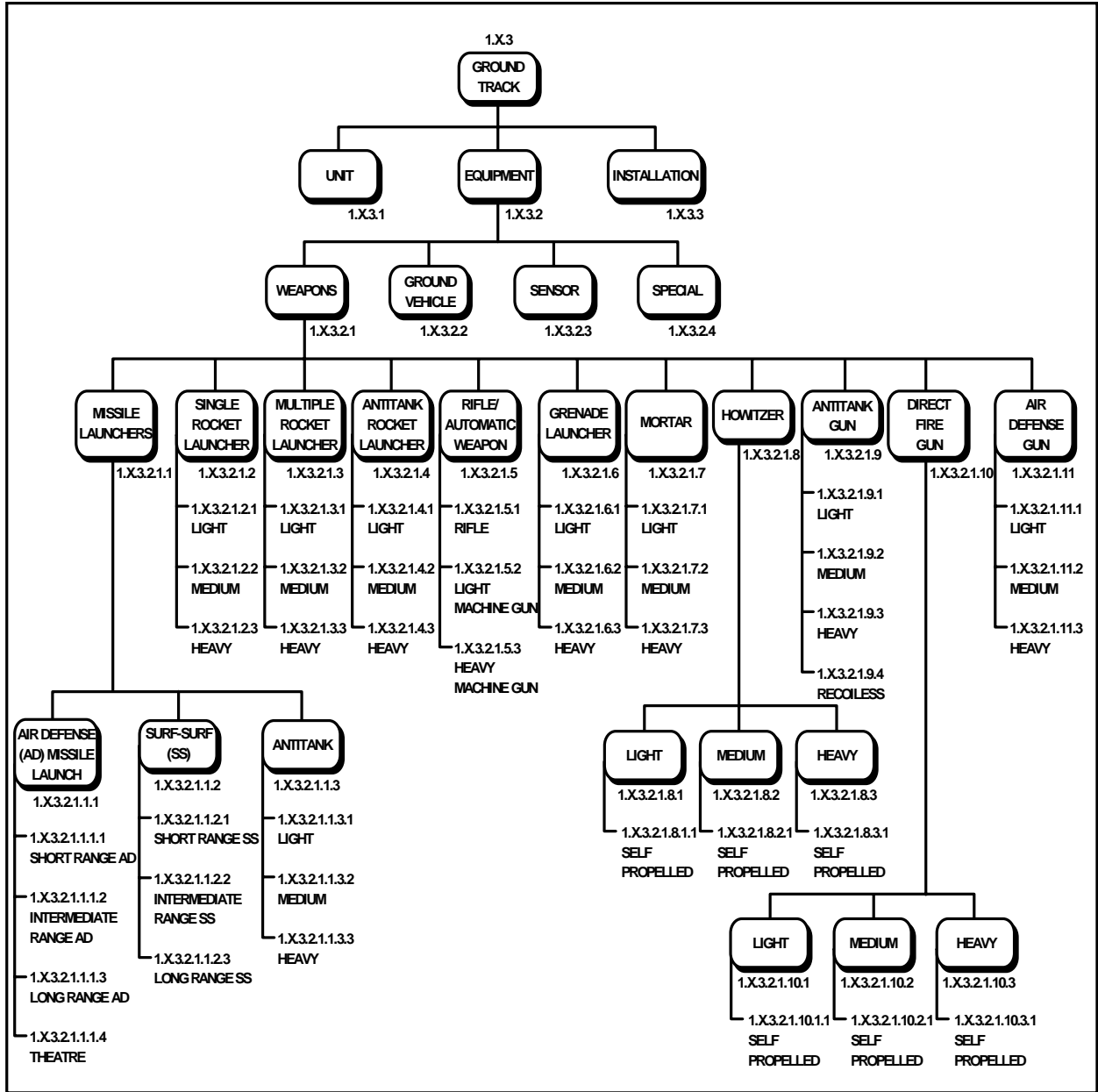
A-24. Ground Track (Supply)



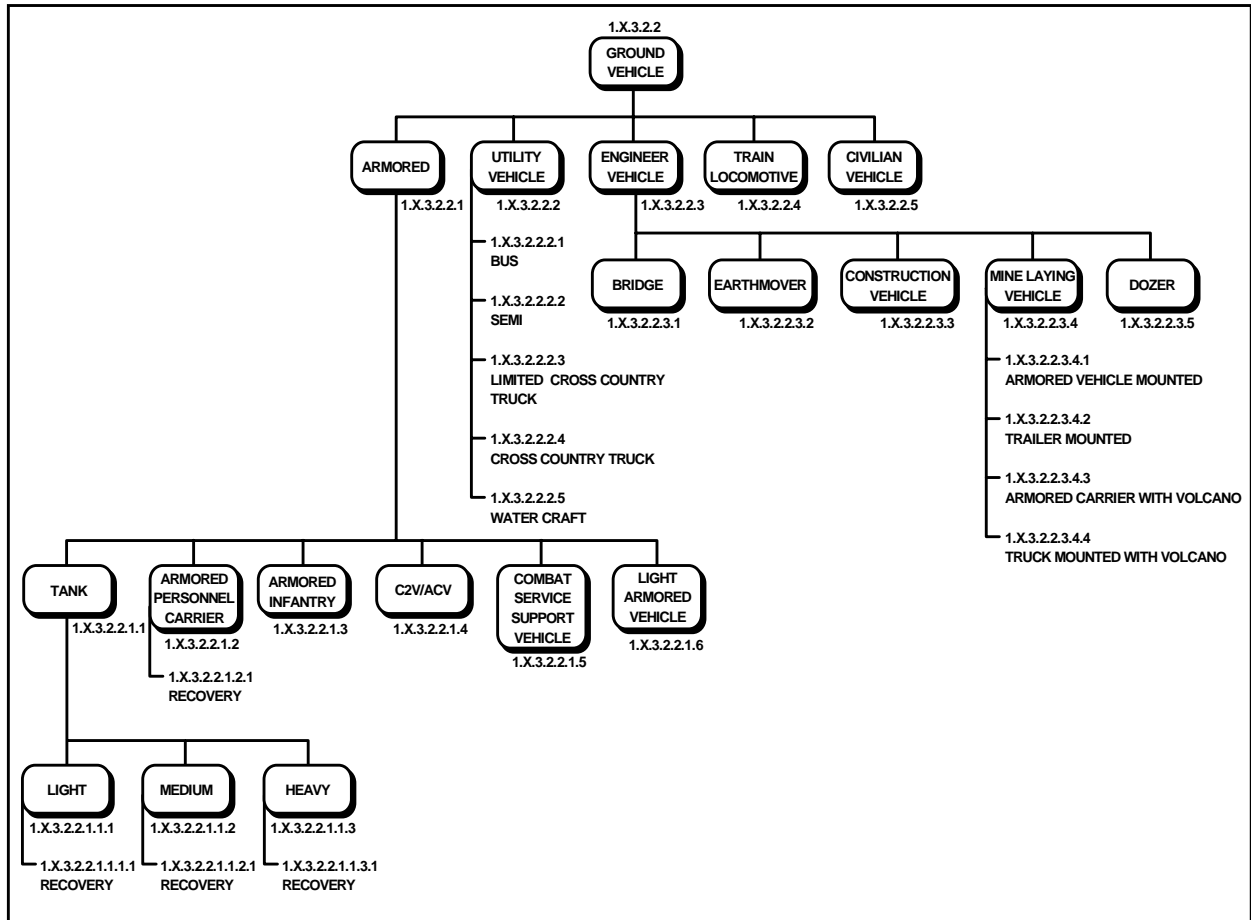
A-25. Ground Track (Transportation)



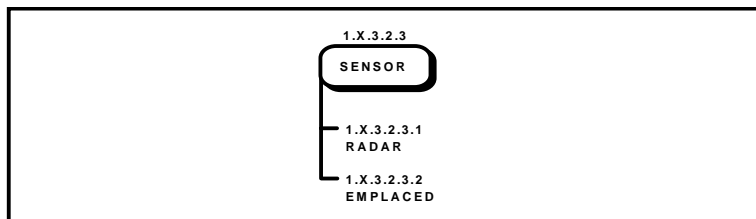
A-26. Ground Track (Maintenance)



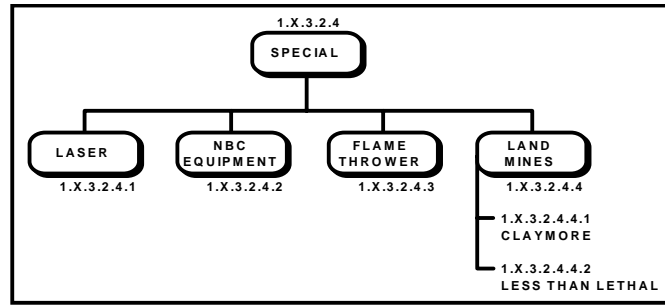
A-27. Ground Track (Weapons)



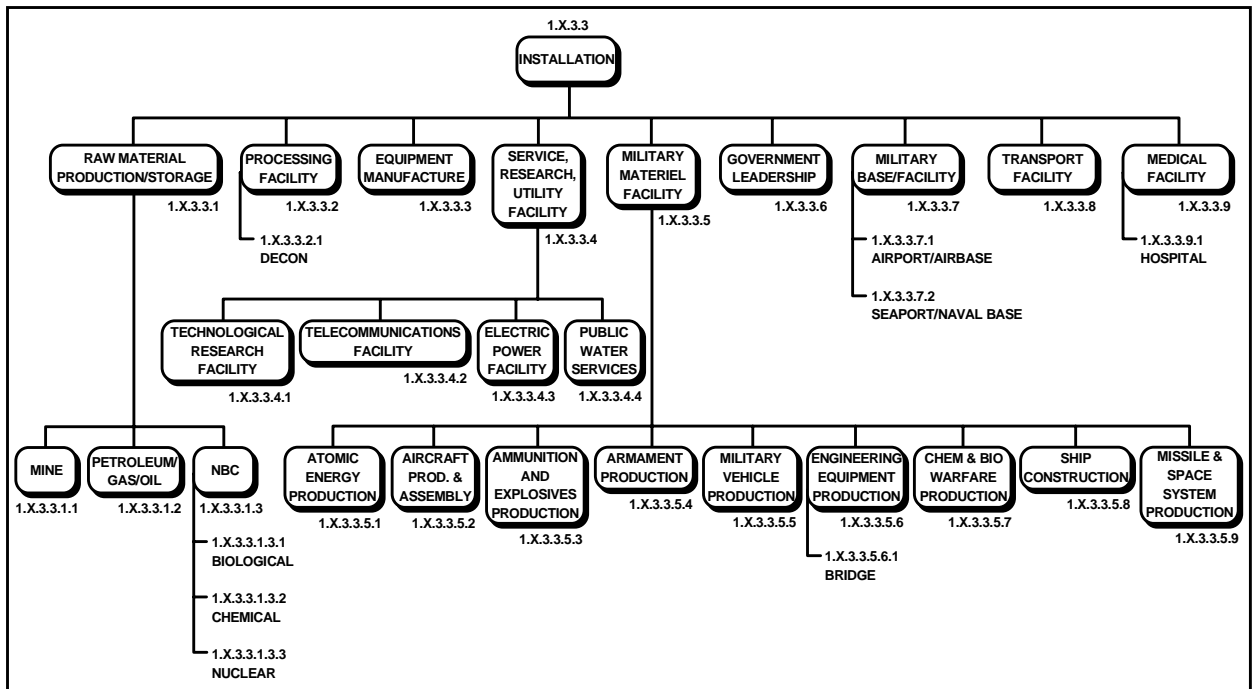
A-28. Ground Track (Ground Vehicle)



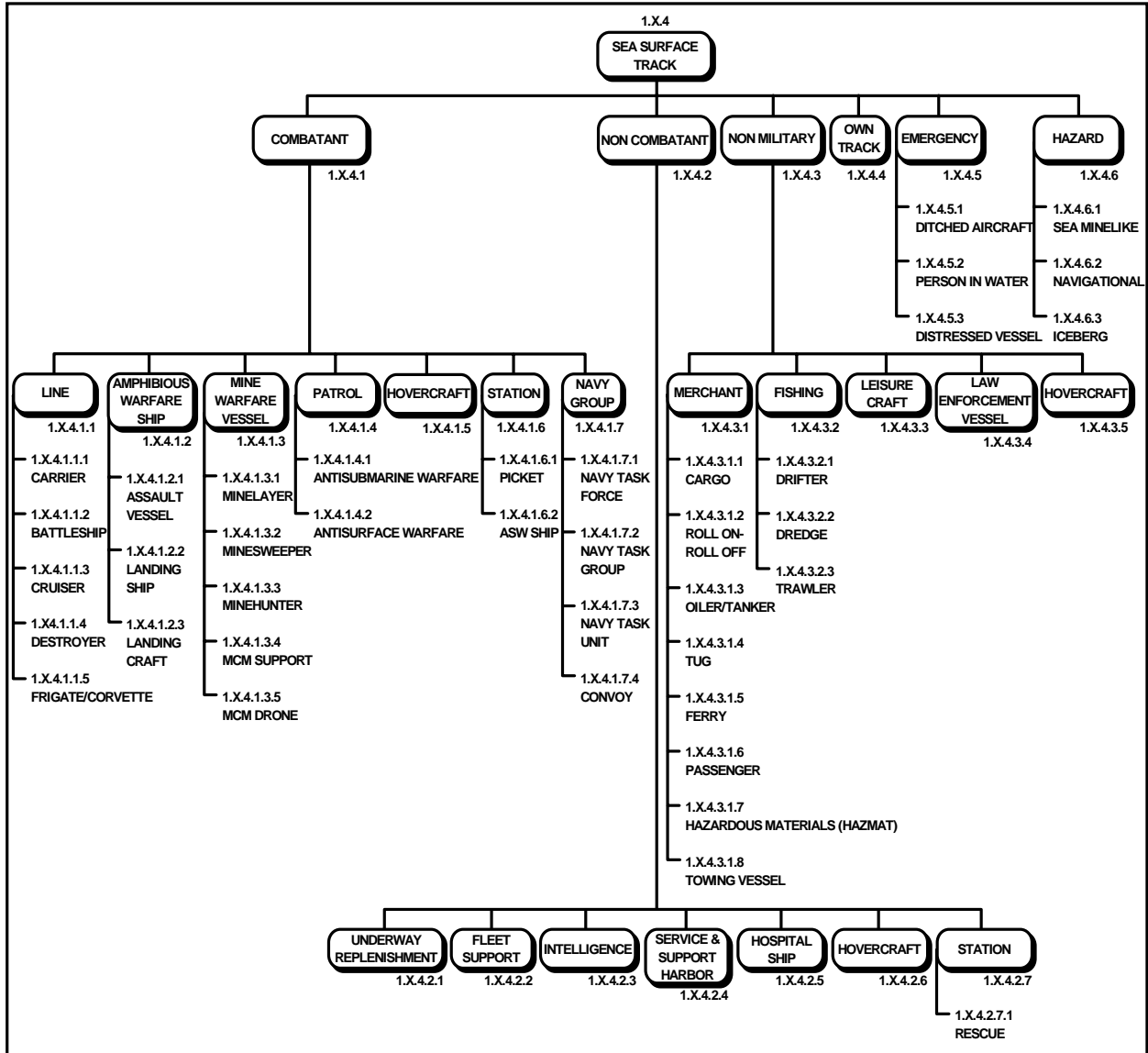
A-29. Ground Track (Sensor)



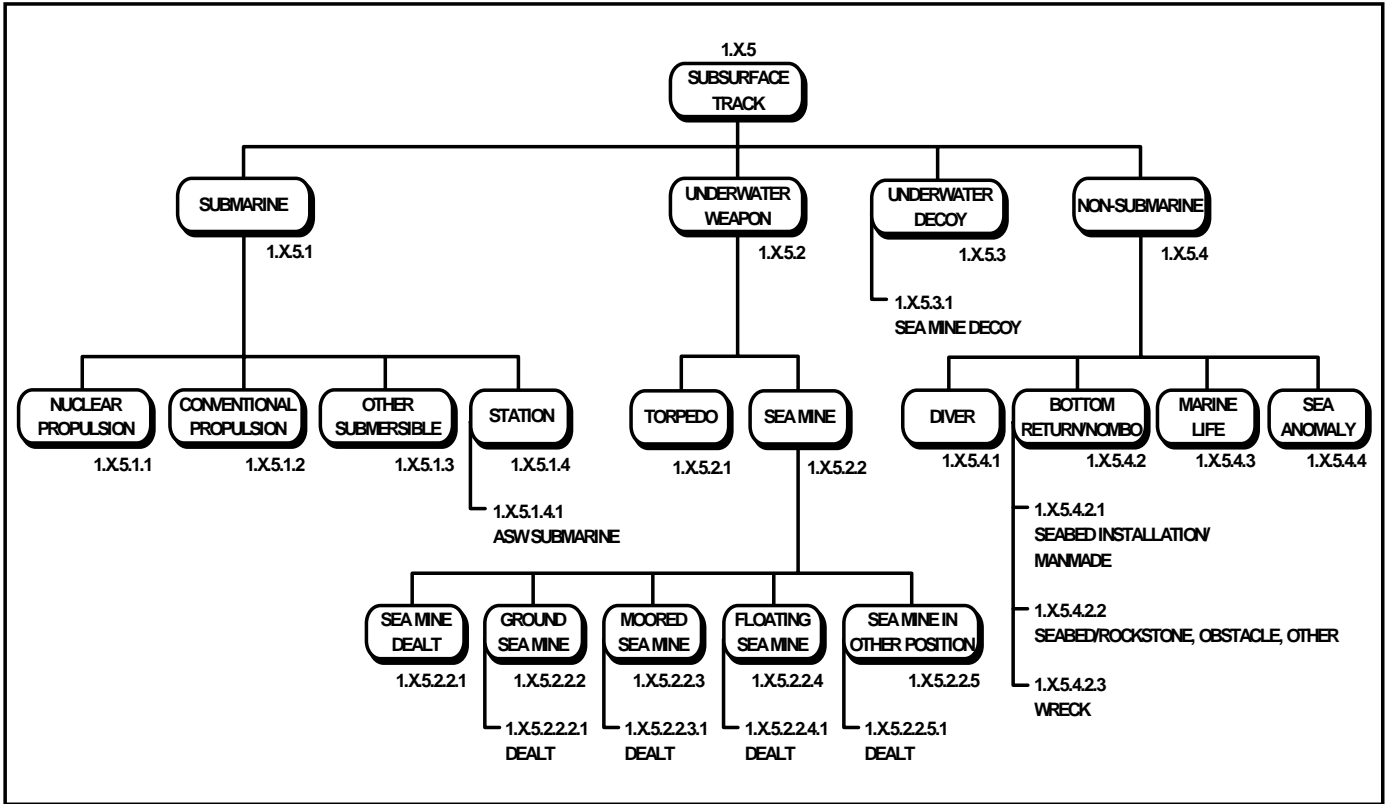
A-30. Ground Track (Special)



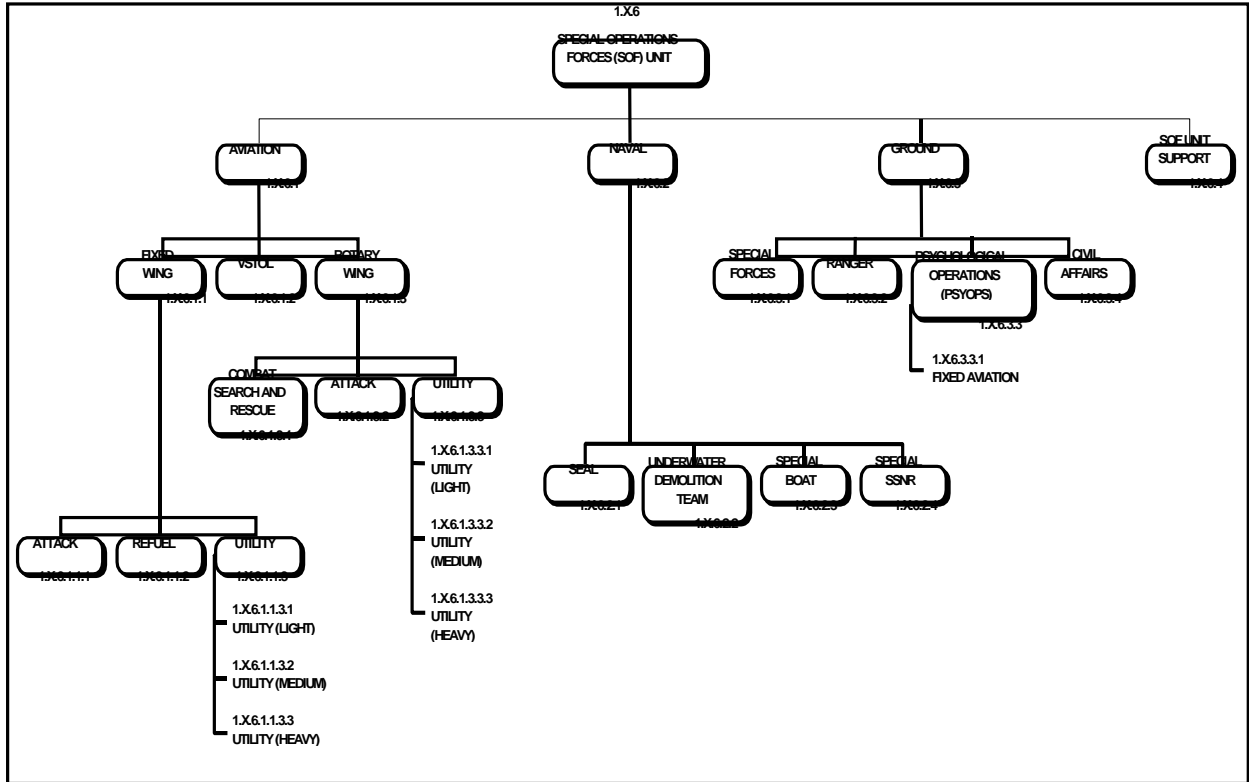
A-31. Ground Track (Installation)



A-32. Surface Track



A-33. Sea Subsurface Track



A-34. Social Operation Forces (SOF) Unit



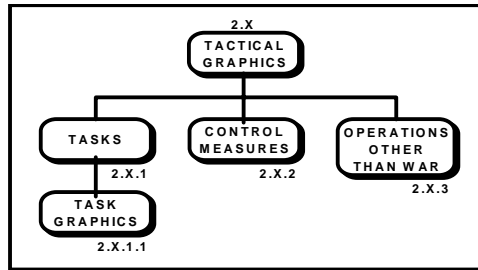


Figure A-35. Tactical Graphics

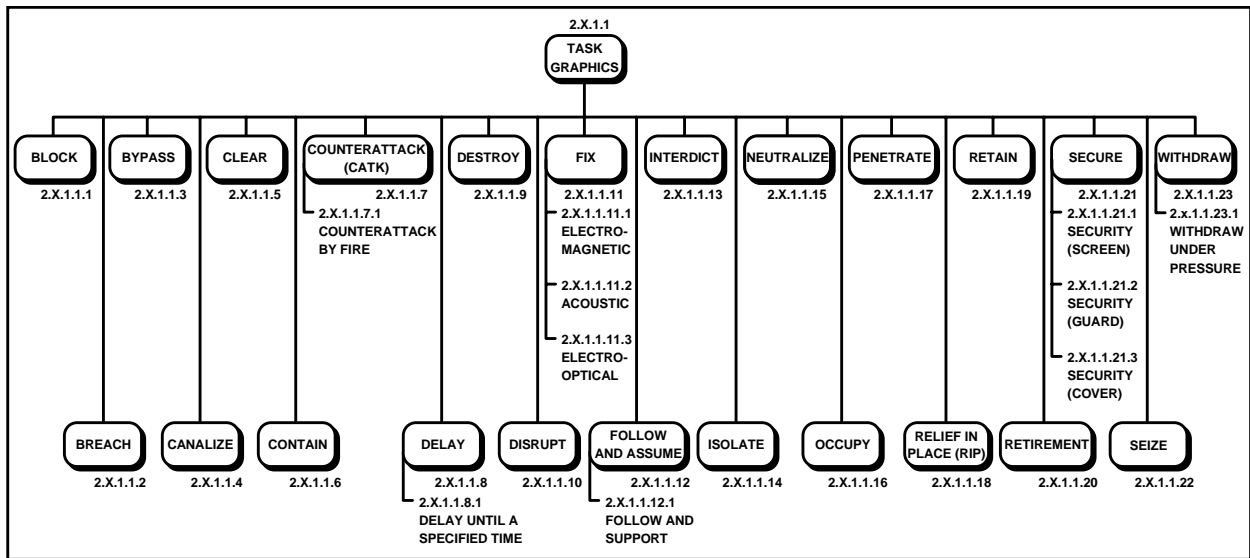


Figure A-36. Task Graphics

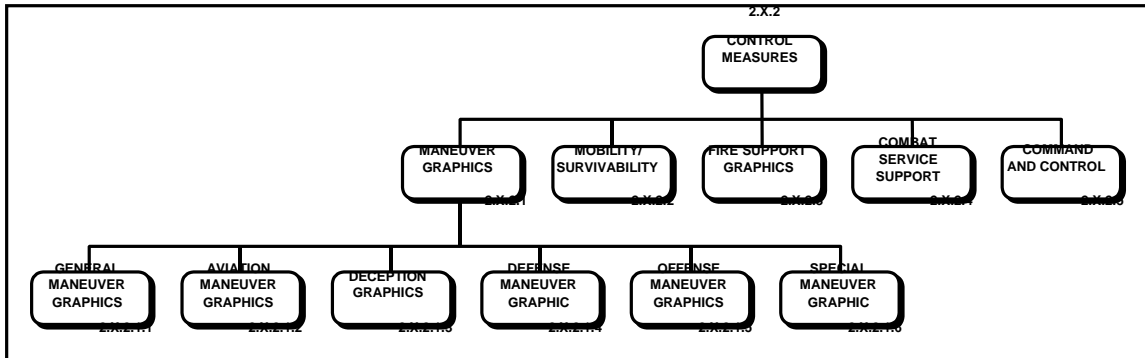


Figure A-37. Control Measures

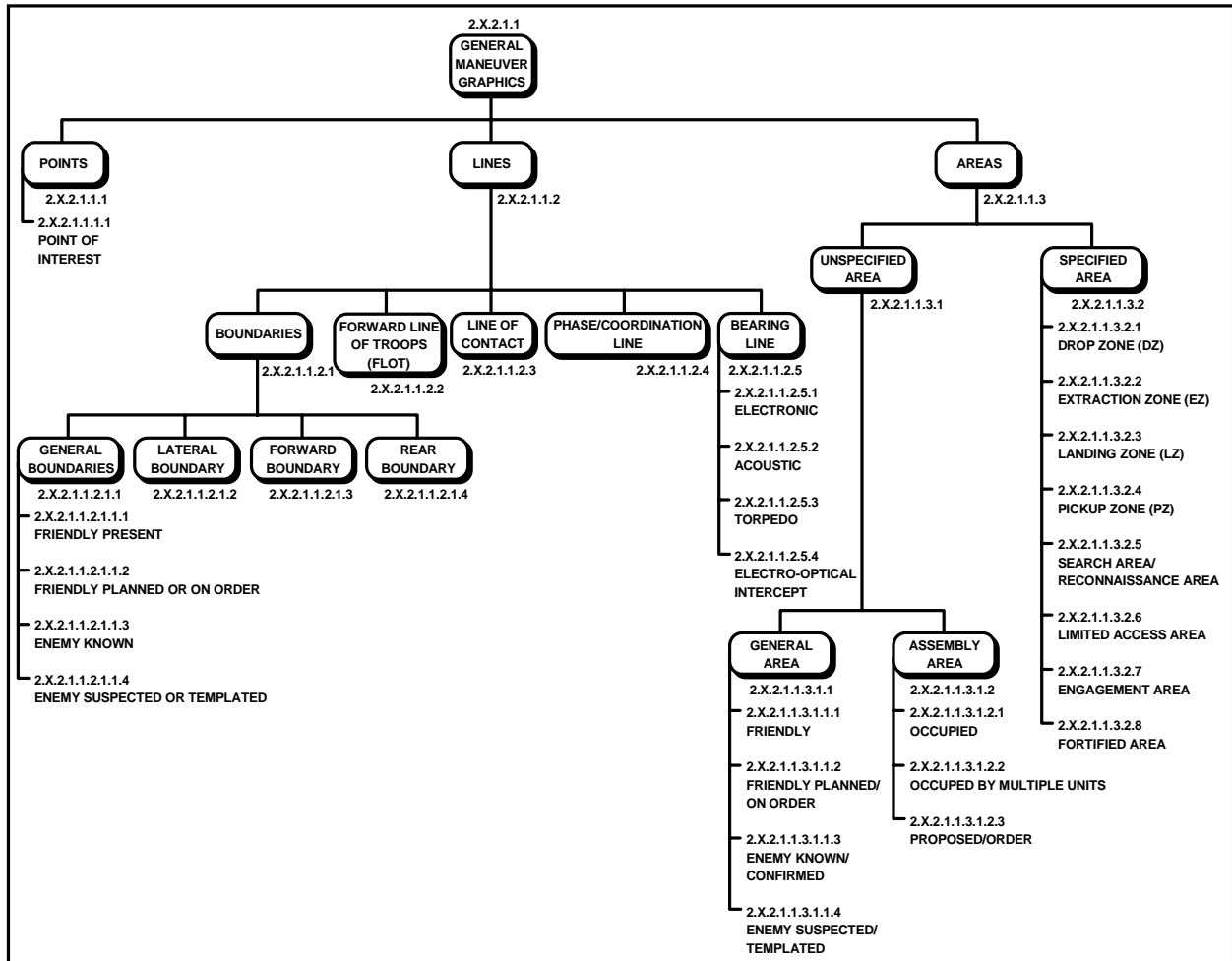


Figure A-38. General Manoeuvre Graphics

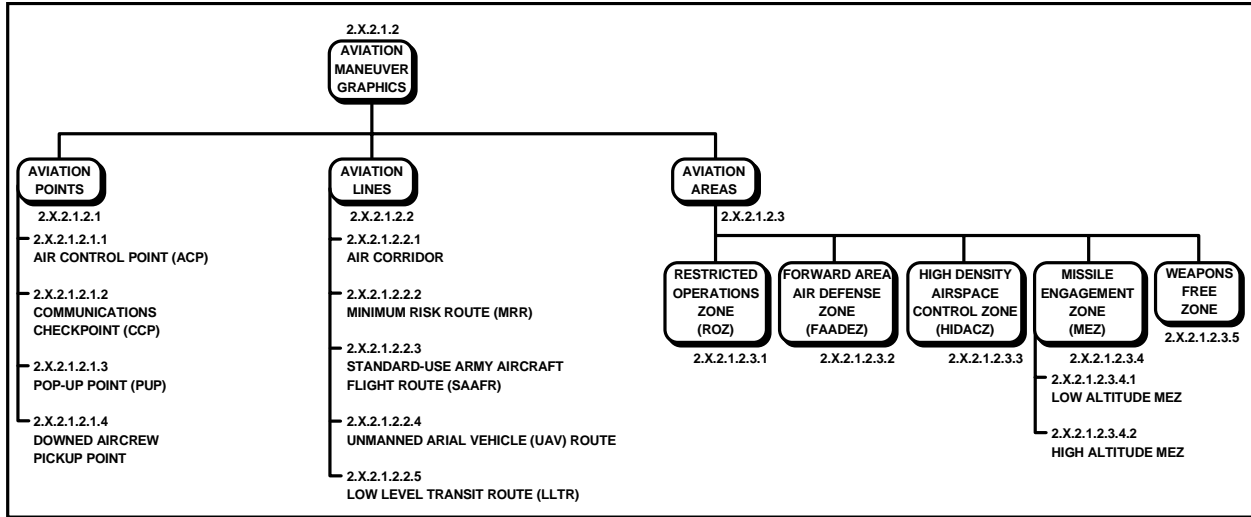


Figure A-39. Aviation Manouever Graphics

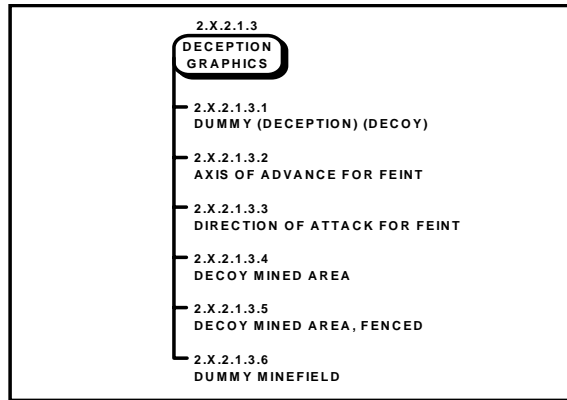


Figure A-40. Deception Graphics

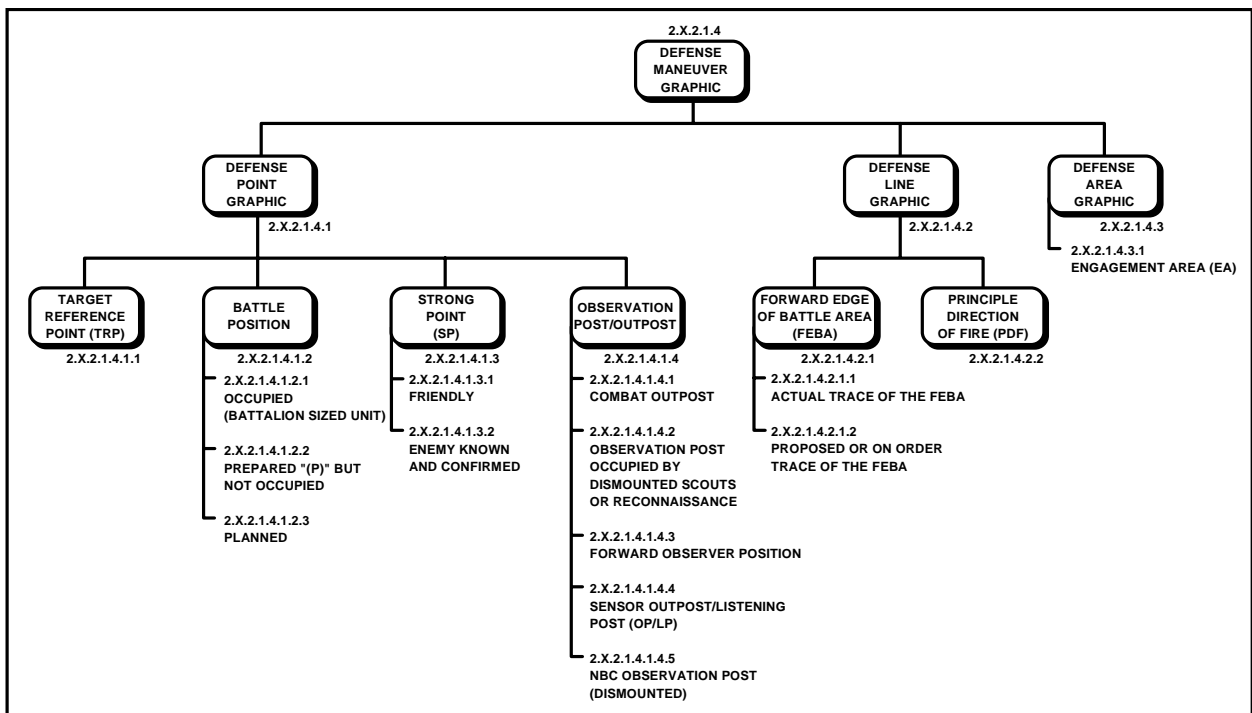


Figure A-41. Defense Manouever Graphics

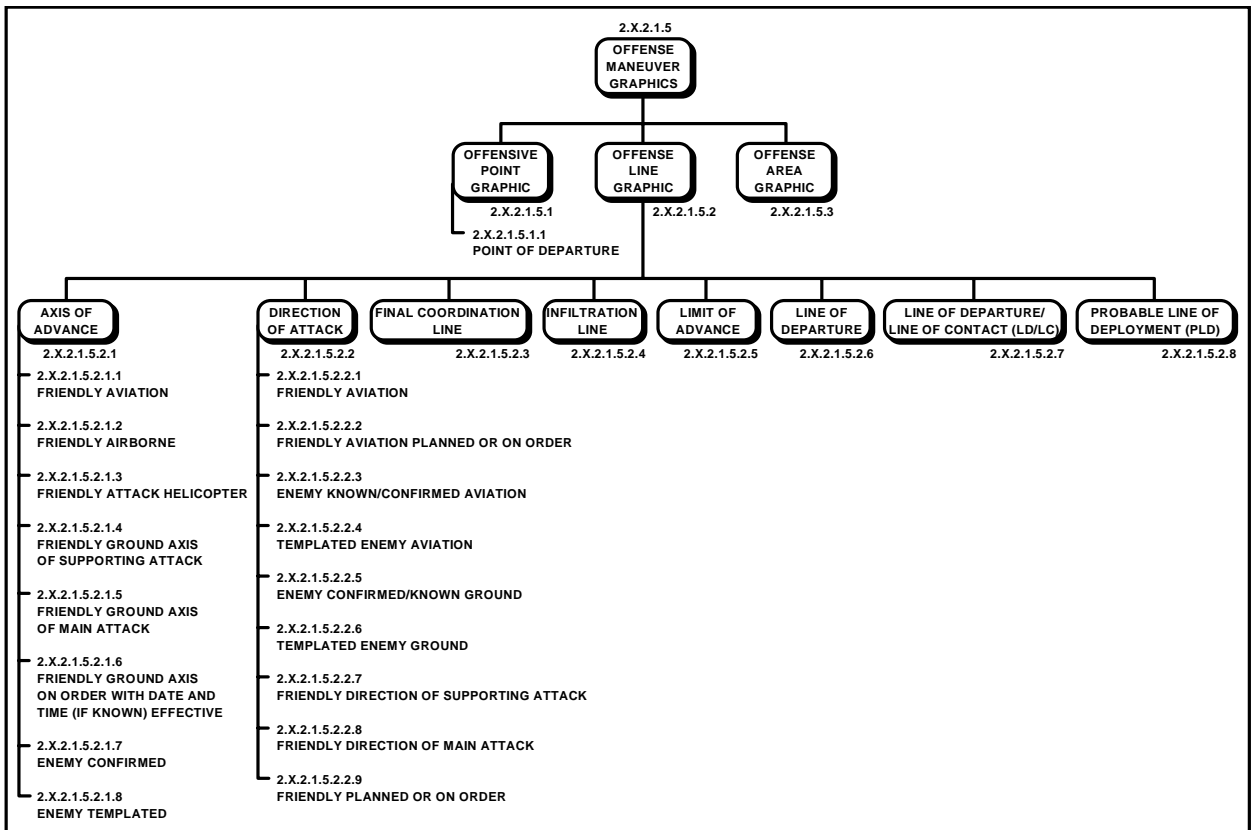


Figure A-42. Offensive Manouever Graphics

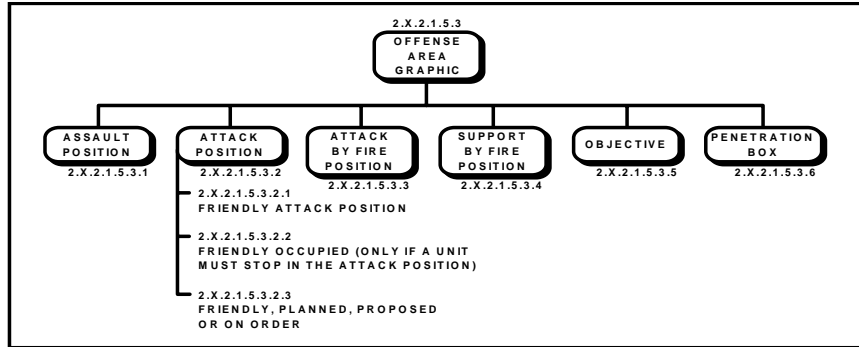


Figure A-43. Offense Area Graphics

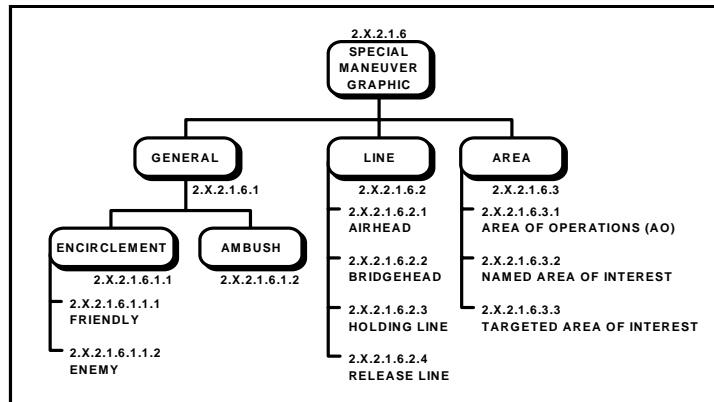


Figure A-44. Special Manoeuvre Graphics

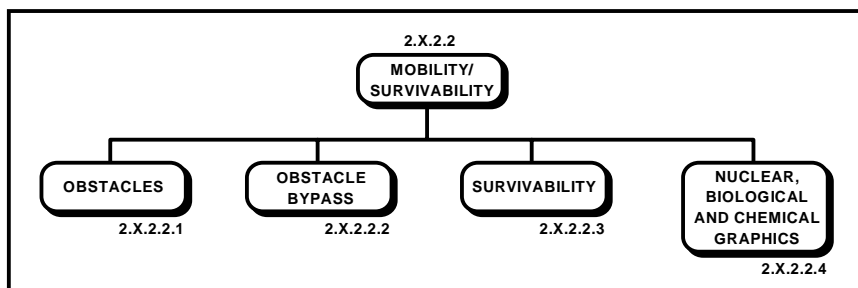


Figure A-45. Mobility Survivability

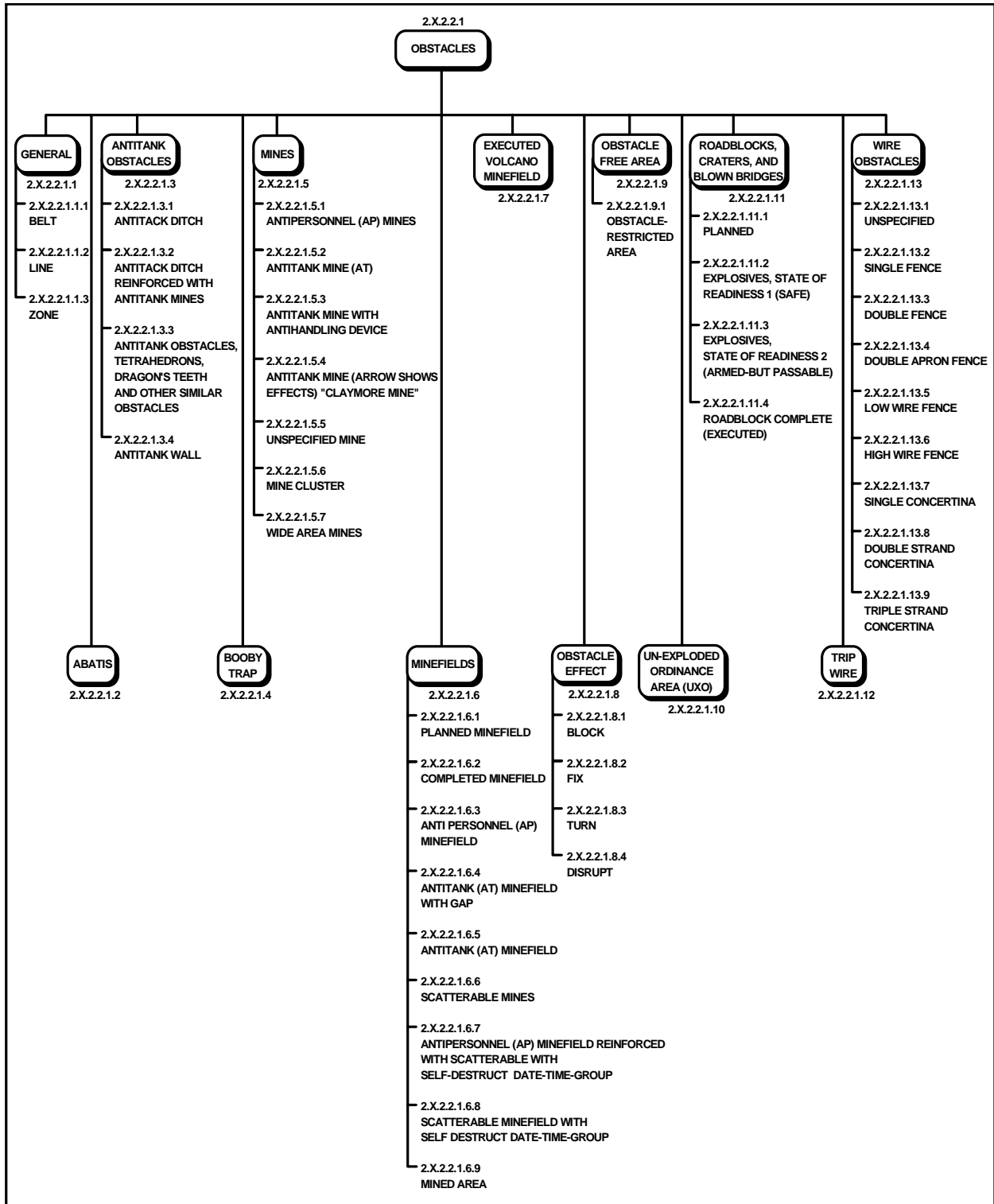


Figure A-46. Obstacles

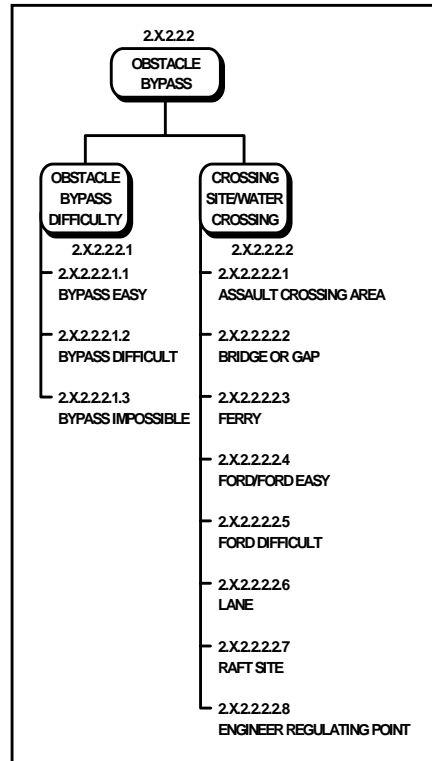


Figure A-47. Obstacle Bypass

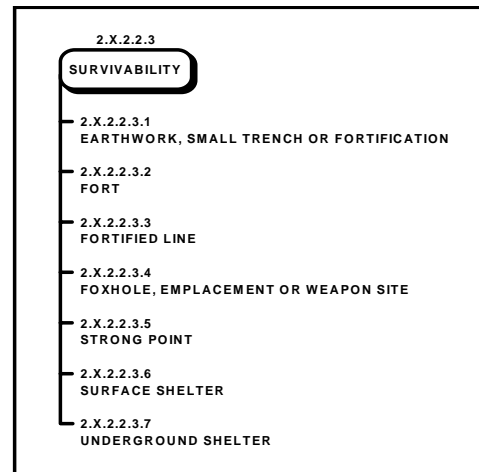


Figure A-48. Survivability





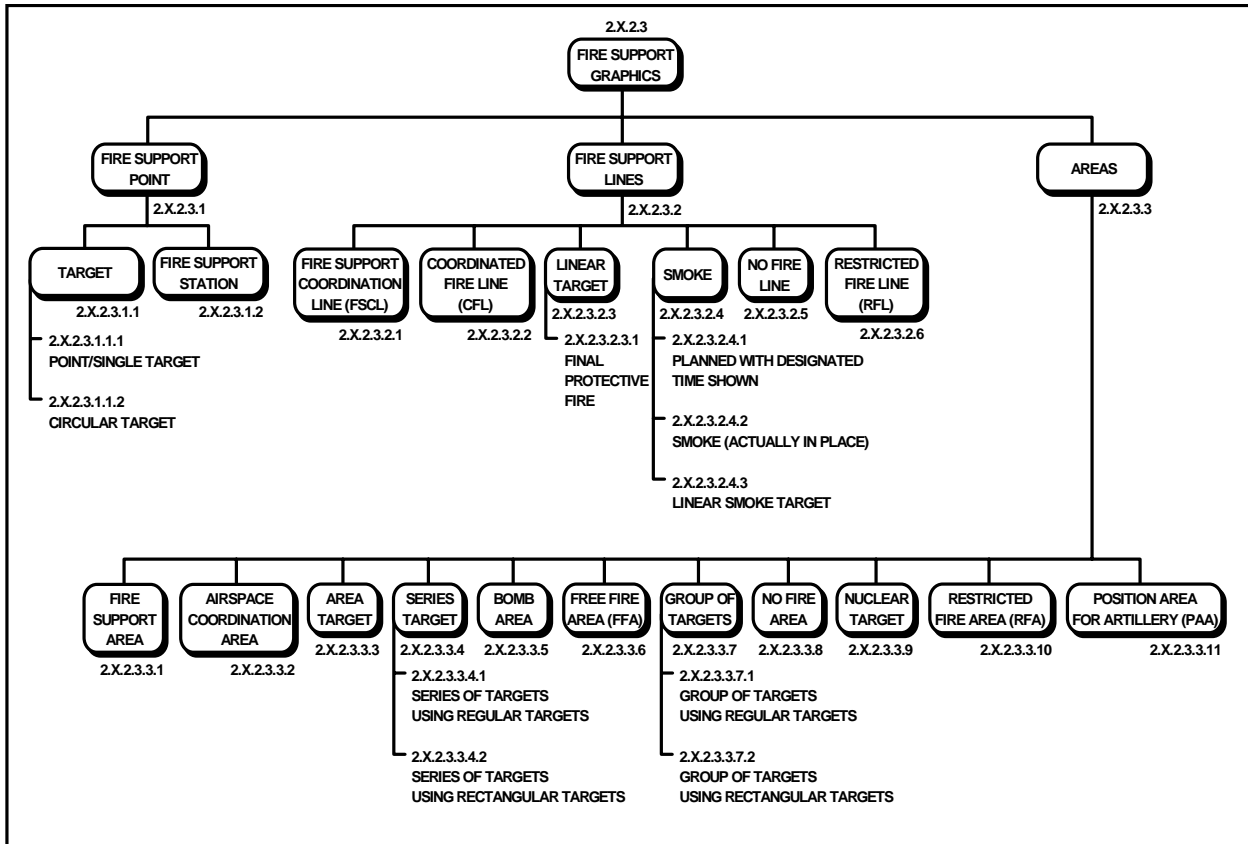


Figure A-50. Fire Support Graphics

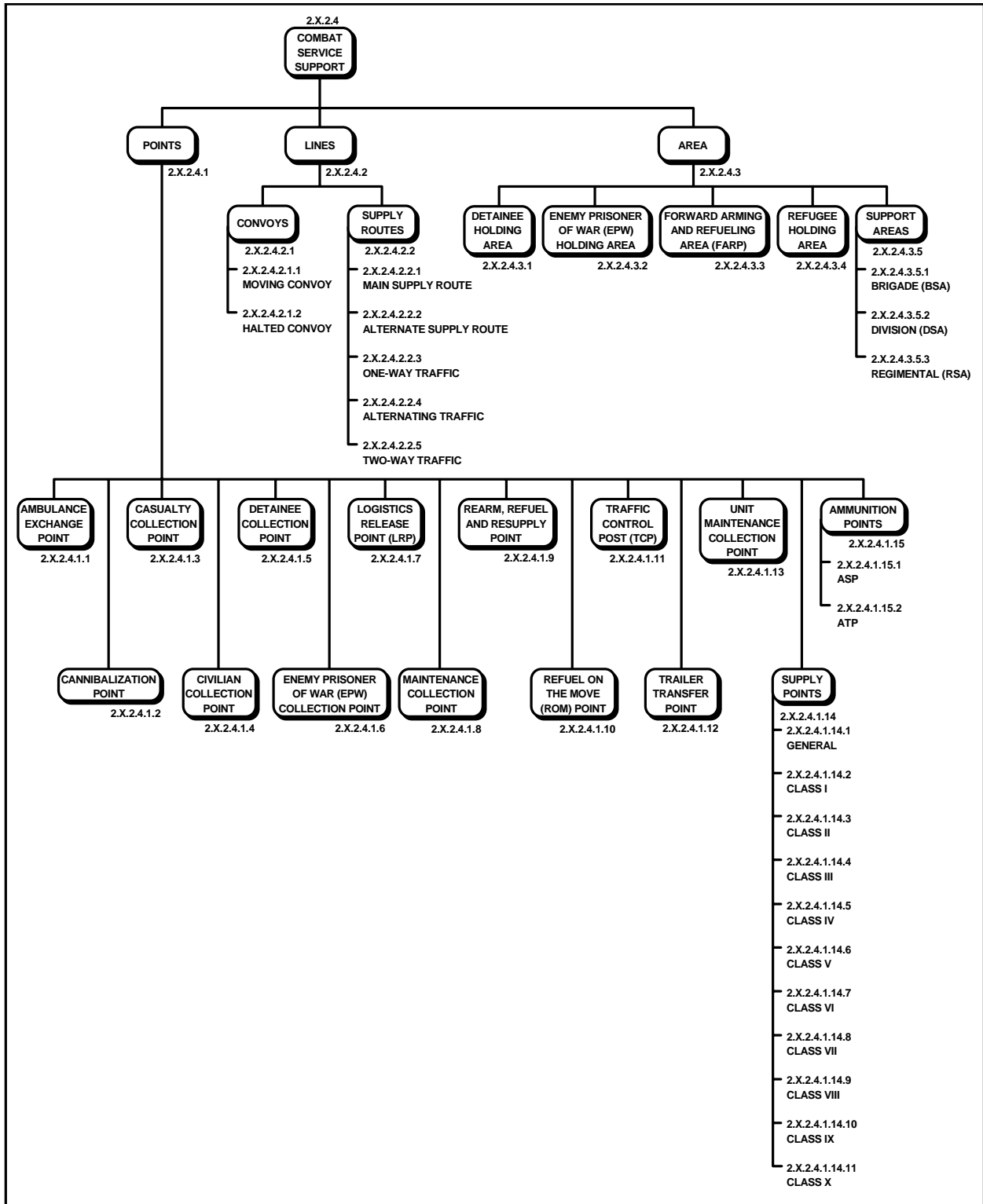


Figure A-51. Combat Service Support

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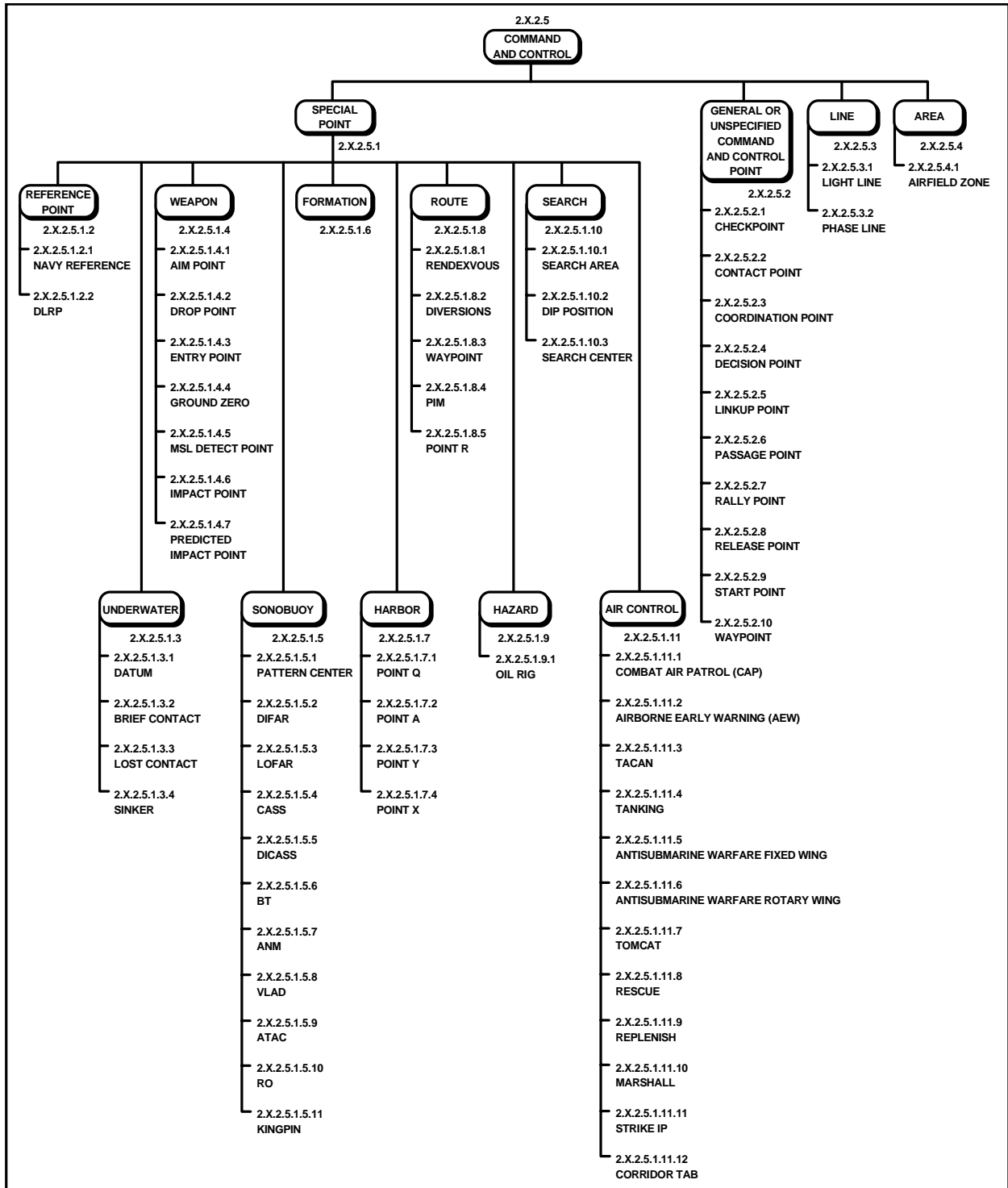


Figure A-52. Command and Control

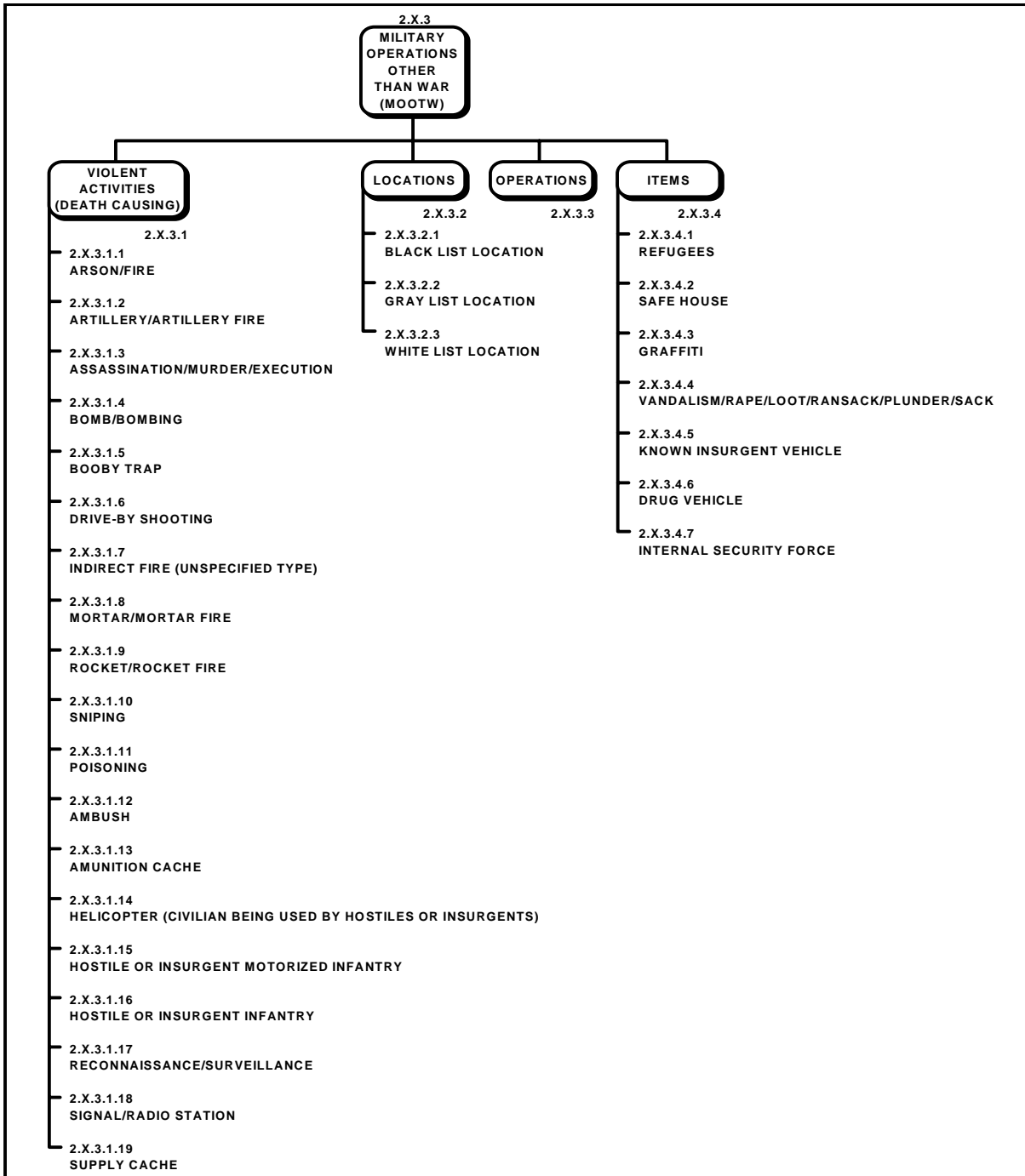


Figure A-53. Operations Other Than War

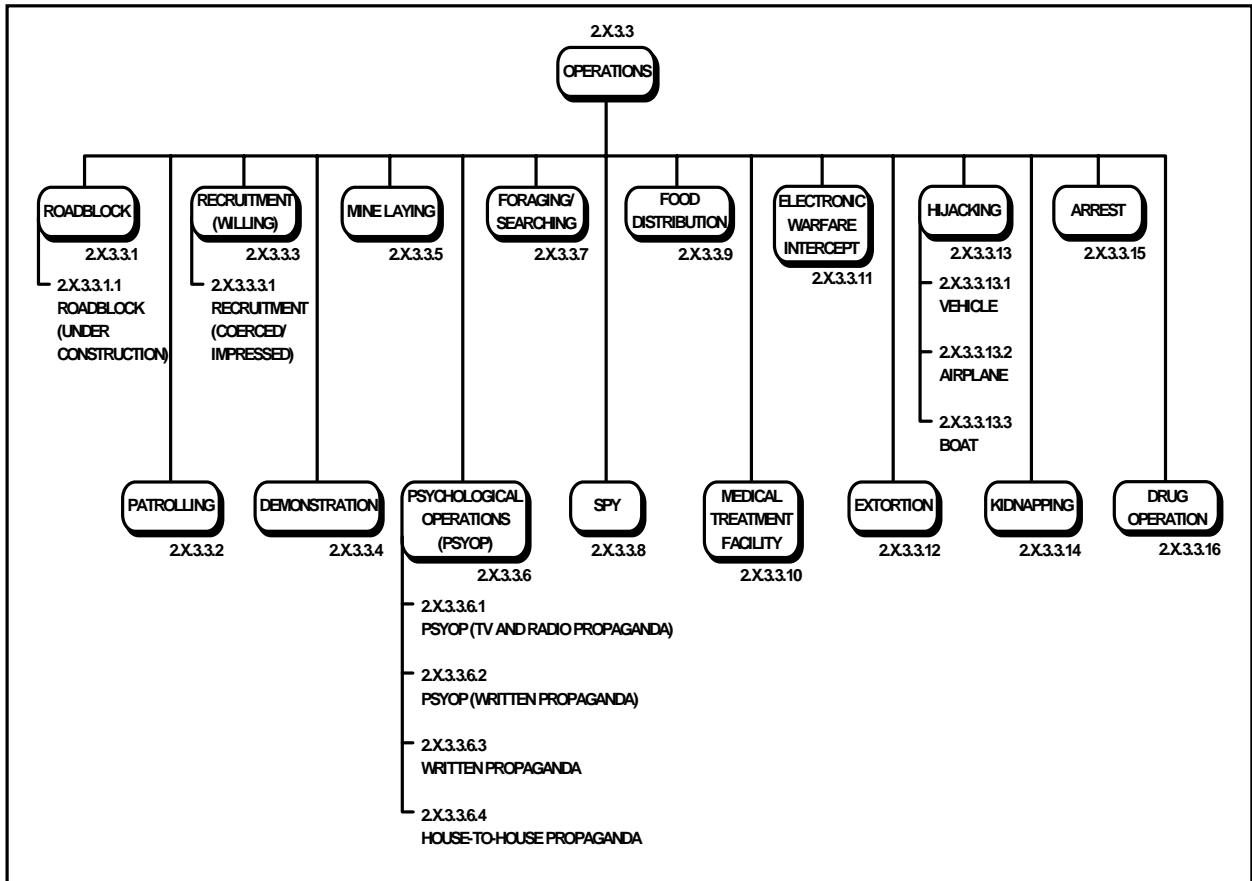


Figure A-54. Operations

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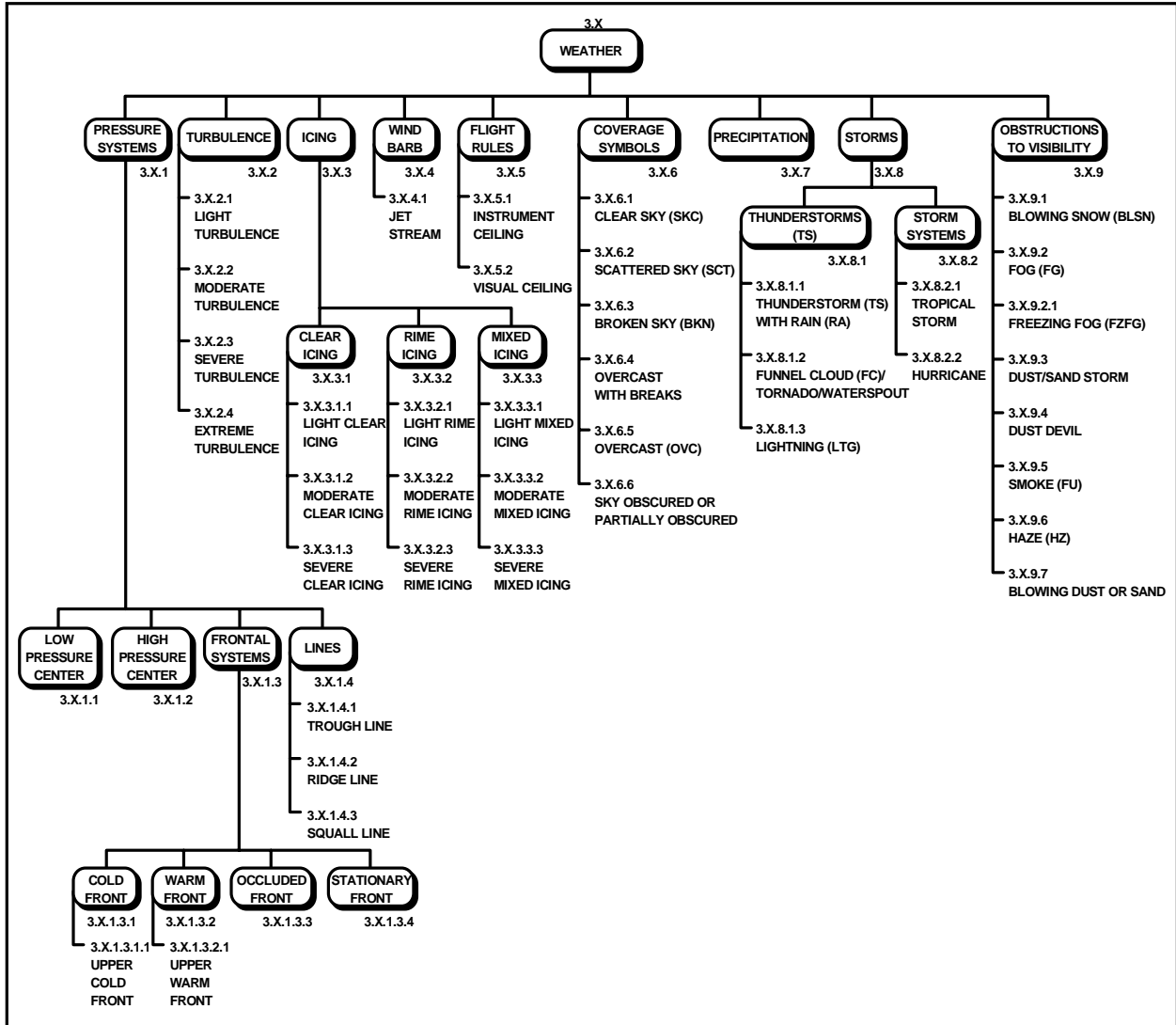


Figure A-55. Weather

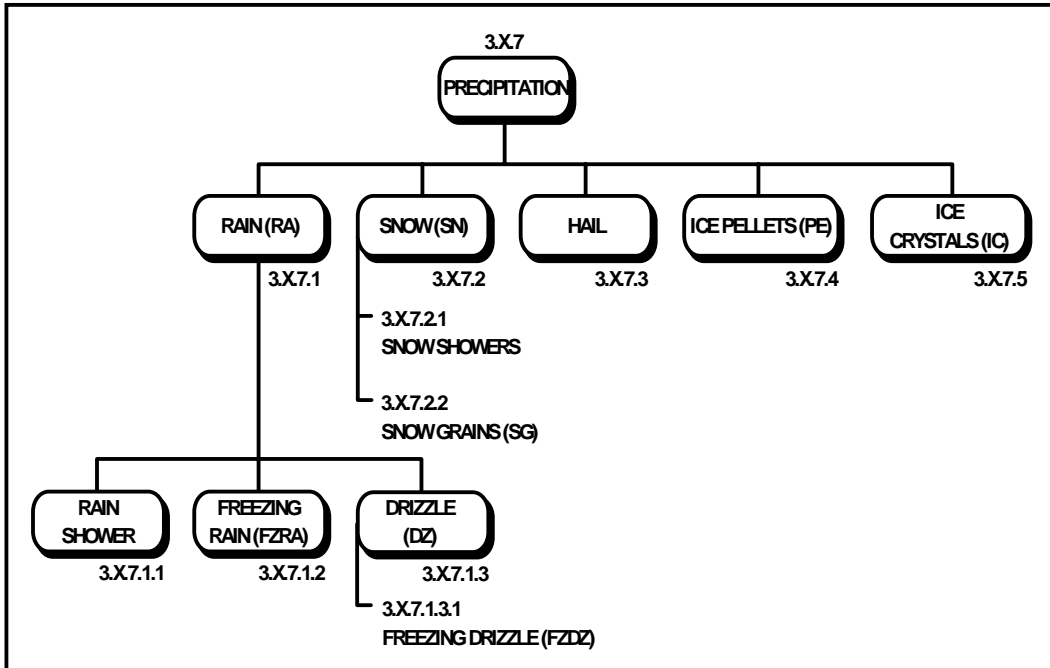


Figure A-56. Precipitation



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ANNEX B  
SYMBOL ID CODING

B.1 GENERAL

B.1.1 Scope. A scheme for symbol ID coding permits information systems to display and pass information about symbols and graphics to other systems for use and display. This appendix outlines an example of procedures for determining a symbol ID code.

B.2 APPLICABLE DOCUMENTS

This section is not applicable to this appendix.

B.3 DEFINITIONS

The definitions in section 3 of this standard apply to this appendix.

B.4 SYMBOL ID CODING SCHEME

B.4.1 Symbol ID code. A symbol ID code is a 15-character alphanumeric identifier that provides the information necessary to display a symbol or graphic. Characters need not be present in all 15 positions of a code. Table B-I identifies the 9 categories of information included in a symbol ID code and the position each occupies in the 15-character identifier.

B.4.1.1 Code scheme, position 1. This position indicates the overall symbology set to which a symbol belongs.

B.4.1.2 Affiliation, battle dimension, and status, 2, 3, and 4. These positions determine the frame shape of a symbol and indicate its actual or planned location.

B.4.1.3 Function ID, positions 5 through 10. These positions identify a symbol's function, with each position providing increasing levels of detail and specialization. The specific values for these positions are included with the symbol ID codes in Tables B-III through B-X.

B.4.1.4 Size/mobility indicator code, positions 11 and 12. These positions identify the size and mobility of a symbol. Table B-II contains the specific code values used in these positions.

B.4.1.5 Country code, positions 13 and 14. These positions identify the country with which a symbol is associated. Country code identifiers are listed in Federal Information Processing Standard (FIPS) Pub 10 series.

B.4.1.6 Order of battle, position 15. This position provides additional information about the role of a symbol in the battlespace. For example, a bomber that has nuclear weapons on board may be strategic force-related, or a tactical graphic may also perform the role of a control point.

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B.4.2 Symbol ID code tables. Tables B-III through B-VIII list the codes for space, air, ground, sea surface, sea subsurface, and special operations symbols, respectively. Tables B-IX and B-X list the codes for tactical and weather graphics. In each table, an alphanumeric character indicates the known value for that position for a given symbol. An asterisk (\*) indicates a position that is defined by the user based on specific symbol circumstances. A dash (-) indicates that no information is provided in the position.

TABLE B-I. Symbol ID code positions and categories.

CODING SCHEME (1) (POSITION 1)	AFFILIATION (1) (POSITION 2)	BATTLE DIMENSION (1) (POSITION 3)	STATUS (1) (POSITION 4)
S - WARFIGHTING G - TACTICAL GRAPHICS W - WEATHER I - INTELLIGENCE M - MAPPING (reserved - under development)	P - PENDING U - UNKNOWN A - ASSUMED FRIEND F - FRIEND N - NEUTRAL S - SUSPECT H - HOSTILE J - JOKER K - FAKER O - NONE SPECIFIED	P - SPACE A - AIR G - GROUND S - SEA SURFACE U - SEA SUB-SURFACE F - SOF X - OTHER T - TASKS C - CONTROL MEASURES O - OPERATIONS OTHER THAN WAR	A - ANTICIPATED/PLANNED P - PRESENT

TABLE B-I. Symbol ID code positions and categories (cont'd).

FUNCTION ID (6) (POSITION 5 - 10)	SIZE/MOBILITY (2) (POSITION 11, 12)	COUNTRY CODE (2) (POSITION 13, 14)	ORDER OF BATTLE (1) (POSITION 15)
See tables B-III through B-VIII for specific values.	See Table B-II for specific values	See FIPS Pub series 10	A - AIR OB E - ELECTRONIC OB C - CIVILIAN OB G - GROUND OB N - MARITIME OB S - STRATEGIC FORCE RELATED X - CONTROL MARKINGS

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TABLE B-II. Symbol ID codes - size/mobility.

NOTE: In appendices B and D, the size/mobility columns show ** to indicate that these positions may be filled as --, -, *, **-, or ** where * = [ 0 - 9, A,...,Z ].				
CODE	DESCRIPTION		CODE	DESCRIPTION
- A	TEAM/CREW		AM	HQ REGION
- B	SQUAD			
- C	SECTION		B -	TASK FORCE (TF) HQ
- D	PLATOON		BA	TF HQ TEAM/CREW
- E	COMPANY		BB	TF HQ SQUAD
- F	BATTALION		BC	TF HQ SECTION
- G	REGIMENT/GROUP		BD	TF HQ PLATOON
- H	BRIGADE		BE	TF HQ COMPANY
- I	DIVISION		BF	TF HQ BATTALION
- J	CORPS/MEF		BG	TF HQ REGIMENT/GROUP
- K	ARMY		BH	TF HQ BRIGADE
- L	ARMY GROUP/FRONT		BI	TF HQ DIVISION
- M	REGION		BJ	TF HQ CORPS/MEF
--	NULL		BK	TF HQ ARMY
			BL	TF HQ ARMY GROUP/FRONT
A -	HEADQUARTERS (HQ)		BM	TF HQ REGION
AA	HQ TEAM/CREW			
AB	HQ SQUAD		C -	FEINT DUMMY (FD) HQ
AC	HQ SECTION		CA	FD HQ TEAM/CREW
AD	HQ PLATOON		CB	FD HQ SQUAD
AE	HQ COMPANY		CC	FD HQ SECTION
AF	HQ BATTALION		CD	FD HQ PLATOON
AG	HQ REGIMENT/GROUP		CE	FD HQ COMPANY
AH	HQ BRIGADE		CF	FD HQ BATTALION
AI	HQ DIVISION		CG	FD HQ REGIMENT/GROUP
AJ	HQ CORP/MEF		CH	FD HQ BRIGADE
AK	HQ ARMY		CI	FD HQ DIVISION
AL	HQ ARMY GROUP/FRONT		CJ	FD HQ CORPS/MEF

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TABLE B-II. Symbol ID codes - size/mobility (cont'd).

NOTE: In appendices B and D, the size/mobility columns show ** to indicate that these positions may be filled as --, -*, *- , or ** where * = [ 0 - 9, A,....,Z ].				
CODE	DESCRIPTION		CODE	DESCRIPTION
CK	FD HQ ARMY		EI	TF DIVISION
CL	FD HQ ARMY GROUP/FRONT		EJ	TF CORPS/MEF
CM	FD HQ REGION		EK	TF ARMY
			EL	TF ARMY GROUP/FRONT
D -	FEINT DUMMY/TASK FORCE (FD/TF) HQ		EM	TF REGION
DA	FD/TF HQ TEAM/CREW			
DB	FD/TF HQ SQUAD		F -	FEINT DUMMY (FD)
DC	FD/TF HQ SECTION		FA	FD TEAM/CREW
DD	FD/TF HQ PLATOON		FB	FD SQUAD
DE	FD/TF HQ COMPANY		FC	FD SECTION
DF	FD/TF HQ BATTALION		FD	FD PLATOON
DG	FD/TF HQ REGIMENT/GROUP		FE	FD COMPANY
DH	FD/TF HQ BRIGADE		FF	FD BATTALION
DI	FD/TF HQ DIVISION		FG	FD REGIMENT/GROUP
DJ	FD/TF HQ CORPS/MEF		FH	FD BRIGADE
DK	FD/TF HQ ARMY		FI	FD DIVISION
DL	FD/TF HQ ARMY GROUP/FRONT		FJ	FD CORPS/MEF
DM	FD/TF HQ REGION		FK	FD ARMY
			FL	FD ARMY GROUP/FRONT
E -	TASK FORCE (TF)		FM	FD REGION
EA	TF TEAM/CREW			
EB	TF SQUAD		G-	FEINT DUMMY/TASK FORCE (FD/TF)
EC	TF SECTION		GA	FD/TF TEAM/CREW
ED	TF PLATOON		GB	FD/TF SQUAD
EE	TF COMPANY		GC	FD/TF SECTION
EF	TF BATTALION		GD	FD/TF PLATOON
EG	TF REGIMENT/GROUP		GE	FD/TF COMPANY

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TABLE B-II. Symbol ID codes - size/mobility (cont'd).

NOTE: In appendices B and D, the size/mobility columns show ** to indicate that these positions may be filled as --, -*, *- , or ** where * = [ 0 - 9, A,...,Z ].			
CODE	DESCRIPTION		CODE DESCRIPTION
EH	TF BRIGADE		GF FD/TF BATTALION
GG	FD/TF REGIMENT/GROUP		MU MOBILITY OVER THE SNOW
GH	FD/TF BRIGADE		MV MOBILITY SLED
GI	FD/TF DIVISION		MW MOBILITY PACK ANIMALS
GJ	FD/TF CORPS/MEF		MX MOBILITY BARGE
GK	FD/TF ARMY		MY MOBILITY AMPHIBIOUS
GL	FD/TF ARMY GROUP/FRONT		
GM	FD/TF REGION		
H -	INSTALLATION		
HB	FEINT DUMMY INSTALLATION		
K -	NUCLEAR YIELD IN KILOTONS - Size value located in field modifier B.		
M -	MOBILITY EQUIPMENT		
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		

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TABLE B-III. Warfighting symbol ID codes - space.

HIERARCHY	C O D E  S C H E M E	A F F I L I A T I O N	B A T T L E  D I M E N S I O N	S T A T U S	F U N C T I O N  I D	S I Z E / M O B I L I T Y	C O U N T R Y  C O D E	O R D E R  O F  B A T T L E	D E S C R I P T I O N
1.X	S	-	-	-	-- -- --	--	--	-	WARFIGHTING SYMBOLS
1.X.1	S	*	P	*	-- -- --	**	**	*	SPACE TRACK
1.X.1.1	S	*	P	*	S- -- --	**	**	*	SATELLITE
1.X.1.2	S	*	P	*	V- -- --	**	**	*	CREWED SPACE VEHICLE
1.X.1.3	S	*	P	*	T- -- --	**	**	*	SPACE STATION

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TABLE B-IV. Warfighting symbol ID codes - air.

HIERARCHY	C O D E	A F F I L I A T I O N	B A T T L E	S T A T U S	F U N C T I O N	S I Z E / M O B I L I T Y	C O U N T R Y	O R D E R	D E S C R I P T I O N	D E S C R I P T I O N
1.X.2	S	*	A	*	-- -- --	**	**	*	AIR TRACK	
1.X.2.1	S	*	A	*	M- -- --	**	**	*	MILITARY	
1.X.2.1.1	S	*	A	*	MF -- --	**	**	*	FIXED WING	
1.X.2.1.1.1	S	*	A	*	MF B- --	**	**	*	BOMBER	
1.X.2.1.1.2	S	*	A	*	MF F- --	**	**	*	FIGHTER	
1.X.2.1.1.2.1	S	*	A	*	MF FI --	**	**	*	INTERCEPTOR	
1.X.2.1.1.3	S	*	A	*	MF T- --	**	**	*	TRAINER	
1.X.2.1.1.4	S	*	A	*	MF A- --	**	**	*	ATTACK/STRIKE	
1.X.2.1.1.5	S	*	A	*	MF L- --	**	**	*	VSTOL	
1.X.2.1.1.6	S	*	A	*	MF K- --	**	**	*	TANKER	
1.X.2.1.1.7	S	*	A	*	MF C- --	**	**	*	CARGO AIRLIFT (TRANSPORT)	
1.X.2.1.1.7.1	S	*	A	*	MF CL --	**	**	*	CARGO AIRLIFT (LIGHT)	
1.X.2.1.1.7.2	S	*	A	*	MF CM --	**	**	*	CARGO AIRLIFT (MEDIUM)	
1.X.2.1.1.7.3	S	*	A	*	MF CH --	**	**	*	CARGO AIRLIFT (HEAVY)	
1.X.2.1.1.8	S	*	A	*	MF J- --	**	**	*	ELECTRONIC COUNTERMEASURES (ECM/JAMMER)	
1.X.2.1.1.9	S	*	A	*	MF O- --	**	**	*	MEDEVAC	
1.X.2.1.1.10	S	*	A	*	MF R- --	**	**	*	RECONNAISSANCE	
1.X.2.1.1.10.1	S	*	A	*	MF RW --	**	**	*	AIRBORNE EARLY WARNING (AEW)	
1.X.2.1.1.10.2	S	*	A	*	MF RZ --	**	**	*	ELECTRONIC SURVEILLANCE MEASURES	
1.X.2.1.1.10.3	S	*	A	*	MF RX --	**	**	*	PHOTOGRAPHIC	
1.X.2.1.1.11	S	*	A	*	MF P- --	**	**	*	PATROL	
1.X.2.1.1.11.1	S	*	A	*	MF PN --	**	**	*	ANTI SURFACE WARFARE/ASUW	
1.X.2.1.1.11.2	S	*	A	*	MF PM --	**	**	*	MINE COUNTER MEASURES	
1.X.2.1.1.12	S	*	A	*	MF U- --	**	**	*	UTILITY	
1.X.2.1.1.12.1	S	*	A	*	MF UL --	**	**	*	UTILITY (LIGHT)	
1.X.2.1.1.12.2	S	*	A	*	MF UM --	**	**	*	UTILITY (MEDIUM)	
1.X.2.1.1.12.3	S	*	A	*	MF UH --	**	**	*	UTILITY (HEAVY)	
1.X.2.1.1.13	S	*	A	*	MF Y- --	**	**	*	COMMUNICATIONS (C3I)	
1.X.2.1.1.14	S	*	A	*	MF H- --	**	**	*	SEARCH AND RESCUE (CSAR)	
1.X.2.1.1.15	S	*	A	*	MF D- --	**	**	*	AIRBORNE COMMAND POST (C2)	
1.X.2.1.1.16	S	*	A	*	MF Q- --	**	**	*	DRONE (RPV/UAV)	

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TABLE B-IV. Warfighting symbol ID codes - air (cont'd).

HIERARCHY	C O D E	A F F I L I A T I O N	B A T T L E	S T A T U S	F U N C T I O N	S I Z E / M O B I L I T Y	C O U N T R Y	O R D E R	D E S C R I P T I O N	D E S C R I P T I O N
1.X.2.1.1.17	S	*	A	*	MF S- --	**	**	**	**	ANTI SUBMARINE WARFARE (ASW) CARRIER BASED
1.X.2.1.1.18	S	*	A	*	MF M- --	**	**	*	*	SPECIAL OPERATIONS FORCES (SOF)
1.X.2.1.2	S	*	A	*	MH -- --	**	**	*	*	ROTARY WING
1.X.2.1.2.1	S	*	A	*	MH A- --	**	**	*	*	ATTACK
1.X.2.1.2.2	S	*	A	*	MH S- --	**	**	*	*	ANTISUBMARINE WARFARE/MPA
1.X.2.1.2.3	S	*	A	*	MH U- --	**	**	*	*	UTILITY
1.X.2.1.2.3.1	S	*	A	*	MH UL --	**	**	*	*	UTILITY (LIGHT)
1.X.2.1.2.3.2	S	*	A	*	MH UM --	**	**	*	*	UTILITY (MEDIUM)
1.X.2.1.2.3.3	S	*	A	*	MH UH --	**	**	*	*	UTILITY (HEAVY)
1.X.2.1.2.4	S	*	A	*	MH I- --	**	**	*	*	MINE COUNTER MEASURES
1.X.2.1.2.5	S	*	A	*	MH H- --	**	**	*	*	COMBAT SEARCH AND RESCUE (CSAR)
1.X.2.1.2.6	S	*	A	*	MH R- --	**	**	*	*	RECONNAISSANCE
1.X.2.1.2.7	S	*	A	*	MH Q- --	**	**	*	*	DRONE (RPV/UAV)
1.X.2.1.2.8	S	*	A	*	MH C- --	**	**	*	*	CARGO AIRLIFT (TRANSPORT)
1.X.2.1.2.8.1	S	*	A	*	MH CL --	**	**	*	*	CARGO AIRLIFT (LIGHT)
1.X.2.1.2.8.2	S	*	A	*	MH CM --	**	**	*	*	CARGO AIRLIFT (MEDIUM)
1.X.2.1.2.8.3	S	*	A	*	MH CH --	**	**	*	*	CARGO AIRLIFT (HEAVY)
1.X.2.1.2.9	S	*	A	*	MH T- --	**	**	*	*	TRAINER
1.X.2.1.2.10	S	*	A	*	MH O- --	**	**	*	*	MEDEVAC
1.X.2.1.2.11	S	*	A	*	MH M- --	**	**	*	*	SPECIAL OPERATIONS FORCES (SOF)
1.X.2.1.2.12	S	*	A	*	MH D- --	**	**	*	*	AIRBORNE COMMAND POST (C2)
1.X.2.1.2.13	S	*	A	*	MH K- --	**	**	*	*	TANKER
1.X.2.1.2.14	S	*	A	*	MH J- --	**	**	*	*	ELECTRONIC COUNTER MEASURES (ECM/JAMMER)
1.X.2.1.3	S	*	A	*	ML -- --	**	**	*	*	LIGHTER THAN AIR
1.X.2.2	S	*	A	*	W- -- --	**	**	*	*	WEAPON
1.X.2.2.1	S	*	A	*	WM -- --	**	**	*	*	MISSILE IN FLIGHT
1.X.2.2.1.1	S	*	A	*	WM S- --	**	**	*	*	SURFACE/LAND LAUNCHED MISSILE
1.X.2.2.1.1.1	S	*	A	*	WM SS --	**	**	*	*	SURFACE TO SURFACE MISSILE (SSM)
1.X.2.2.1.1.2	S	*	A	*	WM SA --	**	**	*	*	SURFACE TO AIR MISSILE (SAM)
1.X.2.2.1.2	S	*	A	*	WM A- --	**	**	*	*	AIR LAUNCHED MISSILE
1.X.2.2.1.2.1	S	*	A	*	WM AS --	**	**	*	*	AIR TO SURFACE MISSILE (ASM)
1.X.2.2.1.2.2	S	*	A	*	WM AA --	**	**	*	*	AIR TO AIR MISSILE (AAM)



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TABLE B-IV. Warfighting symbol ID codes - air (cont'd).

HIERARCHY	C O D E	A F F I L I A T I O N	B A T T L E	S T A T U S	F U N C T I O N	S I Z E / M O B I L I T Y	C O U N T R Y	O R D E R	D E S C R I P T I O N
1.X.2.2.1.3	S	*	A	*	WM U- --	**	**	*	SUBSURFACE TO SURFACE MISSILE (S/SSM)
1.X.2.2.1.4	S	*	A	*	WM L- --	**	**	*	LAND ATTACK MISSILE
1.X.2.2.2	S	*	A	*	WD -- --	**	**	*	DECOY
1.X.2.3	S	*	A	*	C- -- --	**	**	*	CIVIL AIRCRAFT
1.X.2.3.1	S	*	A	*	CF -- --	**	**	*	FIXED WING
1.X.2.3.2	S	*	A	*	CH -- --	**	**	*	ROTARY WING
1.X.2.3.3	S	*	A	*	CL -- --	**	**	*	LIGHTER THAN AIR

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TABLE B-V. Warfighting symbol ID codes - ground.

HIERARCHY	C O D E  S C H E M E	A F F I L I A T I O N	B A T T L E  D I M E N S I O N	S T A T U S	F U N C T I O N  I D	S I Z E  / M O B I L I T Y	C O U N T R Y  C O D E	O R D E R  O F  B A T T L E	D E S C R I P T I O N
1.X.3	S	*	G	*	-- -- --	**	**	*	GROUND TRACK
1.X.3.1	S	*	G	*	U- -- --	**	**	*	UNIT
1.X.3.1.1	S	*	G	*	UC -- --	**	**	*	COMBAT
1.X.3.1.1.1	S	*	G	*	UC D- --	**	**	*	AIR DEFENSE
1.X.3.1.1.1.1	S	*	G	*	UC DS --	**	**	*	SHORT RANGE
1.X.3.1.1.1.1.1	S	*	G	*	UC DS C-	**	**	*	CHAPARRAL
1.X.3.1.1.1.1.2	S	*	G	*	UC DS S-	**	**	*	STINGER
1.X.3.1.1.1.1.3	S	*	G	*	UC DS V-	**	**	*	VULCAN
1.X.3.1.1.1.2	S	*	G	*	UC DM --	**	**	*	AIR DEFENSE MISSILE
1.X.3.1.1.1.2.1	S	*	G	*	UC DM L-	**	**	*	AIR DEFENSE MISSILE LIGHT
1.X.3.1.1.1.2.1.1	S	*	G	*	UC DM LA	**	**	*	AIR DEFENSE MISSILE MOTORIZED (AVENGER)
1.X.3.1.1.1.2.2	S	*	G	*	UC DM M-	**	**	*	AIR DEFENSE MISSILE MEDIUM
1.X.3.1.1.1.2.3	S	*	G	*	UC DM H-	**	**	*	AIR DEFENSE MISSILE HEAVY
1.X.3.1.1.1.2.4	S	*	G	*	UC DH --	**	**	*	H/MAD
1.X.3.1.1.1.2.4.1	S	*	G	*	UC DH H-	**	**	*	HAWK
1.X.3.1.1.1.2.4.2	S	*	G	*	UC DH P-	**	**	*	PATRIOT
1.X.3.1.1.1.3	S	*	G	*	UC DG --	**	**	*	GUN UNIT
1.X.3.1.1.1.4	S	*	G	*	UC DC --	**	**	*	COMPOSITE
1.X.3.1.1.1.5	S	*	G	*	UC DT --	**	**	*	TARGETING UNIT
1.X.3.1.1.1.6	S	*	G	*	UC DO --	**	**	*	THEATER MISSILE DEFENSE UNIT
1.X.3.1.1.2	S	*	G	*	UC A- --	**	**	*	ARMOR
1.X.3.1.1.2.1	S	*	G	*	UC AT --	**	**	*	ARMOR TRACK
1.X.3.1.1.2.1.1	S	*	G	*	UC AT A-	**	**	*	ARMOR TRACK AIRBORNE
1.X.3.1.1.2.1.2	S	*	G	*	UC AT W-	**	**	*	ARMOR TRACK AMPHIBIOUS
1.X.3.1.1.2.1.2.1	S	*	G	*	UC AT WR	**	**	*	ARMOR TRACK AMPHIBIOUS RECOVERY
1.X.3.1.1.2.1.3	S	*	G	*	UC AT L-	**	**	*	ARMOR TRACK, LIGHT
1.X.3.1.1.2.1.4	S	*	G	*	UC AT M-	**	**	*	ARMOR TRACK, MEDIUM
1.X.3.1.1.2.1.5	S	*	G	*	UC AT H-	**	**	*	ARMOR TRACK, HEAVY
1.X.3.1.1.2.1.6	S	*	G	*	UC AT R-	**	**	*	ARMOR TRACK, RECOVERY
1.X.3.1.1.2.2	S	*	G	*	UC AW --	**	**	*	ARMOR, WHEELED
1.X.3.1.1.2.2.1	S	*	G	*	UC AW S-	**	**	*	ARMOR, WHEELED AIR ASSAULT
1.X.3.1.1.2.2.2	S	*	G	*	UC AW A-	**	**	*	ARMOR, WHEELED AIRBORNE

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TABLE B-V. Warfighting symbol ID codes - ground (cont'd).

HIERARCHY	C O D E  S C H E M E	A F F I L I A T I O N	B A T T L E  D I M E N S I O N	S T A T U S	F U N C T I O N  I D	S I Z E / M O B I L I T Y	C O U N T R Y  C O D E	O R D E R  O F  B A T T L E	D E S C R I P T I O N
1.X.3.1.1.2.2.3	S	*	G	*	UC AW W-	**	**	*	ARMOR, WHEELED AMPHIBIOUS
1.X.3.1.1.2.2.3.1	S	*	G	*	UC AW WR	**	**	*	ARMOR, WHEELED AMPHIBIOUS RECOVERY
1.X.3.1.1.2.2.4	S	*	G	*	UC AW L-	**	**	*	ARMOR, WHEELED LIGHT
1.X.3.1.1.2.2.5	S	*	G	*	UC AW M-	**	**	*	ARMOR, WHEELED MEDIUM
1.X.3.1.1.2.2.6	S	*	G	*	UC AW H-	**	**	*	ARMOR, WHEELED HEAVY
1.X.3.1.1.2.2.7	S	*	G	*	UC AW R-	**	**	*	ARMOR, WHEELED RECOVERY
1.X.3.1.1.3	S	*	G	*	UC AA --	**	**	*	ANTI ARMOR
1.X.3.1.1.3.1	S	*	G	*	UC AA D-	**	**	*	ANTI ARMOR DISMOUNTED
1.X.3.1.1.3.2	S	*	G	*	UC AA L-	**	**	*	ANTI ARMOR LIGHT
1.X.3.1.1.3.3	S	*	G	*	UC AA M-	**	**	*	ANTI ARMOR AIRBORNE
1.X.3.1.1.3.4	S	*	G	*	UC AA S-	**	**	*	ANTI ARMOR AIR ASSAULT
1.X.3.1.1.3.5	S	*	G	*	UC AA U-	**	**	*	ANTI ARMOR MOUNTAIN
1.X.3.1.1.3.6	S	*	G	*	UC AA C-	**	**	*	ANTI ARMOR ARCTIC
1.X.3.1.1.3.7	S	*	G	*	UC AA A-	**	**	*	ANTI ARMOR ARMORED
1.X.3.1.1.3.7.1	S	*	G	*	UC AA AT	**	**	*	ANTI ARMOR ARMORED TRACKED
1.X.3.1.1.3.7.2	S	*	G	*	UC AA AW	**	**	*	ANTI ARMOR ARMORED WHEELED
1.X.3.1.1.3.7.3	S	*	G	*	UC AA AS	**	**	*	ANTI ARMOR ARMORED AIR ASSAULT
1.X.3.1.1.3.8	S	*	G	*	UC AA O-	**	**	*	ANTI ARMOR MOTORIZED
1.X.3.1.1.3.8.1	S	*	G	*	UC AA OS	**	**	*	ANTI ARMOR MOTORIZED AIR ASSAULT
1.X.3.1.1.4	S	*	G	*	UC V- --	**	**	*	AVIATION
1.X.3.1.1.4.1	S	*	G	*	UC VF --	**	**	*	FIXED WING
1.X.3.1.1.4.1.1	S	*	G	*	UC VF U-	**	**	*	UTILITY FIXED WING
1.X.3.1.1.4.1.2	S	*	G	*	UC VF A-	**	**	*	ATTACK FIXED WING
1.X.3.1.1.4.1.3	S	*	G	*	UC VF R-	**	**	*	RECON FIXED WING
1.X.3.1.1.4.2	S	*	G	*	UC VR --	**	**	*	ROTARY WING
1.X.3.1.1.4.2.1	S	*	G	*	UC VR A-	**	**	*	ATTACK ROTARY WING
1.X.3.1.1.4.2.2	S	*	G	*	UC VR S-	**	**	*	SCOUT ROTARY WING
1.X.3.1.1.4.2.3	S	*	G	*	UC VR W-	**	**	*	ANTISUBMARINE WARFARE ROTARY WING
1.X.3.1.1.4.2.4	S	*	G	*	UC VR U-	**	**	*	UTILITY ROTARY WING
1.X.3.1.1.4.2.4.1	S	*	G	*	UC VR UL	**	**	*	LIGHT UTILITY ROTARY WING
1.X.3.1.1.4.2.4.2	S	*	G	*	UC VR UM	**	**	*	MEDIUM UTILITY ROTARY WING

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TABLE B-V. Warfighting symbol ID codes - ground (cont'd).

HIERARCHY	C O D E  S C H E M E	A F F I L I A T I O N	B A T T L E  D I M E N S I O N	S T A T U S	F U N C T I O N  I D	S I Z E  / M O B I L I T Y	C O U N T R Y  C O D E	O R D E R  O F  B A T T L E	D E S C R I P T I O N
1.X.3.1.1.4.2.4.3	S	*	G	*	UC VR UH	**	**	*	HEAVY UTILITY ROTARY WING
1.X.3.1.1.4.2.5	S	*	G	*	UC VR UC	**	**	*	C2 ROTARY WING
1.X.3.1.1.4.2.6	S	*	G	*	UC VR UE	**	**	*	MEDEVAC ROTARY WING
1.X.3.1.1.4.2.7	S	*	G	*	UC VR M-	**	**	*	MINE COUNTERMEASURE ROTARY WING
1.X.3.1.1.4.3	S	*	G	*	UC VS --	**	**	*	SEARCH AND RESCUE
1.X.3.1.1.4.4	S	*	G	*	UC VC --	**	**	*	COMPOSITE
1.X.3.1.1.4.5	S	*	G	*	UC VV --	**	**	*	VERTICAL/SHORT TAKEOFF AND LANDING (V/STOL)
1.X.3.1.1.4.6	S	*	G	*	UC VU --	**	**	*	UNMANNED AERIAL VEHICLE
1.X.3.1.1.4.6.1	S	*	G	*	UC VU F-	**	**	*	UNMANNED AERIAL VEHICLE FIXED WING
1.X.3.1.1.4.6.2	S	*	G	*	UC VU R-	**	**	*	UNMANNED AERIAL VEHICLE ROTARY WING
1.X.3.1.1.5	S	*	G	*	UC I- --	**	**	*	INFANTRY
1.X.3.1.1.5.1	S	*	G	*	UC IL --	**	**	*	INFANTRY LIGHT
1.X.3.1.1.5.2	S	*	G	*	UC IM --	**	**	*	INFANTRY MOTORIZED
1.X.3.1.1.5.3	S	*	G	*	UC IO --	**	**	*	INFANTRY MOUNTAIN
1.X.3.1.1.5.4	S	*	G	*	UC IA --	**	**	*	INFANTRY AIRBORNE
1.X.3.1.1.5.5	S	*	G	*	UC IS --	**	**	*	INFANTRY AIR ASSAULT
1.X.3.1.1.5.6	S	*	G	*	UC IZ --	**	**	*	INFANTRY MECHANIZED
1.X.3.1.1.5.7	S	*	G	*	UC IN --	**	**	*	INFANTRY NAVAL
1.X.3.1.1.5.8	S	*	G	*	UC II --	**	**	*	INFANTRY FIGHTING VEHICLE
1.X.3.1.1.5.9	S	*	G	*	UC IC --	**	**	*	INFANTRY ARCTIC
1.X.3.1.1.6	S	*	G	*	UC E- --	**	**	*	ENGINEER
1.X.3.1.1.6.1	S	*	G	*	UC EC --	**	**	*	ENGINEER COMBAT
1.X.3.1.1.6.1.1	S	*	G	*	UC EC S-	**	**	*	ENGINEER COMBAT AIR ASSAULT
1.X.3.1.1.6.1.2	S	*	G	*	UC EC A-	**	**	*	ENGINEER COMBAT AIRBORNE
1.X.3.1.1.6.1.3	S	*	G	*	UC EC C-	**	**	*	ENGINEER COMBAT ARCTIC
1.X.3.1.1.6.1.4	S	*	G	*	UC EC L-	**	**	*	ENGINEER COMBAT LIGHT (SAPPER)
1.X.3.1.1.6.1.5	S	*	G	*	UC EC M-	**	**	*	ENGINEER COMBAT MEDIUM
1.X.3.1.1.6.1.6	S	*	G	*	UC EC H-	**	**	*	ENGINEER COMBAT HEAVY
1.X.3.1.1.6.1.7	S	*	G	*	UC EC T-	**	**	*	ENGINEER COMBAT MECHANIZED (TRACK)

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TABLE B-V. Warfighting symbol ID codes - ground (cont'd).

HIERARCHY	C O D E  S C H E M E	A F F I L I A T I O N	B A T T L E  D I M E N S I O N	S T A T U S	F U N C T I O N  I D	S I Z E  / M O B I L I T Y	C O U N T R Y  C O D E	O R D E R  O F  B A T T L E	D E S C R I P T I O N
1.X.3.1.1.6.1.8	S	*	G	*	UC EC W-	**	**	*	ENGINEER COMBAT MOTORIZED
1.X.3.1.1.6.1.9	S	*	G	*	UC EC O-	**	**	*	ENGINEER COMBAT MOUNTAIN
1.X.3.1.1.6.1.10	S	*	G	*	UC EC R-	**	**	*	ENGINEER COMBAT RECON
1.X.3.1.1.6.2	S	*	G	*	UC EN --	**	**	*	ENGINEER CONSTRUCTION
1.X.3.1.1.6.2.1	S	*	G	*	UC EN N-	**	**	*	ENGINEER NAVAL CONSTRUCTION
1.X.3.1.1.7	S	*	G	*	UC F- --	**	**	*	FIELD ARTILLERY
1.X.3.1.1.7.1	S	*	G	*	UC FH --	**	**	*	HOWITZER/GUN
1.X.3.1.1.7.1.1	S	*	G	*	UC FH E-	**	**	*	SELF PROPELLED
1.X.3.1.1.7.1.2	S	*	G	*	UC FH S-	**	**	*	AIR ASSAULT
1.X.3.1.1.7.1.3	S	*	G	*	UC FH A-	**	**	*	AIRBORNE
1.X.3.1.1.7.1.4	S	*	G	*	UC FH C-	**	**	*	ARCTIC
1.X.3.1.1.7.1.5	S	*	G	*	UC FH O-	**	**	*	MOUNTAIN
1.X.3.1.1.7.1.6	S	*	G	*	UC FH L-	**	**	*	LIGHT
1.X.3.1.1.7.1.7	S	*	G	*	UC FH M-	**	**	*	MEDIUM
1.X.3.1.1.7.1.8	S	*	G	*	UC FH H-	**	**	*	HEAVY
1.X.3.1.1.7.1.9	S	*	G	*	UC FH X-	**	**	*	AMPHIBIOUS
1.X.3.1.1.7.2	S	*	G	*	UC FR --	**	**	*	ROCKET
1.X.3.1.1.7.2.1	S	*	G	*	UC FR S-	**	**	*	SINGLE ROCKET LAUNCHER
1.X.3.1.1.7.2.1.1	S	*	G	*	UC FR SS	**	**	*	SINGLE ROCKET SELF PROPELLED
1.X.3.1.1.7.2.1.2	S	*	G	*	UC FR SR	**	**	*	SINGLE ROCKET TRUCK
1.X.3.1.1.7.2.1.3	S	*	G	*	UC FR ST	**	**	*	SINGLE ROCKET TOWED
1.X.3.1.1.7.2.2	S	*	G	*	UC FR M-	**	**	*	MULTI ROCKET LAUNCHER
1.X.3.1.1.7.2.2.1	S	*	G	*	UC FR MS	**	**	*	MULTI ROCKET SELF PROPELLED
1.X.3.1.1.7.2.2.2	S	*	G	*	UC FR MR	**	**	*	MULTI ROCKET TRUCK
1.X.3.1.1.7.2.2.3	S	*	G	*	UC FR MT	**	**	*	MULTI ROCKET TOWED
1.X.3.1.1.7.3	S	*	G	*	UC FT --	**	**	*	TARGET ACQUISITION
1.X.3.1.1.7.3.1	S	*	G	*	UC FT R-	**	**	*	RADAR
1.X.3.1.1.7.3.2	S	*	G	*	UC FT S-	**	**	*	SOUND
1.X.3.1.1.7.3.3	S	*	G	*	UC FT F-	**	**	*	FLASH (OPTICAL)
1.X.3.1.1.7.3.4	S	*	G	*	UC FT C-	**	**	*	COLT/FIST
1.X.3.1.1.7.3.4.1	S	*	G	*	UC FT CD	**	**	*	DISMOUNTED COLT/FIST
1.X.3.1.1.7.3.4.2	S	*	G	*	UC FT CM	**	**	*	TRACKED COLT/FIST
1.X.3.1.1.7.3.5	S	*	G	*	UC FT A-	**	**	*	ANGLICO

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TABLE B-V. Warfighting symbol ID codes - ground (cont'd).

HIERARCHY	C O D E  S C H E M E	A F F I L I A T I O N	B A T T L E  D I M E N S I O N	S T A T U S	F U N C T I O N  I D	S I Z E  / M O B I L I T Y	C O U N T R Y  C O D E	O R D E R  O F  B A T T L E	D E S C R I P T I O N
1.X.3.1.1.7.4	S	*	G	*	UC FM --	**	**	*	MORTAR
1.X.3.1.1.7.4.1	S	*	G	*	UC FM S-	**	**	*	SELF PROPELLED (SP) TRACKED MORTAR
1.X.3.1.1.7.4.2	S	*	G	*	UC FM SW	**	**	*	SP WHEELED MORTAR
1.X.3.1.1.7.4.3	S	*	G	*	UC FM T-	**	**	*	TOWED MORTAR
1.X.3.1.1.7.4.3.1	S	*	G	*	UC FM TA	**	**	*	TOWED AIRBORNE MORTAR
1.X.3.1.1.7.4.3.2	S	*	G	*	UC FM TS	**	**	*	TOWED AIR ASSAULT MORTAR
1.X.3.1.1.7.4.3.3	S	*	G	*	UC FM TC	**	**	*	TOWED ARCTIC MORTAR
1.X.3.1.1.7.4.3.4	S	*	G	*	UC FM TO	**	**	*	TOWED MOUNTAIN MORTAR
1.X.3.1.1.7.4.4	S	*	G	*	UC FM L-	**	**	*	AMPHIBIOUS MORTAR
1.X.3.1.1.7.5	S	*	G	*	UC FS --	**	**	*	ARTILLERY SURVEY
1.X.3.1.1.7.5.1	S	*	G	*	UC FS S-	**	**	*	AIR ASSAULT
1.X.3.1.1.7.5.2	S	*	G	*	UC FS A-	**	**	*	AIRBORNE
1.X.3.1.1.7.5.3	S	*	G	*	UC FS L-	**	**	*	LIGHT
1.X.3.1.1.7.5.4	S	*	G	*	UC FS O-	**	**	*	MOUNTAIN
1.X.3.1.1.7.6	S	*	G	*	UC FO --	**	**	*	METEOROLOGICAL
1.X.3.1.1.7.6.1	S	*	G	*	UC FO S-	**	**	*	AIR ASSAULT METEOROLOGICAL
1.X.3.1.1.7.6.2	S	*	G	*	UC FO A-	**	**	*	AIRBORNE METEOROLOGICAL
1.X.3.1.1.7.6.3	S	*	G	*	UC FO L-	**	**	*	LIGHT METEOROLOGICAL
1.X.3.1.1.7.6.4	S	*	G	*	UC FO O-	**	**	*	MOUNTAIN METEOROLOGICAL
1.X.3.1.1.8	S	*	G	*	UC R- --	**	**	*	RECONNAISSANCE
1.X.3.1.1.8.1	S	*	G	*	UC RH --	**	**	*	RECONNAISSANCE HORSE
1.X.3.1.1.8.2	S	*	G	*	UC RV --	**	**	*	RECONNAISSANCE CAVALRY
1.X.3.1.1.8.2.1	S	*	G	*	UC RV A-	**	**	*	RECONNAISSANCE CAVALRY ARMORED
1.X.3.1.1.8.2.2	S	*	G	*	UC RV M-	**	**	*	RECONNAISSANCE CAVALRY MOTORIZED
1.X.3.1.1.8.2.3	S	*	G	*	UC RV G-	**	**	*	RECONNAISSANCE CAVALRY GROUND
1.X.3.1.1.8.2.4	S	*	G	*	UC RV O-	**	**	*	RECONNAISSANCE CAVALRY AIR
1.X.3.1.1.8.3	S	*	G	*	UC RC --	**	**	*	RECONNAISSANCE ARCTIC
1.X.3.1.1.8.4	S	*	G	*	UC RS --	**	**	*	RECONNAISSANCE AIR ASSAULT
1.X.3.1.1.8.5	S	*	G	*	UC RA --	**	**	*	RECONNAISSANCE AIRBORNE
1.X.3.1.1.8.6	S	*	G	*	UC RO --	**	**	*	RECONNAISSANCE MOUNTAIN
1.X.3.1.1.8.7	S	*	G	*	UC RLL --	**	**	*	RECONNAISSANCE LIGHT

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TABLE B-V. Warfighting symbol ID codes - ground (cont'd).

HIERARCHY	C O D E  S C H E M E	A F F I L I A T I O N	B A T T L E  D I M E N S I O N	S T A T U S	F U N C T I O N  I D	S I Z E  / M O B I L I T Y	C O U N T R Y  C O D E	O R D E R  O F  B A T T L E	D E S C R I P T I O N
1.X.3.1.1.8.8	S	*	G	*	UC RR --	**	**	*	RECONNAISSANCE MARINE
1.X.3.1.1.8.8.1	S	*	G	*	UC RR D-	**	**	*	RECONNAISSANCE MARINE DIVISION
1.X.3.1.1.8.8.2	S	*	G	*	UC RR F-	**	**	*	RECONNAISSANCE MARINE FORCE
1.X.3.1.1.8.8.3	S	*	G	*	UC RR L-	**	**	*	RECONNAISSANCE MARINE LIGHT ARMORED RECONNAISSANCE (LAR)
1.X.3.1.1.8.9	S	*	G	*	UC RX --	**	**	*	RECONNAISSANCE LONG RANGE SURVEILLANCE (LRS)
1.X.3.1.1.9	S	*	G	*	UC M- --	**	**	*	MISSILE (SURF-SURF)
1.X.3.1.1.9.1	S	*	G	*	UC MT --	**	**	*	MISSILE (SURF-SURF) TACTICAL
1.X.3.1.1.9.2	S	*	G	*	UC MS --	**	**	*	MISSILE (SURF-SURF) STRATEGIC
1.X.3.1.1.10	S	*	G	*	UC S- --	**	**	*	INTERNAL SECURITY FORCES
1.X.3.1.1.10.1	S	*	G	*	UC SW --	**	**	*	RIVERINE
1.X.3.1.1.10.2	S	*	G	*	UC SG --	**	**	*	GROUND
1.X.3.1.1.10.2.1	S	*	G	*	UC SG D-	**	**	*	DISMOUNTED GROUND
1.X.3.1.1.10.2.2	S	*	G	*	UC SG M-	**	**	*	MOTORIZED GROUND
1.X.3.1.1.10.2.3	S	*	G	*	UC SG A-	**	**	*	MECHANIZED GROUND
1.X.3.1.1.10.3	S	*	G	*	UC SM --	**	**	*	WHEELED MECHANIZED
1.X.3.1.1.10.4	S	*	G	*	UC SR --	**	**	*	RAILROAD
1.X.3.1.1.10.5	S	*	G	*	UC SA --	**	**	*	AVIATION
1.X.3.1.2	S	*	G	*	UU -- --	**	**	*	COMBAT SUPPORT
1.X.3.1.2.1	S	*	G	*	UU A- --	**	**	*	COMBAT SUPPORT NBC
1.X.3.1.2.1.1	S	*	G	*	UU AC --	**	**	*	CHEMICAL
1.X.3.1.2.1.1.1	S	*	G	*	UU AC C-	**	**	*	SMOKE/DECON
1.X.3.1.2.1.1.1.1	S	*	G	*	UU AC CK	**	**	*	MECHANIZED SMOKE/DECON
1.X.3.1.2.1.1.1.2	S	*	G	*	UU AC CM	**	**	*	MOTORIZED SMOKE/DECON
1.X.3.1.2.1.1.2	S	*	G	*	UU AC S-	**	**	*	SMOKE
1.X.3.1.2.1.1.2.1	S	*	G	*	UU AC SM	**	**	*	MOTORIZED SMOKE
1.X.3.1.2.1.1.2.2	S	*	G	*	UU AC SA	**	**	*	ARMOR SMOKE
1.X.3.1.2.1.1.3	S	*	G	*	UU AC R-	**	**	*	CHEMICAL RECON
1.X.3.1.2.1.1.3.1	S	*	G	*	UU AC RW	**	**	*	CHEMICAL WHEELED ARMORED VEHICLE
1.X.3.1.2.1.1.3.2	S	*	G	*	UU AC RS	**	**	*	CHEMICAL WHEELED ARMORED VEHICLE RECONNAISSANCE SURVEILLANCE

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TABLE B-V. Warfighting symbol ID codes - ground (cont'd).

HIERARCHY	C O D E  S C H E M E	A F F I L I A T I O N	B A T T L E  D I M E N S I O N	S T A T U S	F U N C T I O N  I D	S I Z E  / M O B I L I T Y	C O U N T R Y  C O D E	O R D E R  O F  B A T T L E	D E S C R I P T I O N
1.X.3.1.2.1.2	S	*	G	*	UU AN --	**	**	*	NUCLEAR
1.X.3.1.2.1.3	S	*	G	*	UU AB --	**	**	*	BIOLOGICAL
1.X.3.1.2.1.3.1	S	*	G	*	UU AB R-	**	**	*	RECON EQUIPPED
1.X.3.1.2.1.4	S	*	G	*	UU AD --	**	**	*	DECONTAMINATION
1.X.3.1.2.2	S	*	G	*	UU M- --	**	**	*	MILITARY INTELLIGENCE
1.X.3.1.2.2.1	S	*	G	*	UU MA --	**	**	*	AERIAL EXPLOITATION
1.X.3.1.2.2.2	S	*	G	*	UU MS --	**	**	*	SIGNAL INTELLIGENCE (SIGINT)
1.X.3.1.2.2.2.1	S	*	G	*	UU MS E-	**	**	*	ELECTRONIC WARFARE
1.X.3.1.2.2.2.1.1	S	*	G	*	UU MS EA	**	**	*	ARMORED WHEELED VEHICLE
1.X.3.1.2.2.2.1.2	S	*	G	*	UU MS ED	**	**	*	DIRECTION FINDING
1.X.3.1.2.2.2.1.3	S	*	G	*	UU MS EI	**	**	*	INTERCEPT
1.X.3.1.2.2.2.1.4	S	*	G	*	UU MS EJ	**	**	*	JAMMING
1.X.3.1.2.2.2.1.5	S	*	G	*	UU MS ET	**	**	*	THEATER
1.X.3.1.2.2.2.1.6	S	*	G	*	UU MS EC	**	**	*	CORPS
1.X.3.1.2.2.3	S	*	G	*	UU MC --	**	**	*	COUNTER INTELLIGENCE
1.X.3.1.2.2.4	S	*	G	*	UU MR --	**	**	*	SURVEILLANCE
1.X.3.1.2.2.4.1	S	*	G	*	UU MR G-	**	**	*	GROUND SURVEILLANCE RADAR
1.X.3.1.2.2.4.2	S	*	G	*	UU MR S-	**	**	*	SENSOR
1.X.3.1.2.2.4.2.1	S	*	G	*	UU MR SS	**	**	*	SENSOR SCM
1.X.3.1.2.2.4.3	S	*	G	*	UU MR X-	**	**	*	GROUND STATION MODULE
1.X.3.1.2.2.4.4	S	*	G	*	UU MM O-	**	**	*	METEOROLOGICAL
1.X.3.1.2.2.5	S	*	G	*	UU MO --	**	**	*	OPERATIONS
1.X.3.1.2.2.6	S	*	G	*	UU MT --	**	**	*	TACTICAL EXPLOIT
1.X.3.1.2.2.7	S	*	G	*	UU MQ --	**	**	*	INTERROGATION
1.X.3.1.2.2.8	S	*	G	*	UU MJ --	**	**	*	JOINT INTELLIGENCE CENTER
1.X.3.1.2.3	S	*	G	*	UU L- --	**	**	*	LAW ENFORCEMENT UNIT
1.X.3.1.2.3.1	S	*	G	*	UU LS --	**	**	*	SHORE PATROL
1.X.3.1.2.3.2	S	*	G	*	UU LM --	**	**	*	MILITARY POLICE
1.X.3.1.2.3.3	S	*	G	*	UU LC --	**	**	*	CIVILIAN LAW ENFORCEMENT
1.X.3.1.2.3.4	S	*	G	*	UU LF --	**	**	*	SECURITY POLICE (AIR)
1.X.3.1.2.3.5	S	*	G	*	UU LD --	**	**	*	CENTRAL INTELLIGENCE DIVISION (CID)
1.X.3.1.2.4	S	*	G	*	UU S- --	**	**	*	SIGNAL UNIT



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TABLE B-V. Warfighting symbol ID codes - ground (cont'd).

HIERARCHY	C O D E  S C H E M E	A F F I L I A T I O N	B A T T L E  D I M E N S I O N	S T A T U S	F U N C T I O N  I D	S I Z E  / M O B I L I T Y	C O U N T R Y  C O D E	O R D E R  O F  B A T T L E	D E S C R I P T I O N
1.X.3.1.2.4.1	S	*	G	*	UU SA --	**	**	*	AREA
1.X.3.1.2.4.2	S	*	G	*	UU SC --	**	**	*	COMMUNICATION CONFIGURED PACKAGE
1.X.3.1.2.4.2.1	S	*	G	*	UU SC L-	**	**	*	LARGE COMMUNICATION CONFIGURED PACKAGE (LCCP)
1.X.3.1.2.4.3	S	*	G	*	UU SO --	**	**	*	COMMAND OPERATIONS
1.X.3.1.2.4.4	S	*	G	*	UU SF --	**	**	*	FORWARD COMMUNICATIONS
1.X.3.1.2.4.5	S	*	G	*	UU SM --	**	**	*	MULTIPLE SUBSCRIBER ELEMENT
1.X.3.1.2.4.5.1	S	*	G	*	UU SM S-	**	**	*	SMALL EXTENSION NODE
1.X.3.1.2.4.5.2	S	*	G	*	UU SM L-	**	**	*	LARGE EXTENSION NODE
1.X.3.1.2.4.5.3	S	*	G	*	UU SM N-	**	**	*	NODE CENTER
1.X.3.1.2.4.6	S	*	G	*	UU SR --	**	**	*	RADIO UNIT
1.X.3.1.2.4.6.1	S	*	G	*	UU SR S-	**	**	*	TACTICAL SATELLITE
1.X.3.1.2.4.6.2	S	*	G	*	UU SR T-	**	**	*	TELETYPE CENTER
1.X.3.1.2.4.6.3	S	*	G	*	UU SR W-	**	**	*	RELAY
1.X.3.1.2.4.7	S	*	G	*	UU SS --	**	**	*	SIGNAL SUPPORT
1.X.3.1.2.4.8	S	*	G	*	UU SW --	**	**	*	TELEPHONE SWITCH
1.X.3.1.2.4.9	S	*	G	*	UU SX --	**	**	*	ELECTRONIC RANGING
1.X.3.1.2.5	S	*	G	*	UU I- --	**	**	*	INFORMATION WARFARE UNIT
1.X.3.1.2.6	S	*	G	*	UU X- --	**	**	*	LANDING SUPPORT
1.X.3.1.2.7	S	*	G	*	UU E- --	**	**	*	EXPLOSIVE ORDINANCE DISPOSAL
1.X.3.1.3	S	*	G	*	US -- --	**	**	*	COMBAT SERVICE SUPPORT
1.X.3.1.3.1	S	*	G	*	US A- --	**	**	*	ADMINISTRATIVE (ADMIN)
1.X.3.1.3.1.1	S	*	G	*	US AT --	**	**	*	ADMIN THEATER
1.X.3.1.3.1.2	S	*	G	*	US AC --	**	**	*	ADMIN CORPS
1.X.3.1.3.1.3	S	*	G	*	US AJ --	**	**	*	JUDGE ADVOCATE GENERAL (JAG)
1.X.3.1.3.1.3.1	S	*	G	*	US AJ T-	**	**	*	JAG THEATER
1.X.3.1.3.1.3.2	S	*	G	*	US AJ C-	**	**	*	JAG CORPS
1.X.3.1.3.1.4	S	*	G	*	US AO --	**	**	*	POSTAL
1.X.3.1.3.1.4.1	S	*	G	*	US AO T-	**	**	*	POSTAL THEATER
1.X.3.1.3.1.4.2	S	*	G	*	US AO C-	**	**	*	POSTAL CORPS
1.X.3.1.3.1.5	S	*	G	*	US AF --	**	**	*	FINANCE
1.X.3.1.3.1.5.1	S	*	G	*	US AF T-	**	**	*	FINANCE THEATER
1.X.3.1.3.1.5.2	S	*	G	*	US AF C-	**	**	*	FINANCE CORPS

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TABLE B-V. Warfighting symbol ID codes - ground (cont'd).

HIERARCHY	C O D E  S C H E M E	A F F I L I A T I O N	B A T T L E  D I M E N S I O N	S T A T U S	F U N C T I O N  I D	S I Z E  / M O B I L I T Y	C O U N T R Y  C O D E	O R D E R  O F  B A T T L E	D E S C R I P T I O N
1.X.3.1.3.1.6	S	*	G	*	US AS --	**	**	*	PERSONNEL SERVICES
1.X.3.1.3.1.6.1	S	*	G	*	US AS T-	**	**	*	PERSONNEL THEATER
1.X.3.1.3.1.6.2	S	*	G	*	US AS C-	**	**	*	PERSONNEL CORPS
1.X.3.1.3.1.7	S	*	G	*	US AM --	**	**	*	MORTUARY/GRAVES REGISTRY
1.X.3.1.3.1.7.1	S	*	G	*	US AM T-	**	**	*	MORTUARY/GRAVES REGISTRY THEATER
1.X.3.1.3.1.7.2	S	*	G	*	US AM C-	**	**	*	MORTUARY/GRAVES REGISTRY CORPS
1.X.3.1.3.1.8	S	*	G	*	US AR --	**	**	*	RELIGIOUS/CHAPLAIN
1.X.3.1.3.1.8.1	S	*	G	*	US AR T-	**	**	*	RELIGIOUS/CHAPLAIN THEATER
1.X.3.1.3.1.8.2	S	*	G	*	US AR C-	**	**	*	RELIGIOUS/CHAPLAIN CORPS
1.X.3.1.3.1.9	S	*	G	*	US AP --	**	**	*	PUBLIC AFFAIRS
1.X.3.1.3.1.9.1	S	*	G	*	US AP T-	**	**	*	PUBLIC AFFAIRS THEATER
1.X.3.1.3.1.9.2	S	*	G	*	US AP C-	**	**	*	PUBLIC AFFAIRS CORPS
1.X.3.1.3.1.9.3	S	*	G	*	US AP B-	**	**	*	PUBLIC AFFAIRS BROADCAST
1.X.3.1.3.1.9.3.1	S	*	G	*	US AP BT	**	**	*	PUBLIC AFFAIRS BROADCAST THEATER
1.X.3.1.3.1.9.3.2	S	*	G	*	US AP BC	**	**	*	PUBLIC AFFAIRS BROADCAST CORPS
1.X.3.1.3.1.9.4	S	*	G	*	US AP M-	**	**	*	PUBLIC AFFAIRS JOINT INFORMATION BUREAU (JIB)
1.X.3.1.3.1.9.4.1	S	*	G	*	US AP MT	**	**	*	PUBLIC AFFAIRS JIB THEATER
1.X.3.1.3.1.9.4.2	S	*	G	*	US AP MC	**	**	*	PUBLIC AFFAIRS JIB CORPS
1.X.3.1.3.1.10	S	*	G	*	US AX --	**	**	*	REPLACEMENT HOLDING UNIT (RHU)
1.X.3.1.3.1.10.1	S	*	G	*	US AX T-	**	**	*	RHU THEATER
1.X.3.1.3.1.10.2	S	*	G	*	US AX C-	**	**	*	RHU CORPS
1.X.3.1.3.1.11	S	*	G	*	US AL --	**	**	*	LABOR
1.X.3.1.3.1.11.1	S	*	G	*	US AL T-	**	**	*	LABOR THEATER
1.X.3.1.3.1.11.2	S	*	G	*	US AL C-	**	**	*	LABOR CORPS
1.X.3.1.3.1.12	S	*	G	*	US AW --	**	**	*	MORAL, WELFARE, RECREATION (MWR)
1.X.3.1.3.1.12.1	S	*	G	*	US AW T-	**	**	*	MWR THEATER
1.X.3.1.3.1.12.2	S	*	G	*	US AW C-	**	**	*	MWR CORPS
1.X.3.1.3.1.13	S	*	G	*	US AQ --	**	**	*	QUARTERMASTER (SUPPLY)
1.X.3.1.3.1.13.1	S	*	G	*	US AQ T-	**	**	*	QUARTERMASTER (SUPPLY) THEATER
1.X.3.1.3.1.13.2	S	*	G	*	US AQ C-	**	**	*	QUARTERMASTER (SUPPLY) CORPS
1.X.3.1.3.2	S	*	G	*	US M- --	**	**	*	MEDICAL
1.X.3.1.3.2.1	S	*	G	*	US MT --	**	**	*	MEDICAL THEATER

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TABLE B-V. Warfighting symbol ID codes - ground (cont'd).

HIERARCHY	C O D E  S C H E M E	A F F I L I A T I O N	B A T T L E  D I M E N S I O N	S T A T U S	F U N C T I O N  I D	S I Z E  / M O B I L I T Y	C O U N T R Y  C O D E	O R D E R  O F  B A T T L E	D E S C R I P T I O N
1.X.3.1.3.2.2	S	*	G	*	US MC --	**	**	*	MEDICAL CORPS
1.X.3.1.3.2.3	S	*	G	*	US MM --	**	**	*	MEDICAL TREATMENT FACILITY
1.X.3.1.3.2.3.1	S	*	G	*	US MM T-	**	**	*	MEDICAL TREATMENT FACILITY THEATER
1.X.3.1.3.2.3.2	S	*	G	*	US MM C-	**	**	*	MEDICAL TREATMENT FACILITY CORPS
1.X.3.1.3.2.4	S	*	G	*	US MV --	**	**	*	MEDICAL VETERINARY
1.X.3.1.3.2.4.1	S	*	G	*	US MV T-	**	**	*	MEDICAL VETERINARY THEATER
1.X.3.1.3.2.4.2	S	*	G	*	US MV C-	**	**	*	MEDICAL VETERINARY CORPS
1.X.3.1.3.2.5	S	*	G	*	US MD --	**	**	*	MEDICAL DENTAL
1.X.3.1.3.2.5.1	S	*	G	*	US MD T-	**	**	*	MEDICAL DENTAL THEATER
1.X.3.1.3.2.5.2	S	*	G	*	US MD C-	**	**	*	MEDICAL DENTAL CORPS
1.X.3.1.3.2.6	S	*	G	*	US MP --	**	**	*	MEDICAL PSYCHOLOGICAL
1.X.3.1.3.2.6.1	S	*	G	*	US MP T-	**	**	*	MEDICAL PSYCHOLOGICAL THEATER
1.X.3.1.3.2.6.2	S	*	G	*	US MP C-	**	**	*	MEDICAL PSYCHOLOGICAL CORPS
1.X.3.1.3.3	S	*	G	*	US S- --	**	**	*	SUPPLY
1.X.3.1.3.3.1	S	*	G	*	US ST --	**	**	*	SUPPLY THEATER
1.X.3.1.3.3.2	S	*	G	*	US SC --	**	**	*	SUPPLY CORPS
1.X.3.1.3.3.3	S	*	G	*	US S1 --	**	**	*	SUPPLY CLASS I
1.X.3.1.3.3.3.1	S	*	G	*	US S1 T-	**	**	*	SUPPLY CLASS I THEATER
1.X.3.1.3.3.3.2	S	*	G	*	US S1 C-	**	**	*	SUPPLY CLASS I CORPS
1.X.3.1.3.3.4	S	*	G	*	US S2 --	**	**	*	SUPPLY CLASS II
1.X.3.1.3.3.4.1	S	*	G	*	US S2 T-	**	**	*	SUPPLY CLASS II THEATER
1.X.3.1.3.3.4.2	S	*	G	*	US S2 C-	**	**	*	SUPPLY CLASS II CORPS
1.X.3.1.3.3.5	S	*	G	*	US S3 --	**	**	*	SUPPLY CLASS III
1.X.3.1.3.3.5.1	S	*	G	*	US S3 T-	**	**	*	SUPPLY CLASS III THEATER
1.X.3.1.3.3.5.2	S	*	G	*	US S3 C-	**	**	*	SUPPLY CLASS III CORPS
1.X.3.1.3.3.5.3	S	*	G	*	US S3 A-	**	**	*	SUPPLY CLASS III AVIATION
1.X.3.1.3.3.5.3.1	S	*	G	*	US S3 AT	**	**	*	SUPPLY CLASS III AVIATION THEATER
1.X.3.1.3.3.5.3.2	S	*	G	*	US S3 AC	**	**	*	SUPPLY CLASS III AVIATION CORPS
1.X.3.1.3.3.6	S	*	G	*	US S4 --	**	**	*	SUPPLY CLASS IV
1.X.3.1.3.3.6.1	S	*	G	*	US S4 T-	**	**	*	SUPPLY CLASS IV THEATER
1.X.3.1.3.3.6.2	S	*	G	*	US S4 C-	**	**	*	SUPPLY CLASS IV CORPS
1.X.3.1.3.3.7	S	*	G	*	US S5 --	**	**	*	SUPPLY CLASS V

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TABLE B-V. Warfighting symbol ID codes - ground (cont'd).

HIERARCHY	C O D E  S C H E M E	A F F I L I A T I O N	B A T T L E  D I M E N S I O N	S T A T U S	F U N C T I O N  I D			S I Z E  / M O B I L I T Y	C O U N T R Y  C O D E	O R D E R  O F  B A T T L E	DESCRIPTION
1.X.3.1.3.3.7.1	S	*	G	*	US	S5	T-	**	**	*	SUPPLY CLASS V THEATER
1.X.3.1.3.3.7.2	S	*	G	*	US	S5	C-	**	**	*	SUPPLY CLASS V CORPS
1.X.3.1.3.3.8	S	*	G	*	US	S6	--	**	**	*	SUPPLY CLASS VI
1.X.3.1.3.3.8.1	S	*	G	*	US	S6	T-	**	**	*	SUPPLY CLASS VI THEATER
1.X.3.1.3.3.8.2	S	*	G	*	US	S6	C-	**	**	*	SUPPLY CLASS VI CORPS
1.X.3.1.3.3.9	S	*	G	*	US	S7	--	**	**	*	SUPPLY CLASS VII
1.X.3.1.3.3.9.1	S	*	G	*	US	S7	T-	**	**	*	SUPPLY CLASS VII THEATER
1.X.3.1.3.3.9.2	S	*	G	*	US	S7	C-	**	**	*	SUPPLY CLASS VII CORPS
1.X.3.1.3.3.10	S	*	G	*	US	S8	--	**	**	*	SUPPLY CLASS VIII
1.X.3.1.3.3.10.1	S	*	G	*	US	S8	T-	**	**	*	SUPPLY CLASS VIII THEATER
1.X.3.1.3.3.10.2	S	*	G	*	US	S8	C-	**	**	*	SUPPLY CLASS VIII CORPS
1.X.3.1.3.3.11	S	*	G	*	US	S9	--	**	**	*	SUPPLY CLASS IX
1.X.3.1.3.3.11.1	S	*	G	*	US	S9	T-	**	**	*	SUPPLY CLASS IX THEATER
1.X.3.1.3.3.11.2	S	*	G	*	US	S9	C-	**	**	*	SUPPLY CLASS IX CORPS
1.X.3.1.3.3.12	S	*	G	*	US	SX	--	**	**	*	SUPPLY CLASS X
1.X.3.1.3.3.12.1	S	*	G	*	US	SX	T-	**	**	*	SUPPLY CLASS X THEATER
1.X.3.1.3.3.12.2	S	*	G	*	US	SX	C-	**	**	*	SUPPLY CLASS X CORPS
1.X.3.1.3.3.13	S	*	G	*	US	SL	--	**	**	*	SUPPLY LAUNDRY/BATH
1.X.3.1.3.3.13.1	S	*	G	*	US	SL	T-	**	**	*	SUPPLY LAUNDRY/BATH THEATER
1.X.3.1.3.3.13.2	S	*	G	*	US	SL	C-	**	**	*	SUPPLY LAUNDRY/BATH CORPS
1.X.3.1.3.3.14	S	*	G	*	US	SW	--	**	**	*	SUPPLY WATER
1.X.3.1.3.3.14.1	S	*	G	*	US	SW	T-	**	**	*	SUPPLY WATER THEATER
1.X.3.1.3.3.14.2	S	*	G	*	US	SW	C-	**	**	*	SUPPLY WATER CORPS
1.X.3.1.3.3.14.3	S	*	G	*	US	SW	P-	**	**	*	SUPPLY WATER PURIFICATION
1.X.3.1.3.3.14.3.1	S	*	G	*	US	SW	PT	**	**	*	SUPPLY WATER PURIFICATION THEATER
1.X.3.1.3.3.14.3.2	S	*	G	*	US	SW	PC	**	**	*	SUPPLY WATER PURIFICATION CORPS
1.X.3.1.3.4	S	*	G	*	US	T-	--	**	**	*	TRANSPORTATION
1.X.3.1.3.4.1	S	*	G	*	US	TT	--	**	**	*	TRANSPORTATION THEATER
1.X.3.1.3.4.2	S	*	G	*	US	TC	--	**	**	*	TRANSPORTATION CORPS
1.X.3.1.3.4.3	S	*	G	*	US	TM	--	**	**	*	MOVEMENT CONTROL CENTER(MCC)
1.X.3.1.3.4.3.1	S	*	G	*	US	TM	T-	**	**	*	MCC THEATER
1.X.3.1.3.4.3.2	S	*	G	*	US	TM	C-	**	**	*	MCC CORPS

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TABLE B-V. Warfighting symbol ID codes - ground (cont'd).

HIERARCHY	C O D E  S C H E M E	A F F I L I A T I O N	B A T T L E  D I M E N S I O N	S T A T U S	F U N C T I O N  I D	S I Z E  / M O B I L I T Y	C O U N T R Y  C O D E	O R D E R  O F  B A T T L E	D E S C R I P T I O N
1.X.3.1.3.4.4	S	*	G	*	US TR --	**	**	*	RAILHEAD
1.X.3.1.3.4.4.1	S	*	G	*	US TR T-	**	**	*	RAILHEAD THEATER
1.X.3.1.3.4.4.2	S	*	G	*	US TR C-	**	**	*	RAILHEAD CORPS
1.X.3.1.3.4.5	S	*	G	*	US TS --	**	**	*	SPOD/SPOE
1.X.3.1.3.4.5.1	S	*	G	*	US TS T-	**	**	*	SPOD/SPOE THEATER
1.X.3.1.3.4.5.2	S	*	G	*	US TS C-	**	**	*	SPOD/SPOE CORPS
1.X.3.1.3.4.6	S	*	G	*	US TA --	**	**	*	APOD/APOE
1.X.3.1.3.4.6.1	S	*	G	*	US TA T-	**	**	*	APOD/APOE THEATER
1.X.3.1.3.4.6.2	S	*	G	*	US TA C-	**	**	*	APOD/APOE CORPS
1.X.3.1.3.4.7	S	*	G	*	US TI --	**	**	*	MISSILE
1.X.3.1.3.4.7.1	S	*	G	*	US TI T-	**	**	*	MISSILE THEATER
1.X.3.1.3.4.7.2	S	*	G	*	US TI C-	**	**	*	MISSILE CORPS
1.X.3.1.3.5	S	*	G	*	US X- --	**	**	*	MAINTENANCE
1.X.3.1.3.5.1	S	*	G	*	US XT --	**	**	*	MAINTENANCE THEATER
1.X.3.1.3.5.2	S	*	G	*	US XC --	**	**	*	MAINTENANCE CORPS
1.X.3.1.3.5.3	S	*	G	*	US XH --	**	**	*	MAINTENANCE HEAVY
1.X.3.1.3.5.3.1	S	*	G	*	US XH T-	**	**	*	MAINTENANCE HEAVY THEATER
1.X.3.1.3.5.3.2	S	*	G	*	US XH C-	**	**	*	MAINTENANCE HEAVY CORPS
1.X.3.1.3.5.4	S	*	G	*	US XR --	**	**	*	MAINTENANCE RECOVERY
1.X.3.1.3.5.4.1	S	*	G	*	US XR T-	**	**	*	MAINTENANCE RECOVERY THEATER
1.X.3.1.3.5.4.2	S	*	G	*	US XR C-	**	**	*	MAINTENANCE RECOVERY CORPS
1.X.3.1.3.5.5	S	*	G	*	US XO --	**	**	*	ORDINANCE
1.X.3.1.3.5.5.1	S	*	G	*	US XO T-	**	**	*	ORDINANCE THEATER
1.X.3.1.3.5.5.2	S	*	G	*	US XO C-	**	**	*	ORDINANCE CORPS
1.X.3.1.3.5.5.3	S	*	G	*	US XO M-	**	**	*	ORDINANCE MISSILE
1.X.3.1.3.5.5.3.1	S	*	G	*	US XO MT	**	**	*	ORDINANCE MISSILE THEATER
1.X.3.1.3.5.5.3.2	S	*	G	*	US XO MC	**	**	*	ORDINANCE MISSILE CORPS
1.X.3.1.3.5.6	S	*	G	*	US XE --	**	**	*	ELECTRO-OPTICAL
1.X.3.1.3.5.6.1	S	*	G	*	US XE T-	**	**	*	ELECTRO-OPTICAL THEATER
1.X.3.1.3.5.6.2	S	*	G	*	US XE C-	**	**	*	ELECTRO-OPTICAL CORPS
1.X.3.1.4	S	*	G	*	UH -- --	**	**	*	SPECIAL C2 HEADQUARTERS COMPONENT
1.X.3.2	S	*	G	*	E- -- --	**	**	*	GROUND TRACK EQUIPMENT

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TABLE B-V. Warfighting symbol ID codes - ground (cont'd).

HIERARCHY	C O D E  S C H E M E	A F F I L I A T I O N	B A T T L E  D I M E N S I O N	S T A T U S	F U N C T I O N  I D	S I Z E  / M O B I L I T Y	C O U N T R Y  C O D E	O R D E R  O F  B A T T L E	D E S C R I P T I O N
1.X.3.2.1	S	*	G	*	EW -- --	**	**	*	WEAPONS
1.X.3.2.1.1	S	*	G	*	EW M- --	**	**	*	MISSILE LAUNCHERS
1.X.3.2.1.1.1	S	*	G	*	EW MA --	**	**	*	AIR DEFENSE (AD) MISSILE LAUNCH
1.X.3.2.1.1.1.1	S	*	G	*	EW MA T-	**	**	*	AD MISSILE LAUNCH THEATER
1.X.3.2.1.1.1.2	S	*	G	*	EW MA L-	**	**	*	LONG RANGE AD MISSILE LAUNCH
1.X.3.2.1.1.1.3	S	*	G	*	EW MA I-	**	**	*	INTERMEDIATE RANGE AD MISSILE LAUNCH
1.X.3.2.1.1.1.4	S	*	G	*	EW MA S-	**	**	*	SHORT RANGE AD MISSILE LAUNCHERS
1.X.3.2.1.1.2	S	*	G	*	EW MS --	**	**	*	SURF-SURF (SS) MISSILE LAUNCHER
1.X.3.2.1.1.2.1	S	*	G	*	EW MS L-	**	**	*	LONG RANGE SS MISSILE LAUNCH
1.X.3.2.1.1.2.2	S	*	G	*	EW MS I-	**	**	*	INTERMEDIATE RANGE SS MISSILE LAUNCH
1.X.3.2.1.1.2.3	S	*	G	*	EW MS S-	**	**	*	SHORT RANGE SS MISSILE LAUNCH
1.X.3.2.1.1.3	S	*	G	*	EW MT --	**	**	*	MISSILE LAUNCHERS ANTI TANK (AT)
1.X.3.2.1.1.3.1	S	*	G	*	EW MT L-	**	**	*	MISSILE LAUNCHERS AT LIGHT
1.X.3.2.1.1.3.2	S	*	G	*	EW MT M-	**	**	*	MISSILE LAUNCHER AT MEDIUM
1.X.3.2.1.1.3.3	S	*	G	*	EW MT H-	**	**	*	MISSILE LAUNCHER AT HEAVY
1.X.3.2.1.2	S	*	G	*	EW S- --	**	**	*	SINGLE ROCKET LAUNCHER
1.X.3.2.1.2.1	S	*	G	*	EW SL --	**	**	*	SINGLE ROCKET LAUNCHER LIGHT
1.X.3.2.1.2.2	S	*	G	*	EW SM --	**	**	*	SINGLE ROCKET LAUNCHER MEDIUM
1.X.3.2.1.2.3	S	*	G	*	EW SH --	**	**	*	SINGLE ROCKET LAUNCHER HEAVY
1.X.3.2.1.3	S	*	G	*	EW X- --	**	**	*	MULTIPLE ROCKET LAUNCHER
1.X.3.2.1.3.1	S	*	G	*	EW XL --	**	**	*	MULTIPLE ROCKET LAUNCHER LIGHT
1.X.3.2.1.3.2	S	*	G	*	EW XM --	**	**	*	MULTIPLE ROCKET LAUNCHER MEDIUM
1.X.3.2.1.3.3	S	*	G	*	EW XH --	**	**	*	MULTIPLE ROCKET LAUNCHER HEAVY
1.X.3.2.1.4	S	*	G	*	EW T- --	**	**	*	ANTITANK ROCKET LAUNCHER
1.X.3.2.1.4.1	S	*	G	*	EW TL --	**	**	*	ANTITANK ROCKET LAUNCHER LIGHT
1.X.3.2.1.4.2	S	*	G	*	EW TM --	**	**	*	ANTITANK ROCKET LAUNCHER MEDIUM
1.X.3.2.1.4.3	S	*	G	*	EW TH --	**	**	*	ANTITANK ROCKET LAUNCHER HEAVY
1.X.3.2.1.5	S	*	G	*	EW R- --	**	**	*	RIFLE/AUTOMATIC WEAPON
1.X.3.2.1.5.1	S	*	G	*	EW RR --	**	**	*	RIFLE
1.X.3.2.1.5.2	S	*	G	*	EW RL --	**	**	*	LIGHT MACHINE GUN

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TABLE B-V. Warfighting symbol ID codes - ground (cont'd).

HIERARCHY	C O D E  S C H E M E	A F F I L I A T I O N	B A T T L E  D I M E N S I O N	S T A T U S	F U N C T I O N  I D	S I Z E  / M O B I L I T Y	C O U N T R Y  C O D E	O R D E R  O F  B A T T L E	D E S C R I P T I O N
1.X.3.2.1.5.3	S	*	G	*	EW RH --	**	**	*	HEAVY MACHINE GUN
1.X.3.2.1.6	S	*	G	*	EW Z- --	**	**	*	GRENADE LAUNCHER
1.X.3.2.1.6.1	S	*	G	*	EW ZL --	**	**	*	GRENADE LAUNCHER LIGHT
1.X.3.2.1.6.2	S	*	G	*	EW ZM --	**	**	*	GRENADE LAUNCHER MEDIUM
1.X.3.2.1.6.3	S	*	G	*	EW ZH --	**	**	*	GRENADE LAUNCHER HEAVY
1.X.3.2.1.7	S	*	G	*	EW O- --	**	**	*	MORTAR
1.X.3.2.1.7.1	S	*	G	*	EW OL --	**	**	*	MORTAR LIGHT
1.X.3.2.1.7.2	S	*	G	*	EW OM --	**	**	*	MORTAR MEDIUM
1.X.3.2.1.7.3	S	*	G	*	EW OH --	**	**	*	MORTAR HEAVY
1.X.3.2.1.8	S	*	G	*	EW H- --	**	**	*	HOWITZER
1.X.3.2.1.8.1	S	*	G	*	EW HL --	**	**	*	HOWITZER LIGHT
1.X.3.2.1.8.1.1	S	*	G	*	EW HL S-	**	**	*	HOWITZER LIGHT SELF-PROPELLED
1.X.3.2.1.8.2	S	*	G	*	EW HM --	**	**	*	HOWITZER MEDIUM
1.X.3.2.1.8.2.1	S	*	G	*	EW HM S-	**	**	*	HOWITZER MEDIUM SELF-PROPELLED
1.X.3.2.1.8.3	S	*	G	*	EW HH --	**	**	*	HOWITZER HEAVY
1.X.3.2.1.8.3.1	S	*	G	*	EW HH S-	**	**	*	HOWITZER HEAVY SELF-PROPELLED
1.X.3.2.1.9	S	*	G	*	EW G- --	**	**	*	ANTITANK GUN
1.X.3.2.1.9.1	S	*	G	*	EW GR --	**	**	*	ANTITANK GUN RECOILLESS
1.X.3.2.1.9.2	S	*	G	*	EW GL --	**	**	*	ANTITANK GUN LIGHT
1.X.3.2.1.9.3	S	*	G	*	EW GM --	**	**	*	ANTITANK GUN MEDIUM
1.X.3.2.1.9.4	S	*	G	*	EW GH --	**	**	*	ANTITANK GUN HEAVY
1.X.3.2.1.10	S	*	G	*	EW D- --	**	**	*	DIRECT FIRE GUN
1.X.3.2.1.10.1	S	*	G	*	EW DL --	**	**	*	DIRECT FIRE GUN LIGHT
1.X.3.2.1.10.1.1	S	*	G	*	EW DL S-	**	**	*	DIRECT FIRE GUN LIGHT SELF-PROPELLED
1.X.3.2.1.10.2	S	*	G	*	EW DM --	**	**	*	DIRECT FIRE GUN MEDIUM
1.X.3.2.1.10.2.1	S	*	G	*	EW DM S-	**	**	*	DIRECT FIRE GUN MEDIUM SELF-PROPELLED
1.X.3.2.1.10.3	S	*	G	*	EW DH --	**	**	*	DIRECT FIRE GUN HEAVY
1.X.3.2.1.10.3.1	S	*	G	*	EW DH S-	**	**	*	DIRECT FIRE GUN HEAVY SELF-PROPELLED
1.X.3.2.1.11	S	*	G	*	EW A- --	**	**	*	AIR DEFENSE GUN
1.X.3.2.1.11.1	S	*	G	*	EW AL --	**	**	*	AIR DEFENSE GUN LIGHT
1.X.3.2.1.11.2	S	*	G	*	EW AM --	**	**	*	AIR DEFENSE GUN MEDIUM

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TABLE B-V. Warfighting symbol ID codes - ground (cont'd).

HIERARCHY	C O D E  S C H E M E	A F F I L I A T I O N	B A T T L E  D I M E N S I O N	S T A T U S	F U N C T I O N  I D	S I Z E  / M O B I L I T Y	C O U N T R Y  C O D E	O R D E R  O F  B A T T L E	D E S C R I P T I O N
1.X.3.2.1.11.3	S	*	G	*	EW AH --	**	**	*	AIR DEFENSE GUN HEAVY
1.X.3.2.2	S	*	G	*	EV -- --	**	**	*	GROUND VEHICLE
1.X.3.2.2.1	S	*	G	*	EV A- --	**	**	*	ARMORED VEHICLE
1.X.3.2.2.1.1	S	*	G	*	EV AT --	**	**	*	TANK
1.X.3.2.2.1.1.1	S	*	G	*	EV AT L-	**	**	*	TANK LIGHT
1.X.3.2.2.1.1.1.1	S	*	G	*	EV AT W-	**	**	*	TANK LIGHT RECOVERY
1.X.3.2.2.1.1.2	S	*	G	*	EV AT M-	**	**	*	TANK MEDIUM
1.X.3.2.2.1.1.2.1	S	*	G	*	EV AT X-	**	**	*	TANK MEDIUM RECOVERY
1.X.3.2.2.1.1.3	S	*	G	*	EV AT H-	**	**	*	TANK HEAVY
1.X.3.2.2.1.1.3.1	S	*	G	*	EV AT Y-	**	**	*	TANK HEAVY RECOVERY
1.X.3.2.2.1.2	S	*	G	*	EV AA --	**	**	*	ARMORED PERSONNEL CARRIER
1.X.3.2.2.1.2.1	S	*	G	*	EV AA R-	**	**	*	ARMORED PERSONNEL CARRIER RECOVERY
1.X.3.2.2.1.3	S	*	G	*	EV AI --	**	**	*	ARMORED INFANTRY
1.X.3.2.2.1.4	S	*	G	*	EV AC --	**	**	*	C2V/ACV
1.X.3.2.2.1.5	S	*	G	*	EV AS --	**	**	*	COMBAT SERVICE SUPPORT VEHICLE
1.X.3.2.2.1.6	S	*	G	*	EV AL --	**	**	*	LIGHT ARMORED VEHICLE
1.X.3.2.2.2	S	*	G	*	EV U- --	**	**	*	UTILITY VEHICLE
1.X.3.2.2.2.1	S	*	G	*	EV UB --	**	**	*	BUS
1.X.3.2.2.2.2	S	*	G	*	EV US --	**	**	*	SEMI
1.X.3.2.2.2.3	S	*	G	*	EV UL --	**	**	*	LIMITED CROSS-COUNTRY TRUCK
1.X.3.2.2.2.4	S	*	G	*	EV UX --	**	**	*	CROSS-COUNTRY TRUCK
1.X.3.2.2.2.5	S	*	G	*	EV UR --	**	**	*	WATER CRAFT
1.X.3.2.2.3	S	*	G	*	EV E- --	**	**	*	ENGINEER VEHICLE
1.X.3.2.2.3.1	S	*	G	*	EV EB --	**	**	*	BRIDGE
1.X.3.2.2.3.2	S	*	G	*	EV EE --	**	**	*	EARTHMOVER
1.X.3.2.2.3.3	S	*	G	*	EV EC --	**	**	*	CONSTRUCTION VEHICLE
1.X.3.2.2.3.4	S	*	G	*	EV EM --	**	**	*	MINE LAYING VEHICLE
1.X.3.2.2.3.4.1	S	*	G	*	EV EM A-	**	**	*	ARMORED VEHICLE MOUNTED
1.X.3.2.2.3.4.2	S	*	G	*	EV EM T-	**	**	*	TRAILER MOUNTED
1.X.3.2.2.3.4.3	S	*	G	*	EV EM V-	**	**	*	ARMORED CARRIER WITH VOLCANO
1.X.3.2.2.3.4.4	S	*	G	*	EV EM L-	**	**	*	TRUCK MOUNTED WITH VOLCANO
1.X.3.2.2.3.5	S	*	G	*	EV ED --	**	**	*	DOZER



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TABLE B-V. Warfighting symbol ID codes - ground (cont'd).

HIERARCHY	C O D E  S C H E M E	A F F I L I A T I O N	B A T T L E  D I M E N S I O N	S T A T U S	F U N C T I O N  I D	S I Z E  / M O B I L I T Y	C O U N T R Y  C O D E	O R D E R  O F  B A T T L E	D E S C R I P T I O N
1.X.3.2.2.4	S	*	G	*	EV ST --	**	**	*	TRAIN LOCOMOTIVE
1.X.3.2.2.5	S	*	G	*	EV C- --	**	**	*	CIVILIAN VEHICLE
1.X.3.2.3	S	*	G	*	ES -- --	**	**	*	SENSOR
1.X.3.2.3.1	S	*	G	*	ES R- --	**	**	*	RADAR
1.X.3.2.3.2	S	*	G	*	ES E- --	**	**	*	EMPLACED SENSOR
1.X.3.2.4	S	*	G	*	EX -- --	**	**	*	SPECIAL EQUIPMENT
1.X.3.2.4.1	S	*	G	*	EX L- --	**	**	*	LASER
1.X.3.2.4.2	S	*	G	*	EX N- --	**	**	*	NBC EQUIPMENT
1.X.3.2.4.3	S	*	G	*	EX F- --	**	**	*	FLAME THROWER
1.X.3.2.4.4	S	*	G	*	EX M- --	**	**	*	LAND MINES
1.X.3.2.4.4.1	S	*	G	*	EX MC --	**	**	*	CLAYMORE
1.X.3.2.4.4.2	S	*	G	*	EX ML --	**	**	*	LESS THAN LETHAL
1.X.3.3	S	*	G	*	I- -- --	H*	**	*	INSTALLATION
1.X.3.3.1	S	*	G	*	IR -- --	H*	**	*	RAW MATERIAL PRODUCTION/STORAGE
1.X.3.3.1.1	S	*	G	*	IR M- --	H*	**	*	MINE
1.X.3.3.1.2	S	*	G	*	IR P- --	H*	**	*	PETROLEUM/GAS/OIL
1.X.3.3.1.3	S	*	G	*	IR N- --	H*	**	*	NBC
1.X.3.3.1.3.1	S	*	G	*	IR NB --	H*	**	*	BIOLOGICAL
1.X.3.3.1.3.2	S	*	G	*	IR NC --	H*	**	*	CHEMICAL
1.X.3.3.1.3.3	S	*	G	*	IR NN --	H*	**	*	NUCLEAR
1.X.3.3.2	S	*	G	*	IP -- --	H*	**	*	PROCESSING FACILITY
1.X.3.3.2.1	S	*	G	*	IP D- --	H*	**	*	DECON
1.X.3.3.3	S	*	G	*	IE -- --	H*	**	*	EQUIPMENT MANUFACTURE
1.X.3.3.4	S	*	G	*	IU -- --	H*	**	*	SERVICE, RESEARCH, UTILITY FACILITY
1.X.3.3.4.1	S	*	G	*	IU R- --	H*	**	*	TECHNOLOGICAL RESEARCH FACILITY
1.X.3.3.4.2	S	*	G	*	IU T- --	H*	**	*	TELECOMMUNICATIONS FACILITY
1.X.3.3.4.3	S	*	G	*	IU E- --	H*	**	*	ELECTRIC POWER FACILITY
1.X.3.3.4.4	S	*	G	*	IU P- --	H*	**	*	PUBLIC WATER SERVICES
1.X.3.3.5	S	*	G	*	IM -- --	H*	**	*	MILITARY MATERIEL FACILITY
1.X.3.3.5.1	S	*	G	*	IM F- --	H*	**	*	ATOMIC ENERGY PRODUCTION
1.X.3.3.5.2	S	*	G	*	IM A- --	H*	**	*	AIRCRAFT PRODUCTION & ASSEMBLY

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TABLE B-V. Warfighting symbol ID codes - ground (cont'd).

HIERARCHY	C O D E  S C H E M E	A F F I L I A T I O N	B A T T L E  D I M E N S I O N	S T A T U S	F U N C T I O N  I D	S I Z E  / M O B I L I T Y	C O U N T R Y  C O D E	O R D E R  O F  B A T T L E	DESCRIPTION
1.X.3.3.5.3	S	*	G	*	IM E- --	H*	**	*	AMMUNITION AND EXPLOSIVES PRODUCTION
1.X.3.3.5.4	S	*	G	*	IM G- --	H*	**	*	ARMAMENT PRODUCTION
1.X.3.3.5.5	S	*	G	*	IM V- --	H*	**	*	MILITARY VEHICLE PRODUCTION
1.X.3.3.5.6	S	*	G	*	IM N- --	H*	**	*	ENGINEERING EQUIPMENT PRODUCTION
1.X.3.3.5.6.1	S	*	G	*	IM NB --	H*	**	*	BRIDGE
1.X.3.3.5.7	S	*	G	*	IM C- --	H*	**	*	CHEMICAL & BIOLOGICAL WARFARE PRODUCTION
1.X.3.3.5.8	S	*	G	*	IM S- --	H*	**	*	SHIP CONSTRUCTION
1.X.3.3.5.9	S	*	G	*	IM M- --	H*	**	*	MISSILE & SPACE SYSTEM PRODUCTION
1.X.3.3.6	S	*	G	*	IG -- --	H*	**	*	GOVERNMENT LEADERSHIP
1.X.3.3.7	S	*	G	*	IB -- --	H*	**	*	MILITARY BASE/FACILITY
1.X.3.3.7.1	S	*	G	*	IB A- --	H*	**	*	AIRPORT/AIRBASE
1.X.3.3.7.2	S	*	G	*	IB N- --	H*	**	*	SEAPORT/NAVAL BASE
1.X.3.3.8	S	*	G	*	IT -- --	H*	**	*	TRANSPORT FACILITY
1.X.3.3.9	S	*	G	*	IX -- --	H*	**	*	MEDICAL FACILITY
1.X.3.3.9.1	S	*	G	*	IX H- --	H*	**	*	HOSPITAL

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TABLE B-VI. Warfighting symbol ID codes - sea surface.

HIERARCHY	C O D E	A F F I L I A T I O N	B A T T L E	S T A T U S	F U N C T I O N	S I Z E / M O B I L I T Y	C O U N T R Y	O R D E R	D E S C R I P T I O N	D E S C R I P T I O N
1.X.4	S	*	S	*	-- -- --	**	**	*	SEA SURFACE TRACK	
1.X.4.1	S	*	S	*	C- -- --	**	**	*	COMBATANT	
1.X.4.1.1	S	*	S	*	CL -- --	**	**	*	LINE	
1.X.4.1.1.1	S	*	S	*	CL CV --	**	**	*	CARRIER	
1.X.4.1.1.2	S	*	S	*	CL BB --	**	**	*	BATTLESHIP	
1.X.4.1.1.3	S	*	S	*	CL CC --	**	**	*	CRUISER	
1.X.4.1.1.4	S	*	S	*	CL DD --	**	**	*	DESTROYER	
1.X.4.1.1.5	S	*	S	*	CL FF --	**	**	*	FRIGATE/CORVETTE	
1.X.4.1.2	S	*	S	*	CA -- --	**	**	*	AMPHIBIOUS WARFARE SHIP	
1.X.4.1.2.1	S	*	S	*	CA LA --	**	**	*	ASSAULT VESSEL	
1.X.4.1.2.2	S	*	S	*	CA LS --	**	**	*	LANDING SHIP	
1.X.4.1.2.3	S	*	S	*	CA LC --	**	**	*	LANDING CRAFT	
1.X.4.1.3	S	*	S	*	CM -- --	**	**	*	MINE WARFARE VESSEL	
1.X.4.1.3.1	S	*	S	*	CM ML --	**	**	*	MINELAYER	
1.X.4.1.3.2	S	*	S	*	CM MS --	**	**	*	MINESWEEPER	
1.X.4.1.3.3	S	*	S	*	CM MH --	**	**	*	MINEHUNTER	
1.X.4.1.3.4	S	*	S	*	CM MA --	**	**	*	MCM SUPPORT	
1.X.4.1.3.5	S	*	S	*	CM MD --	**	**	*	MCM DRONE	
1.X.4.1.4	S	*	S	*	CP -- --	**	**	*	PATROL	
1.X.4.1.4.1	S	*	S	*	CP SB --	**	**	*	ANTI SUBMARINE WARFARE	
1.X.4.1.4.2	S	*	S	*	CP SU --	**	**	*	ANTI SURFACE WARFARE	
1.X.4.1.5	S	*	S	*	CH -- --	**	**	*	HOVERCRAFT	
1.X.4.1.6	S	*	S	*	S- -- --	**	**	*	STATION	
1.X.4.1.6.1	S	*	S	*	SP -- --	**	**	*	PICKET	
1.X.4.1.6.2	S	*	S	*	SA -- --	**	**	*	ASW SHIP	
1.X.4.1.7	S	*	S	*	G- -- --	**	**	*	NAVY GROUP	
1.X.4.1.7.1	S	*	S	*	GT -- --	**	**	*	NAVY TASK FORCE	
1.X.4.1.7.2	S	*	S	*	GG -- --	**	**	*	NAVY TASK GROUP	
1.X.4.1.7.3	S	*	S	*	GU -- --	**	**	*	NAVY TASK UNIT	
1.X.4.1.7.4	S	*	S	*	GC -- --	**	**	*	CONVOY	
1.X.4.2	S	*	S	*	N- -- --	**	**	*	NONCOMBATANT	
1.X.4.2.1	S	*	S	*	NR -- --	**	**	*	UNDERWAY REPLENISHMENT	
1.X.4.2.2	S	*	S	*	NF -- --	**	**	*	FLEET SUPPORT	

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TABLE B-VI. Warfighting symbol ID codes - sea surface (cont'd).

HIERARCHY	C O D E  S C H E M E	A F F I L I A T I O N	B A T T L E  D I M E N S I O N	S T A T U S	F U N C T I O N  I D	S I Z E  / M O B I L I T Y	C O U N T R Y  C O D E	O R D E R  O F  B A T T L E	D E S C R I P T I O N
1.X.4.2.3	S	*	S	*	NI -- --	**	**	*	INTELLIGENCE
1.X.4.2.4	S	*	S	*	NS -- --	**	**	*	SERVICE & SUPPORT HARBOR
1.X.4.2.5	S	*	S	*	NM -- --	**	**	*	HOSPITAL SHIP
1.X.4.2.6	S	*	S	*	NH -- --	**	**	*	HOVERCRAFT
1.X.4.2.7	S	*	S	*	NN -- --	**	**	*	STATION
1.X.4.2.7.1	S	*	S	*	NN R- --	**	**	*	RESCUE
1.X.4.3	S	*	S	*	X- -- --	**	**	*	NON MILITARY
1.X.4.3.1	S	*	S	*	XM -- --	**	**	*	MERCHANT
1.X.4.3.1.1	S	*	S	*	XM C- --	**	**	*	CARGO
1.X.4.3.1.2	S	*	S	*	XM R- --	**	**	*	ROLL ON-ROLL OFF
1.X.4.3.1.3	S	*	S	*	XM O- --	**	**	*	OILER/TANKER
1.X.4.3.1.4	S	*	S	*	XM TU --	**	**	*	TUG
1.X.4.3.1.5	S	*	S	*	XM F- --	**	**	*	FERRY
1.X.4.3.1.6	S	*	S	*	XM P- --	**	**	*	PASSENGER
1.X.4.3.1.7	S	*	S	*	XM H- --	**	**	*	HAZARDOUS MATERIALS (HAZMAT)
1.X.4.3.1.8	S	*	S	*	XM TO --	**	**	*	TOWING VESSEL
1.X.4.3.2	S	*	S	*	XF -- --	**	**	*	FISHING
1.X.4.3.2.1	S	*	S	*	XF DF --	**	**	*	DRIFTER
1.X.4.3.2.2	S	*	S	*	XF DR --	**	**	*	DREDGE
1.X.4.3.2.3	S	*	S	*	XF TR --	**	**	*	TRAWLER
1.X.4.3.3	S	*	S	*	XR -- --	**	**	*	LEISURE CRAFT
1.X.4.3.4	S	*	S	*	XL -- --	**	**	*	LAW ENFORCEMENT VESSEL
1.X.4.3.5	S	*	S	*	XH -- --	**	**	*	HOVERCRAFT
1.X.4.4	S	*	S	*	O- -- --	**	**	*	OWN TRACK
1.X.4.5	S	*	S	*	E- -- --	**	**	*	EMERGENCY
1.X.4.5.1	S	*	S	*	ED -- --	**	**	*	DITCHED AIRCRAFT
1.X.4.5.2	S	*	S	*	EP -- --	**	**	*	PERSON IN WATER
1.X.4.5.3	S	*	S	*	EV -- --	**	**	*	DISTRESSED VESSEL
1.X.4.6	S	*	S	*	Z- -- --	**	**	*	HAZARD
1.X.4.6.1	S	*	S	*	ZM -- --	**	**	*	SEA MINELIKE
1.X.4.6.2	S	*	S	*	ZN -- --	**	**	*	NAVIGATIONAL
1.X.4.6.3	S	*	S	*	ZI -- --	**	**	*	ICEBERG

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TABLE B-VII. Warfighting symbol ID codes - sea subsurface.

HIERARCHY	C O D E  S C H E M E	A F F I L I A T I O N	B A T T L E  D I M E N S I O N	S T A T U S	F U N C T I O N  I D	S I Z E  / M O B I L I T Y	C O U N T R Y  C O D E	O R D E R  O F  B A T T L E	DESCRIPTION
1.X.5	S	*	U	*	-- -- --	**	**	*	SUBSURFACE TRACK
1.X.5.1	S	*	U	*	S- -- --	**	**	*	SUBMARINE
1.X.5.1.1	S	*	U	*	SN -- --	**	**	*	NUCLEAR PROPULSION
1.X.5.1.2	S	*	U	*	SC -- --	**	**	*	CONVENTIONAL PROPULSION
1.X.5.1.3	S	*	U	*	SO -- --	**	**	*	OTHER SUBMERSIBLE
1.X.5.1.4	S	*	U	*	SS -- --	**	**	*	STATION
1.X.5.1.4.1	S	*	U	*	SS A- --	**	**	*	ASW SUBMARINE
1.X.5.2	S	*	U	*	W- -- --	**	**	*	UNDERWATER WEAPON
1.X.5.2.1	S	*	U	*	WT -- --	**	**	*	TORPEDO
1.X.5.2.2	S	*	U	*	WM -- --	**	**	*	SEA MINE
1.X.5.2.2.1	S	*	U	*	WM D- --	**	**	*	SEA MINE DEALT
1.X.5.2.2.2	S	*	U	*	WM G- --	**	**	*	SEA MINE (GROUND)
1.X.5.2.2.2.1	S	*	U	*	WM GD --	**	**	*	SEA MINE (GROUND) DEALT
1.X.5.2.2.3	S	*	U	*	WM M- --	**	**	*	SEA MINE (MOORED)
1.X.5.2.2.3.1	S	*	U	*	WM MD --	**	**	*	SEA MINE (MOORED) DEALT
1.X.5.2.2.4	S	*	U	*	WM F- --	**	**	*	SEA MINE (FLOATING)
1.X.5.2.2.4.1	S	*	U	*	WM FD --	**	**	*	SEA MINE (FLOATING) DEALT
1.X.5.2.2.5	S	*	U	*	WM O- --	**	**	*	SEA MINE (IN OTHER POSITION)
1.X.5.2.2.5.1	S	*	U	*	WM OD --	**	**	*	SEA MINE (IN OTHER POSITION) DEALT
1.X.5.3	S	*	U	*	WD -- --	**	**	*	UNDERWATER DECOY
1.X.5.3.1	S	*	U	*	WD M- --	**	**	*	SEA MINE DECOY
1.X.5.4	S	*	U	*	N- -- --	**	**	*	NON-SUBMARINE
1.X.5.4.1	S	*	U	*	ND -- --	**	**	*	DIVER
1.X.5.4.2	S	*	U	*	NB -- --	**	**	*	BOTTOM RETURN/NOMBO
1.X.5.4.2.1	S	*	U	*	NB S- --	**	**	*	SEABED INSTALLATION/ MANMADE
1.X.5.4.2.2	S	*	U	*	NB R- --	**	**	*	SEABED ROCK/STONE, OBSTACLE, OTHER
1.X.5.4.2.3	S	*	U	*	NB W- --	**	**	*	WRECK
1.X.5.4.3	S	*	U	*	NM -- --	**	**	*	MARINE LIFE
1.X.5.4.4	S	*	U	*	NA -- --	**	**	*	SEA ANOMALY

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TABLE B-VIII. Warfighting symbol ID codes - special operation forces.

HIERARCHY	C O D E  S C H E M E	A F F I L I A T I O N	B A T T L E  D I M E N S I O N	S T A T U S	F U N C T I O N  I D	S I Z E  / M O B I L I T Y	C O U N T R Y  C O D E	O R D E R  O F  B A T T L E	DESCRIPTION
1.X.6	S	*	F	*	-- -- --	**	**	*	SPECIAL OPERATIONS FORCES (SOF) UNIT
1.X.6.1	S	*	F	*	A- -- --	**	**	*	SOF UNIT AVIATION
1.X.6.1.1	S	*	F	*	AF -- --	**	**	*	SOF UNIT FIXED WING
1.X.6.1.1.1	S	*	F	*	AF A- --	**	**	*	SOF UNIT ATTACK
1.X.6.1.1.2	S	*	F	*	AF K- --	**	**	*	SOF UNIT REFUEL
1.X.6.1.1.3	S	*	F	*	AF U- --	**	**	*	SOF UNIT UTILITY
1.X.6.1.1.3.1	S	*	F	*	AF UL --	**	**	*	SOF UNIT UTILITY (LIGHT)
1.X.6.1.1.3.2	S	*	F	*	AF UM --	**	**	*	SOF UNIT UTILITY (MEDIUM)
1.X.6.1.1.3.3	S	*	F	*	AF UH --	**	**	*	SOF UNIT UTILITY (HEAVY)
1.X.6.1.2	S	*	F	*	AV -- --	**	**	*	SOF UNIT VSTOL
1.X.6.1.3	S	*	F	*	AH -- --	**	**	*	SOF UNIT ROTARY WING
1.X.6.1.3.1	S	*	F	*	AH H- --	**	**	*	SOF UNIT COMBAT SEARCH AND RESCUE
1.X.6.1.3.2	S	*	F	*	AH A- --	**	**	*	SOF UNIT ATTACK
1.X.6.1.3.3	S	*	F	*	AH U- --	**	**	*	SOF UNIT UTILITY
1.X.6.1.3.3.1	S	*	F	*	AH UL --	**	**	*	SOF UNIT UTILITY (LIGHT)
1.X.6.1.3.3.2	S	*	F	*	AH UM --	**	**	*	SOF UNIT UTILITY (MEDIUM)
1.X.6.1.3.3.3	S	*	F	*	AH UH --	**	**	*	SOF UNIT UTILITY (HEAVY)
1.X.6.2	S	*	F	*	SN -- --	**	**	*	SOF UNIT SOF UNIT NAVAL
1.X.6.2.1	S	*	F	*	SN S- --	**	**	*	SOF UNIT SEAL
1.X.6.2.2	S	*	F	*	SN U- --	**	**	*	SOF UNIT UNDERWATER DEMOLITION TEAM
1.X.6.2.3	S	*	F	*	SN B- --	**	**	*	SOF UNIT SPECIAL BOAT
1.X.6.2.4	S	*	F	*	SN N- --	**	**	*	SOF UNIT SPECIAL SSNR
1.X.6.3	S	*	F	*	G- -- --	**	**	*	SOF UNIT GROUND
1.X.6.3.1	S	*	F	*	GS -- --	**	**	*	SOF UNIT SPECIAL FORCES
1.X.6.3.2	S	*	F	*	GS R- --	**	**	*	SOF UNIT RANGER
1.X.6.3.3	S	*	F	*	GS P- --	**	**	*	SOF UNIT PSYCHOLOGICAL OPERATIONS (PSYOP)
1.X.6.3.3.1	S	*	F	*	GS PA --	**	**	*	SOF UNIT FIXED AVIATION
1.X.6.3.4	S	*	F	*	GC A- --	**	**	*	SOF UNIT CIVIL AFFAIRS
1.X.6.4	S	*	F	*	GB -- --	**	**	*	SOF UNIT SUPPORT

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TABLE B-IX. Tactical graphics symbol ID codes.

HIERARCHY	C O D E  S C H E M E	A F F I L I A T I O N	B A T T L E  D I M E N S I O N	S T A T U S	F U N C T I O N  I D	S I Z E  / M O B I L I T Y	C O U N T R Y  C O D E	O R D E R  O F  B A T T L E	DESCRIPTION
2.X	G	--	--	-	-- -- --	--	--	-	TACTICAL GRAPHICS
2.X.1	G	*	T	*	-- -- --	**	**	*	TASKS
2.X.1.1	G	*	T	*	G- -- --	**	**	*	TASK GRAPHICS
2.X.1.1.1	G	*	T	*	GB -- --	**	**	*	BLOCK
2.X.1.1.2	G	*	T	*	GH -- --	**	**	*	BREACH
2.X.1.1.3	G	*	T	*	GY -- --	**	**	*	BYPASS
2.X.1.1.4	G	*	T	*	GC -- --	**	**	*	CANALIZE
2.X.1.1.5	G	*	T	*	GX -- --	**	**	*	CLEAR
2.X.1.1.6	G	*	T	*	GJ -- --	**	**	*	CONTAIN
2.X.1.1.7	G	*	T	*	GK -- --	**	**	*	COUNTERATTACK (CATK)
2.X.1.1.7.1	G	*	T	*	GK F- --	**	**	*	COUNTERATTACK BY FIRE
2.X.1.1.8	G	*	T	*	GL -- --	**	**	*	DELAY
2.X.1.1.8.1	G	*	T	*	GL T- --	**	**	*	DELAY (UNTIL A SPECIFIED TIME)
2.X.1.1.9	G	*	T	*	GD -- --	**	**	*	DESTROY
2.X.1.1.10	G	*	T	*	GT -- --	**	**	*	DISRUPT
2.X.1.1.11	G	*	T	*	GF -- --	**	**	*	FIX
2.X.1.1.11.1	G	*	T	*	GF E- --	**	**	*	ELECTRO-MAGNETIC
2.X.1.1.11.2	G	*	T	*	GF A- --	**	**	*	ACOUSTIC
2.X.1.1.11.3	G	*	T	*	GF O- --	**	**	*	ELECTRO-OPTICAL
2.X.1.1.12	G	*	T	*	GA -- --	**	**	*	FOLLOW AND ASSUME
2.X.1.1.12.1	G	*	T	*	GA S- --	**	**	*	FOLLOW AND SUPPORT
2.X.1.1.13	G	*	T	*	GI -- --	**	**	*	INTERDICT
2.X.1.1.14	G	*	T	*	GE -- --	**	**	*	ISOLATE
2.X.1.1.15	G	*	T	*	GN -- --	**	**	*	NEUTRALIZE
2.X.1.1.16	G	*	T	*	GO -- --	**	**	*	OCCUPY
2.X.1.1.17	G	*	T	*	GP -- --	**	**	*	PENETRATE
2.X.1.1.18	G	*	T	*	GR -- --	**	**	*	RELIEF IN PLACE (RIP)
2.X.1.1.19	G	*	T	*	GQ -- --	**	**	*	RETAIN
2.X.1.1.20	G	*	T	*	GM -- --	**	**	*	RETIREMENT
2.X.1.1.21	G	*	T	*	GS -- --	**	**	*	SECURE
2.X.1.1.21.1	G	*	T	*	GS S- --	**	**	*	SECURITY (SCREEN)
2.X.1.1.21.2	G	*	T	*	GS G- --	**	**	*	SECURITY (GUARD)

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TABLE B-IX. Tactical graphics symbol ID codes (cont'd).

HIERARCHY	C O D E	A F F I L I A T I O N	B A T T L E	S T A T U S	F U N C T I O N	S I Z E / M O B I L I T Y	C O U N T R Y  C O D E	O R D E R  O F  B A T T L E	D E S C R I P T I O N
2.X.1.1.21.3	G	*	T	*	GS C- --	**	**	*	SECURITY (COVER)
2.X.1.1.22	G	*	T	*	GZ -- --	**	**	*	SEIZE
2.X.1.1.23	G	*	T	*	GW -- --	**	**	*	WITHDRAW
2.X.1.1.23.1	G	*	T	*	GW P- --	**	**	*	WITHDRAW UNDER PRESSURE
2.X.2	G	*	C	*	-- -- --	**	**	*	CONTROL MEASURES
2.X.2.1	G	*	C	*	M- -- --	**	**	*	MANEUVER GRAPHICS
2.X.2.1.1	G	*	C	*	MG -- --	**	**	*	GENERAL MANEUVER GRAPHICS
2.X.2.1.1.1	G	*	C	*	MG P- --	**	**	*	POINTS
2.X.2.1.1.1.1	G	*	C	*	MG PI --	**	**	*	POINT OF INTEREST
2.X.2.1.1.2	G	*	C	*	MG L- --	**	**	*	LINES
2.X.2.1.1.2.1	G	*	C	*	MG LB --	**	**	*	BOUNDARIES
2.X.2.1.1.2.1.1	G	*	C	*	MG LB G-	**	**	*	GENERAL BOUNDARIES
2.X.2.1.1.2.1.1.1	G	F	C	*	MG LB GF	**	**	*	FRIENDLY PRESENT
2.X.2.1.1.2.1.1.2	G	F	C	*	MG LB GO	**	**	*	FRIENDLY PLANNED OR ON ORDER
2.X.2.1.1.2.1.1.3	G	H	C	*	MG LB GK	**	**	*	ENEMY KNOWN
2.X.2.1.1.2.1.1.4	G	H	C	*	MG LB GS	**	**	*	ENEMY SUSPECTED OR TEMPLATED
2.X.2.1.1.2.1.2	G	*	C	*	MG LB L-	**	**	*	LATERAL BOUNDARY
2.X.2.1.1.2.1.3	G	*	C	*	MG LB F-	**	**	*	FORWARD BOUNDARY
2.X.2.1.1.2.1.4	G	*	C	*	MG LB R-	**	**	*	REAR BOUNDARY
2.X.2.1.1.2.2	G	*	C	*	MG LF --	**	**	*	FORWARD LINE OF TROOPS (FLOT)
2.X.2.1.1.2.3	G	*	C	*	MG LL --	**	**	*	LINE OF CONTACT
2.X.2.1.1.2.4	G	*	C	*	MG LP --	**	**	*	PHASE/COORDINATION LINE
2.X.2.1.1.2.5	G	*	C	*	MG LE --	**	**	*	BEARING LINE
2.X.2.1.1.2.5.1	G	*	C	*	MG LE E-	**	**	*	ELECTRONIC
2.X.2.1.1.2.5.2	G	*	C	*	MG LE A-	**	**	*	ACOUSTIC
2.X.2.1.1.2.5.3	G	*	C	*	MG LE T-	**	**	*	TORPEDO
2.X.2.1.1.2.5.4	G	*	C	*	MG LE O-	**	**	*	ELECTRO-OPTICAL INTERCEPT
2.X.2.1.1.3	G	*	C	*	MG A- --	**	**	*	AREAS
2.X.2.1.1.3.1	G	*	C	*	MG AU --	**	**	*	UNSPECIFIED AREA
2.X.2.1.1.3.1.1	G	*	C	*	MG AU A-	**	**	*	GENERAL AREA
2.X.2.1.1.3.1.1.1	G	F	C	*	MG AU AF	**	**	*	FRIENDLY
2.X.2.1.1.3.1.1.2	G	F	C	*	MG AU AP	**	**	*	FRIENDLY PLANNED/ON ORDER
2.X.2.1.1.3.1.1.3	G	H	C	*	MG AU AE	**	**	*	ENEMY KNOWN/CONFIRMED
2.X.2.1.1.3.1.1.4	G	H	C	*	MG AU AS	**	**	*	ENEMY SUSPECTED/TEMPLATED



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TABLE B-IX. Tactical graphics symbol ID codes (cont'd).

HIERARCHY	C O D E	A F F I L I A T I O N	B A T T L E	S T A T U S	F U N C T I O N	S I Z E / M O B I L I T Y	C O U N T R Y  C O D E	O R D E R  O F  B A T T L E	DESCRIPTION
2.X.2.1.1.3.1.2	G	*	C	*	MG AU B-	**	**	*	ASSEMBLY AREA
2.X.2.1.1.3.1.2.1	G	*	C	*	MG AU BO	**	**	*	OCCUPIED
2.X.2.1.1.3.1.2.2	G	*	C	*	MG AU BM	**	**	*	OCCUPIED BY MULTIPLE UNITS
2.X.2.1.1.3.1.2.3	G	*	C	*	MG AU BR	**	**	*	PROPOSED/ON ORDER
2.X.2.1.1.3.2	G	*	C	*	MG AS --	**	**	*	SPECIFIED AREA
2.X.2.1.1.3.2.1	G	*	C	*	MG AS D-	**	**	*	DROP ZONE (DZ)
2.X.2.1.1.3.2.2	G	*	C	*	MG AS E-	**	**	*	EXTRACTION ZONE (EZ)
2.X.2.1.1.3.2.3	G	*	C	*	MG AS L-	**	**	*	LANDING ZONE (LZ)
2.X.2.1.1.3.2.4	G	*	C	*	MG AS P-	**	**	*	PICKUP ZONE (PZ)
2.X.2.1.1.3.2.5	G	*	C	*	MG AS S-	**	**	*	SEARCH AREA/RECONNAISSANCE AREA
2.X.2.1.1.3.2.6	G	*	C	*	MG AS M-	**	**	*	LIMITED ACCESS AREA
2.X.2.1.1.3.2.7	G	*	C	*	MG AS G-	**	**	*	ENGAGEMENT AREA
2.X.2.1.1.3.2.8	G	*	C	*	MG AS F-	**	**	*	FORTIFIED AREA
2.X.2.1.2	G	*	C	*	MA -- --	**	**	*	AVIATION MANEUVER GRAPHICS
2.X.2.1.2.1	G	*	C	*	MA A- --	**	**	*	AVIATION POINTS
2.X.2.1.2.1.1	G	*	C	*	MA AP --	**	**	*	AIR CONTROL POINT (ACP)
2.X.2.1.2.1.2	G	*	C	*	MA AC --	**	**	*	COMMUNICATIONS CHECKPOINT (CCP)
2.X.2.1.2.1.3	G	*	C	*	MA AU --	**	**	*	POP UP POINT (PUP)
2.X.2.1.2.1.4	G	*	C	*	MA AD --	**	**	*	DOWNED AIRCREW PICK UP POINT
2.X.2.1.2.2	G	*	C	*	MA L- --	**	**	*	AVIATION LINES
2.X.2.1.2.2.1	G	*	C	*	MA LC --	**	**	*	AIR CORRIDOR
2.X.2.1.2.2.2	G	*	C	*	MA LM --	**	**	*	MINIMUM RISK ROUTE (MRR)
2.X.2.1.2.2.3	G	*	C	*	MA LS --	**	**	*	STANDARD-USE ARMY AIRCRAFT FLIGHT ROUTE (SAAFR)
2.X.2.1.2.2.4	G	*	C	*	MA LU --	**	**	*	UNMANNED AERIAL VEHICLE (UAV) ROUTE
2.X.2.1.2.2.5	G	*	C	*	MA LL --	**	**	*	LOW LEVEL TRANSIT ROUTE (LLTR)
2.X.2.1.2.3	G	*	C	*	MA V- --	**	**	*	AVIATION AREAS
2.X.2.1.2.3.1	G	*	C	*	MA VR --	**	**	*	RESTRICTED OPERATIONS ZONE (ROZ)
2.X.2.1.2.3.2	G	*	C	*	MA VF --	**	**	*	FORWARD AREA AIR DEFENSE ZONE (FAADEZ)
2.X.2.1.2.3.3	G	*	C	*	MA VH --	**	**	*	HIGH DENSITY AIRSPACE CONTROL ZONE (HIDACZ)
2.X.2.1.2.3.4	G	*	C	*	MA VM --	**	**	*	MISSILE ENGAGEMENT ZONE (MEZ)
2.X.2.1.2.3.4.1	G	*	C	*	MA VM L-	**	**	*	LOW ALTITUDE MEZ

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TABLE B-IX. Tactical graphics symbol ID codes (cont'd).

HIERARCHY	C O D E	A F F I L I A T I O N	B A T T L E	S T A T U S	F U N C T I O N	S I Z E / M O B I L I T Y	C O U N T R Y  C O D E	O R D E R  O F  B A T T L E	D E S C R I P T I O N
2.X.2.1.2.3.4.2	G	*	C	*	MA VM H-	**	**	*	HIGH ALTITUDE MEZ
2.X.2.1.2.3.5	G	*	C	*	MA VW --	**	**	*	WEAPONS FREE ZONE
2.X.2.1.3	G	*	C	*	MD -- --	**	**	*	DECEPTION GRAPHICS
2.X.2.1.3.1	G	*	C	*	MD D- --	**	**	*	DUMMY (DECEPTION)(DECOY)
2.X.2.1.3.2	G	*	C	*	MD A- --	**	**	*	AXIS OF ADVANCE FOR FEINT
2.X.2.1.3.3	G	*	C	*	MD F- --	**	**	*	DIRECTION OF ATTACK FOR FEINT
2.X.2.1.3.4	G	*	C	*	MD M- --	**	**	*	DECOY MINED AREA
2.X.2.1.3.5	G	*	C	*	MD Y- --	**	**	*	DECOY MINED AREA, FENCED
2.X.2.1.3.6	G	*	C	*	MD N- --	**	**	*	DUMMY MINEFIELD
2.X.2.1.4	G	*	C	*	MM -- --	**	**	*	DEFENSE MANEUVER GRAPHIC
2.X.2.1.4.1	G	*	C	*	MM P- --	**	**	*	DEFENSE POINT GRAPHIC
2.X.2.1.4.1.1	G	*	C	*	MM PT --	**	**	*	TARGET REFERENCE POINT (TRP)
2.X.2.1.4.1.2	G	*	C	*	MM PB --	**	**	*	BATTLE POSITION
2.X.2.1.4.1.2.1	G	*	C	*	MM PB O-	**	**	*	OCCUPIED (BATTALION SIZED UNIT)
2.X.2.1.4.1.2.2	G	*	C	*	MM PB P-	**	**	*	PREPARED "P" BUT NOT OCCUPIED
2.X.2.1.4.1.2.3	G	*	C	*	MM PB L-	**	**	*	PLANNED
2.X.2.1.4.1.3	G	*	C		MM PS --	**	**	*	STRONG POINT (SP)
2.X.2.1.4.1.3.1	G	F	C	*	MM PS F-	**	**	*	FRIENDLY
2.X.2.1.4.1.3.2	G	H	C	*	MM PS E-	**	**	*	ENEMY KNOWN AND CONFIRMED
2.X.2.1.4.1.4	G	*	C	*	MM PO --	**	**	*	OBSERVATION POST/OUTPOST
2.X.2.1.4.1.4.1	G	*	C	*	MM PO C-	**	**	*	COMBAT OUTPOST
2.X.2.1.4.1.4.2	G	*	C	*	MM PO R-	**	**	*	OBSERVATION POST OCCUPIED BY DISMOUNTED SCOUTS OR RECONNAISSANCE
2.X.2.1.4.1.4.3	G	*	C	*	MM PO F-	**	**	*	FORWARD OBSERVER POSITION
2.X.2.1.4.1.4.4	G	*	C	*	MM PO S-	**	**	*	SENSOR OUTPOST/LISTENING POST (OP/LP)
2.X.2.1.4.1.4.5	G	*	C	*	MM PO N-	**	**	*	NBC OBSERVATION POST (DISMOUNTED)
2.X.2.1.4.2	G	*	C	*	MM D- --	**	**	*	DEFENSE LINE GRAPHIC
2.X.2.1.4.2.1	G	*	C	*	MM DF --	**	**	*	FORWARD EDGE OF BATTLE AREA (FEBA)
2.X.2.1.4.2.1.1	G	*	C	*	MM DF A-	**	**	*	ACTUAL TRACE OF THE FEBA
2.X.2.1.4.2.1.2	G	*	C	*	MM DF P-	**	**	*	PROPOSED OR ON ORDER TRACE OF THE FEBA
2.X.2.1.4.2.2	G	*	C	*	MM DP --	**	**	*	PRINCIPLE DIRECTION OF FIRE (PDF)
2.X.2.1.4.3	G	*	C	*	MM A- --	**	**	*	DEFENSE AREA GRAPHIC

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TABLE B-IX. Tactical graphics symbol ID codes (cont'd).

HIERARCHY	C O D E	A F F I L I A T I O N	B A T T L E	S T A T U S	F U N C T I O N	I D	S I Z E / M O B I L I T Y	C O U N T R Y  C O D E	O R D E R  O F  B A T T L E	DESCRIPTION
2.X.2.1.4.3.1	G	*	C	*	MM AE --		**	**	*	ENGAGEMENT AREA (EA)
2.X.2.1.5	G	*	C	*	MO -- --		**	**	*	OFFENSE MANEUVER GRAPHICS
2.X.2.1.5.1	G	*	C	*	MO P- --		**	**	*	OFFENSE POINT GRAPHIC
2.X.2.1.5.1.1	G	*	C	*	MO PD --		**	**	*	POINT OF DEPARTURE
2.X.2.1.5.2	G	*	C	*	MO L- --		**	**	*	OFFENSE LINE GRAPHIC
2.X.2.1.5.2.1	G	*	C	*	MO LA --		**	**	*	AXIS OF ADVANCE
2.X.2.1.5.2.1.1	G	F	C	*	MO LA F-		**	**	*	FRIENDLY AVIATION
2.X.2.1.5.2.1.2	G	F	C	*	MO LA A-		**	**	*	FRIENDLY AIRBORNE
2.X.2.1.5.2.1.3	G	F	C	*	MO LA H-		**	**	*	FRIENDLY ATTACK HELICOPTER
2.X.2.1.5.2.1.4	G	F	C	*	MO LA S-		**	**	*	FRIENDLY GROUND AXIS OF SUPPORTING ATTACK
2.X.2.1.5.2.1.5	G	F	C	*	MO LA M-		**	**	*	FRIENDLY GROUND AXIS OF MAIN ATTACK
2.X.2.1.5.2.1.6	G	F	C	*	MO LA O-		**	**	*	FRIENDLY GROUND AXIS ON ORDER WITH DATE AND TIME (IF KNOWN) EFFECTIVE
2.X.2.1.5.2.1.7	G	H	C	*	MO LA E-		**	**	*	ENEMY CONFIRMED
2.X.2.1.5.2.1.8	G	H	C	*	MO LA T-		**	**	*	ENEMY TEMPLATED
2.X.2.1.5.2.2	G	*	C	*	MO LD --		**	**	*	DIRECTION OF ATTACK
2.X.2.1.5.2.2.1	G	F	C	*	MO LD F-		**	**	*	FRIENDLY AVIATION
2.X.2.1.5.2.2.2	G	F	C	*	MO LD Y-		**	**	*	FRIENDLY AVIATION PLANNED OR ON ORDER
2.X.2.1.5.2.2.3	G	H	C	*	MO LD E-		**	**	*	ENEMY KNOWN/CONFIRMED AVIATION
2.X.2.1.5.2.2.4	G	H	C	*	MO LD T-		**	**	*	TEMPLATED ENEMY AVIATION
2.X.2.1.5.2.2.5	G	H	C	*	MO LD G-		**	**	*	ENEMY CONFIRMED/KNOWN GROUND
2.X.2.1.5.2.2.6	G	H	C	*	MO LD R-		**	**	*	TEMPLATED ENEMY GROUND
2.X.2.1.5.2.2.7	G	F	C	*	MO LD S-		**	**	*	FRIENDLY DIRECTION OF SUPPORTING ATTACK
2.X.2.1.5.2.2.8	G	F	C	*	MO LD M-		**	**	*	FRIENDLY DIRECTION OF MAIN ATTACK
2.X.2.1.5.2.2.9	G	F	C	*	MO LD O-		**	**	*	FRIENDLY PLANNED OR ON ORDER
2.X.2.1.5.2.3	G	*	C	*	MO LF --		**	**	*	FINAL COORDINATION LINE
2.X.2.1.5.2.4	G	*	C	*	MO LI --		**	**	*	INFILTRATION LINE
2.X.2.1.5.2.5	G	*	C	*	MO LL --		**	**	*	LIMIT OF ADVANCE
2.X.2.1.5.2.6	G	*	C	*	MO LT --		**	**	*	LINE OF DEPARTURE
2.X.2.1.5.2.7	G	*	C	*	MO LC --		**	**	*	LINE OF DEPARTURE/LINE OF CONTACT (LD/LC)

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TABLE B-IX. Tactical graphics symbol ID codes (cont'd).

HIERARCHY	C O D E	A F F I L I A T I O N	B A T T L E	S T A T U S	F U N C T I O N	S I Z E / M O B I L I T Y	C O U N T R Y  C O D E	O R D E R  O F  B A T T L E	D E S C R I P T I O N
2.X.2.1.5.2.8	G	*	C	*	MO LP --	**	**	*	PROBABLE LINE OF DEPLOYMENT (PLD)
2.X.2.1.5.3	G	*	C	*	MO O- --	**	**	*	OFFENSE AREA GRAPHIC
2.X.2.1.5.3.1	G	*	C	*	MO OA --	**	**	*	ASSAULT POSITION
2.X.2.1.5.3.2	G	*	C	*	MO OT --	**	**	*	ATTACK POSITION
2.X.2.1.5.3.2.1	G	F	C	*	MO OT F-	**	**	*	FRIENDLY ATTACK POSITION
2.X.2.1.5.3.2.2	G	F	C	*	MO OT C-	**	**	*	FRIENDLY OCCUPIED (ONLY IF A UNIT MUST STOP IN THE ATTACK POSITION)
2.X.2.1.5.3.2.3	G	F	C	*	MO OT P-	**	**	*	FRIENDLY PLANNED, PROPOSED OR ON ORDER
2.X.2.1.5.3.3	G	*	C	*	MO OP --	**	**	*	ATTACK BY FIRE POSITION
2.X.2.1.5.3.4	G	*	C	*	MO OS --	**	**	*	SUPPORT BY FIRE POSITION
2.X.2.1.5.3.5	G	*	C	*	MO OJ --	**	**	*	OBJECTIVE
2.X.2.1.5.3.6	G	*	C	*	MO OX --	**	**	*	PENETRATION BOX
2.X.2.1.6	G	*	C	*	MS -- --	**	**	*	SPECIAL MANEUVER GRAPHIC
2.X.2.1.6.1	G	*	C	*	MS G- --	**	**	*	GENERAL
2.X.2.1.6.1.1	G	*	C	*	MS GE --	**	**	*	ENCIRCLEMENT
2.X.2.1.6.1.1.1	G	F	C	*	MS GE F-	**	**	*	FRIENDLY
2.X.2.1.6.1.1.2	G	H	C	*	MS GE Y-	**	**	*	ENEMY
2.X.2.1.6.1.2	G	*	C	*	MS GA --	**	**	*	AMBUSH
2.X.2.1.6.2	G	*	C	*	MS L- --	**	**	*	LINE
2.X.2.1.6.2.1	G	*	C	*	MS LA --	**	**	*	AIR HEAD
2.X.2.1.6.2.2	G	*	C	*	MS LB --	**	**	*	BRIDGEHEAD
2.X.2.1.6.2.3	G	*	C	*	MS LH --	**	**	*	HOLDING LINE
2.X.2.1.6.2.4	G	*	C	*	MS LR --	**	**	*	RELEASE LINE
2.X.2.1.6.3	G	*	C	*	MS A- --	**	**	*	AREA
2.X.2.1.6.3.1	G	*	C	*	MS AO --	**	**	*	AREA OF OPERATIONS (AO)
2.X.2.1.6.3.2	G	*	C	*	MS AN --	**	**	*	NAMED AREA OF INTEREST
2.X.2.1.6.3.3	G	*	C	*	MS AT --	**	**	*	TARGETED AREA OF INTEREST
2.X.2.2	G	*	C	*	B- -- --	**	**	*	MOBILITY/ SURVIVABILITY
2.X.2.2.1	G	*	C	*	BO -- --	**	**	*	OBSTACLES
2.X.2.2.1.1	G	*	C	*	BO G- --	**	**	*	GENERAL
2.X.2.2.1.1.1	G	*	C	*	BO GB --	**	**	*	BELT
2.X.2.2.1.1.2	G	*	C	*	BO GL --	**	**	*	LINE
2.X.2.2.1.1.3	G	*	C	*	BO GZ --	**	**	*	ZONE
2.X.2.2.1.2	G	*	C	*	BO A- --	**	**	*	ABATIS

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TABLE B-IX. Tactical graphics symbol ID codes (cont'd).

HIERARCHY	C O D E	A F F I L I A T I O N	B A T T L E	S T A T U S	F U N C T I O N	I D	S I Z E / M O B I L I T Y	C O U N T R Y  C O D E	O R D E R  O F  B A T T L E	DESCRIPTION
2.X.2.2.1.3	G	*	C	*	BO AT --		**	**	*	ANTITANK OBSTACLES
2.X.2.2.1.3.1	G	*	C	*	BO AT O-		**	**	*	ANTITANK DITCH
2.X.2.2.1.3.2	G	*	C	*	BO AT M-		**	**	*	ANTITANK DITCH REINFORCED WITH ANTITANK MINES
2.X.2.2.1.3.3	G	*	C	*	BO AT D-		**	**	*	ANTITANK OBSTACLES, TETRAHEDRONS, DRAGON'S TEETH AND OTHER SIMILAR OBSTACLES
2.X.2.2.1.3.4	G	*	C	*	BO AT W-		**	**	*	ANTITANK WALL
2.X.2.2.1.4	G	*	C	*	BO AB --		**	**	*	BOOBY TRAP
2.X.2.2.1.5	G	*	C	*	BO AM --		**	**	*	MINES
2.X.2.2.1.5.1	G	*	C	*	BO AM A-		**	**	*	ANTIPERSONNEL (AP) MINE
2.X.2.2.1.5.2	G	*	C	*	BO AM T-		**	**	*	ANTITANK (AT) MINE
2.X.2.2.1.5.3	G	*	C	*	BO AM D-		**	**	*	ANTITANK MINE WITH ANTIHANDLING DEVICE
2.X.2.2.1.5.4	G	*	C	*	BO AM C-		**	**	*	ANTITANK MINE (ARROW SHOWS EFFECTS) "CLAYMORE MINE"
2.X.2.2.1.5.5	G	*	C	*	BO AM U-		**	**	*	UNSPECIFIED MINE
2.X.2.2.1.5.6	G	*	C	*	BO AM N-		**	**	*	MINE CLUSTER
2.X.2.2.1.5.7	G	*	C	*	BO AM W-		**	**	*	WIDE AREA MINES
2.X.2.2.1.6	G	*	C	*	BO AI --		**	**	*	MINEFIELDS
2.X.2.2.1.6.1	G	*	C	*	BO AI P-		**	**	*	PLANNED MINEFIELD
2.X.2.2.1.6.2	G	*	C	*	BO AI C-		**	**	*	COMPLETED MINEFIELD
2.X.2.2.1.6.3	G	*	C	*	BO AI L-		**	**	*	ANTIPERSONNEL (AP) MINEFIELD
2.X.2.2.1.6.4	G	*	C	*	BO AI G-		**	**	*	ANTITANK (AT) MINEFIELD WITH GAP
2.X.2.2.1.6.5	G	*	C	*	BO AI N-		**	**	*	ANTITANK (AT) MINEFIELD
2.X.2.2.1.6.6	G	*	C	*	BO AI S-		**	**	*	SCATTERABLE MINES
2.X.2.2.1.6.7	G	*	C	*	BO AI H-		**	**	*	ANTIPERSONNEL (AP) MINEFIELD REINFORCED WITH SCATTERABLE WITH SELF-DESTRUCT DATE-TIME-GROUP
2.X.2.2.1.6.8	G	*	C	*	BO AI D-		**	**	*	SCATTERABLE MINEFIELD WITH SELF-DESTRUCT DATE-TIME-GROUP
2.X.2.2.1.6.9	G	*	C	*	BO AI M-		**	**	*	MINED AREA
2.X.2.2.1.7	G	*	C	*	BO AV --		**	**	*	EXECUTED VOLCANO MINEFIELD
2.X.2.2.1.8	G	*	C	*	BO AE --		**	**	*	OBSTACLE EFFECT
2.X.2.2.1.8.1	G	*	C	*	BO AE B-		**	**	*	BLOCK
2.X.2.2.1.8.2	G	*	C	*	BO AE F-		**	**	*	FIX

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TABLE B-IX. Tactical graphics symbol ID codes (cont'd).

HIERARCHY	C O D E	A F F I L I A T I O N	B A T T L E	S T A T U S	F U N C T I O N	I D	S I Z E / M O B I L I T Y	C O U N T R Y  C O D E	O R D E R  O F  B A T T L E	DESCRIPTION
2.X.2.2.1.8.3	G	*	C	*	BO AE T-		**	**	*	TURN
2.X.2.2.1.8.4	G	*	C	*	BO AE D-		**	**	*	DISRUPT
2.X.2.2.1.9	G	*	C	*	BO AF --		**	**	*	OBSTACLE FREE AREA
2.X.2.2.1.9.1	G	*	C	*	BO AF R-		**	**	*	OBSTACLE-RESTRICTED AREA
2.X.2.2.1.10	G	*	C	*	BO AU --		**	**	*	UN-EXPLODED ORDNANCE AREA
2.X.2.2.1.11	G	*	C	*	BO AR --		**	**	*	ROAD BLOCKS, CRATERS, AND BLOWN BRIDGES
2.X.2.2.1.11.1	G	*	C	*	BO AR P-		**	**	*	PLANNED
2.X.2.2.1.11.2	G	*	C	*	BO AR E-		**	**	*	EXPLOSIVES, STATE OF READINESS 1(SAFE)
2.X.2.2.1.11.3	G	*	C	*	BO AR S-		**	**	*	EXPLOSIVES, STATE OF READINESS 2 (ARMED BUT PASSABLE)
2.X.2.2.1.11.4	G	*	C	*	BO AR C-		**	**	*	ROADBLOCK COMPLETED (EXECUTED)
2.X.2.2.1.12	G	*	C	*	BO AP --		**	**	*	TRIP WIRE
2.X.2.2.1.13	G	*	C	*	BO AW --		**	**	*	WIRE OBSTACLES
2.X.2.2.1.13.1	G	*	C	*	BO AW U-		**	**	*	UNSPECIFIED
2.X.2.2.1.13.2	G	*	C	*	BO AW S-		**	**	*	SINGLE FENCE
2.X.2.2.1.13.3	G	*	C	*	BO AW D-		**	**	*	DOUBLE FENCE
2.X.2.2.1.13.4	G	*	C	*	BO AW A-		**	**	*	DOUBLE APRON FENCE
2.X.2.2.1.13.5	G	*	C	*	BO AW L-		**	**	*	LOW WIRE FENCE
2.X.2.2.1.13.6	G	*	C	*	BO AW H-		**	**	*	HIGH WIRE FENCE
2.X.2.2.1.13.7	G	*	C	*	BO AW C-		**	**	*	SINGLE CONCERTINA
2.X.2.2.1.13.8	G	*	C	*	BO AW B-		**	**	*	DOUBLE STRAND CONCERTINA
2.X.2.2.1.13.9	G	*	C	*	BO AW R-		**	**	*	TRIPLE STRAND CONCERTINA
2.X.2.2.2	G	*	C	*	BY -- --		**	**	*	OBSTACLE BYPASS
2.X.2.2.2.1	G	*	C	*	BY O- --		**	**	*	OBSTACLE BYPASS DIFFICULTY
2.X.2.2.2.1.1	G	*	C	*	BY OE --		**	**	*	BYPASS EASY
2.X.2.2.2.1.2	G	*	C	*	BY OD --		**	**	*	BYPASS DIFFICULT
2.X.2.2.2.1.3	G	*	C	*	BY OI --		**	**	*	BYPASS IMPOSSIBLE
2.X.2.2.2.2	G	*	C	*	BY C- --		**	**	*	CROSSING SITE/WATER CROSSING
2.X.2.2.2.2.1	G	*	C	*	BY CA --		**	**	*	ASSAULT CROSSING AREA
2.X.2.2.2.2.2	G	*	C	*	BY CB --		**	**	*	BRIDGE OR GAP
2.X.2.2.2.2.3	G	*	C	*	BY CF --		**	**	*	FERRY
2.X.2.2.2.2.4	G	*	C	*	BY CE --		**	**	*	FORD/FORD EASY
2.X.2.2.2.2.5	G	*	C	*	BY CD --		**	**	*	FORD DIFFICULT

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TABLE B-IX. Tactical graphics symbol ID codes (cont'd).

HIERARCHY	C O D E	A F F I L I A T I O N	B A T T L E	S T A T U S	F U N C T I O N	I D	S I Z E / M O B I L I T Y	C O U N T R Y  C O D E	O R D E R  O F  B A T T L E	DESCRIPTION
2.X.2.2.2.2.6	G	*	C	*	BY CL	--	**	**	*	LANE
2.X.2.2.2.2.7	G	*	C	*	BY CR	--	**	**	*	RAFT SITE
2.X.2.2.2.2.8	G	*	C	*	BY CG	--	**	**	*	ENGINEER REGULATING POINT
2.X.2.2.3	G	*	C	*	BS	--	**	**	*	SURVIVABILITY
2.X.2.2.3.1	G	*	C	*	BS E-	--	**	**	*	EARTHWORK, SMALL TRENCH OR FORTIFICATION
2.X.2.2.3.2	G	*	C	*	BS F-	--	**	**	*	FORT
2.X.2.2.3.3	G	*	C	*	BS L-	--	**	**	*	FORTIFIED LINE
2.X.2.2.3.4	G	*	C	*	BS W-	--	**	**	*	FOXHOLE, EMPLACEMENT OR WEAPON SITE
2.X.2.2.3.5	G	*	C	*	BS P-	--	**	**	*	STRONG POINT
2.X.2.2.3.6	G	*	C	*	BS H-	--	**	**	*	SURFACE SHELTER
2.X.2.2.3.7	G	*	C	*	BS U-	--	**	**	*	UNDERGROUND SHELTER
2.X.2.2.4	G	*	C	*	BW	--	**	**	*	NUCLEAR, BIOLOGICAL AND CHEMICAL GRAPHICS
2.X.2.2.4.1	G	*	C	*	BW M-	--	**	**	*	MINIMUM SAFE DISTANCE ZONES
2.X.2.2.4.2	G	*	C	*	BW N-	--	**	**	*	NUCLEAR DETONATIONS FRIENDLY GROUND ZERO
2.X.2.2.4.3	G	H	C	*	BW E-	--	**	**	*	ENEMY KNOWN GROUND ZERO
2.X.2.2.4.4	G	H	C	*	BW I-	--	**	**	*	ENEMY TEMPLATED
2.X.2.2.4.5	G	F	C	*	BW F-	--	**	**	*	FRIENDLY PLANNED OR ON-ORDER
2.X.2.2.4.6	G	*	C	*	BW P-	--	**	**	*	FALLOUT PRODUCING
2.X.2.2.4.7	G	*	C	*	BW A-	--	**	**	*	RADIOACTIVE AREA
2.X.2.2.4.8	G	*	C	*	BW C-	--	**	**	*	BIOLOGICALLY CONTAMINATED AREA
2.X.2.2.4.9	G	*	C	*	BW H-	--	**	**	*	CHEMICALLY CONTAMINATED AREA
2.X.2.2.4.10	G	*	C	*	BW K-	--	**	**	*	BIOLOGICAL AND CHEMICAL ATTACK, RELEASE EVENTS
2.X.2.2.4.11	G	*	C	*	BW D-	--	**	**	*	DECONTAMINATION (DECON) POINTS
2.X.2.2.4.11.1	G	*	C	*	BW DP	--	**	**	*	DECON SITE/POINT (UNSPECIFIED)
2.X.2.2.4.11.2	G	*	C	*	BW DA	--	**	**	*	ALTERNATE DECON SITE/POINT (UNSPECIFIED)
2.X.2.2.4.11.3	G	*	C	*	BW DT	--	**	**	*	DECON SITE/POINT (TROOPS)
2.X.2.2.4.11.4	G	*	C	*	BW DE	--	**	**	*	DECON SITE/POINT (EQUIPMENT)
2.X.2.2.4.11.5	G	*	C	*	BW DS	--	**	**	*	DECON SITE/POINT (EQUIPMENT AND TROOPS)

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TABLE B-IX. Tactical graphics symbol ID codes (cont'd).

HIERARCHY	C O D E	A F F I L I A T I O N	B A T T L E	S T A T U S	F U N C T I O N	I D	S I Z E / M O B I L I T Y	C O U N T R Y  C O D E	O R D E R  O F  B A T T L E	DESCRIPTION
2.X.2.2.4.11.6	G	*	C	*	BW	DO --	**	**	*	DECON SITE/POINT (OPERATIONAL DECONTAMINATION)
2.X.2.2.4.11.7	G	*	C	*	BW	DG --	**	**	*	DECON SITE/POINT (THOROUGH DECONTAMINATION)
2.X.2.2.4.12	G	*	C	*	BW	R- --	**	**	*	DOSE RATE CONTOUR LINES
2.X.2.3	G	*	C	*	F-	-- --	**	**	*	FIRE SUPPORT GRAPHICS
2.X.2.3.1	G	*	C	*	FS	-- --	**	**	*	FIRE SUPPORT POINT
2.X.2.3.1.1	G	*	C	*	FS	T- --	**	**	*	TARGET
2.X.2.3.1.1.1	G	*	C	*	FS	TP --	**	**	*	POINT /SINGLE TARGET
2.X.2.3.1.1.2	G	*	C	*	FS	TC --	**	**	*	CIRCULAR TARGET
2.X.2.3.1.2	G	*	C	*	FS	S- --	**	**	*	FIRE SUPPORT STATION
2.X.2.3.2	G	*	C	*	FL	-- --	**	**	*	FIRE SUPPORT LINES
2.X.2.3.2.1	G	*	C	*	FL	C- --	**	**	*	FIRE SUPPORT COORDINATION LINE (FSCL)
2.X.2.3.2.2	G	*	C	*	FL	F- --	**	**	*	COORDINATION FIRE LINE (CFL)
2.X.2.3.2.3	G	*	C	*	FL	T- --	**	**	*	LINEAR TARGET
2.X.2.3.2.3.1	G	*	C	*	FL	TP --	**	**	*	FINAL PROTECTIVE FIRE
2.X.2.3.2.4	G	*	C	*	FL	K- --	**	**	*	SMOKE
2.X.2.3.2.4.1	G	*	C	*	FL	KP --	**	**	*	PLANNED WITH DESIGNATED TIME SHOWN
2.X.2.3.2.4.2	G	*	C	*	FL	KS --	**	**	*	SMOKE (ACTUALLY IN PLACE)
2.X.2.3.2.4.3	G	*	C	*	FL	KT --	**	**	*	LINEAR SMOKE TARGET
2.X.2.3.2.5	G	*	C	*	FL	N- --	**	**	*	NO FIRE LINE
2.X.2.3.2.6	G	*	C	*	FL	R- --	**	**	*	RESTRICTED FIRE LINE (RFL)
2.X.2.3.3	G	*	C	*	FA	-- --	**	**	*	AREAS
2.X.2.3.3.1	G	*	C	*	FA	S- --	**	**	*	FIRE SUPPORT AREA
2.X.2.3.3.2	G	*	C	*	FA	C- --	**	**	*	AIRSPACE COORDINATION AREA
2.X.2.3.3.3	G	*	C	*	FA	T- --	**	**	*	AREA TARGET
2.X.2.3.3.4	G	*	C	*	FA	R- --	**	**	*	SERIES TARGET
2.X.2.3.3.4.1	G	*	C	*	FA	RS --	**	**	*	SERIES OF TARGETS USING REGULAR TARGETS
2.X.2.3.3.4.2	G	*	C	*	FA	RU --	**	**	*	SERIES OF TARGETS USING RECTANGULAR TARGETS
2.X.2.3.3.5	G	*	C	*	FA	B- --	**	**	*	BOMB AREA
2.X.2.3.3.6	G	*	C	*	FA	I- --	**	**	*	FREE FIRE AREA (FFA)
2.X.2.3.3.7	G	*	C	*	FA	Z- --	**	**	*	GROUP OF TARGETS



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TABLE B-IX. Tactical graphics symbol ID codes (cont'd).

HIERARCHY	C O D E	A F F I L I A T I O N	B A T T L E	S T A T U S	F U N C T I O N	S I Z E / M O B I L I T Y	C O U N T R Y  C O D E	O R D E R  O F  B A T T L E	D E S C R I P T I O N
2.X.2.3.3.7.1	G	*	C	*	FA ZT --	**	**	*	GROUP OF TARGETS USING REGULAR TARGETS
2.X.2.3.3.7.2	G	*	C	*	FA ZU --	**	**	*	GROUP OF TARGETS USING RECTANGULAR TARGETS
2.X.2.3.3.8	G	*	C	*	FA N- --	**	**	*	NO FIRE AREA
2.X.2.3.3.9	G	*	C	*	FA U- --	**	**	*	NUCLEAR TARGET
2.X.2.3.3.10	G	*	C	*	FA D- --	**	**	*	RESTRICTED FIRE AREA (RFA)
2.X.2.3.3.11	G	*	C	*	FA P- --	**	**	*	POSITION AREA FOR ARTILLERY (PAA)
2.X.2.4	G	*	C	*	S- -- --	**	**	*	COMBAT SERVICE SUPPORT
2.X.2.4.1	G	*	C	*	SP -- --	**	**	*	POINTS
2.X.2.4.1.1	G	*	C	*	SP A- --	**	**	*	AMBULANCE EXCHANGE POINT
2.X.2.4.1.2	G	*	C	*	SP C- --	**	**	*	CANNIBALIZATION POINT
2.X.2.4.1.3	G	*	C	*	SP Y- --	**	**	*	CASUALTY COLLECTION POINT
2.X.2.4.1.4	G	*	C	*	SP T- --	**	**	*	CIVILIAN COLLECTION POINT
2.X.2.4.1.5	G	*	C	*	SP D- --	**	**	*	DETAINEE COLLECTION POINT
2.X.2.4.1.6	G	*	C	*	SP E- --	**	**	*	ENEMY PRISONER OF WAR (EPW) COLLECTION POINT
2.X.2.4.1.7	G	*	C	*	SP L- --	**	**	*	LOGISTICS RELEASE POINT (LRP)
2.X.2.4.1.8	G	*	C	*	SP M- --	**	**	*	MAINTENANCE COLLECTION POINT
2.X.2.4.1.9	G	*	C	*	SP R- --	**	**	*	REARM, REFUEL AND RESUPPLY POINT
2.X.2.4.1.10	G	*	C	*	SP U- --	**	**	*	REFUEL ON THE MOVE (ROM) POINT
2.X.2.4.1.11	G	*	C	*	SP O- --	**	**	*	TRAFFIC CONTROL POST (TCP)
2.X.2.4.1.12	G	*	C	*	SP I- --	**	**	*	TRAILER TRANSFER POINT
2.X.2.4.1.13	G	*	C	*	SP N- --	**	**	*	UNIT MAINTENANCE COLLECTION POINT
2.X.2.4.1.14	G	*	C	*	SP Q- --	**	**	*	SUPPLY POINTS
2.X.2.4.1.14.1	G	*	C	*	SP QT --	**	**	*	GENERAL
2.X.2.4.1.14.2	G	*	C	*	SP QA --	**	**	*	CLASS I
2.X.2.4.1.14.3	G	*	C	*	SP QB --	**	**	*	CLASS II
2.X.2.4.1.14.4	G	*	C	*	SP QC --	**	**	*	CLASS III
2.X.2.4.1.14.5	G	*	C	*	SP QD --	**	**	*	CLASS IV
2.X.2.4.1.14.6	G	*	C	*	SP QE --	**	**	*	CLASS V
2.X.2.4.1.14.7	G	*	C	*	SP QF --	**	**	*	CLASS VI
2.X.2.4.1.14.8	G	*	C	*	SP QG --	**	**	*	CLASS VII
2.X.2.4.1.14.9	G	*	C	*	SP QH --	**	**	*	CLASS VIII
2.X.2.4.1.14.10	G	*	C	*	SP QI --	**	**	*	CLASS IX

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TABLE B-IX. Tactical graphics symbol ID codes (cont'd).

HIERARCHY	C O D E	A F F I L I A T I O N	B A T T L E	S T A T U S	F U N C T I O N	I D	S I Z E / M O B I L I T Y	C O U N T R Y  C O D E	O R D E R  O F  B A T T L E	DESCRIPTION
2.X.2.4.1.14.11	G	*	C	*	SP	QJ --	**	**	*	CLASS X
2.X.2.4.1.15	G	*	C	*	SP	M- --	**	**	*	AMMUNITION POINTS
2.X.2.4.1.15.1	G	*	C	*	SP	MA --	**	**	*	ASP
2.X.2.4.1.15.2	G	*	C	*	SP	MT --	**	**	*	ATP
2.X.2.4.2	G	*	C	*	SL	-- --	**	**	*	LINES
2.X.2.4.2.1	G	*	C	*	SL	C- --	**	**	*	CONVOYS
2.X.2.4.2.1.1	G	*	C	*	SL	CM --	**	**	*	MOVING CONVOY
2.X.2.4.2.1.2	G	*	C	*	SL	CH --	**	**	*	HALTED CONVOY
2.X.2.4.2.2	G	*	C	*	SL	R- --	**	**	*	SUPPLY ROUTES
2.X.2.4.2.2.1	G	*	C	*	SL	RM --	**	**	*	MAIN SUPPLY ROUTE
2.X.2.4.2.2.2	G	*	C	*	SL	RA --	**	**	*	ALTERNATE SUPPLY ROUTE
2.X.2.4.2.2.3	G	*	C	*	SL	RO --	**	**	*	ONE-WAY TRAFFIC
2.X.2.4.2.2.4	G	*	C	*	SL	RT --	**	**	*	ALTERNATING TRAFFIC
2.X.2.4.2.2.5	G	*	C	*	SL	RW --	**	**	*	TWO-WAY TRAFFIC
2.X.2.4.3	G	*	C	*	SA	-- --	**	**	*	AREA
2.X.2.4.3.1	G	*	C	*	SA	D- --	**	**	*	DETAINEE HOLDING AREA
2.X.2.4.3.2	G	*	C	*	SA	P- --	**	**	*	ENEMY PRISONER OF WAR (EPW) HOLDING AREA
2.X.2.4.3.3	G	*	C	*	SA	R- --	**	**	*	FORWARD ARMING AND REFUELING AREA (FARP)
2.X.2.4.3.4	G	*	C	*	SA	H- --	**	**	*	REFUGEE HOLDING AREA
2.X.2.4.3.5	G	*	C	*	SA	T- --	**	**	*	SUPPORT AREAS
2.X.2.4.3.5.1	G	*	C	*	SA	TB --	**	**	*	BRIGADE (BSA)
2.X.2.4.3.5.2	G	*	C	*	SA	TD --	**	**	*	DIVISION (DSA)
2.X.2.4.3.5.3	G	*	C	*	SA	TR --	**	**	*	REGIMENTAL (RSA)
2.X.2.5	G	*	C	*	O-	-- --	**	**	*	COMMAND AND CONTROL
2.X.2.5.1	G	*	C	*	OX	-- --	**	**	*	SPECIAL POINT
2.X.2.5.1.2	G	*	C	*	OX	E- --	**	**	*	REFERENCE POINT
2.X.2.5.1.2.1	G	*	C	*	OX	RN --	**	**	*	NAV REFERENCE
2.X.2.5.1.2.2	G	*	C	*	OX	RD --	**	**	*	DLRP
2.X.2.5.1.3	G	*	C	*	OX	U- --	**	**	*	UNDERWATER
2.X.2.5.1.3.1	G	*	C	*	OX	UD --	**	**	*	DATUM
2.X.2.5.1.3.2	G	*	C	*	OX	UB --	**	**	*	BRIEF CONTACT
2.X.2.5.1.3.3	G	*	C	*	OX	UL --	**	**	*	LOST CONTACT
2.X.2.5.1.3.4	G	*	C	*	OX	US --	**	**	*	SINKER

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TABLE B-IX. Tactical graphics symbol ID codes (cont'd).

HIERARCHY	C O D E	A F F I L I A T I O N	B A T T L E	S T A T U S	F U N C T I O N	I D	S I Z E / M O B I L I T Y	C O U N T R Y  C O D E	O R D E R  O F  B A T T L E	DESCRIPTION	
2.X.2.5.1.4	G	*	C	*	OX	W-	--	**	**	*	WEAPON
2.X.2.5.1.4.1	G	*	C	*	OX	WA	--	**	**	*	AIM POINT
2.X.2.5.1.4.2	G	*	C	*	OX	WD	--	**	**	*	DROP POINT
2.X.2.5.1.4.3	G	*	C	*	OX	WE	--	**	**	*	ENTRY POINT
2.X.2.5.1.4.4	G	*	C	*	OX	WG	--	**	**	*	GROUND ZERO
2.X.2.5.1.4.5	G	*	C	*	OX	WM	--	**	**	*	MSL DETECT POINT
2.X.2.5.1.4.6	G	*	C	*	OX	WI	--	**	**	*	IMPACT POINT
2.X.2.5.1.4.7	G	*	C	*	OX	WP	--	**	**	*	PREDICTED IMPACT POINT
2.X.2.5.1.5	G	*	C	*	OX	Y-	--	**	**	*	SONOBUOY
2.X.2.5.1.5.1	G	*	C	*	OX	YP	--	**	**	*	PATTERN CENTER
2.X.2.5.1.5.2	G	*	C	*	OX	YD	--	**	**	*	DIFAR
2.X.2.5.1.5.3	G	*	C	*	OX	YL	--	**	**	*	LOFAR
2.X.2.5.1.5.4	G	*	C	*	OX	YC	--	**	**	*	CASS
2.X.2.5.1.5.5	G	*	C	*	OX	YS	--	**	**	*	DICASS
2.X.2.5.1.5.6	G	*	C	*	OX	YB	--	**	**	*	BT
2.X.2.5.1.5.7	G	*	C	*	OX	YA	--	**	**	*	ANM
2.X.2.5.1.5.8	G	*	C	*	OX	YV	--	**	**	*	VLAD
2.X.2.5.1.5.9	G	*	C	*	OX	YT	--	**	**	*	ATAC
2.X.2.5.1.5.10	G	*	C	*	OX	YR	--	**	**	*	RO
2.X.2.5.1.5.11	G	*	C	*	OX	YK	--	**	**	*	KINGPIN
2.X.2.5.1.6	G	*	C	*	OX	N-	--	**	**	*	FORMATION
2.X.2.5.1.7	G	*	C	*	OX	H-	--	**	**	*	HARBOR
2.X.2.5.1.7.1	G	*	C	*	OX	HQ	--	**	**	*	POINT Q
2.X.2.5.1.7.2	G	*	C	*	OX	HA	--	**	**	*	POINT A
2.X.2.5.1.7.3	G	*	C	*	OX	HY	--	**	**	*	POINT Y
2.X.2.5.1.7.4	G	*	C	*	OX	HX	--	**	**	*	POINT X
2.X.2.5.1.8	G	*	C	*	OX	R-	--	**	**	*	ROUTE
2.X.2.5.1.8.1	G	*	C	*	OX	RR	--	**	**	*	RENDEZVOUS
2.X.2.5.1.8.2	G	*	C	*	OX	RD	--	**	**	*	DIVERSIONS
2.X.2.5.1.8.3	G	*	C	*	OX	RW	--	**	**	*	WAYPOINT
2.X.2.5.1.8.4	G	*	C	*	OX	RP	--	**	**	*	PIM
2.X.2.5.1.8.5	G	*	C	*	OX	RT	--	**	**	*	POINT R
2.X.2.5.1.9	G	*	C	*	OX	Z-	--	**	**	*	HAZARD
2.X.2.5.1.9.1	G	*	C	*	OX	ZO	--	**	**	*	OIL RIG

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TABLE B-IX. Tactical graphics symbol ID codes (cont'd).

HIERARCHY	C O D E	A F F I L I A T I O N	B A T T L E	S T A T U S	F U N C T I O N	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
2.X.2.5.1.10	G	*	C	*	OX S- --	**	**	*	SEARCH
2.X.2.5.1.10.1	G	*	C	*	OX SA --	**	**	*	SEARCH AREA
2.X.2.5.1.10.2	G	*	C	*	OX SD --	**	**	*	DIP POSITION
2.X.2.5.1.10.3	G	*	C	*	OX SC --	**	**	*	SEARCH CENTER
2.X.2.5.1.11	G	*	C	*	OX A- --	**	**	*	AIR CONTROL
2.X.2.5.1.11.1	G	*	C	*	OX AC --	**	**	*	COMBAT AIR PATROL (CAP)
2.X.2.5.1.11.2	G	*	C	*	OX AA --	**	**	*	AIRBORNE EARLY WARNING (AEW)
2.X.2.5.1.11.3	G	*	C	*	OX AT --	**	**	*	TACAN
2.X.2.5.1.11.4	G	*	C	*	OX AK --	**	**	*	TANKING
2.X.2.5.1.11.5	G	*	C	*	OX AF --	**	**	*	ANTISUBMARINE WARFARE FIXED WING
2.X.2.5.1.11.6	G	*	C	*	OX AH --	**	**	*	ANTISUBMARINE WARFARE ROTARY WING
2.X.2.5.1.11.7	G	*	C	*	OX AO --	**	**	*	TOMCAT
2.X.2.5.1.11.8	G	*	C	*	OX AR --	**	**	*	RESCUE
2.X.2.5.1.11.9	G	*	C	*	OX AP --	**	**	*	REPLENISH
2.X.2.5.1.11.10	G	*	C	*	OX AM --	**	**	*	MARSHALL
2.X.2.5.1.11.11	G	*	C	*	OX AS --	**	**	*	STRIKE IP
2.X.2.5.1.11.12	G	*	C	*	OX AD --	**	**	*	CORRIDOR TAB
2.X.2.5.2	G	*	C	*	OG -- --	**	**	*	GENERAL OR UNSPECIFIED COMMAND AND CONTROL POINT
2.X.2.5.2.1	G	*	C	*	OG C- --	**	**	*	CHECKPOINT
2.X.2.5.2.2	G	*	C	*	OG P- --	**	**	*	CONTACT POINT
2.X.2.5.2.3	G	*	C	*	OG T- --	**	**	*	COORDINATION POINT
2.X.2.5.2.4	G	*	C	*	OG D- --	**	**	*	DECISION POINT
2.X.2.5.2.5	G	*	C	*	OG L- --	**	**	*	LINKUP POINT
2.X.2.5.2.6	G	*	C	*	OG N- --	**	**	*	PASSAGE POINT
2.X.2.5.2.7	G	*	C	*	OG R- --	**	**	*	RALLY POINT
2.X.2.5.2.8	G	*	C	*	OG S- --	**	**	*	RELEASE POINT
2.X.2.5.2.9	G	*	C	*	OG I- --	**	**	*	START POINT
2.X.2.5.2.10	G	*	C	*	OG W- --	**	**	*	WAY POINT
2.X.2.5.3	G	*	C	*	OL -- --	**	**	*	LINE
2.X.2.5.3.1	G	*	C	*	OL N- --	**	**	*	LIGHT LINE
2.X.2.5.3.2	G	*	C	*	OL P- --	**	**	*	PHASE LINE
2.X.2.5.4	G	*	C	*	OA -- --	**	**	*	AREA
2.X.2.5.4.1	G	*	C	*	OA Z- --	**	**	*	AIRFIELD ZONE

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TABLE B-IX. Tactical graphics symbol ID codes (cont'd).

HIERARCHY	C O D E	A F F I L I A T I O N	B A T T L E	S T A T U S	F U N C T I O N	S I Z E / M O B I L I T Y	C O U N T R Y  C O D E	O R D E R  O F  B A T T L E	D E S C R I P T I O N
2.X.3	G	*	O	*	-- -- --	**	**	*	MILITARY OPERATIONS OTHER THAN WAR (MOOTW)
2.X.3.1	G	H	O	*	V- -- --	**	**	*	VIOLENT ACTIVITIES (DEATH CAUSING)
2.X.3.1.1	G	H	O	*	VA -- --	**	**	*	ARSON/FIRE
2.X.3.1.2	G	H	O	*	VR -- --	**	**	*	ARTILLERY/ARTILLERY FIRE
2.X.3.1.3	G	H	O	*	VE -- --	**	**	*	ASSASSINATION/MURDER/ EXECUTION
2.X.3.1.4	G	*	O	*	VB -- --	**	**	*	BOMB/BOMBING
2.X.3.1.5	G	H	O	*	VY -- --	**	**	*	BOOBYTRAP
2.X.3.1.6	G	H	O	*	VD -- --	**	**	*	DRIVE-BY SHOOTING
2.X.3.1.7	G	H	O	*	VI -- --	**	**	*	INDIRECT FIRE (UNSPECIFIED TYPE)
2.X.3.1.8	G	H	O	*	VM -- --	**	**	*	MORTAR/MORTAR FIRE
2.X.3.1.9	G	H	O	*	VK -- --	**	**	*	ROCKET/ROCKET FIRE
2.X.3.1.10	G	H	O	*	VS -- --	**	**	*	SNIPING
2.X.3.1.11	G	H	O	*	VP -- --	**	**	*	POISONING
2.X.3.1.12	G	H	O	*	VU -- --	**	**	*	AMBUSH
2.X.3.1.13	G	H	O	*	VC -- --	**	**	*	AMMUNITION CACHE
2.X.3.1.14	G	H	O	*	VH -- --	**	**	*	HELICOPTER (CIVILIAN BEING USED BY HOSTILE OR INSURGENTS)
2.X.3.1.15	G	H	O	*	VF -- --	**	**	*	HOSTILE OR INSURGENT MOTORIZED INFANTRY
2.X.3.1.16	G	H	O	*	VO -- --	**	**	*	HOSTILE OR INSURGENT INFANTRY
2.X.3.1.17	G	H	O	*	VL -- --	**	**	*	RECONNAISSANCE/SURVEILLANCE
2.X.3.1.18	G	H	O	*	VX -- --	**	**	*	SIGNAL/RADIO STATION
2.X.3.1.19	G	H	O	*	VZ -- --	**	**	*	SUPPLY CACHE
2.X.3.2	G	H	O	*	L- -- --	**	**	*	LOCATIONS
2.X.3.2.1	G	H	O	*	LB -- --	**	**	*	BLACK LIST LOCATION
2.X.3.2.2	G	H	O	*	LG -- --	**	**	*	GRAY LIST LOCATION
2.X.3.2.3	G	H	O	*	LW -- --	**	**	*	WHITE LIST LOCATION
2.X.3.3	G	H	O	*	P- -- --	**	**	*	OPERATIONS
2.X.3.3.1	G	H	O	*	PR -- --	**	**	*	ROAD BLOCK
2.X.3.3.1.1	G	H	O	*	PR B- --	**	**	*	ROAD BLOCK (UNDER CONSTRUCTION)
2.X.3.3.2	G	H	O	*	PT -- --	**	**	*	PATROLLING
2.X.3.3.3	G	H	O	*	PC -- --	**	**	*	RECRUITMENT (WILLING)
2.X.3.3.3.1	G	H	O	*	PC U- --	**	**	*	RECRUITMENT (COERCED/IMPRESSED)

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TABLE B-IX. Tactical graphics symbol ID codes (cont'd).

HIERARCHY	C O D E	A F F I L I A T I O N	B A T T L E	S T A T U S	F U N C T I O N	S I Z E / M O B I L I T Y	C O U N T R Y  C O D E	O R D E R  O F  B A T T L E	D E S C R I P T I O N
2.X.3.3.4	G	*	O	*	PD -- --	**	**	*	DEMONSTRATION
2.X.3.3.5	G	H	O	*	PM -- --	**	**	*	MINELAYING
2.X.3.3.6	G	H	O	*	PH -- --	**	**	*	PSYCHOLOGICAL OPERATIONS (PSYOP)
2.X.3.3.6.1	G	H	O	*	PH Y- --	**	**	*	PSYOP (TV AND RADIO PROPAGANDA)
2.X.3.3.6.2	G	*	O	*	PH W- --	**	**	*	PSYOP (WRITTEN PROPAGANDA)
2.X.3.3.6.3	G	F	O	*	PH G- --	**	**	*	WRITTEN PROPAGANDA
2.X.3.3.6.4	G	F	O	*	PH T- --	**	**	*	HOUSE-TO-HOUSE PROPAGANDA
2.X.3.3.7	G	H	O	*	PG -- --	**	**	*	FORAGING/SEARCHING
2.X.3.3.8	G	H	O	*	PS -- --	**	**	*	SPY
2.X.3.3.9	G	N	O	*	PF -- --	**	**	*	FOOD DISTRIBUTION
2.X.3.3.10	G	N	O	*	PI -- --	**	**	*	MEDICAL TREATMENT FACILITY
2.X.3.3.11	G	H	O	*	PE -- --	**	**	*	ELECTRONIC WARFARE INTERCEPT
2.X.3.3.12	G	H	O	*	PX -- --	**	**	*	EXTORTION
2.X.3.3.13	G	H	O	*	PJ -- --	**	**	*	HIJACKING
2.X.3.3.13.1	G	H	O	*	PJ V- --	**	**	*	HIJACKING (VEHICLE)
2.X.3.3.13.2	G	H	O	*	PJ A- --	**	**	*	HIJACKING (AIRPLANE)
2.X.3.3.13.3	G	H	O	*	PJ B- --	**	**	*	HIJACKING (BOAT)
2.X.3.3.14	G	H	O	*	PK -- --	**	**	*	KIDNAPING
2.X.3.3.15	G	F	O	*	PA -- --	**	**	*	ARREST
2.X.3.3.16	G	H	O	*	PO -- --	**	**	*	DRUG OPERATION
2.X.3.4	G	*	O	*	I- -- --	**	**	*	ITEMS
2.X.3.4.1	G	*	O	*	IR -- --	**	**	*	REFUGEES
2.X.3.4.2	G	*	O	*	IS -- --	**	**	*	SAFE HOUSE
2.X.3.4.3	G	H	O	*	IG -- --	**	**	*	GRAFFITI
2.X.3.4.4	G	H	O	*	IV -- --	**	**	*	VANDALISM/RAPE/LOOT/ RANSACK/PLUNDER/SACK
2.X.3.4.5	G	H	O	*	IK -- --	**	**	*	KNOWN INSURGENT VEHICLE
2.X.3.4.6	G	H	O	*	ID -- --	**	**	*	DRUG VEHICLE
2.X.3.4.7	G	F	O	*	IF -- --	**	**	*	INTERNAL SECURITY FORCE

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TABLE B-X. Weather graphics symbol ID codes.

HIERARCHY	C O D E	A F F I L I A T I O N	B A T T L E	S T A T U S	F U N C T I O N	I D	S I Z E / M O B I L I T Y	C O U N T R Y  C O D E	O R D E R  O F  B A T T L E	DESCRIPTION	
3.X	W	*	A	*	--	--	--	**	**	*	WEATHER
3.X.1	W	*	A	*	P-	--	--	**	**	*	PRESSURE SYSTEMS
3.X.1.1	W	*	A	*	PL	--	--	**	**	*	LOW PRESSURE CENTER
3.X.1.2	W	*	A	*	PH	--	--	**	**	*	HIGH PRESSURE CENTER
3.X.1.3	W	*	A	*	PF	--	--	**	**	*	FRONTAL SYSTEMS
3.X.1.3.1	W	*	A	*	PF	C-	--	**	**	*	COLD FRONT
3.X.1.3.1.1	W	*	A	*	PF	CU	--	**	**	*	UPPER COLD FRONT
3.X.1.3.2	W	*	A	*	PF	W-	--	**	**	*	WARM FRONT
3.X.1.3.2.1	W	*	A	*	PF	WU	--	**	**	*	UPPER WARM FRONT
3.X.1.3.3	W	*	A	*	PF	O-	--	**	**	*	OCCLUDED FRONT
3.X.1.3.4	W	*	A	*	PF	S-	--	**	**	*	STATIONARY FRONT
3.X.1.4	W	*	A	*	PX	--	--	**	**	*	LINES
3.X.1.4.1	W	*	A	*	PX	T-	--	**	**	*	TROUGH LINE
3.X.1.4.2	W	*	A	*	PX	R-	--	**	**	*	RIDGE LINE
3.X.1.4.3	W	*	A	*	PX	S-	--	**	**	*	SQUALL LINE
3.X.2	W	*	A	*	T-	--	--	**	**	*	TURBULENCE
3.X.2.1	W	*	A	*	TL	--	--	**	**	*	LIGHT TURBULENCE
3.X.2.2	W	*	A	*	TM	--	--	**	**	*	MODERATE TURBULENCE
3.X.2.3	W	*	A	*	TS	--	--	**	**	*	SEVERE TURBULENCE
3.X.2.4	W	*	A	*	TE	--	--	**	**	*	EXTREME TURBULENCE
3.X.3	W	*	A	*	I-	--	--	**	**	*	ICING
3.X.3.1	W	*	A	*	IC	--	--	**	**	*	CLEAR ICING
3.X.3.1.1	W	*	A	*	IC	L-	--	**	**	*	LIGHT CLEAR ICING
3.X.3.1.2	W	*	A	*	IC	M-	--	**	**	*	MODERATE CLEAR ICING
3.X.3.1.3	W	*	A	*	IC	S-	--	**	**	*	SEVERE CLEAR ICING
3.X.3.2	W	*	A	*	IR	--	--	**	**	*	RIME ICING
3.X.3.2.1	W	*	A	*	IR	L-	--	**	**	*	LIGHT RIME ICING
3.X.3.2.2	W	*	A	*	IR	M-	--	**	**	*	MODERATE RIME ICING
3.X.3.2.3	W	*	A	*	IR	S-	--	**	**	*	SEVERE RIME ICING
3.X.3.3	W	*	A	*	IM	--	--	**	**	*	MIXED ICING
3.X.3.3.1	W	*	A	*	IM	L-	--	**	**	*	LIGHT MIXED ICING
3.X.3.3.2	W	*	A	*	IM	M-	--	**	**	*	MODERATE MIXED ICING
3.X.3.3.3	W	*	A	*	IM	S-	--	**	**	*	SEVERE MIXED ICING
3.X.4	W	*	A	*	W-	--	--	**	**	*	WIND BARB

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TABLE B-X. Weather graphics symbol ID codes (cont'd).

HIERARCHY	C O D E	A F F I L I A T I O N	B A T T L E  D I M E N S I O N	S T A T U S	F U N C T I O N  I D	S I Z E  / M O B I L I T Y	C O U N T R Y  C O D E	O R D E R  O F  B A T T L E	DESCRIPTION
3.X.4.1	W	*	A	*	WJ -- --	**	**	*	JET STREAM
3.X.5	W	*	A	*	F- -- --	**	**	*	FLIGHT RULES
3.X.5.1	W	*	A	*	FI -- --	**	**	*	INSTRUMENT CEILING
3.X.5.2	W	*	A	*	FV -- --	**	**	*	VISUAL CEILING
3.X.6	W	*	A	*	C- -- --	**	**	*	COVERAGE SYMBOLS
3.X.6.1	W	*	A	*	CC -- --	**	**	*	CLEAR SKY (SKC)
3.X.6.2	W	*	A	*	CS -- --	**	**	*	SCATTERED SKY (SCT)
3.X.6.3	W	*	A	*	CB -- --	**	**	*	BROKEN SKY (BKN)
3.X.6.4	W	*	A	*	CW -- --	**	**	*	OVERCAST WITH BREAKS
3.X.6.5	W	*	A	*	CO -- --	**	**	*	OVERCAST (OVC)
3.X.6.6	W	*	A	*	CP -- --	**	**	*	SKY OBSCURED OR PARTIALLY OBSCURED
3.X.7	W	*	A	*	R- -- --	**	**	*	PRECIPITATION
3.X.7.1	W	*	A	*	RR -- --	**	**	*	RAIN (RA)
3.X.7.1.1	W	*	A	*	RR S- --	**	**	*	RAIN SHOWER
3.X.7.1.2	W	*	A	*	RR F- --	**	**	*	FREEZING RAIN (FZRA)
3.X.7.1.3	W	*	A	*	RR D- --	**	**	*	DRIZZLE (DZ)
3.X.7.1.3.1	W	*	A	*	RR DF --	**	**	*	FREEZING DRIZZLE (FZDZ)
3.X.7.2	W	*	A	*	RS -- --	**	**	*	SNOW(SN)
3.X.7.2.1	W	*	A	*	RS S- --	**	**	*	SNOW SHOWERS
3.X.7.2.2	W	*	A	*	RS G- --	**	**	*	SNOW GRAINS (SG)
3.X.7.3	W	*	A	*	RH -- --	**	**	*	HAIL
3.X.7.4	W	*	A	*	RI -- --	**	**	*	ICE PELLETS (PE)
3.X.7.5	W	*	A	*	RC -- --	**	**	*	ICE CRYSTALS (IC)
3.X.8	W	*	A	*	S- -- --	**	**	*	STORMS
3.X.8.1	W	*	A	*	ST -- --	**	**	*	THUNDERSTORMS (TS)
3.X.8.1.1	W	*	A	*	ST R- --	**	**	*	THUNDERSTORM (TS) WITH RAIN (RA)
3.X.8.1.2	W	*	A	*	ST F- --	**	**	*	FUNNEL CLOUD (FC)/TORNADO/ WATERSPOUT
3.X.8.1.3	W	*	A	*	ST L- --	**	**	*	LIGHTNING (LTG)
3.X.8.2	W	*	A	*	SS -- --	**	**	*	STORM SYSTEMS
3.X.8.2.1	W	*	A	*	SS T- --	**	**	*	TROPICAL STORM
3.X.8.2.2	W	*	A	*	SS H- --	**	**	*	HURRICANE



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TABLE B-X. Weather graphics symbol ID codes (cont'd).

HIERARCHY	C O D E	A F F I L I A T I O N	B A T T L E  D I M E N S I O N	S T A T U S	F U N C T I O N  I D	S I Z E  / M O B I L I T Y	C O U N T R Y  C O D E	O R D E R  O F  B A T T L E	DESCRIPTION
3.X.9	W	*	A	*	O- -- --	**	**	*	OBSTRUCTIONS TO VISIBILITY
3.X.9.1	W	*	A	*	OS -- --	**	**	*	BLOWING SNOW (BLSN)
3.X.9.2	W	*	A	*	OF -- --	**	**	*	FOG (FG)
3.X.9.2.1	W	*	A	*	OF F- --	**	**	*	FREEZING FOG (FZFG)
3.X.9.3	W	*	A	*	OT -- --	**	**	*	DUST/SAND STORM
3.X.9.4	W	*	A	*	OD -- --	**	**	*	DUST DEVIL
3.X.9.5	W	*	A	*	OK -- --	**	**	*	SMOKE (FU)
3.X.9.6	W	*	A	*	OH -- --	**	**	*	HAZE (HZ)
3.X.9.7	W	*	A	*	OB -- --	**	**	*	BLOWING DUST OR SAND

ANNEX C  
TECHNICAL SPECIFICATIONS

C.1 GENERAL

C.1.1 Scope. This appendix provides additional technical specifications concerning the display of warfighting symbology. These specifications are intended to present guidance to assist in defining effective implementations of both icon-based symbols and tactical graphics.

C.2 APPLICABLE DOCUMENTS

This section is not applicable to this appendix.

C.3 DEFINITIONS

The definitions in section 3 of this standard apply to this appendix.

C.4 TECHNICAL SPECIFICATIONS

C.4.1 Relative symbol and modifier dimensions. The relative size of each symbol and symbol component shall be consistent within a given implementation. Each of these sizes can be related to length L (see C.4.2) as follows:

- a. Frame size shall be determined in relation to an octagon defining the outer boundary for all icons. L is the default length and height of the octagon. Frame length and height should vary from 1.1L to 1.5L, depending on the particular shape, as shown in figure C-1. The minimum diameter of a dot should be .15L.

FIGURE C-1. Symbol frame relative sizes.

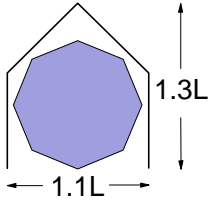
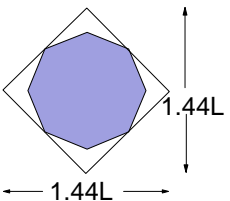
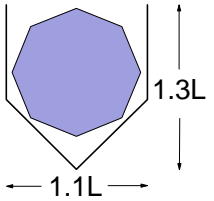
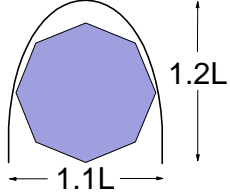
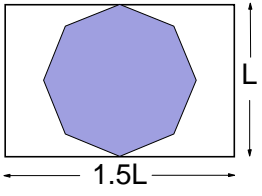
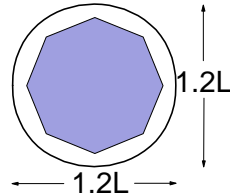
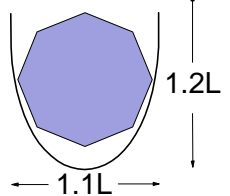
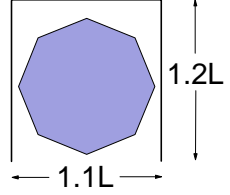
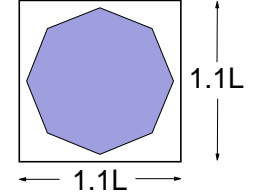
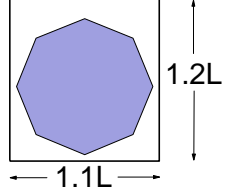
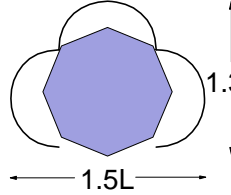
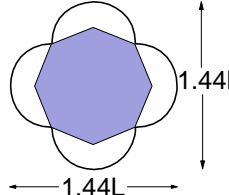
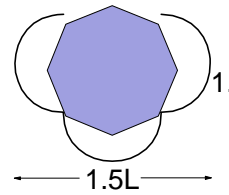
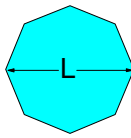
Air and Space	Surface Frames (units, equipment and installations)	Subsurface frames
		

FIGURE C-1. Symbol frame relative sizes (cont'd).

Air and Space	Surface Frames (units, equipment and installations)		Subsurface frames
	 <p data-bbox="506 569 743 596">Units and installations</p>	 <p data-bbox="878 569 989 596">Equipment</p>	
			
			
	<p data-bbox="483 1394 1000 1421">Regular octagon forms the basis of frame sizing.</p>		

- b. In general, icons should not be so large as to touch the interior border of the frame. Figure C-2 illustrates example exceptions to this size rule. The icons in this figure occupy the entire frame and must, therefore, touch the interior border of the frame. The dimensions of unframed icons should be the same as framed icons

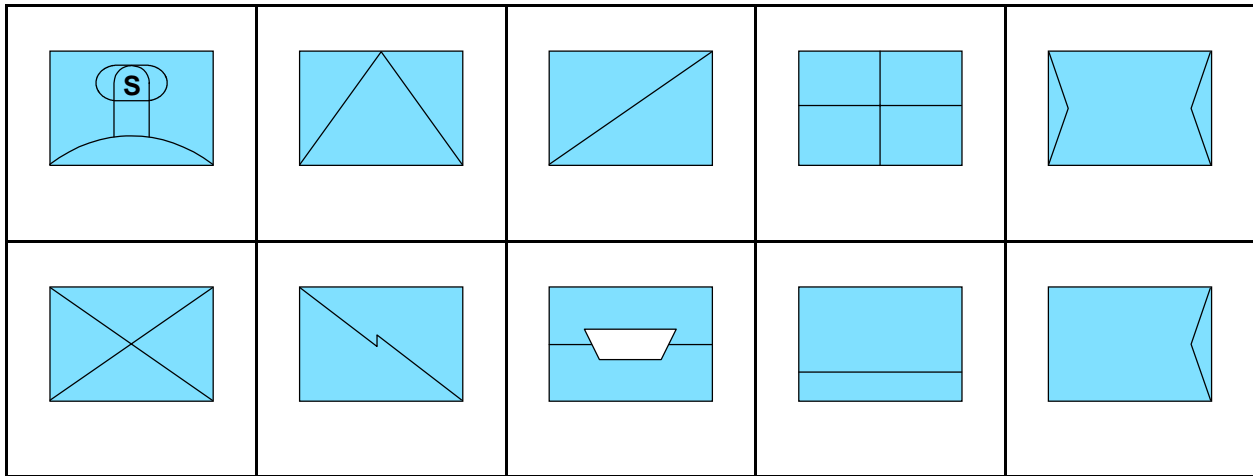


FIGURE C-2. Example exceptions to icon placement.

c. The height of text information in a symbol modifier will be .3L. The length of the lines in a direction of movement indicator should be the same as the height of the symbol frame. The headquarters staff indicator should 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 text, the text will be positioned so that the symbol is centered relative to its associated field identifier text to maintain the relationship between the symbol and text.

C.4.2 Symbol size. Symbol size is directly related to the viewing distance of the warfighter from the display surface on which the symbol is presented. MIL-STD-1472D 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 symbol 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 symbol size in inches. Table C-I presents symbol dimensions at 20, 30, and 40 arc minutes for selected viewing distances. In general, medium to large symbol sizes (i.e., subtending 30-40 arc minutes) are recommended; however, implementors should conduct usability testing to determine the optimum symbol size(s) at which warfighter performance is most effective.

TABLE C-I. Minimum symbol size at selected viewing distances.

Symbol Size			
Viewing Distance (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)

C.4.3 Placement of multiple icons. Symbols that define many Army units are complex and include original size icons overlaid onto each other. Some complex symbols require the icon to be shifted or reduced in size so that it will be visible (see figure C-3).

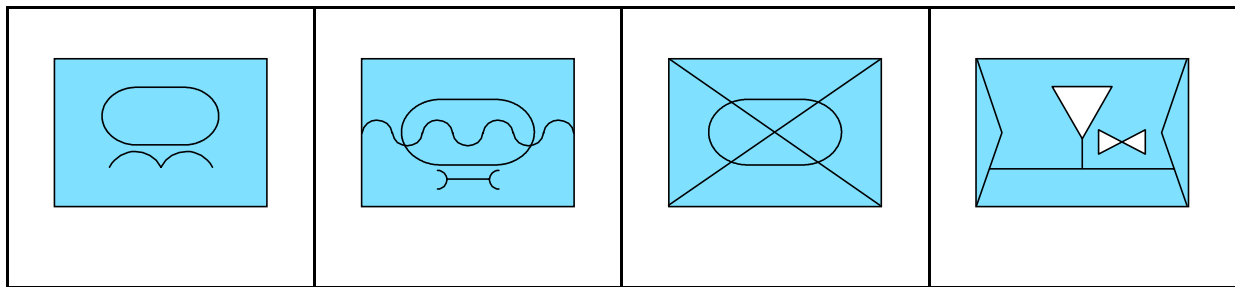


FIGURE C-3. Complex symbol with multiple icons.

C.4.4 Adding temporary features to standard symbols. The information taxonomy and symbol hierarchy included in this standard 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. In appendix D, 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 in appendix D 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:

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(1) Implementations shall not modify the frame shapes defined in this standard to indicate affiliation, battle dimension, and status.

(2) Implementations shall use the default frame colors defined in this standard to indicate affiliation. If differentiation is needed within an affiliation category, additional colors should be used (i.e., for the frame or color fill) within that category, but the default colors for the other affiliations should not be changed. Hardware permitting and unless specifically prohibited by system specification for operational reasons, implementation of this standard should 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 affiliation.

(3) Implementations needing to display additional role or mission information about a warfighting object should use the icons in appendix D as the basis from which to create any temporary symbols. Figure C-4 presents some of the graphic extensions that can be added to these icons. Whenever possible, the basic representation of the icon should not be altered; a graphic extension should be an addition to the basic icon and positioned to ensure that overall symbol legibility is not degraded. Figure C-4 provides an example of how the basic icon is combined with an extension to produce a temporary symbol.

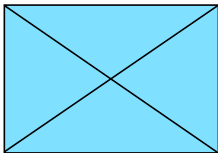
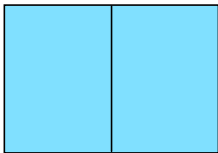
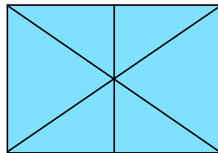
Basic symbol	Icon extender	Extended symbol
		
Infantry	Motorized modifier	Motorized infantry

FIGURE C-4. Extending the symbol.

C.4.5 Line width. Because the symbol frame indicates both the affiliation 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. Usability testing should be performed to identify the optimum rendering for a given implementation.

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C.4.6 Color. It is important that implementations maximize the contrast between symbols and the display background in order to provide optimum discriminability. In general, this contrast can be provided by using black for the frame, icon, and modifiers when symbols are displayed on a light background, and using white for these elements when symbols are displayed on a dark background. Implementations choosing to display a color fill shall also display the appropriate icon from table D-1 within the symbols. Implementors should select specific values (e.g., in CIE or RGB terms) for the default colors in table C-II based on considerations such as operational requirements, hardware configuration, display background, and viewing conditions (e.g., ambient lighting). If a symbol includes a frame and an icon, both components, as well as others, should be the same color (e.g., black, white, or one of the default colors indicating affiliation). Implementors should conduct sufficient usability testing to ensure effective operator performance when using the symbology. While color coding shall be the same throughout an implementation, color saturation may need to vary depending on the display option(s) selected. For example, to ensure optimum symbol discriminability, different shades of red may be needed in a frame-only symbol as compared to the color fill in a symbol with a black frame and icon.

TABLE C-II. Default colors.

Description	Hand-Drawn	Computer Generated	
		ICON (RGB Value)	FILL (RGB Value)
Friend, Assumed Friend	Blue	Cyan (0, 255, 255)	Crystal Blue (128, 224, 255)
Unknown, Pending	Yellow	Yellow (255, 255, 0)	Light Yellow (255, 255, 128)
Neutral	Green	Neon Green (0, 255, 0)	Bamboo Green (170, 255, 170)
Hostile, Suspect, Joker, Faker	Red	Red (255, 0, 0)	Salmon (255, 128, 128)
Weather	Purple	Plumb Red (128, 0, 128)	Light Orchid (226, 159, 255)
Weather	Brown	Safari (128, 98, 16)	Khaki (210, 176, 106)
Boundaries, lines, areas, text, icons, and frames	Black	Black (0, 0, 0)	Black (0, 0, 0)

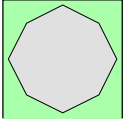
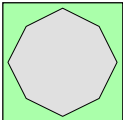
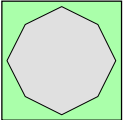
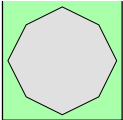
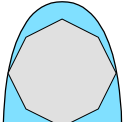

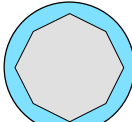
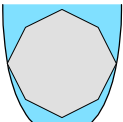
TABLE C-II. Default colors (cont'd).

Description	Hand-Drawn	Computer Generated	
		ICON (RGB Value)	FILL (RGB Value)
(See note)	White	White (255, 255, 255)	Off-White (6% Grey) (239, 239, 239)

Note: Off-white (vice black) may be used as the default color depending on the background for boundaries, lines, areas, text, icons, and frames.

C.4.7 Icon placement within frames. The geometric center of the icon should be placed at the geometric center of the frame, as shown in table C-III, except in the hostile, friend, assumed friend, faker, joker, and suspect open frames. In these frames, the geometric center of the icon should be placed one-third of the way down the vertical axis starting from the open end, as shown in table C-III.

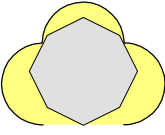
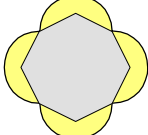
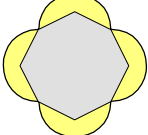
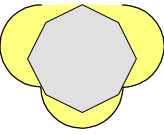
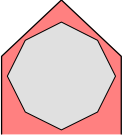
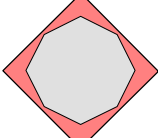
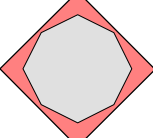
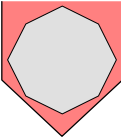
TABLE C-III. Icon placement.

Dimension Affiliation	Air/space	Land	Sea Surface and Land equipment	Subsurface
<b>Neutral</b>				
<b>Friend</b>				









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TABLE C-III. Icon placement(cont'd).

Dimension Affiliation	Air/space	Land	Sea Surface and Land equipment	Subsurface
<b>Unknown</b>				
<b>Hostile</b>				

C.4.8 Equipment mobility indicators. Table C-IV shows mobility indicators that shall be used only with equipment. These indicators are identified in positions 11-12, (size/mobility) of the symbol code described in appendix B.

TABLE C-IV. Equipment mobility indicators.

DESCRIPTION					
MOBILITY SYMBOL	UN-FRAMED	UN-KNOWN	FRIEND	NEUTRAL	HOSTILE
Wheeled (limited cross-country)					
					

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TABLE C-IV. Equipment mobility indicators (cont'd).













DESCRIPTION					
MOBILITY SYMBOL	UN-FRAMED	UN-KNOWN	FRIEND	NEUTRAL	HOSTILE
Wheeled (cross-country)					
Tracked					
Wheeled and Tracked					
Towed					

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TABLE C-IV. Equipment mobility indicators (cont'd).

DESCRIPTION					
MOBILITY SYMBOL	UN-FRAMED	UN-KNOWN	FRIEND	NEUTRAL	HOSTILE
Railway					
Over-snow (prime mover)					
Sled					
Pack Animals					

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DESCRIPTION					
MOBILITY SYMBOL	UN-FRAMED	UN-KNOWN	FRIEND	NEUTRAL	HOSTILE
Barge					
					
Amphibious					
					

C.4.9 Adding new modifiers. A number of symbol modifiers are incorporated into this standard (see table C-V), but additional modifiers may be required. Organizations requiring additional symbol modifiers shall submit change proposals to the Configuration Management Board for formal processing. Symbol modifiers being processed as change proposals may be incorporated for use into the originator's systems but will not be approved for use until formal Configuration Control Board processing is complete.

TABLE C-V. Sub-role identifiers.

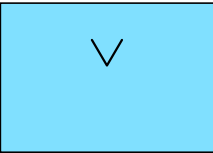
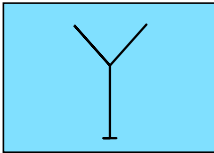
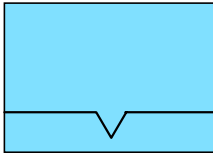
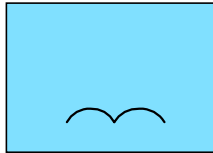
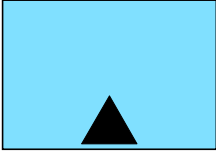
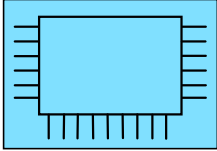
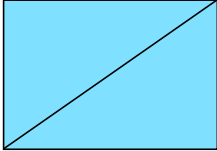
DESCRIPTION/SYMBOL			
			
Air Assault	Air assault w/organic lift	Air assault w/organic lift (NATO only)	Airborne

TABLE C-V. Sub-role identifiers (cont'd).

DESCRIPTION/SYMBOL			
			
Mountain	Outpost (combat)	Reconnaissance	

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ANNEX D  
ICON SET

## D.1. GENERAL

D.1.1. Scope. The icons generated to support common operational symbology have been divided into multiple sets. These sets present the icons that provide for information exchange within a functional area. These functional areas are command and control (C2), satellite, and communications.

## D.2. APPLICABLE DOCUMENTS

This section is not applicable to this appendix.

## D.3. DEFINITIONS

The definitions in section 3 of this publication apply to this annex.

## D.4. COMMAND AND CONTROL

D.4.1 Operational Symbology Icon Set. The icon set is ordered according to the tactical information hierarchy presented in Annex A and coded according to symbol coding presented in Annex B.

D.4.2 Icon Graphic Representation. Table D-I provides a graphic representation of each approved icon. The sizes, shapes, and positioning of components of individual icons are important and should be faithfully reproduced both by C4I system automation and manually by symbology users. Icons portrayed are all the same size and their size is not affected by being framed or unframed. Annex C specifies both the minimum icon size and the relationship of icon size to frame size. Therefore, the relative size of the icons as shown in the table is not important. Icon size is determined by the user or system developer, as long as the requirements of the standard are met. Icon axes as presented in the table are to be maintained when the icon, framed or unframed, is placed onto maps, charts, overlays, etc. Icons depicting equipment from a top-down view shall be oriented to point toward the top of the page.

















D.4.3 Organization of Table D-I. In Table D-I, the Description column provides a concise description of each icon using terminology commonly used within the C4I community. The Hierarchy column presents the information hierarchy (taxonomy) number described in Appendix A. The Frame column presents Icon framing codes described in paragraph 5.3.1: F (framed), UF (unframed), FO (frame optional.) An icon with a framing code of F is presented only within its appropriate frame. An icon with a UF framing code is always presented unframed. An icon with

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an FO framing code can be presented with or without a frame and in Table D-I is shown both ways. The Symbol ID column under each Affiliation column (Unknown, Friend, Neutral, Hostile) presents the 15-character alphanumeric identifier necessary for automated systems to create each specific icon. Since all symbols do not necessarily use all 15 characters, a dash (-) fills each unused position. An asterisk (\*) in a position indicates that the position is user defined based on specific symbol circumstances.






















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**TABLE D-I. Icon set-space.**

























DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
WARFIGHTING SYMBOLS	1.X					
SPACE TRACK	1.X.1	F				
			SUP*----- *****	SFP*----- *****	SNP*----- *****	SHP*----- *****
SPACE TRACK SATELLITE	1.X.1.1	F				
			SUP*S----- *****	SFP*S----- *****	SNP*S----- *****	SHP*S----- *****
SPACE TRACK CREWED SPACE VEHICLE	1.X.1.2	F				
			SUP*V----- *****	SFP*V----- *****	SNP*V----- *****	SHP*V----- *****
SPACE TRACK SPACE STATION	1.X.1.3					
			SUP*T----- *****	SFP*T----- *****	SNP*V----- *****	SHP*V----- *****



**TABLE D-I. Operational icon set-air.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
AIR TRACK	1.X.2	F				
			SUA*----- *****	SFA*----- *****	SNA*----- *****	SHA*----- *****
AIR TRACK MILITARY	1.X.2.1	F				
			SUA*M----- *****	SFA*M----- *****	SNA*M----- *****	SHA*M----- *****
AIR TRACK MILITARY FIXED WING	1.X.2.1.1	F				
			SUA*MF---- *****	SFA*MF---- *****	SNA*MF---- *****	SHA*MF---- *****
AIR TRACK MILITARY FIXED WING BOMBER	1.X.2.1.1.1	F				
			SUA*MFB--- *****	SFA*MFB--- *****	SNA*MFB--- *****	SHA*MFB--- *****
AIR TRACK MILITARY FIXED WING FIGHTER	1.X.2.1.1.2	F				
			SUA*MFF--- *****	SFA*MFF--- *****	SNA*MFF--- *****	SHA*MFF--- *****
AIR TRACK MILITARY FIXED WING FIGHTER INTERCEPTOR	1.X.2.1.1.2.1	F				
			SUA*MFFI-- *****	SFA*MFFI-- *****	SNA*MFFI-- *****	SHA*MFFI-- *****

























**TABLE D-I. Operational icon set-air.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
AIR TRACK MILITARY FIXED WING TRAINER	1.X.2.1.1.3	F				
			SUA*MFT--- *****	SFA*MFT--- *****	SNA*MFT--- *****	SHA*MFT--- *****
AIR TRACK MILITARY FIXED WING ATTACK/STRIKE	1.X.2.1.1.4	F				
			SUA*MFA--- *****	SFA*MFA--- *****	SNA*MFA--- *****	SHA*MFA--- *****
AIR TRACK MILITARY FIXED WING VSTOL	1.X.2.1.1.5	F				
			SUA*MFL--- *****	SFA*MFL--- *****	SNA*MFL--- *****	SHA*MFL--- *****
AIR TRACK MILITARY FIXED WING TANKER	1.X.2.1.1.6	F				
			SUA*MKF--- *****	SFA*MKF--- *****	SNA*MKF--- *****	SHA*MKF--- *****
AIR TRACK MILITARY FIXED WING CARGO AIRLIFT (TRANSPORT)	1.X.2.1.1.7	F				
			SUA*MFC--- *****	SFA*MFC--- *****	SNA*MFC--- *****	SHA*MFC--- *****
AIR TRACK MILITARY FIXED WING CARGO AIRLIFT LIGHT	1.X.2.1.1.7.1	F				
			SUA*MFCL- _*****	SFA*MFCL-- *****	SNA*MFCL- _*****	SHA*MFCL- _*****

**TABLE D-I. Operational icon set-air.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
AIR TRACK MILITARY FIXED WING CARGO AIRLIFT MEDIUM	1.X.2.1.1.7.2	F				
			SUA*MFCM _*****	SFA*MFCM- _*****	SNA*MFCM _*****	SHA*MFCM _*****
AIR TRACK MILITARY FIXED WING CARGO AIRLIFT HEAVY	1.X.2.1.1.7.3	F				
			SUA*MFCH- _*****	SFA*MFCH- _*****	SNA*MFCH- _*****	SHA*MFCH- _*****
AIR TRACK MILITARY FIXED WING ELECTRONIC COUNTERMEASURES (ECM/JAMMER)	1.X.2.1.1.8	F				
			SUA*MFJ--- *****	SFA*MFJ--- *****	SNA*MFJ--- *****	SHA*MFJ--- *****
AIR TRACK MILITARY FIXED WING MEDEVAC	1.X.2.1.1.9	F				
			SUA*MFO--- *****	SFA*MFO--- *****	SNA*MFO--- *****	SHA*MFO--- *****
AIR TRACK MILITARY FIXED WING RECONNAISSANCE	1.X.2.1.1.10	F				
			SUA*MFR--- *****	SFA*MFR--- *****	SNA*MFR--- *****	SHA*MFR--- *****
AIR TRACK MILITARY FIXED WING RECONNAISSANCE AIRBORNE EARLY WARNING (AEW)	1.X.2.1.1.10.1	F				
			SUA*MFRW _*****	SFA*MFRW- _*****	SNA*MFRW _*****	SHA*MFRW _*****

**TABLE D-I. Operational icon set-air.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
AIR TRACK MILITARY FIXED WING RECONNAISSANCE ELECTRONIC SURVEILLANCE MEASURES	1.X.2.1.1.10.2	F				
			SUA*MFRZ- _*****	SFA*MFRZ-- *****	SNA*MFRZ- _*****	SHA*MFRZ- _*****
AIR TRACK MILITARY FIXED WING RECONNAISSANCE PHOTOGRAPHIC	1.X.2.1.1.10.3	F				
			SUA*MFRX- _*****	SFA*MFRX- _*****	SNA*MFRX- _*****	SHA*MFRX- _*****
AIR TRACK MILITARY FIXED WING PATROL	1.X.2.1.1.11	F				
			SUA*MFP--- *****	SFA*MFP--- *****	SNA*MFP--- *****	SHA*MFP--- *****
AIR TRACK MILITARY FIXED WING PATROL ANTI SURFACE WARFARE/ASUW	1.X.2.1.1.11.1	F				
			SUA*MFPN- _*****	SFA*MFPN-- *****	SNA*MFPN- _*****	SHA*MFPN- _*****
AIR TRACK MILITARY FIXED WING PATROL MINE COUNTER MEASURES	1.X.2.1.1.11.2	F				
			SUA*MFPM- _*****	SFA*MFPM- _*****	SNA*MFPM- _*****	SHA*MFPM- _*****
AIR TRACK MILITARY FIXED WING UTILITY	1.X.2.1.1.12	F				
			SUA*MFU--- *****	SFA*MFU--- *****	SNA*MFU--- *****	SHA*MFU--- *****

**TABLE D-I. Operational icon set-air.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
AIR TRACK MILITARY FIXED WING UTILITY LIGHT	1.X.2.1.1.12.1					
			SUA*MFUL- _*****	SFA*MFUL-- *****	SNA*MFUL- _*****	SHA*MFUL- _*****
AIR TRACK MILITARY FIXED WING UTILITY MEDIUM	1.X.2.1.1.12.2	F				
			SUA*MFUM _*****	SFA*MFUM- _*****	SNA*MFUM _*****	SHA*MFUM _*****
AIR TRACK MILITARY FIXED WING UTILITY HEAVY	1.X.2.1.1.12.3	F				
			SUA*MFUH- _*****	SFA*MFUH- _*****	SNA*MFUH- _*****	SHA*MFUH- _*****
AIR TRACK MILITARY FIXED WING COMMUNICATIONS (C3I)	1.X.2.1.1.13	F				
			SUA*MFY--- *****	SFA*MFY--- *****	SNA*MFY--- *****	SHA*MFY--- *****
AIR TRACK MILITARY FIXED WING SEARCH AND RESCUE (CSAR)	1.X.2.1.1.14	F				
			SUA*MFH--- *****	SFA*MFH--- *****	SNA*MFH--- *****	SHA*MFH--- *****
AIR TRACK MILITARY FIXED WING AIRBORNE COMMAND POST (C2)	1.X.2.1.1.15	F				
			SUA*MFD--- *****	SFA*MFD--- *****	SNA*MFD--- *****	SHA*MFD--- *****

**TABLE D-I. Operational icon set-air.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
AIR TRACK MILITARY FIXED WING DRONE (RPV/UAV)	1.X.2.1.1.16	F				
			SUA*MFQ--- *****	SFA*MFQ--- *****	SNA*MFQ--- *****	SHA*MFQ--- *****
AIR TRACK MILITARY FIXED WING ANTISUBMARINE WARFARE (ASW) CARRIER BASED	1.X.2.1.1.17	F				
			SUA*MFS--- *****	SFA*MFS--- *****	SNA*MFS--- *****	SHA*MFS--- *****
AIR TRACK MILITARY FIXED WING SPECIAL OPERATIONS FORCES (SOF)	1.X.2.1.1.18	F				
			SUA*MFM-- _*****	SFA*MFM-- *****	SNA*MFM-- _*****	SHA*MFM-- _*****
AIR TRACK MILITARY ROTARY WING	1.X.2.1.2	F				
			SUA*MH--- *****	SFA*MH--- *****	SNA*MH--- *****	SHA*MH--- *****
AIR TRACK MILITARY ROTARY WING ATTACK	1.X.2.1.2.1	F				
			SUA*MHA-- _*****	SFA*MHA-- *****	SNA*MHA-- _*****	SHA*MHA-- _*****
AIR TRACK MILITARY ROTARY WING ANTISUBMARINE WARFARE /MPA	1.X.2.1.2.2	F				
			SUA*MHS--- *****	SFA*MHS--- *****	SNA*MHS--- *****	SHA*MHS--- *****

**TABLE D-I. Operational icon set-air.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
AIR TRACK MILITARY ROTARY WING UTILITY	1.X.2.1.2.3	F				
			SUA*MHU-- _*****	SFA*MHU-- *****	SNA*MHU-- _*****	SHA*MHU-- _*****
AIR TRACK MILITARY ROTARY WING UTILITY LIGHT	1.X.2.1.2.3.1	F				
			SUA*MHUL- _*****	SFA*MHUL- _*****	SNA*MHUL- _*****	SHA*MHUL- _****
AIR TRACK MILITARY ROTARY WING UTILITY MEDIUM	1.X.2.1.2.3.2	F				
			SUA*MHUM _*****	SFA*MHUM _*****	SNA*MHUM _*****	SHA*MHUM _*****
AIR TRACK MILITARY ROTARY WING UTILITY HEAVY	1.X.2.1.2.3.3	F				
			SUA*MHUH _*****	SFA*MHUH- _*****	SNA*MHUH _*****	SHA*MHUH _*****
AIR TRACK MILITARY ROTARY WING MINE COUNTER MEASURES	1.X.2.1.2.4	F				
			SUA*MHI-- *****	SFA*MHI-- *****	SNA*MHI-- *****	SHA*MHI-- *****
AIR TRACK MILITARY ROTARY WING COMBAT SEARCH AND RESCUE (CSAR)	1.X.2.1.2.5	F				
			SUA*MHH-- _*****	SFA*MHH-- *****	SNA*MHH-- _*****	SHA*MHH-- _*****

**TABLE D-I. Operational icon set-air.**



















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
AIR TRACK MILITARY ROTARY WING RECONNAISSANCE	1.X.2.1.2.6	F				
			SUA*MHR--- *****	SFA*MHR--- *****	SNA*MHR--- *****	SHA*MHR--- *****
AIR TRACK MILITARY ROTARY WING DRONE (RPV/UAV)	1.X.2.1.2.7	F				
			SUA*MHQ-- _*****	SFA*MHQ-- *****	SNA*MHQ-- _*****	SHA*MHQ-- _*****
AIR TRACK MILITARY ROTARY WING CARGO AIRLIFT (TRANSPORT)	1.X.2.1.2.8	F				
			SUA*MHC--- *****	SFA*MHC--- *****	SNA*MHC--- *****	SHA*MHC--- *****
AIR TRACK MILITARY ROTARY WING CARGO AIRLIFT LIGHT	1.X.2.1.2.8.1	F				
			SUA*MHCL- _*****	SFA*MHCL- _*****	SNA*MHCL- _*****	SHA*MHCL- _*****
AIR TRACK MILITARY ROTARY WING CARGO AIRLIFT MEDIUM	1.X.2.1.2.8.2	F				
			SUA*MHCM _*****	SFA*MHCM _*****	SNA*MHCM _*****	SHA*MHCM _*****
AIR TRACK MILITARY ROTARY WING CARGO AIRLIFT HEAVY	1.X.2.1.2.8.3	F				
			SUA*MHCH _*****	SFA*MHCH- _*****	SNA*MHCH _*****	SHA*MHCH _*****



**TABLE D-I. Operational icon set-air.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
AIR TRACK MILITARY ROTARY WING TRAINER	1.X.2.1.2.9	F				
			SUA*MHT--- *****	SFA*MHT--- *****	SNA*MHT--- *****	SHA*MHT--- *****
AIR TRACK MILITARY ROTARY WING MEDEVAC	1.X.2.1.2.10	F				
			SUA*MHO-- _*****	SFA*MHO-- *****	SNA*MHO-- _*****	SHA*MHO-- _*****
AIR TRACK MILITARY ROTARY WING SPECIAL OPERATIONS FORCES (SOF)	1.X.2.1.2.11	F				
			SUA*MHM-- _*****	SFA*MHM-- _*****	SNA*MHM-- _*****	SHA*MHM-- _*****
AIR TRACK MILITARY ROTARY WING AIRBORNE COMMAND POST (C2)	1.X.2.1.2.12	F				
			SUA*MHD-- _*****	SFA*MHD-- *****	SNA*MHD-- _*****	SHA*MHD-- _*****
AIR TRACK MILITARY ROTARY WING TANKER	1.X.2.1.2.13	F				
			SUA*MHK-- _*****	SFA*MHK-- *****	SNA*MHK-- _*****	SHA*MHK-- _*****
AIR TRACK MILITARY ROTARY WING ELECTRONIC COUNTER MEASURES (ECM/JAMMER)	1.X.2.1.2.14	F				
			SUA*MHJ--- *****	SFA*MHJ--- *****	SNA*MHJ--- *****	SHA*MHJ--- *****

















**TABLE D-I. Operational icon set-air.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
AIR TRACK MILITARY LIGHTER THAN AIR	1.X.2.1.3	F				
			SUA*ML--- *****	SFA*ML--- *****	SNA*ML--- *****	SHA*ML--- *****
AIR TRACK WEAPON	1.X.2.2	F				
			SUA*W---- *****	SFA*W---- *****	SNA*W---- *****	SHA*W---- *****
AIR TRACK WEAPON MISSILE IN FLIGHT	1.X.2.2.1	F				
			SUA*WM--- *****	SFA*WM--- *****	SNA*WM--- *****	SHA*WM--- *****
AIR TRACK WEAPON MISSILE IN FLIGHT SURFACE/LAND LAUNCHED MISSILE	1.X.2.2.1.1	F				
			SUA*WMS-- _*****	SFA*WMS-- *****	SNA*WMS-- _*****	SHA*WMS-- _*****
AIR TRACK WEAPON MISSILE IN FLIGHT SURFACE/LAND LAUNCHED MISSILE SURFACE TO SURFACE MISSILE (SSM)	1.X.2.2.1.1.1	F				
			SUA*WMSS _*****	SFA*WMSS- _*****	SNA*WMSS _*****	SHA*WMSS _*****
AIR TRACK WEAPON MISSILE IN FLIGHT SURFACE/LAND LAUNCHED MISSILE SURFACE TO AIR MISSILE (SAM)	1.X.2.2.1.1.2	F				
			SUA*WMSA _*****	SFA*WMSA- _*****	SNA*WMSA _*****	SHA*WMSA _*****

























**TABLE D-I. Operational icon set-air.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
AIR TRACK WEAPON MISSILE IN FLIGHT AIR LAUNCHED MISSILE	1.X.2.2.1.2	F				
			SUA*WMA-- _*****	SFA*WMA-- _*****	SNA*WMA-- _*****	SHA*WMA-- _*****
AIR TRACK WEAPON MISSILE IN FLIGHT AIR LAUNCHED MISSILE AIR TO SURFACE MISSILE (ASM)	1.X.2.2.1.2.1	F				
			SUA*WMAS _*****	SFA*WMAS- _*****	SNA*WMAS _*****	SHA*WMAS _*****
AIR TRACK WEAPON MISSILE IN FLIGHT AIR LAUNCHED MISSILE AIR TO AIR MISSILE (AAM)	1.X.2.2.1.2.2	F				
			SUA*WMAA _*****	SFA*WMAA _*****	SNA*WMAA _*****	SHA*WMAA _*****
AIR TRACK WEAPON MISSILE IN FLIGHT SUBSURFACE TO SURFACE MISSILE (S/SSM)	1.X.2.2.1.3	F				
			SUA*WMU-- _*****	SFA*WMU-- *****	SNA*WMU-- *****	SHA*WMU-- *****
AIR TRACK WEAPON MISSILE IN FLIGHT LAND ATTACK MISSILE	1.X.2.2.1.4	F				
			SUA*WML-- _*****	SFA*WML--- *****	SNA*WML-- _*****	SHA*WML-- _*****
AIR TRACK WEAPON DECOY	1.X.2.2.2	F				
			SUA*WD---- *****	SFA*WD---- *****	SNA*WD---- *****	SHA*WD---- *****

**TABLE D-I. Operational icon set-air.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
AIR TRACK CIVIL AIRCRAFT	1.X.2.3	F				
			SUA*C---- *****	SFA*C---- *****	SNA*C---- *****	SHA*C---- *****
AIR TRACK CIVIL FIXED WING	1.X.2.3.1	F				
			SUA*CF--- *****	SFA*CF--- *****	SNA*CF--- *****	SHA*CF--- *****
AIR TRACK CIVIL ROTARY WING	1.X.2.3.2	F				
			SUA*CH--- *****	SFA*CH--- *****	SNA*CH--- *****	SHA*CH--- *****
AIR TRACK CIVIL LIGHTER THAN AIR	1.X.2.3.3	F				
			SUA*CL--- *****	SFA*CL--- *****	SNA*CL--- *****	SHA*CL--- *****

**TABLE D-I. Operational icon set-sea-surface.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK	1.X.4	F				
			SUS*----- *****	SFS*----- *****	SNS*----- *****	SHS*----- *****
SEA SURFACE TRACK COMBATANT	1.X.4.1	F				
			SUS*C----- *****	SFS*C----- *****	SNS*C----- *****	SHS*C----- *****
SEA SURFACE TRACK COMBATANT LINE	1.X.4.1.1	F				
			SUS*CL---- *****	SFS*CL---- *****	SNS*CL---- *****	SHS*CL---- *****
SEA SURFACE TRACK COMBATANT LINE CARRIER	1.X.4.1.1.1	F				
			SUS*CLCV-- *****	SFS*CLCV-- *****	SNS*CLCV-- *****	SHS*CLCV-- *****
SEA SURFACE TRACK COMBATANT LINE BATTLESHIP	1.X.4.1.1.2	F				
			SUS*CLBB-- *****	SFS*CLBB-- *****	SNS*CLBB-- *****	SHS*CLBB-- *****
SEA SURFACE TRACK COMBATANT LINE CRUISER	1.X.4.1.1.3	F				
			SUS*CLCC-- *****	SFS*CLCC-- *****	SNS*CLCC-- *****	SHS*CLCC-- *****

**TABLE D-I. Operational icon set-sea-surface.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK COMBATANT LINE DESTROYER	1.X.4.1.1.4	F				
			SUS*CLDD-- *****	SFS*CLDD-- *****	SNS*CLDD-- *****	SHS*CLDD-- *****
SEA SURFACE TRACK COMBATANT LINE FRIGATE/CORVETTE	1.X.4.1.1.5	F				
			SUS*CLFF-- *****	SFS*CLFF-- *****	SNS*CLFF-- *****	SHS*CLFF-- *****
SEA SURFACE TRACK COMBATANT AMPHIBIOUS WARFARE SHIP	1.X.4.1.2	F				
			SUS*CA--- *****	SFS*CA--- *****	SNS*CA--- *****	SHS*CA--- *****
SEA SURFACE TRACK COMBATANT AMPHIBIOUS WARFARE ASSAULT VESSEL	1.X.4.1.2.1	F				
			SUS*CALA-- *****	SFS*CALA-- *****	SNS*CALA-- *****	SHS*CALA-- *****
SEA SURFACE TRACK COMBATANT AMPHIBIOUS WARFARE LANDING SHIP	1.X.4.1.2.2	F				
			SUS*CALS-- *****	SFS*CALS-- *****	SNS*CALS-- *****	SHS*CALS-- *****
SEA SURFACE TRACK COMBATANT AMPHIBIOUS WARFARE LANDING CRAFT	1.X.4.1.2.3	F				
			SUS*CALC-- *****	SFS*CALC-- *****	SNS*CALC-- *****	SHS*CALC-- *****

Note: White filled icon represents white opaque filled icon.

**TABLE D-I. Operational icon set-sea-surface.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK COMBATANT MINE WARFARE VESSEL	1.X.4.1.3	F				
			SUS*CM---- *****	SFS*CM---- *****	SNS*CM---- *****	SHS*CM---- *****
SEA SURFACE TRACK COMBATANT MINE WARFARE MINELAYER	1.X.4.1.3.1	F				
			SUS*CMML- _*****	SFS*CMML- _*****	SNS*CMML- _*****	SHS*CMML- _*****
SEA SURFACE TRACK COMBATANT MINE WARFARE MINESWEEPER	1.X.4.1.3.2	F				
			SUS*CMMS- _*****	SFS*CMMS- _*****	SNS*CMMS- _*****	SHS*CMMS- _*****
SEA SURFACE TRACK COMBATANT MINE WARFARE MINEHUNTER	1.X.4.1.3.3	F				
			SUS*CMMH _*****	SFS*CMMH- _*****	SNS*CMMH _*****	SHS*CMMH _*****
SEA SURFACE TRACK COMBATANT MINE WARFARE MCM SUPPORT	1.X.4.1.3.4	F				
			SUS*CMMA _*****	SFS*CMMA- _*****	SNS*CMMA _*****	SHS*CMMA _*****
SEA SURFACE TRACK COMBATANT MINE WARFARE MCM DRONE	1.X.4.1.3.5	F				
			SUS*CMMD _*****	SFS*CMMD- _*****	SNS*CMMD _*****	SHS*CMMD _*****

Note: White filled icon represents white opaque filled icon.

**TABLE D-I. Operational icon set-sea-surface.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK COMBATANT PATROL	1.X.4.1.4	F				
			SUS*CP---- *****	SFS*CP---- *****	SNS*CP---- *****	SHS*CP---- *****
SEA SURFACE TRACK COMBATANT PATROL ANTISUBMARINE WARFARE	1.X.4.1.4.1	F				
			SUS*CPSB-- *****	SFS*CPSB-- *****	SNS*CPSB-- *****	SHS*CPSB-- *****
SEA SURFACE TRACK COMBATANT PATROL ANTISURFACE WARFARE	1.X.4.1.4.2	F				
			SUS*CPSU-- *****	SFS*CPSU-- *****	SNS*CPSU-- *****	SHS*CPSU-- *****
SEA SURFACE TRACK COMBATANT HOVERCRAFT	1.X.4.1.5	F				
			SUS*CH---- *****	SFS*CH---- *****	SNS*CH---- *****	SHS*CH---- *****
SEA SURFACE TRACK COMBATANT STATION	1.X.4.1.6	F				
			SUS*S---- *****	SFS*S---- *****	SNS*S---- *****	SHS*S---- *****
SEA SURFACE TRACK COMBATANT STATION PICKET	1.X.4.1.6.1	F				
			SUS*SP---- *****	SFS*SP---- *****	SNS*SP---- *****	SHS*SP---- *****



**TABLE D-I. Operational icon set-sea-surface.**





















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK COMBATANT STATION ASW SHIP	1.X.4.1.6.2	F				
			SUS*SA---- *****	SFS*SA---- *****	SNS*SA---- *****	SHS*SA---- *****
SEA SURFACE TRACK COMBATANT NAVY GROUP	1.X.4.1.7	F				
			SUS*G---- *****	SFS*G---- *****	SNS*G---- *****	SHS*G---- *****
SEA SURFACE TRACK COMBATANT NAVY GROUP NAVY TASK FORCE	1.X.4.1.7.1	F				
			SUS*GT---- *****	SFS*GT---- *****	SNS*GT---- *****	SHS*GT---- *****
SEA SURFACE TRACK COMBATANT NAVY GROUP NAVY TASK GROUP	1.X.4.1.7.2	F				
			SUS*GG---- *****	SFS*GG---- *****	SNS*GG---- *****	SHS*GG---- *****
SEA SURFACE TRACK COMBATANT NAVY GROUP NAVY TASK UNIT	1.X.4.1.7.3	F				
			SUS*GU---- *****	SFS*GU---- *****	SNS*GU---- *****	SHS*GU---- *****
SEA SURFACE TRACK COMBATANT NAVY GROUP CONVOY	1.X.4.1.7.4	F				
			SUS*GC---- *****	SFS*GC---- *****	SNS*GC---- *****	SHS*GC---- *****

**TABLE D-I. Operational icon set-sea-surface.**

























DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK NONCOMBATANT	1.X.4.2	F				
			SUS*N---- *****	SUS*N---- *****	SUS*N---- *****	SUS*N---- *****
SEA SURFACE TRACK NONCOMBATANT UNDERWAY REPLENISHMENT (OILER/TANKER, STORES, AMMUNITION, TROOP TRANSPORT)	1.X.4.2.1	F				
			SUS*NR---- *****	SFS*NR---- *****	SNS*NR---- *****	SHS*NR---- *****
SEA SURFACE TRACK NONCOMBATANT FLEET SUPPORT (TENDER, TUG)	1.X.4.2.2	F				
			SUS*NF---- *****	SFS*NF---- *****	SNS*NF---- *****	SHS*NF---- *****
SEA SURFACE TRACK NONCOMBATANT INTELLIGENCE (OCEANOGRAPHIC, AGI)	1.X.4.2.3	F				
			SUS*NI---- *****	SFS*NI---- *****	SNS*NI---- *****	SHS*NI---- *****
SEA SURFACE TRACK NONCOMBATANT SERVICE & SUPPORT HARBOR (YARDCRAFT, BARGE, HARBOR, TUG)	1.X.4.2.4	F				
			SUS*NS---- *****	SFS*NS---- *****	SNS*NS---- *****	SHS*NS---- *****
SEA SURFACE TRACK NONCOMBATANT HOSPITAL SHIP	1.X.4.2.5	F				
			SUS*NM---- *****	SFS*NM---- *****	SNS*NM---- *****	SHS*NM---- *****

Note: White filled icon represents white opaque filled icon.

























**TABLE D-I. Operational icon set-sea-surface.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK NONCOMBATANT HOVERCRAFT	1.X.4.2.6	F				
			SUS*NH---- *****	SFS*NH---- *****	SNS*NH---- *****	SHS*NH---- *****
SEA SURFACE TRACK NONCOMBATANT STATION	1.X.4.2.7	F				
			SUS*NN---- *****	SFS*NN---- *****	SNS*NN---- *****	SHS*NN---- *****
SEA SURFACE TRACK NONCOMBATANT STATION RESCUE	1.X.4.2.7.1	F				
			SUS*NNR--- *****	SFS*NNR--- *****	SNS*NNR--- *****	SHS*NNR--- *****
SEA SURFACE TRACK NONMILITARY	1.X.4.3					
SEA SURFACE TRACK NONMILITARY MERCHANT	1.X.4.3.1	F O				
						
			SUS*XM--- *****	SFS*XM--- *****	SNS*XM--- *****	SHS*XM--- *****

























**TABLE D-I. Operational icon set-sea-surface.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK NONMILITARY MERCHANT CARGO	1.X.4.3.1.1	F O				
						
			SUS*XMC--- *****	SFS*XMC--- *****	SNS*XMC--- *****	SHS*XMC--- *****
SEA SURFACE TRACK NONMILITARY MERCHANT ROLL ON/ROLL OFF (RO/RO)	1.X.4.3.1.2	F O				
						
			SUS*XMR--- *****	SFS*XMR--- *****	SNS*XMR--- *****	SHS*XMR--- *****
SEA SURFACE TRACK NONMILITARY MERCHANT OILER/TANKER	1.X.4.3.1.3	F O				
						
			SUS*XMO--- *****	SFS*XMO--- *****	SNS*XMO--- *****	SHS*XMO--- *****

























**TABLE D-I. Operational icon set-sea-surface.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK NONMILITARY MERCHANT TUG	1.X.4.3.1.4	F O				
						
			SUS*XMTU- _*****	SFS*XMTU-- *****	SNS*XMTU- _*****	SHS*XMTU- _*****
SEA SURFACE TRACK NONMILITARY MERCHANT FERRY	1.X.4.3.1.5	F O				
						
			SUS*XMF--- *****	SFS*XMF--- *****	SNS*XMF--- *****	SHS*XMF--- *****
SEA SURFACE TRACK NONMILITARY MERCHANT PASSENGER	1.X.4.3.1.6	F O				
						
			SUS*XMP--- *****	SFS*XMP--- *****	SNS*XMP--- *****	SHS*XMP--- *****

**TABLE D-I. Operational icon set-sea-surface.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK NONMILITARY MERCHANT HAZARDOUS MATERIALS (HAZMAT)	1.X.4.3.1.7	F O				
						
		SUS*XMH--- *****	SFS*XMH--- *****	SNS*XMH--- *****	SHS*XMH--- *****	
SEA SURFACE TRACK NONMILITARY MERCHANT TOWING VESSEL	1.X.4.3.1.8	F O				
						
		SUS*XMTO- _*****	SFS*XMTO-- *****	SNS*XMTO- _*****	SHS*XMTO- _*****	
SEA SURFACE TRACK NONMILITARY FISHING	1.X.4.3.2	F O				
						
		SUS*XF---- *****	SFS*XF---- *****	SNS*XF---- *****	SHS*XF---- *****	

**TABLE D-I. Operational icon set-sea-surface.**

















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK NONMILITARY FISHING DRIFTER	1.X.4.3.2.1	F O				
						
			SUS*XFDF-- *****	SFS*XFDF-- *****	SNS*XFDF-- *****	SHS*XFDF-- *****
SEA SURFACE TRACK NONMILITARY FISHING DREDGE	1.X.4.3.2.2	F O				
						
			SUS*XFDR-- *****	SFS*XFDR-- *****	SNS*XFDR-- *****	SHS*XFDR-- *****
SEA SURFACE TRACK NONMILITARY FISHING TRAWLER	1.X.4.3.2.3	F O				
						
			SUS*XFTR-- *****	SFS*XFTR-- *****	SNS*XFTR-- *****	SHS*XFTR-- *****

**TABLE D-I. Operational icon set-sea-surface.**









DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK NONMILITARY LEISURE CRAFT	1.X.4.3.3	F O				
			SUS*XR---- *****	SFS*XR---- *****	SNS*XR---- *****	SHS*XR---- *****
SEA SURFACE TRACK NONMILITARY LAW ENFORCEMENT VESSEL	1.X.4.3.4	F O				
			SUS*XL---- *****	SFS*XL---- *****	SNS*XL---- *****	SHS*XL---- *****
SEA SURFACE TRACK NONMILITARY HOVERCRAFT	1.X.4.3.5	F O				
			SUS*XH---- *****	SFS*XH---- *****	SNS*XH---- *****	SHS*XH---- *****
SEA SURFACE TRACK NONMILITARY OWN TRACK	1.X.4.4	U F				
			SUS*O---- *****	SFS*O---- *****	SNS*O---- *****	SHS*O---- *****



























**TABLE D-I. Operational icon set-sea-surface.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK NONMILITARY EMERGENCY	1.X.4.5	U F				
			SUS*E---- *****	SFS*E---- *****	SNS*E---- *****	SHS*E---- *****
SEA SURFACE TRACK NONMILITARY EMERGENCY DITCHED AIRCRAFT	1.X.4.5.1	U F				
			SUS*ED---- *****	SFS*ED---- *****	SNS*ED---- *****	SHS*ED---- *****
SEA SURFACE TRACK NONMILITARY EMERGENCY PERSON IN WATER	1.X.4.5.2	U F				
			SUS*EP---- *****	SFS*EP---- *****	SNS*EP---- *****	SHS*EP---- *****
SEA SURFACE TRACK NONMILITARY EMERGENCY DISTRESSED VESSEL	1.X.4.5.3	U F				
			SUS*EV---- *****	SFS*EV---- *****	SNS*EV---- *****	SHS*EV---- *****
SEA SURFACE TRACK NONMILITARY HAZARD	1.X.4.6	U F				
			SUS*Z---- *****	SFS*Z---- *****	SNS*Z---- *****	SHS*Z---- *****
SEA SURFACE TRACK NONMILITARY HAZARD SEA MINELIKE	1.X.4.6.1	U F				
			SUS*ZM---- *****	SFS*ZM---- *****	SNS*ZM---- *****	SHS*ZM---- *****

























**TABLE D-I. Operational icon set-sea-surface.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK NONMILITARY HAZARD NAVIGATIONAL	1.X.4.6.2	U F				
			SUS*ZN---- *****	SFS*ZN---- *****	SNS*ZN---- *****	SHS*ZN---- *****
SEA SURFACE TRACK NONMILITARY HAZARD ICEBERG	1.X.4.6.3	U F				
			SUS*ZI---- *****	SFS*ZI---- *****	SNS*ZI---- *****	SHS*ZI---- *****

**TABLE D-I. Warrior icon set-subsurface.**

























DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SUBSURFACE TRACK	1.X.5	F				
			SUU*----- *****	SFU*----- *****	SNU*----- *****	SHU*----- *****
SUBSURFACE TRACK SUBMARINE	1.X.5.1	F				
			SUU*S----- *****	SFU*S----- *****	SNU*S----- *****	SHU*S----- *****
SUBSURFACE TRACK SUBMARINE NUCLEAR PROPULSION (STRATEGIC, ATTACK, GUIDED, MISSILE)	1.X.5.1.1	F				
			SUU*SN---- *****	SFU*SN---- *****	SNU*SN---- *****	SHU*SN---- *****
SUBSURFACE TRACK SUBMARINE CONVENTIONAL PROPULSION (CONVENTIONAL STRATEGIC, CONVENTIONAL ATTACK, CONVENTIONAL GUIDED MISSILE)	1.X.5.1.2	F				
			SUU*SC---- *****	SFU*SC---- *****	SNU*SC---- *****	SH*SC---- *****
SUBSURFACE TRACK SUBMARINE OTHER SUBMERSIBLE (RESCUE, RESEARCH, UNDERWATER TUG)	1.X.5.1.3	F				
			SUU*SO---- *****	SFU*SO---- *****	SNU*SO---- *****	SH*SO---- *****
SUBSURFACE TRACK SUBMARINE STATION	1.X.5.1.4	F				
			SUS*SS---- *****	SFS*SS---- *****	SNS*SS---- *****	SHS*SS---- *****

**TABLE D-I. Warrior icon set-subsurface.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SUBSURFACE TRACK SUBMARINE STATION ASW SUBMARINE	1.X.5.1.4.1	F				
			SUS*SSA--- *****	SFS*SSA--- *****	SNS*SSA--- *****	SHS*SSA--- *****
SUBSURFACE TRACK UNDERWATER WEAPON	1.X.5.2	F				
			SUU*W---- *****	SFU*W---- *****	SNU*W---- *****	SHU*W---- *****
SUBSURFACE TRACK UNDERWATER WEAPON TORPEDO	1.X.5.2.1	F				
			SUU*WT--- *****	SF*WT--- *****	SN*WT--- *****	SH*WT--- *****
SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE	1.X.5.2.2	U F				
			SUU*WM--- *****	SF*WM--- *****	SN*WM--- *****	SH*WM--- *****
SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE DEALT	1.X.5.2.2.1	U F				
			SUU*WMD-- _*****	SFU*WMD-- _*****	SNU*WMD-- _*****	SHU*WMD-- _*****
SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (GROUND)	1.X.5.2.2.2	U F				
			SUU*WMG-- _*****	SFU*WMG-- _*****	SNU*WMG-- _*****	SHU*WMG-- _*****

Note: White filled icon represents white opaque filled icon.

**TABLE D-I. Warrior icon set-subsurface.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (GROUND) DEALT	1.X.5.2.2.1	U F				
			SUU*WMG D_*****	SFU*WMGD _*****	SNU*WMG D_*****	SHU*WMG D_*****
SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (MOORED)	1.X.5.2.2.3	U F				
			SUU*WMM- _*****	SFU*WMM- _*****	SNU*WMM- _*****	SHU*WMM- _*****
SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (MOORED) DEALT	1.X.5.2.2.3.1	U F				
			SUU*WMM D_*****	SFU*WMM D_*****	SNU*WMM D_*****	SHU*WMM D_*****
SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (FLOATING)	1.X.5.2.2.4	U F				
			SUU*WMF- _*****	SFU*WMF- *****	SNU*WMF- _*****	SHU*WMF- _*****
SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (FLOATING) DEALT	1.X.5.2.2.4.1	U F				
			SUU*WMFD _****	SFU*WMFD- _****	SNU*WMFD _****	SHU*WMFD _****
SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (OTHER POSITION)	1.X.5.2.2.5	U F				
			SUU*WMO- _*****	SF*WMO- *****	SN*WMO- *****	SH*WMO- *****





















Note: White filled icon represents white opaque filled icon.

**TABLE D-I. Warrior icon set-subsurface.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (OTHER POSITION) DEALT	1.X.5.2.2.5.1	U F				
			SUU*WMO D_*****	SFU*WMO D_*****	SNU*WMO D_*****	SHU*WMO D_*****
SUBSURFACE TRACK UNDERWATER DECOY	1.X.5.3	U F				
			SUU*WD---- *****	SFU*WD---- *****	SNU*WD---- *****	SHU*WD---- *****
SUBSURFACE TRACK UNDERWATER DECOY SEA MINE DECOY	1.X.5.3.1	U F				
			SUU*WDM-- _*****	SFU*WDM-- _*****	SNU*WDM-- _*****	SHU*WDM-- _*****
SUBSURFACE TRACK NON-SUBMARINE	1.X.5.4					
SUBSURFACE TRACK NON-SUBMARINE DIVER (HARDTOP DIVER, SCUBA DIVER )	1.X.5.4.1	U F				
			SUU*ND---- *****	SFU*ND---- *****	SNU*ND---- *****	SHU*ND---- *****
SUBSURFACE TRACK NON-SUBMARINE BOTTOM RETURN/NOMBO	1.X.5.4.2	U F				
			SUU*NB---- *****	SFU*NB---- *****	SNU*NB---- *****	SHU*NB---- *****

Note: White filled icon represents white opaque filled icon.

**TABLE D-I. Warrior icon set-subsurface.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SUBSURFACE TRACK NON-SUBMARINE BOTTOM RETURN/NOMBO SEABED INSTALLATION/MANMADE	1.X.5.4.2.1	U F				
			SUU*NBS--- *****	SFU*NBS--- *****	SNU*NBS--- *****	SHU*NBS--- *****
SUBSURFACE TRACK NON-SUBMARINE BOTTOM RETURN/NOMBO SEABED ROCK/STONE, OBSTACLE, OTHER	1.X.5.4.2.2	U F				
			SUU*NBR--- *****	SFU*NBR--- *****	SNU*NBR--- *****	SHU*NBR--- *****
SUBSURFACE TRACK NON-SUBMARINE BOTTOM RETURN/NOMBO WRECK	1.X.5.4.2.3	U F				
			SUU*NBW-- _*****	SFU*NBW-- *****	SNU*NBW-- _*****	SHU*NBW-- _*****
SUBSURFACE TRACK NON-SUBMARINE MARINE LIFE	1.X.5.4.3	U F				
			SUU*NM--- *****	SFU*NM--- *****	SNU*NM--- *****	SHU*NM--- *****
SUBSURFACE TRACK NON-SUBMARINE SEA ANOMALY (WAKE, KNUCKLE, CURRENT)	1.X.5.4.4	U F				
			SUU*NA--- *****	SFU*NA--- *****	SNU*NA--- *****	SHU*NA--- *****

Note: White filled icon represents white opaque filled icon.

**TABLE D-I. Warrior icon set-special operations forces.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SPECIAL OPERATIONS FORCES (SOF) UNIT	1.X.6	F				
			SUF*----- *****	SFF*----- *****	SNF*----- *****	SHF*----- *****
SOF UNIT AVIATION	1.X.6.1	F				
			SUF*A----- *****	SFF*A----- *****	SNF*A----- *****	SHF*A----- *****
SOF UNIT AVIATION FIXED WING	1.X.6.1.1	F				
			SUF*AF---- *****	SFF*AF---- *****	SNF*AF---- *****	SHF*AF---- *****
SOF UNIT AVIATION FIXED WING ATTACK	1.X.6.1.1.1	F				
			SUF*AFA--- *****	SFF*AFA--- *****	SNF*AFA--- *****	SHF*AFA--- *****
SOF UNIT AVIATION FIXED WING REFUEL	1.X.6.1.1.2	F				
			SUF*AFK--- *****	SFF*AFK--- *****	SNF*AFK--- *****	SHF*AFK--- *****
SOF UNIT AVIATION FIXED WING UTILITY	1.X.6.1.1.3	F				
			SUF*AFU--- *****	SFF*AFU--- *****	SNF*AFU--- *****	SHF*AFU--- *****

Note: White filled icon represents white opaque filled icon.



























**TABLE D-I. Warrior icon set-special operations forces.**

























DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SOF UNIT AVIATION FIXED WING UTILITY LIGHT	1.X.6.1.1.3.1	F				
			SUF*AFUL-- *****	SFF*AFUL-- *****	SNF*AFUL-- *****	SHF*AFUL-- *****
SOF UNIT AVIATION FIXED WING UTILITY MEDIUM	1.X.6.1.1.3.2	F				
			SUF*AFUM- _*****	SFF*AFUM-- *****	SNF*AFUM- _*****	SHF*AFUM- _*****
SOF UNIT AVIATION FIXED WING UTILITY HEAVY	1.X.6.1.1.3.3	F				
			SUF*AFUH-- *****	SFF*AFUH-- *****	SNF*AFUH-- *****	SHF*AFUH-- *****
SOF UNIT AVIATION V/STOL	1.X.6.1.2	F				
			SUF*AV--- *****	SFF*AV--- *****	SNF*AV--- *****	SHF*AV--- *****
SOF UNIT AVIATION ROTARY WING SPECIAL OPERATIONS FORCES (SOF) UNIT	1.X.6.1.3	F				
			SUF*AH--- *****	SFF*AH--- *****	SNF*AH--- *****	SHF*AH--- *****
SOF UNIT AVIATION ROTARY WING COMBAT SEARCH AND RESCUE	1.X.6.1.3.1	F				
			SUF*AHH--- *****	SFF*AHH--- *****	SNF*AHH--- *****	SHF*AHH--- *****

Note: White filled icon represents white opaque filled icon.





















**TABLE D-I. Warrior icon set-special operations forces.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SOF UNIT AVIATION ROTARY WING ATTACK	1.X.6.1.3.2	F				
			SUF*AHA--- *****	SFF*AHA--- *****	SNF*AHA--- *****	SHF*AHA--- *****
SOF UNIT AVIATION ROTARY WING UTILITY	1.X.6.1.3.3	F				
			SUF*AHU--- *****	SFF*AHU--- *****	SNF*AHU--- *****	SHF*AHU--- *****
SOF UNIT AVIATION ROTARY WING UTILITY LIGHT	1.X.6.1.3.3.1	F				
			SUF*AHUL-- *****	SFF*AHUL-- *****	SNF*AHUL-- *****	SHF*AHUL-- *****
SOF UNIT AVIATION ROTARY WING UTILITY MEDIUM	1.X.6.1.3.3.2	F				
			SUF*AHUM- _*****	SFF*AHUM- _*****	SNF*AHUM- _*****	SHF*AHUM- _*****
SOF UNIT AVIATION ROTARY WING UTILITY HEAVY	1.X.6.1.3.3.3	F				
			SUF*AHUH- _*****	SFF*AHUH-- *****	SNF*AHUH- _*****	SHF*AHUH- _*****
SOF UNIT NAVAL	1.X.6.2	F				
			SUF*SN---- *****	SFF*SN---- *****	SNF*SN---- *****	SHF*SN---- *****














**TABLE D-I. Warrior icon set-special operations forces.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SOF UNIT NAVAL SEAL	1.X.6.2.1	F				
			SUF*SNS--- *****	SFF*SNS--- *****	SNF*SNS--- *****	SHF*SNS--- *****
SOF UNIT NAVAL UNDERWATER DEMOLITION TEAM	1.X.6.2.2	F				
			SUF*SNU--- *****	SFF*SNU--- *****	SNF*SNU--- *****	SHF*SNU--- *****
SOF UNIT NAVAL SPECIAL BOAT	1.X.6.2.3	F				
			SUF*SNB--- *****	SFF*SNB--- *****	SNF*SNB--- *****	SHF*SNB--- *****
SOF UNIT NAVAL SPECIAL SSNR	1.X.6.2.4	F				
			SUF*SNN--- *****	SFF*SNN--- *****	SNF*SNN--- *****	SHF*SNN--- *****
SOF UNIT GROUND	1.X.6.3	F				
			SUF*G---- *****	SFF*G---- *****	SNF*G---- *****	SHF*G---- *****
SOF UNIT GROUND SPECIAL FORCES	1.X.6.3.1	F				
			SUF*GS---- *****	SFF*GS---- *****	SNF*GS---- *****	SHHF*GS---- *****

**TABLE D-I. Warrior icon set-special operations forces.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SOF UNIT GROUND RANGER	1.X.6.3.2	F				
			SUF*GSR--- *****	SFF*GSR--- *****	SNF*GSR--- *****	SHF*GSR--- *****
SOF UNIT GROUND PSYCHOLOGICAL OPERATIONS (PSYOP)	1.X.6.3.3	F				
			SUF*GSP--- *****	SFF*GSP--- *****	SNF*GSP--- *****	SHF*GSP--- *****
SOF UNIT GROUND PSYOP FIXED WING AVIATION	1.X.6.3.3.1	F				
			SUF*GSPA-- *****	SFF*GSPA-- *****	SNF*GSPA-- *****	SHF*GSPA-- *****
SOF UNIT GROUND CIVIL AFFAIRS	1.X.6.3.4	F				
			SUF*GCA--- *****	SFF*GCA--- *****	SNF*GCA--- *****	SHF*GCA--- *****
SOF UNIT SUPPORT	1.X.6.4	F				
			SUF*GB--- *****	SFF*GB--- *****	SNF*GB--- *****	SHF*GB--- *****

**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK	1.X.3	F				
			SUG*----- *****	SFG*----- *****	SNG*----- *****	SHG*----- *****
GROUND TRACK UNIT	1.X.3.1	F				
			SUG*U----- *****	SFG*U----- *****	SNG*U----- *****	SHG*U----- *****
GROUND TRACK UNIT COMBAT	1.X.3.1.1	F				
			SUG*UC---- *****	SFG*UC---- *****	SNG*UC---- *****	SHG*UC---- *****
GROUND TRACK UNIT COMBAT AIR DEFENSE	1.X.3.1.1.1	F				
			SUG*UCD--- *****	SFG*UCD--- *****	SNG*UCD--- *****	SHG*UCD--- *****
GROUND TRACK UNIT COMBAT AIR DEFENSE SHORT RANGE	1.X.3.1.1.1.1	F				
			SUG*UCDS- _*****	SFG*UCDS-- *****	SNG*UCDS- _*****	SHG*UCDS- _*****
GROUND TRACK UNIT COMBAT AIR DEFENSE SHORT RANGE CHAPARRAL	1.X.3.1.1.1.1.1	F				
			SUG*UCDS C-*****	SFG*UCDSC _*****	SNG*UCDS C-*****	SHG*UCDS C-*****

























**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT AIR DEFENSE SHORT RANGE STINGER	1.X.3.1.1.1.1.2	F				
			SUG*UCDSS _*****	SFG*UCDSS _*****	SNG*UCDSS _*****	SHG*UCDSS _*****
GROUND TRACK UNIT COMBAT AIR DEFENSE SHORT RANGE VULCAN	1.X.3.1.1.1.1.3	F				
			SUG*UCDS V_*****	SUG*UCDS V_*****	SUG*UCDS V_*****	SUG*UCDS V_*****
GROUND TRACK UNIT COMBAT AIR DEFENSE MISSILE	1.X.3.1.1.1.2	F				
			SUG*UCDM _*****	SFG*UCDM- _*****	SNG*UCDM _*****	SHG*UCDM _*****
GROUND TRACK UNIT COMBAT AIR DEFENSE MISSILE LIGHT	1.X.3.1.1.1.2.1	F				
			SUG*UCDM L_*****	SFG*UCDM L_*****	SNG*UCDM L_*****	SHG*UCDM L_*****
GROUND TRACK UNIT COMBAT AIR DEFENSE MISSILE MOTORIZED (AVENGER)	1.X.3.1.1.1.2.1.1	F				
			SUG*UCDM LA*****	SFG*UCDM LA*****	SNG*UCDM LA*****	SHG*UCDM LA*****
GROUND TRACK UNIT COMBAT AIR DEFENSE MISSILE MEDIUM	1.X.3.1.1.1.2.2	F				
			SUG*UCDM M_*****	SFG*UCDM M_*****	SNG*UCDM M_*****	SHG*UCDM M_*****

**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT AIR DEFENSE MISSILE HEAVY	1.X.3.1.1.1.2.3	F				
			SUG*UCDM H-*****	SFG*UCDM H-*****	SNG*UCDM H-*****	SHG*UCDM H-*****
GROUND TRACK UNIT COMBAT AIR DEFENSE H/MAD	1.X.3.1.1.1.2.4	F				
			SUG*UCDH- _*****	SFG*UCDH- _*****	SNG*UCDH- _*****	SHG*UCDH- _*****
GROUND TRACK UNIT COMBAT AIR DEFENSE H/MAD HAWK	1.X.3.1.1.1.2.4.1	F				
			SUG*UCDH H-*****	SFG*UCDH H-*****	SNG*UCDH H-*****	SHG*UCDH H-*****
GROUND TRACK UNIT COMBAT AIR DEFENSE H/MAD PATRIOT	1.X.3.1.1.1.2.4.2	F				
			SUG*UCDH P-*****	SFG*UCDHP _*****	SNG*UCDH P-*****	SHG*UCDH P-*****
GROUND TRACK UNIT COMBAT AIR DEFENSE GUN UNIT	1.X.3.1.1.1.3	F				
			SUG*UCDG- _*****	SFG*UCDG- _*****	SNG*UCDG- _*****	SHG*UCDG- _*****
GROUND TRACK UNIT COMBAT AIR DEFENSE COMPOSITE	1.X.3.1.1.1.4	F				
			SUG*UCDC- _*****	SFG*UCDC- _*****	SNG*UCDC- _*****	SHG*UCDC- _*****

**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT AIR DEFENSE TARGETING UNIT	1.X.3.1.1.1.5	F				
			SUG*UCDT- _*****	SFG*UCDT-- *****	SNG*UCDT- _*****	SHG*UCDT- _*****
GROUND TRACK UNIT COMBAT AIR DEFENSE THEATER MISSILE DEFENSE UNIT	1.X.3.1.1.1.6	F				
			SUG*UCDO- _*****	SFG*UCDO- _*****	SNG*UCDO- _*****	SHG*UCDO- _*****
GROUND TRACK UNIT COMBAT ARMOR	1.X.3.1.1.2	F				
			SUG*UCA--- *****	SFG*UCA--- *****	SNG*UCA--- *****	SHG*UCA--- *****
GROUND TRACK UNIT COMBAT ARMOR TRACK	1.X.3.1.1.2.1	F				
			SUG*UCAT- _*****	SFG*UCAT-- *****	SNG*UCAT- _*****	SHG*UCAT- _*****
GROUND TRACK UNIT COMBAT ARMOR TRACK AIRBORNE	1.X.3.1.1.2.1.1	F				
			SUG*UCAT A-*****	SFG*UCAT A-*****	SNG*UCAT A-*****	SHG*UCAT A-*****
GROUND TRACK UNIT COMBAT ARMOR TRACK AMPHIBIOUS	1.X.3.1.1.2.1.2	F				
			SUG*UCAT W-*****	SFG*UCAT W-*****	SNG*UCAT W-*****	SHG*UCAT W-*****



**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT ARMOR TRACK AMPHIBIOUS RECOVERY	1.X.3.1.1.2.1.2.1	F				
			SUG*UCAT WR*****	SFG*UCAT WR*****	SNG*UCAT WR*****	SHG*UCAT WR*****
GROUND TRACK UNIT COMBAT ARMOR TRACK LIGHT	1.X.3.1.1.2.1.3	F				
			SUG*UCAT L*****	SFG*UCATL _*****	SNG*UCAT L*****	SHG*UCAT L*****
GROUND TRACK UNIT COMBAT ARMOR TRACK MEDIUM	1.X.3.1.1.2.1.4	F				
			SUG*UCAT M*****	SFG*UCAT M*****	SNG*UCAT M*****	SHG*UCAT M*****
GROUND TRACK UNIT COMBAT ARMOR TRACK HEAVY	1.X.3.1.1.2.1.5	F				
			SUG*UCAT H*****	SFG*UCAT H*****	SNG*UCAT H*****	SHG*UCAT H*****
GROUND TRACK UNIT COMBAT ARMOR TRACK RECOVERY	1.X.3.1.1.2.1.6	F				
			SUG*UCAT R*****	SFG*UCATR _*****	SNG*UCAT R*****	SHG*UCAT R*****
GROUND TRACK UNIT COMBAT ARMOR WHEELED	1.X.3.1.1.2.2	F				
			SUG*UCAW _*****	SFG*UCAW- _*****	SNG*UCAW _*****	SHG*UCAW _*****

**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT ARMOR WHEELED AIR ASSAULT	1.X.3.1.1.2.2.1	F				
			SUG*UCAW S-*****	SFG*UCAW S-*****	SNG*UCAW S-*****	SHG*UCAW S-*****
GROUND TRACK UNIT COMBAT ARMOR WHEELED AIRBORNE	1.X.3.1.1.2.2.2	F				
			SUG*UCAW A-*****	SFG*UCAW A-*****	SNG*UCAW A-*****	SHG*UCAW A-*****
GROUND TRACK UNIT COMBAT ARMOR WHEELED AMPHIBIOUS	1.X.3.1.1.2.2.3	F				
			SUG*UCAW W-*****	SFG*UCAW W-*****	SNG*UCAW W-*****	SHG*UCAW W-*****
GROUND TRACK UNIT COMBAT ARMOR WHEELED AMPHIBIOUS RECOVERY	1.X.3.1.1.2.2.3.1	F				
			SUG*UCAW WR*****	SFG*UCAW WR*****	SNG*UCAW WR*****	SHG*UCAW WR*****
GROUND TRACK UNIT COMBAT ARMOR WHEELED LIGHT	1.X.3.1.1.2.2.4	F				
			SUG*UCAW L-*****	SFG*UCAW L-*****	SNG*UCAW L-*****	SHG*UCAW L-*****
GROUND TRACK UNIT COMBAT ARMOR WHEELED MEDIUM	1.X.3.1.1.2.2.5	F				
			SUG*UCAW M-*****	SFG*UCAW M-*****	SNG*UCAW M-*****	SHG*UCAW M-*****

**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT ARMOR WHEELED HEAVY	1.X.3.1.1.2.2.6	F				
			SUG*UCAW H-*****	SFG*UCAW H-*****	SNG*UCAW H-*****	SHG*UCAW H-*****
GROUND TRACK UNIT COMBAT ARMOR WHEELED RECOVERY	1.X.3.1.1.2.2.7	F				
			SUG*UCAW R-*****	SFG*UCAW R-*****	SNG*UCAW R-*****	SHG*UCAW R-*****
GROUND TRACK UNIT COMBAT ANTI ARMOR	1.X.3.1.1.3	F				
			SUG*UCAA- _*****	SFG*UCAA- _*****	SNG*UCAA- _*****	SHG*UCAA- _*****
GROUND TRACK UNIT COMBAT ANTI ARMOR DISMOUNTED	1.X.3.1.1.3.1	F				
			SUG*UCAA D-*****	SFG*UCAA D-*****	SNG*UCAA D-*****	SHG*UCAA D-*****
GROUND TRACK UNIT COMBAT ANTI ARMOR LIGHT	1.X.3.1.1.3.2	F				
			SUG*UCAA L-*****	SFG*UCAA L-*****	SNG*UCAA L-*****	SHG*UCAA L-*****
GROUND TRACK UNIT COMBAT ANTI ARMOR AIRBORNE	1.X.3.1.1.3.3	F				
			SUG*UCAA M-*****	SFG*UCAA M-*****	SNG*UCAA M-*****	SHG*UCAA M-*****

**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT ANTI ARMOR AIR ASSAULT	1.X.3.1.1.3.4	F				
			SUG*UCAAS-*****	SFG*UCAAS-*****	SNG*UCAAS-*****	SHG*UCAAS-*****
GROUND TRACK UNIT COMBAT ANTI ARMOR MOUNTAIN	1.X.3.1.1.3.5	F				
			SUG*UCAAU-*****	SFG*UCAAU-*****	SNG*UCAAU-*****	SHG*UCAAU-*****
GROUND TRACK UNIT COMBAT ANTI ARMOR ARCTIC	1.X.3.1.1.3.6	F				
			SUG*UCAAC-*****	SFG*UCAAC-*****	SNG*UCAAC-*****	SHG*UCAAC-*****
GROUND TRACK UNIT COMBAT ANTI ARMOR ARMORED	1.X.3.1.1.3.7	F				
			SUG*UCAAA-*****	SFG*UCAAA-*****	SNG*UCAAA-*****	SHG*UCAAA-*****
GROUND TRACK UNIT COMBAT ANTI ARMOR ARMORED TRACKED	1.X.3.1.1.3.7.1	F				
			SUG*UCAAA-*****	SFG*UCAAA-*****	SNG*UCAAA-*****	SHG*UCAAA-*****
GROUND TRACK UNIT COMBAT ANTI ARMOR ARMORED WHEELED	1.X.3.1.1.3.7.2	F				
			SUG*UCAAA-*****	SFG*UCAAA-*****	SNG*UCAAA-*****	SHG*UCAAA-*****

**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT ANTI ARMOR ARMORED AIR ASSAULT	1.X.3.1.1.3.7.3	F				
			SUG*UCAAS*****	SFG*UCAAS*****	SNG*UCAAS*****	SHG*UCAAS*****
GROUND TRACK UNIT COMBAT ANTI ARMOR MOTORIZED	1.X.3.1.1.3.8	F				
			SUG*UCAAO*****	SFG*UCAAO*****	SNG*UCAAO*****	SHG*UCAAO*****
GROUND TRACK UNIT COMBAT ANTI ARMOR MOTORIZED AIR ASSAULT	1.X.3.1.1.3.8.1	F				
			SUG*UCAAOS*****	SFG*UCAAOS*****	SNG*UCAAOS*****	SHG*UCAAOS*****
GROUND TRACK UNIT COMBAT AVIATION	1.X.3.1.1.4	F				
			SUG*UCV---*****	SFG*UCV---*****	SNG*UCV---*****	SHG*UCV---*****
GROUND TRACK UNIT COMBAT AVIATION FIXED WING	1.X.3.1.1.4.1	F				
			SUG*UCVF-*****	SFG*UCVF--*****	SNG*UCVF-*****	SHG*UCVF-*****
GROUND TRACK UNIT COMBAT AVIATION FIXED WING UTILITY	1.X.3.1.1.4.1.1	F				
			SUG*UCVFU*****	SFG*UCVFU*****	SNG*UCVFU*****	SHG*UCVFU*****

























**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT AVIATION FIXED WING ATTACK	1.X.3.1.1.4.1.2	F				
			SUG*UCVF A-*****	SFG*UCVFA _*****	SNG*UCVF A-*****	SNG*UCVF A-*****
GROUND TRACK UNIT COMBAT AVIATION FIXED WING RECON	1.X.3.1.1.4.1.3	F				
			SUG*UCVF R-*****	SFG*UCVFR _*****	SNG*UCVF R-*****	SHG*UCVF R-*****
GROUND TRACK UNIT COMBAT AVIATION ROTARY WING	1.X.3.1.1.4.2	F				
			SUG*UCVR- _*****	SFG*UCVR- _*****	SNG*UCVR- _*****	SHG*UCVR- _*****
GROUND TRACK UNIT COMBAT AVIATION ROTARY WING ATTACK	1.X.3.1.1.4.2.1	F				
			SUG*UCVR A-*****	SFG*UCVR A-*****	SNG*UCVR A-*****	SHG*UCVR A-*****
GROUND TRACK UNIT COMBAT AVIATION ROTARY WING SCOUT	1.X.3.1.1.4.2.2	F				
			SUG*UCVR S-*****	SFG*UCVRS _*****	SNG*UCVR S-*****	SHG*UCVR S-*****
GROUND TRACK UNIT COMBAT AVIATION ROTARY WING ANTISUBMARINE WARFARE	1.X.3.1.1.4.2.3	F				
			SUG*UCVR W-*****	SFG*UCVR W-*****	SNG*UCVR W-*****	SHG*UCVR W-*****

**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT AVIATION ROTARY WING UTILITY	1.X.3.1.1.4.2.4	F				
			SUG*UCVR U-*****	SFG*UCVR U-*****	SNG*UCVR U-*****	SHG*UCVR U-*****
GROUND TRACK UNIT COMBAT AVIATION ROTARY WING UTILITY LIGHT	1.X.3.1.1.4.2.4.1	F				
			SUG*UCVR UL*****	SFG*UCVR UL*****	SNG*UCVR UL*****	SHG*UCVR UL*****
GROUND TRACK UNIT COMBAT AVIATION ROTARY WING UTILITY MEDIUM	1.X.3.1.1.4.2.4.2	F				
			SUG*UCVR UM*****	SFG*UCVR UM*****	SNG*UCVR UM*****	SHG*UCVR UM*****
GROUND TRACK UNIT COMBAT AVIATION ROTARY WING UTILITY HEAVY	1.X.3.1.1.4.2.4.3	F				
			SUG*UCVR UH*****	SFG*UCVR UH*****	SNG*UCVR UH*****	SHG*UCVR UH*****
GROUND TRACK UNIT COMBAT AVIATION ROTARY WING C2	1.X.3.1.1.4.2.5	F				
			SUG*UCVR UC*****	SFG*UCVR UC*****	SNG*UCVR UC*****	SHG*UCVR UC*****
GROUND TRACK UNIT COMBAT AVIATION ROTARY WING MEDEVAC	1.X.3.1.1.4.2.6	F				
			SUG*UCVR UE*****	SFG*UCVR UE*****	SNG*UCVR UE*****	SHG*UCVR UE*****

**TABLE D-I. Operational icon set-ground.**

























DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT AVIATION ROTARY WING MINE COUNTERMEASURE	1.X.3.1.1.4.2.7	F				
			SUG*UCVR M-*****	SFG*UCVR M-*****	SNG*UCVR M-*****	SHG*UCVR M-*****
GROUND TRACK UNIT COMBAT AVIATION SEARCH & RESCUE	1.X.3.1.1.4.3	F				
			SUG*UCVS- _*****	SFG*UCVS-- *****	SNG*UCVS- _*****	SHG*UCVS- _*****
GROUND TRACK UNIT COMBAT AVIATION COMPOSITE	1.X.3.1.1.4.4	F				
			SUG*UCVC- _*****	SFG*UCVC- _*****	SNG*UCVC- _*****	SHG*UCVC- _*****
GROUND TRACK UNIT COMBAT AVIATION VERTICAL/SHORT TAKEOFF AND LANDING (V/STOL)	1.X.3.1.1.4.5	F				
			SUG*UCVV- _*****	SFG*UCVV- _*****	SNG*UCVV- _*****	SHG*UCVV- _*****
GROUND TRACK UNIT COMBAT AVIATION UNMANNED AERIAL VEHICLE	1.X.3.1.1.4.6	F				
			SUG*UCVU- _*****	SFG*UCVU- _*****	SNG*UCVU- _*****	SHG*UCVU- _*****
GROUND TRACK UNIT COMBAT AVIATION UNMANNED AERIAL VEHICLE FIXED WING	1.X.3.1.1.4.6.1	F				
			SUG*UCVU F-*****	SFG*UCVUF _*****	SNG*UCVU F-*****	SHG*UCVU F-*****


























**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT AVIATION UNMANNED AERIAL VEHICLE ROTARY WING	1.X.3.1.1.4.6.2	F				
			SUG*UCVU R-*****	SFG*UCVU R-*****	SNG*UCVU R-*****	SHG*UCVU R-*****
GROUND TRACK UNIT COMBAT INFANTRY	1.X.3.1.1.5	F				
			SUG*UCI--- *****	SFG*UCI--- *****	SNG*UCI--- *****	SHG*UCI--- *****
GROUND TRACK UNIT COMBAT INFANTRY LIGHT	1.X.3.1.1.5.1	F				
			SUG*UCIL-- *****	SFG*UCIL-- *****	SNG*UCIL-- *****	SHG*UCIL-- *****
GROUND TRACK UNIT COMBAT INFANTRY MOTORIZED	1.X.3.1.1.5.2	F				
			SUG*UCIM- _*****	SFG*UCIM- _*****	SNG*UCIM- _*****	SHG*UCIM- _*****
GROUND TRACK UNIT COMBAT INFANTRY MOUNTAIN	1.X.3.1.1.5.3	F				
			SUG*UCIO-- *****	SFG*UCIO-- *****	SNG*UCIO-- *****	SHG*UCIO-- *****
GROUND TRACK UNIT COMBAT INFANTRY AIRBORNE	1.X.3.1.1.5.4	F				
			SUG*UCIA-- *****	SFG*UCIA-- *****	SNG*UCIA-- *****	SHG*UCIA-- *****

**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT INFANTRY AIR ASSAULT	1.X.3.1.1.5.5	F				
			SUG*UCIS-- *****	SFG*UCIS-- *****	SNG*UCIS-- *****	SHG*UCIS-- *****
GROUND TRACK UNIT COMBAT INFANTRY MECHANIZED	1.X.3.1.1.5.6	F				
			SUG*UCIZ-- *****	SFG*UCIZ-- *****	SNG*UCIZ-- *****	SHGUCIZ-- p*****
GROUND TRACK UNIT COMBAT INFANTRY NAVAL	1.X.3.1.1.5.7	F				
			SUG*UCIN-- *****	SFG*UCIN-- *****	SNG*UCIN-- *****	SHG*UCIN-- *****
GROUND TRACK UNIT COMBAT INFANTRY INFANTRY FIGHTING VEHICLE	1.X.3.1.1.5.8	F				
			SUG*UCII-- *****	SFG*UCII-- *****	SNG*UCII-- *****	SHG*UCII-- *****
GROUND TRACK UNIT COMBAT INFANTRY ARCTIC	1.X.3.1.1.5.9	F				
			SUG*UCIC-- *****	SFG*UCIC-- *****	SNG*UCIC-- *****	SHG*UCIC-- *****
GROUND TRACK UNIT COMBAT ENGINEER	1.X.3.1.1.6	F				
			SUG*UCE--- *****	SFG*UCE--- *****	SNG*UCE--- *****	SHG*UCE--- *****

**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT ENGINEER COMBAT	1.X.3.1.1.6.1	F				
			SUG*UCEC- _*****	SFG*UCEC-- *****	SNG*UCEC- _*****	SHG*UCEC- _*****
GROUND TRACK UNIT COMBAT ENGINEER COMBAT AIR ASSAULT	1.X.3.1.1.6.1.1	F				
			SUG*UCECS _*****	SFG*UCECS _*****	SNG*UCECS _*****	SHG*UCECS _*****
GROUND TRACK UNIT COMBAT ENGINEER COMBAT AIRBORNE	1.X.3.1.1.6.1.2	F				
			SUG*UCEC A-*****	SFG*UCECA _*****	SNG*UCEC A-*****	SHG*UCEC A-*****
GROUND TRACK UNIT COMBAT ENGINEER COMBAT ARCTIC	1.X.3.1.1.6.1.3	F				
			SUG*UCEC C-*****	SFG*UCECC _*****	SNG*UCEC C-*****	SHG*UCEC C-*****
GROUND TRACK UNIT COMBAT ENGINEER COMBAT LIGHT (SAPPER)	1.X.3.1.1.6.1.4	F				
			SUG*UCEC L-*****	SFG*UCECL _*****	SNG*UCEC L-*****	SHG*UCEC L-*****
GROUND TRACK UNIT COMBAT ENGINEER COMBAT MEDIUM	1.X.3.1.1.6.1.5	F				
			SUG*UCEC M-*****	SFG*UCEC M-*****	SNG*UCEC M-*****	SHG*UCEC M-*****



**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT ENGINEER COMBAT HEAVY	1.X.3.1.1.6.1.6	F				
			SUG*UCEC H-*****	SFG*UCECH _*****	SNG*UCEC H-*****	SHG*UCEC H-*****
GROUND TRACK UNIT COMBAT ENGINEER COMBAT MECH (TRACK)	1.X.3.1.1.6.1.7	F				
			SUG*UCEC T-*****	SFG*UCECT _*****	SNG*UCEC T-*****	SHG*UCEC T-*****
GROUND TRACK UNIT COMBAT ENGINEER COMBAT MOTORIZED	1.X.3.1.1.6.1.8	F				
			SUG*UCEC W-*****	SFG*UCEC W-*****	SNG*UCEC W-*****	SHG*UCEC W-*****
GROUND TRACK UNIT COMBAT ENGINEER COMBAT MOUNTAIN	1.X.3.1.1.6.1.9	F				
			SUG*UCEC O-*****	SFG*UCECO _*****	SNG*UCEC O-*****	SHG*UCEC O-*****
GROUND TRACK UNIT COMBAT ENGINEER COMBAT RECON	1.X.3.1.1.6.1.10	F				
			SUG*UCEC R-*****	SFG*UCECR _*****	SNG*UCEC R-*****	SHG*UCEC R-*****
GROUND TRACK UNIT COMBAT ENGINEER CONSTRUCTION	1.X.3.1.1.6.2	F				
			SUG*UCEN- _*****	SFG*UCEN-- *****	SNG*UCEN- _*****	SHG*UCEN- _*****

**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT ENGINEER CONSTRUCTION NAVAL	1.X.3.1.1.6.2.1	F				
			SUG*UCEN N-*****	SFG*UCEN N-*****	SNG*UCEN N-*****	SHG*UCEN N-*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY	1.X.3.1.1.7	F				
			SUG*UCF--- *****	SFG*UCF--- *****	SNG*UCF--- *****	SHG*UCF--- *****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN	1.X.3.1.1.7.1	F				
			SUG*UCFH- _*****	SFG*UCFH-- *****	SNG*UCFH- _*****	SHG*UCFH- _*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN SELF-PROPELLED	1.X.3.1.1.7.1.1	F				
			SUG*UCFH E-*****	SFG*UCFHE _*****	SNG*UCFH E-*****	SHG*UCFH E-*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN AIR ASSAULT	1.X.3.1.1.7.1.2	F				
			SUG*UCFHS _*****	SFG*UCFHS _*****	SNG*UCFHS _*****	SHG*UCFHS _*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN AIRBORNE	1.X.3.1.1.7.1.3	F				
			SUG*UCFH A-*****	SFG*UCFHA _*****	SNG*UCFH A-*****	SHG*UCFH A-*****

























**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN ARCTIC	1.X.3.1.1.7.1.4	F				
			SUG*UCFH C-*****	SFG*UCFHC _*****	SNG*UCFH C-*****	SHG*UCFH C-*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN MOUNTAIN	1.X.3.1.1.7.1.5	F				
			SUG*UCFH O-*****	SFG*UCFHO _*****	SNG*UCFH O-*****	SHG*UCFH O-*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN LIGHT	1.X.3.1.1.7.1.6	F				
			SUG*UCFH L-*****	SFG*UCFHL _*****	SNG*UCFH L-*****	SHG*UCFH L-*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN MEDIUM	1.X.3.1.1.7.1.7	F				
			SUG*UCFH M-*****	SFG*UCFH M-*****	SNG*UCFH M-*****	SHG*UCFH M-*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN HEAVY	1.X.3.1.1.7.1.8	F				
			SUG*UCFH H-*****	SFG*UCFHH _*****	SNG*UCFH H-*****	SHG*UCFH H-*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN AMPHIBIOUS	1.X.3.1.1.7.1.9	F				
			SUG*UCFH X-*****	SFG*UCFHX _*****	SNG*UCFH X-*****	SHG*UCFH X-*****

**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET	1.X.3.1.1.7.2	F				
			SUG*UCFR- _*****	SFG*UCFR-- *****	SNG*UCFR- _*****	SHG*UCFR- _*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET SINGLE ROCKET LAUNCHER	1.X.3.1.1.7.2.1	F				
			SUG*UCFRS _*****	SFG*UCFRS _*****	SNG*UCFRS _*****	SHG*UCFRS _*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET SINGLE ROCKET LAUNCHER SINGLE ROCKET SELF- PROPELLED	1.X.3.1.1.7.2.1.1	F				
			SUG*UCFRS S*****	SFG*UCFRS S*****	SNG*UCFRS S*****	SHG*UCFRS S*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET SINGLE ROCKET LAUNCHER SINGLE ROCKET TRUCK	1.X.3.1.1.7.2.1.2	F				
			SUG*UCFRS R*****	SFG*UCFRS R*****	SNG*UCFRS R*****	SHG*UCFRS R*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET SINGLE ROCKET LAUNCHER SINGLE ROCKET TOWED	1.X.3.1.1.7.2.1.3	F				
			SUG*UCFRS T*****	SFG*UCFRS T*****	SNG*UCFRS T*****	SHG*UCFRS T*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET MULTI ROCKET LAUNCHER	1.X.3.1.1.7.2.2	F				
			SUG*UCFR M*****	SFG*UCFR M*****	SNG*UCFR M*****	SHG*UCFR M*****

**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET MULTI ROCKET LAUNCHER MULTI ROCKET SELF- PROPELLED	1.X.3.1.1.7.2.2.1	F				
			SUG*UCFR MS*****	SFG*UCFR MS*****	SNG*UCFR MS*****	SHG*UCFR MS*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET MULTI ROCKET LAUNCHER MULTI ROCKET TRUCK	1.X.3.1.1.7.2.2.2	F				
			SUG*UCFR MR*****	SFG*UCFR MR*****	SNG*UCFR MR*****	SHG*UCFR MR*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET MULTI ROCKET LAUNCHER MULTI ROCKET TOWED	1.X.3.1.1.7.2.2.3	F				
			SUG*UCFR MT*****	SFG*UCFR MT*****	SNG*UCFR MT*****	SHG*UCFR MT*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY TARGET ACQUISITION	1.X.3.1.1.7.3	F				
			SUG*UCFT-- *****	SFG*UCFT-- *****	SNG*UCFT-- *****	SHG*UCFT-- *****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY TARGET ACQUISITION RADAR	1.X.3.1.1.7.3.1	F				
			SUG*UCFTR _*****	SFG*UCFTR _*****	SNG*UCFTR _*****	SHG*UCFTR _*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY TARGET ACQUISITION SOUND	1.X.3.1.1.7.3.2	F				
			SUG*UCFTS _*****	SFG*UCFTS _*****	SNG*UCFTS _*****	SHG*UCFTS _*****



















**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT FIELD ARTILLERY TARGET ACQUISITION FLASH (OPTICAL)	1.X.3.1.1.7.3.3	F				
			SUG*UCFTF _*****	SFG*UCFTF _*****	SNG*UCFTF _*****	SHG*UCFTF _*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY TARGET ACQUISITION COLT/FIST	1.X.3.1.1.7.3.4	F				
			SUG*UCFTC _*****	SFG*UCFTC _*****	SNG*UCFTC _*****	SHG*UCFTC _*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY TARGET ACQUISITION COLT/FIST DISMOUNTED	1.X.3.1.1.7.3.4.1	F				
			SUG*UCFTC D*****	SFG*UCFTC D*****	SNG*UCFTC D*****	SHG*UCFTC D*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY TARGET ACQUISITION COLT/FIST TRACKED	1.X.3.1.1.7.3.4.2	F				
			SUG*UCFTC M*****	SFG*UCFTC M*****	SNG*UCFTC M*****	SHG*UCFTC M*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY TARGET ACQUISITION ANGLICO	1.X.3.1.1.7.3.5	F				
			SUG*UCFT A-*****	SFG*UCFTA _*****	SNG*UCFT A-*****	SHG*UCFT A-*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR	1.X.3.1.1.7.4	F				
			SUG*UCFM- _*****	SFG*UCFM- _*****	SNG*UCFM- _*****	SHG*UCFM- _*****

**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR SP TRACKED	1.X.3.1.1.7.4.1	F				
			SUG*UCFM S-*****	SFG*UCFMS _*****	SNG*UCFM S-*****	SHG*UCFM S-*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR SP WHEELED	1.X.3.1.1.7.4.2	F				
			SUG*UCFM SW*****	SFG*UCFMS W*****	SNG*UCFM SW*****	SHG*UCFM SW*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR TOWED	1.X.3.1.1.7.4.3	F				
			SUG*UCFM T-*****	SFG*UCFM T-*****	SNG*UCFM T-*****	SHG*UCFM T-*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR TOWED AIRBORNE	1.X.3.1.1.7.4.3.1	F				
			SUG*UCFM TA*****	SFG*UCFM TA*****	SNG*UCFM TA*****	SHG*UCFM TA*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR TOWED AIR ASSAULT	1.X.3.1.1.7.4.3.2	F				
			SUG*UCFM TS*****	SFG*UCFM TS*****	SNG*UCFM TS*****	SHG*UCFM TS*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR TOWED ARCTIC	1.X.3.1.1.7.4.3.3	F				
			SUG*UCFM TC*****	SFG*UCFM TC*****	SNG*UCFM TC*****	SHG*UCFM TC*****

























**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR TOWED MOUNTAIN	1.X.3.1.1.7.4.3.4	F				
			SUG*UCFM TO*****	SFG*UCFM TO*****	SNG*UCFM TO*****	SHG*UCFM TO*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR AMPHIBIOUS	1.X.3.1.1.7.4.4	F				
			SUG*UCFM L*****	SFG*UCFM L*****	SNG*UCFM L*****	SHG*UCFM L*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY ARTILLERY SURVEY	1.X.3.1.1.7.5	F				
			SUG*UCFS-- *****	SFG*UCFS-- *****	SNG*UCFS-- *****	SHG*UCFS-- *****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY ARTILLERY SURVEY AIR ASSAULT	1.X.3.1.1.7.5.1	F				
			SUG*UCFSS _*****	SFG*UCFSS- *****	SNG*UCFSS _*****	SHG*UCFSS _*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY ARTILLERY SURVEY AIRBORNE	1.X.3.1.1.7.5.2	F				
			SUG*UCFSA _*****	SFG*UCFSA _*****	SNG*UCFSA _*****	SHG*UCFSA _*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY ARTILLERY SURVEY LIGHT	1.X.3.1.1.7.5.3	F				
			SUG*UCFSL _*****	SFG*UCFSL _*****	SNG*UCFSL _*****	SHG*UCFSL _*****

**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT FIELD ARTILLERY ARTILLERY SURVEY MOUNTAIN	1.X.3.1.1.7.5.4	F				
			SUG*UCFSO _*****	SFG*UCFSO _*****	SNG*UCFSO _*****	SHG*UCFSO _*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY METEOROLOGICAL	1.X.3.1.1.7.6	F				
			SUG*UCFO- _*****	SFG*UCFO-- *****	SNG*UCFO- _*****	SHG*UCFO- _*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY METEOROLOGICAL AIR ASSAULT	1.X.3.1.1.7.6.1	F				
			SUG*UCFOS _*****	SFG*UCFOS _*****	SNG*UCFOS _*****	SHG*UCFOS _*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY METEOROLOGICAL AIRBORNE	1.X.3.1.1.7.6.2	F				
			SUG*UCFO A-*****	SFG*UCFOA _*****	SNG*UCFO A-*****	SHG*UCFO A-*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY METEOROLOGICAL LIGHT	1.X.3.1.1.7.6.3	F				
			SUG*UCFO L-*****	SFG*UCFOL _*****	SNG*UCFO L-*****	SHG*UCFO L-*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY METEOROLOGICAL MOUNTAIN	1.X.3.1.1.7.6.4	F				
			SUG*UCFO O-*****	SFG*UCFOO _*****	SNG*UCFO O-*****	SHG*UCFO O-*****






















**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT RECONNAISSANCE	1.X.3.1.1.8	F				
			SUG*UCR--- *****	SFG*UCR--- *****	SNG*UCR--- *****	SHG*UCR--- *****
GROUND TRACK UNIT COMBAT RECONNAISSANCE HORSE	1.X.3.1.1.8.1	F				
			SUG*UCRH- _*****	SFG*UCRH- _*****	SNG*UCRH- _*****	SHG*UCRH- _*****
GROUND TRACK UNIT COMBAT RECONNAISSANCE CAVALRY	1.X.3.1.1.8.2	F				
			SUG*UCRV- _*****	SFG*UCRV- _*****	SNG*UCRV- _*****	SHG*UCRV- _*****
GROUND TRACK UNIT COMBAT RECONNAISSANCE CAVALRY ARMORED	1.X.3.1.1.8.2.1	F				
			SUG*UCRV A-*****	SFG*UCRV A-*****	SNG*UCRV A-*****	SHG*UCRV A-*****
GROUND TRACK UNIT COMBAT RECONNAISSANCE CAVALRY MOTORIZED	1.X.3.1.1.8.2.2	F				
			SUG*UCRV M-*****	SFG*UCRV M-*****	SNG*UCRV M-*****	SHG*UCRV M-*****
GROUND TRACK UNIT COMBAT RECONNAISSANCE CAVALRY GROUND	1.X.3.1.1.8.2.3	F				
			SUG*UCRV G-*****	SFG*UCRV G-*****	SNG*UCRV G-*****	SHG*UCRV G-*****

**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT RECONNAISSANCE CAVALRY AIR	1.X.3.1.1.8.2.4	F				
			SUG*UCRV O_*****	SFG*UCRV O_*****	SNG*UCRV O_*****	SHG*UCRV O_*****
GROUND TRACK UNIT COMBAT RECONNAISSANCE ARCTIC	1.X.3.1.1.8.3	F				
			SUG*UCRC- _*****	SFG*UCRC-- *****	SNG*UCRC- _*****	SHG*UCRC- _*****
GROUND TRACK UNIT COMBAT RECONNAISSANCE AIR ASSAULT	1.X.3.1.1.8.4	F				
			SUG*UCRS- _*****	SFG*UCRS-- *****	SNG*UCRS- _*****	SHG*UCRS- _*****
GROUND TRACK UNIT COMBAT RECONNAISSANCE AIRBORNE	1.X.3.1.1.8.5	F				
			SUG*UCRA- _*****	SFG*UCRA- _*****	SNG*UCRA- _*****	SHG*UCRA- _*****
GROUND TRACK UNIT COMBAT RECONNAISSANCE MOUNTAIN	1.X.3.1.1.8.6	F				
			SUG*UCRO- _*****	SFG*UCRO- _*****	SNG*UCRO- _*****	SHG*UCRO- _*****
GROUND TRACK UNIT COMBAT RECONNAISSANCE LIGHT	1.X.3.1.1.8.7	F				
			SUG*UCRL L_*****	SFG*UCRLL _*****	SNG*UCRL L_*****	SHG*UCRL L_*****

**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT RECONNAISSANCE MARINE	1.X.3.1.1.8.8	F				
			SUG*UCRR- _*****	SFG*UCRR-- *****	SNG*UCRR- _*****	SHG*UCRR- _*****
GROUND TRACK UNIT COMBAT RECONNAISSANCE MARINE DIVISION	1.X.3.1.1.8.8.1	F				
			SUG*UCRR D-*****	SFG*UCRR D-*****	SNG*UCRR D-*****	SHG*UCRR D-*****
GROUND TRACK UNIT COMBAT RECONNAISSANCE MARINE FORCE	1.X.3.1.1.8.8.2	F				
			SUG*UCRR F-*****	SFG*UCRRF _*****	SNG*UCRR F-*****	SHG*UCRR F-*****
GROUND TRACK UNIT COMBAT RECONNAISSANCE MARINE LIGHT ARMORED RECONNAISSANCE (LAR)	1.X.3.1.1.8.8.3	F				
			SUG*UCRR L-*****	SFG*UCRRL _*****	SNG*UCRR L-*****	SHG*UCRR L-*****
GROUND TRACK UNIT COMBAT RECONNAISSANCE LONG RANGE SURVEILLANCE (LRS)	1.X.3.1.1.8.9	F				
			SUG*UCRX- _*****	SFG*UCRX- _*****	SNG*UCRX- _*****	SHG*UCRX- _*****
GROUND TRACK UNIT COMBAT MISSILE (SURF-SURF)	1.X.3.1.1.9	F				
			SUG*UCM-- _*****	SFG*UCM--- *****	SNG*UCM-- _*****	SHG*UCM-- _*****

























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**TABLE D-I. Operational icon set-ground.**

























DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT MISSILE (SURF-SURF) TACTICAL	1.X.3.1.1.9.1	F				
			SUG*UCMT- _*****	SFG*UCMT- _*****	SNG*UCMT- _*****	SHG*UCMT- _*****
GROUND TRACK UNIT COMBAT MISSILE (SURF-SURF) STRATEGIC	1.X.3.1.1.9.2	F				
			SUG*UCMS- _*****	SFG*UCMS- _*****	SNG*UCMS- _*****	SHG*UCMS- _*****
GROUND TRACK UNIT COMBAT INTERNAL SECURITY FORCES	1.X.3.1.1.10	F				
			SUG*UCI--- *****	SFG*UCI--- *****	SNG*UCI--- *****	SHG*UCI--- *****
GROUND TRACK UNIT COMBAT INTERNAL SECURITY FORCES RIVERINE	1.X.3.1.1.10.1	F				
			SUG*UCIW- _*****	SFG*UCIW-- *****	SNG*UCIW- _*****	SHG*UCIW- _*****
GROUND TRACK UNIT COMBAT INTERNAL SECURITY FORCES GROUND	1.X.3.1.1.10.2	F				
			SUG*UCIG-- *****	SFG*UCIG-- *****	SNG*UCIG-- *****	SHG*UCIG-- *****
GROUND TRACK UNIT COMBAT INTERNAL SECURITY FORCES GROUND DISMOUNTED	1.X.3.1.1.10.2.1	F				
			SUG*UCIGD _*****	SFG*UCIGD _*****	SNG*UCIGD _*****	SHG*UCIGD _*****



**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT INTERNAL SECURITY FORCES GROUND MOTORIZED	1.X.3.1.1.10.2.2	F				
			SUG*UCIG M_*****	SFG*UCIGM _*****	SNG*UCIG M_*****	SHG*UCIG M_*****
GROUND TRACK UNIT COMBAT INTERNAL SECURITY FORCES GROUND MECHANIZED	1.X.3.1.1.10.2.3	F				
			SUG*UCIGA _*****	SFG*UCIGA _*****	SNG*UCIGA _*****	SHG*UCIGA _*****
GROUND TRACK UNIT COMBAT INTERNAL SECURITY FORCES WHEELED MECHANIZED	1.X.3.1.1.10.3	F				
			SUG*UCIM- _*****	SFG*UCIM-- *****	SNG*UCIM- _*****	SHG*UCIM- _*****
GROUND TRACK UNIT COMBAT INTERNAL SECURITY FORCES RAILROAD	1.X.3.1.1.10.4	F				
			SUG*UCIR-- *****	SFG*UCIR-- *****	SNG*UCIR-- *****	SHG*UCIR-- *****
GROUND TRACK UNIT COMBAT INTERNAL SECURITY FORCES AVIATION	1.X.3.1.1.10.5	F				
			SUG*UCIA-- *****	SFG*UCIA-- *****	SNG*UCIA-- *****	SHG*UCIA-- *****
GROUND TRACK UNIT COMBAT SUPPORT	1.X.3.1.2	F				
			SUG*UU---- *****	SFG*UU---- *****	SNG*UU---- *****	SHG*UU---- *****

























**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SUPPORT NBC	1.X.3.1.2.1	F				
			SUG*UUA--- *****	SFG*UUA--- *****	SNG*UUA--- *****	SHG*UUA--- *****
GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL	1.X.3.1.2.1.1	F				
			SUG*UUAC- _*****	SFG*UUAC- _*****	SNG*UUAC- _*****	SHG*UUAC- _*****
GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL SMOKE/DECON	1.X.3.1.2.1.1.1	F				
			SUG*UUAC C-*****	SFG*UUAC C-*****	SNG*UUAC C-*****	SHG*UUAC C-*****
GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL SMOKE/DECON MECHANIZED	1.X.3.1.2.1.1.1.1	F				
			SUG*UUAC CK*****	SFG*UUAC CK*****	SNG*UUAC CK*****	SHG*UUAC CK*****
GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL SMOKE/DECON MOTORIZED	1.X.3.1.2.1.1.1.2	F				
			SUG*UUAC CM*****	SFG*UUAC CM*****	SNG*UUAC CM*****	SHG*UUAC CM*****
GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL SMOKE	1.X.3.1.2.1.1.2	F				
			SUG*UUAC S-*****	SFG*UUACS _*****	SNG*UUAC S-*****	SHG*UUAC S-*****

























**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL SMOKE MOTORIZED	1.X.3.1.2.1.1.2.1	F				
			SUG*UUAC SM*****	SFG*UUACS M*****	SNG*UUAC SM*****	SHG*UUAC SM*****
GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL SMOKE ARMOR	1.X.3.1.2.1.1.2.2	F				
			SUG*UUAC SA*****	SFG*UUACS A*****	SNG*UUAC SA*****	SHG*UUAC SA*****
GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL RECON	1.X.3.1.2.1.1.3	F				
			SUG*UUAC R-*****	SFG*UUAC R-*****	SNG*UUAC R-*****	SHG*UUAC R-*****
GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL WHEELED ARMORED VEHICLE	1.X.3.1.2.1.1.3.1					
			SUG*UUAC RW*****	SFG*UUAC RW*****	SNG*UUAC RW*****	SHG*UUAC RW*****
GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL WHEELED ARMORED VEHICLE RECONNAISSANCE SURVEILLANCE	1.X.3.1.2.1.1.3.2					
			SUG*UUAC RS*****	SFG*UUAC RS*****	SNG*UUAC RS*****	SHG*UUAC RS*****
GROUND TRACK UNIT COMBAT SUPPORT NBC NUCLEAR	1.X.3.1.2.1.2	F				
			SUG*UUAN- _*****	SFG*UUAN- _*****	SNG*UUAN- _*****	SHG*UUAN- _*****

























**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SUPPORT NBC BIOLOGICAL	1.X.3.1.2.1.3	F				
			SUG*UUAB- _*****	SFG*UUAB- _*****	SNG*UUAB- _*****	SHG*UUAB- _*****
GROUND TRACK UNIT COMBAT SUPPORT NBC BIOLOGICAL RECON EQUIPPED	1.X.3.1.2.1.3.1					
			SUG*UUAB R-*****	SFG*UUAB R-*****	SNG*UUAB R-*****	SHG*UUAB R-*****
GROUND TRACK UNIT COMBAT SUPPORT NBC DECONTAMINATION	1.X.3.1.2.1.4	F				
			SUG*UUAD- _*****	SFG*UUAD- _*****	SNG*UUAD- _*****	SHG*UUAD- _*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE	1.X.3.1.2.2	F				
			SUG*UUM-- _*****	SFG*UUM-- *****	SNG*UUM-- _*****	SHG*UUM-- _*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE AERIAL EXPLOITATION	1.X.3.1.2.2.1	F				
			SUG*UUMA _*****	SFG*UUMA- _*****	SNG*UUMA _*****	SHG*UUMA _*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SIGNALS INTELLIGENCE (SIGINT)	1.X.3.1.2.2.2	F				
			SUG*UUMS- _*****	SFG*UUMS- _*****	SNG*UUMS- _*****	SHG*UUMS- _*****

























**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE ELECTRONIC WARFARE	1.X.3.1.2.2.2.1	F				
			SUG*UUMS E-*****	SFG*UUMS E-*****	SNG*UUMS E-*****	SHG*UUMS E-*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE ELECTRONIC WARFARE ARMORED WHEELED VEHICLE	1.X.3.1.2.2.2.1.1	F				
			SUG*UUMS EA*****	SFG*UUMS EA*****	SNG*UUMS EA*****	SHG*UUMS EA*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE ELECTRONIC WARFARE DIRECTION FINDING	1.X.3.1.2.2.2.1.2	F				
			SUG*UUMS ED*****	SFG*UUMS ED*****	SNG*UUMS ED*****	SHG*UUMS ED*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE ELECTRONIC WARFARE INTERCEPT	1.X.3.1.2.2.2.1.3	F				
			SUG*UUMS EI*****	SFG*UUMS EI*****	SNG*UUMS EI*****	SHG*UUMS EI*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE ELECTRONIC WARFARE JAMMING	1.X.3.1.2.2.2.1.4	F				
			SUG*UUMS EJ*****	SFG*UUMS EJ*****	SNG*UUMS EJ*****	SHG*UUMS EJ*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE ELECTRONIC WARFARE THEATER	1.X.3.1.2.2.2.1.5	F				
			SUG*UUET- _*****	SFG*UUET-- *****	SNG*UUET- _*****	SHG*UUET- _*****

























**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE ELECTRONIC WARFARE CORPS	1.X.3.1.2.2.2.1.6	F				
			SUG*USEC-- *****	SFG*USEC-- *****	SNG*USEC-- *****	SHG*USEC-- *****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE COUNTER INTELLIGENCE	1.X.3.1.2.2.3	F				
			SUG*UUMC _*****	SFG*UUMC- _*****	SNG*UUMC _*****	SHG*UUMC _*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SURVEILLANCE	1.X.3.1.2.2.4	F				
			SUG*UUMR _*****	SFG*UUMR- _*****	SNG*UUMR _*****	SHG*UUMR _*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SURVEILLANCE GROUND SURVEILLANCE RADAR	1.X.3.1.2.2.4.1	F				
			SUG*UUMR G*****	SFG*UUMR G*****	SNG*UUMR G*****	SHG*UUMR G*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SURVEILLANCE SENSOR	1.X.3.1.2.2.4.2	F				
			SUG*UUMR S*****	SFG*UUMR S*****	SNG*UUMR S*****	SHG*UUMR S*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SURVEILLANCE SENSOR SCM	1.X.3.1.2.2.4.2.1	F				
			SUG*UUMR SS*****	SFG*UUMR SS*****	SNG*UUMR SS*****	SHG*UUMR SS*****

**TABLE D-I. Operational icon set-ground.**

























DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SURVEILLANCE GROUND STATION MODULE	1.X.3.1.2.2.4.3	F				
			SUG*UUMR X-*****	SFG*UUMR X-*****	SNG*UUMR X-*****	SHG*UUMR X-*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SURVEILLANCE METEOROLOGICAL	1.X.3.1.2.2.4.4	F				
			SUG*UUMM O-*****	SFG*UUMM O-*****	SNG*UUMM O-*****	SHG*UUMM O-*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE OPERATIONS	1.X.3.1.2.2.5	F				
			SUG*UUMO _*****	SFG*UUMO- _*****	SNG*UUMO _*****	SHG*UUMO _*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE TACTICAL EXPLOIT	1.X.3.1.2.2.6	F				
			SUG*UUMT _*****	SFG*UUMT- _*****	SNG*UUMT _*****	SHG*UUMT _*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE INTERROGATION	1.X.3.1.2.2.7	F				
			SUG*UUMQ _*****	SFG*UUMQ- _*****	SNG*UUMQ _*****	SHG*UUMQ _*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE JOINT INTELLIGENCE CENTER	1.X.3.1.2.2.8	F				
			SUG*UUMJ- _*****	SFG*UUMJ-- *****	SNG*UUMJ- _*****	SHG*UUMJ- _*****

**TABLE D-I. Operational icon set-ground.**

























DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SUPPORT LAW ENFORCEMENT UNIT	1.X.3.1.2.3	F				
			SUG*UUL--- *****	SFG*UUL--- *****	SNG*UUL--- *****	SHG*UUL--- *****
GROUND TRACK UNIT COMBAT SUPPORT LAW ENFORCEMENT UNIT SHORE PATROL	1.X.3.1.2.3.1	F				
			SUG*UULS- _*****	SFG*UULS-- *****	SNG*UULS- _*****	SHG*UULS- _*****
GROUND TRACK UNIT COMBAT SUPPORT LAW ENFORCEMENT UNIT MILITARY POLICE	1.X.3.1.2.3.2	F				
			SUG*UULM _*****	SFG*UULM- _*****	SNG*UULM _*****	SHG*UULM _*****
GROUND TRACK UNIT COMBAT SUPPORT LAW ENFORCEMENT UNIT CIVILIAN LAW ENFORCEMENT	1.X.3.1.2.3.3	F				
			SUG*UULC- _*****	SFG*UULC-- *****	SNG*UULC- _*****	SHG*UULC- _*****
GROUND TRACK UNIT COMBAT SUPPORT LAW ENFORCEMENT UNIT SECURITY POLICE (AIR)	1.X.3.1.2.3.4	F				
			SUG*UULF- _*****	SFG*UULF-- *****	SNG*UULF- _*****	SHG*UULF- _*****
GROUND TRACK UNIT COMBAT SUPPORT LAW ENFORCEMENT UNIT CENTRAL INTELLIGENCE DIVISION (CID)	1.X.3.1.2.3.5	F				
			SUG*UULD- _*****	SFG*UULD- _*****	SNG*UULD- _*****	SHG*UULD- _*****



**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT	1.X.3.1.2.4	F				
			SUG*UUS--- *****	SFG*UUS--- *****	SNG*UUS--- *****	SHG*UUS--- *****
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT AREA	1.X.3.1.2.4.1	F				
			SUG*UUSA- _*****	SFG*UUSA-- *****	SNG*UUSA- _*****	SHG*UUSA- _*****
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT COMMUNICATION CONFIGURED PACKAGE	1.X.3.1.2.4.2	F				
			SUG*UUSC- _*****	SFG*UUSC-- *****	SNG*UUSC- _*****	SHG*UUSC- _*****
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT COMMUNICATION CONFIGURED PACKAGE LARGE COMMUNICATION CONFIGURED PACKAGE (LCCP)	1.X.3.1.2.4.2.1	F				
			SUG*UUSC L-*****	SFG*UUSCL _*****	SNG*UUSC L-*****	SHG*UUSC L-*****
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT COMMAND OPERATIONS	1.X.3.1.2.4.3	F				
			SUG*UUSO- _*****	SFG*UUSO-- *****	SNG*UUSO- _*****	SHG*UUSO- _*****
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT FORWARD COMMUNICATIONS	1.X.3.1.2.4.4	F				
			SUG*UUSF-- *****	SFG*UUSF-- *****	SNG*UUSF-- *****	SHG*UUSF-- *****

**TABLE D-I. Operational icon set-ground.**

























DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT MULTIPLE SUBSCRIBER ELEMENT	1.X.3.1.2.4.5	F				
			SUG*UUSM- _*****	SFG*UUSM- _*****	SNG*UUSM- _*****	SHG*UUSM- _*****
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT MULTIPLE SUBSCRIBER ELEMENT SMALL EXTENSION NODE	1.X.3.1.2.4.5.1	F				
			SUG*UUSM S-*****	SFG*UUSM S-*****	SNG*UUSM S-*****	SHG*UUSM S-*****
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT MULTIPLE SUBSCRIBER ELEMENT LARGE EXTENSION NODE	1.X.3.1.2.4.5.2	F				
			SUG*UUSM L-*****	SFG*UUSM L-*****	SNG*UUSM L-*****	SHG*UUSM L-*****
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT MULTIPLE SUBSCRIBER ELEMENT NODE CENTER	1.X.3.1.2.4.5.3	F				
			SUG*UUSM N-*****	SFG*UUSM N-*****	SNG*UUSM N-*****	SHG*UUSM N-*****
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT RADIO UNIT	1.X.3.1.2.4.6	F				
			SUG*UUSR- _*****	SFG*UUSR-- *****	SNG*UUSR- _*****	SHG*UUSR- _*****
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT RADIO UNIT TACTICAL SATELLITE	1.X.3.1.2.4.6.1	F				
			SUG*UUSRS _*****	SFG*UUSRS _*****	SNG*UUSRS _*****	SHG*UUSRS _*****

**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT RADIO UNIT TELETYPE CENTER	1.X.3.1.2.4.6.2	F				
			SUG*UUSR T-*****	SFG*UUSRT _*****	SNG*UUSR T-*****	SHG*UUSR T-*****
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT RADIO UNIT RELAY	1.X.3.1.2.4.6.3	F				
			SUG*UUSR W-*****	SFG*UUSR W-*****	SNG*UUSR W-*****	SHG*UUSR W-*****
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT SIGNAL SUPPORT	1.X.3.1.2.4.7	F				
			SUG*UUS-- *****	SFG*UUS-- *****	SNG*UUS-- *****	SHG*UUS-- *****
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT TELEPHONE SWITCH	1.X.3.1.2.4.8	F				
			SUG*UUSW _*****	SFG*UUSW _*****	SNG*UUSW _*****	SHG*UUSW _*****
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT ELECTRONIC RANGING	1.X.3.1.2.4.9	F				
			SUG*UUSX- _*****	SFG*UUSX-- *****	SNG*UUSX- _*****	SHG*UUSX- _*****
GROUND TRACK UNIT COMBAT SUPPORT INFORMATION WARFARE UNIT	1.X.3.1.2.5	F				
			SUG*UUI--- *****	SFG*UUI--- *****	SNG*UUI--- *****	SHG*UUI--- *****

























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**TABLE D-I. Operational icon set-ground.**

























DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SUPPORT LANDING SUPPORT	1.X.3.1.2.6	F				
			SUG*UUL--- *****	SFG*UUL--- *****	SNG*UUL--- *****	SHG*UUL--- *****
GROUND TRACK UNIT COMBAT SUPPORT EXPLOSIVE ORDNANCE DISPOSAL	1.X.3.1.2.7	F				
			SUG*UUE--- *****	SFG*UUE--- *****	SNG*UUE--- *****	SHG*UUE--- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT	1.X.3.1.3	F				
			SUG*US---- *****	SFG*US---- *****	SNG*US---- *****	SHG*US---- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN)	1.X.3.1.3.1	F				
			SUG*USA--- *****	SFG*USA--- *****	SNG*USA--- *****	SHG*USA--- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE THEATER	1.X.3.1.3.1.1	F				
			SUG*USAT- _*****	SFG*USAT-- *****	SNG*USAT- _*****	SHG*USAT- _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE CORPS	1.X.3.1.3.1.2	F				
			SUG*USAC- _*****	SFG*USAC-- *****	SNG*USAC- _*****	SHG*USAC- _*****

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**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE JUDGE ADVOCATE GENERAL (JAG)	1.X.3.1.3.1.3	F				
			SUG*USAJ-- *****	SFG*USAJ-- *****	SNG*USAJ-- *****	SHG*USAJ-- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE JAG THEATER	1.X.3.1.3.1.3.1	F				
			SUG*USAJT _*****	SFG*USAJT- *****	SNG*USAJT _*****	SHG*USAJT _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE JAG CORPS	1.X.3.1.3.1.3.2	F				
			SUG*USAJC _*****	SFG*USAJC- *****	SNG*USAJC _*****	SHG*USAJC _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE POSTAL	1.X.3.1.3.1.4	F				
			SUG*USAO- _*****	SFG*USAO-- *****	SNG*USAO- _*****	SHG*USAO- _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE POSTAL THEATER	1.X.3.1.3.1.4.1	F				
			SUG*USAO T_*****	SFG*USAOT _*****	SNG*USAO T_*****	SHG*USAO T_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE POSTAL CORPS	1.X.3.1.3.1.4.2	F				
			SUG*USAO C_*****	SFG*USAOC _*****	SNG*USAO C_*****	SHG*USAO C_*****

























**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE FINANCE	1.X.3.1.3.1.5	F				
			SUG*USAF-- *****	SFG*USAF-- *****	SNG*USAF-- *****	SHG*USAF-- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE FINANCE THEATER	1.X.3.1.3.1.5.1	F				
			SUG*USAFT _*****	SFG*USAFT _*****	SNG*USAFT _*****	SHG*USAFT _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE FINANCE CORPS	1.X.3.1.3.1.5.2	F				
			SUG*US AFC _*****	SFG*US AFC _*****	SNG*US AFC _*****	SHG*US AFC _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE PERSONNEL SERVICES	1.X.3.1.3.1.6	F				
			SUG*USAS-- *****	SFG*USAS-- *****	SNG*USAS-- *****	SHG*USAS-- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE PERSONNEL SERVICES THEATER	1.X.3.1.3.1.6.1	F				
			SUG*USAST _*****	SFG*USAST _*****	SNG*USAST _*****	SHG*USAST _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE PERSONNEL SERVICES CORPS	1.X.3.1.3.1.6.2	F				
			SUG*USASC _*****	SFG*USASC _*****	SNG*USASC _*****	SHG*USASC _*****

**TABLE D-I. Operational icon set-ground.**

























DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE MORTUARY/GRAVES REGISTRY	1.X.3.1.3.1.7	F				
			SUG*USAM- _*****	SUG*USAM- _*****	SNG*USAM- _*****	SHG*USAM- _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE MORTUARY/GRAVES REGISTRY THEATER	1.X.3.1.3.1.7.1	F				
			SUG*USAM T_*****	SFG*USAM T_*****	SNG*USAM T_*****	SHG*USAM T_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE MORTUARY/GRAVES REGISTRY CORPS	1.X.3.1.3.1.7.2	F				
			SUG*USAM C_*****	SFG*USAM C_*****	SNG*USAM C_*****	SHG*USAM C_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE RELIGIOUS/CHAPLAIN	1.X.3.1.3.1.8	F				
			SUG*USAR- _*****	SFG*USAR-- *****	SNG*USAR- _*****	SHG*USAR- _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE RELIGIOUS/CHAPLAIN THEATER	1.X.3.1.3.1.8.1	F				
			SUG*ART- *****	SFG*ART- *****	SNG*ART- *****	SHG*ART- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE RELIGIOUS/CHAPLAIN CORPS	1.X.3.1.3.1.8.2	F				
			SUG*USAR C_*****	SFG*USARC _*****	SNG*USAR C_*****	SHG*USAR C_*****

**TABLE D-I. Operational icon set-ground.**

























DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE PUBLIC AFFAIRS	1.X.3.1.3.1.9	F				
			SUG*USAP-- *****	SFG*USAP-- *****	SNG*USAP-- *****	SHG*USAP-- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE PUBLIC AFFAIRS THEATER	1.X.3.1.3.1.9.1	F				
			SUG*USAPT _*****	SFG*USAPT _*****	SNG*USAPT _*****	SHG*USAPT _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE PUBLIC AFFAIRS CORPS	1.X.3.1.3.1.9.2	F				
			SUG*USAPC _*****	SFG*USAPC _*****	SNG*USAPC _*****	SHG*USAPC _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE PUBLIC AFFAIRS BROADCAST	1.X.3.1.3.1.9.3	F				
			SUG*USAPB _*****	SFG*USAPB _*****	SNG*USAPB _*****	SHG*USAPB _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE PUBLIC AFFAIRS BROADCAST THEATER	1.X.3.1.3.1.9.3.1	F				
			SUG*USAPB T*****	SFG*USAPB T*****	SNG*USAPB T*****	SHG*USAPB T*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE PUBLIC AFFAIRS BROADCAST CORPS	1.X.3.1.3.1.9.3.2	F				
			SUG*USAPB C*****	SFG*USAPB C*****	SNG*USAPB C*****	SHG*USAPB C*****



**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE PUBLIC AFFAIRS JOINT INFORMATION BUREAU (JIB)	1.X.3.1.3.1.9.4	F				
			SUG*USAP M-*****	SFG*USAP M-*****	SNG*USAP M-*****	SHG*USAP M-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE PUBLIC AFFAIRS JOINT INFORMATION BUREAU THEATER	1.X.3.1.3.1.9.4.1	F				
			SUG*USAP MT*****	SFG*USAP MT*****	SNG*USAP MT*****	SHG*USAP MT*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE PUBLIC AFFAIRS JOINT INFORMATION BUREAU CORPS	1.X.3.1.3.1.9.4.2	F				
			SUG*USAP MC*****	SFG*USAP MC*****	SNG*USAP MC*****	SHG*USAP MC*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE REPLACEMENT HOLDING UNIT (RHV)	1.X.3.1.3.1.10	F				
			SUG*USAX- _*****	SFG*USAX-- *****	SNG*USAX- _*****	SHG*USAX- _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE REPLACEMENT HOLDING UNIT THEATER	1.X.3.1.3.1.10.1	F				
			SUG*USAX T-*****	SFG*USAXT _*****	SNG*USAX T-*****	SHG*USAX T-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE REPLACEMENT HOLDING UNIT CORPS	1.X.3.1.3.1.10.2	F				
			SUG*USAX C-*****	SFG*USAXC _*****	SNG*USAX C-*****	SHG*USAX C-*****

























**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE LABOR	1.X.3.1.3.1.11	F				
			SUG*USAL- _*****	SFG*USAL-- *****	SNG*USAL- _*****	SHG*USAL- _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE LABOR THEATER	1.X.3.1.3.1.11.1	F				
			SUG*USALT _*****	SFG*USALT _*****	SNG*USALT _*****	SHG*USALT _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE LABOR CORPS	1.X.3.1.3.1.11.2	F				
			SUG*USAL C-*****	SFG*USALC _*****	SNG*USAL C-*****	SHG*USAL C-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE MORAL, WELFARE, RECREATION (MWR)	1.X.3.1.3.1.12	F				
			SUG*USAW _*****	SFG*USAW- _*****	SNG*USAW _*****	SHG*USAW _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE MORAL, WELFARE, RECREATION THEATER	1.X.3.1.3.1.12.1	F				
			SUG*USAW T-*****	SFG*USAW T-*****	SNG*USAW T-*****	SHG*USAW T-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE MORAL, WELFARE, RECREATION CORPS	1.X.3.1.3.1.12.2	F				
			SUG*USAW C-*****	SFG*USAW C-*****	SNG*USAW C-*****	SHG*USAW C-*****

**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE QUARTERMASTER (SUPPLY)	1.X.3.1.3.1.13	F				
			SUG*USAQ- _*****	SFG*USAQ-- *****	SNG*USAQ- _*****	SHG*USAQ- _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE QUARTERMASTER (SUPPLY) THEATER	1.X.3.1.3.1.13.1	F				
			SUG*USAQ T*****	SFG*USAQT _*****	SNG*USAQ T*****	SHG*USAQ T*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE QUARTERMASTER (SUPPLY) CORPS	1.X.3.1.3.1.13.2	F				
			SUG*USAQ C*****	SFG*USAQC _*****	SNG*USAQ C*****	SHG*USAQ C*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL	1.X.3.1.3.2	F				
			SUG*USM--- *****	SFG*USM--- *****	SNG*USM--- *****	SHG*USM--- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL THEATER	1.X.3.1.3.2.1	F				
			SUG*USMT- _*****	SFG*USMT- _*****	SNG*USMT- _*****	SHG*USMT- _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL CORPS	1.X.3.1.3.2.2	F				
			SUG*USMC- _*****	SFG*USMC- _*****	SNG*USMC C_*****	SHG*USMC- _*****
























**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL MEDICAL TREATMENT FACILITY	1.X.3.1.3.2.3	F				
			SUG*USMM _*****	SFG*USMM- _*****	SNG*USMM _*****	SHG*USMM _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL MEDICAL TREATMENT FACILITY THEATER	1.X.3.1.3.2.3.1	F				
			SUG*USMM T*****	SFG*USMM T*****	SNG*USMM T*****	SHG*USMM T*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL MEDICAL TREATMENT FACILITY CORPS	1.X.3.1.3.2.3.2	F				
			SUG*USMM C*****	SFG*USMM C*****	SNG*USMM C*****	SHG*USMM C*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL VETERINARY	1.X.3.1.3.2.4	F				
			SUG*USMV- _*****	SFG*USMV- _*****	SNG*USMV- _*****	SHG*USMV- _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL VETERINARY THEATER	1.X.3.1.3.2.4.1	F				
			SUG*USMV T*****	SFG*USMV T*****	SNG*USMV T*****	SHG*USMV T*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL VETERINARY CORPS	1.X.3.1.3.2.4.2	F				
			SUG*USMV C*****	SFG*USMV C*****	SNG*USMV C*****	SHG*USMV C*****

**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL DENTAL	1.X.3.1.3.2.5	F				
			SUG*USMD- _*****	SFG*USMD- _*****	SNG*USMD- _*****	SHG*USMD- _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL DENTAL THEATER	1.X.3.1.3.2.5.1	F				
			SUG*USMD T_*****	SFG*USMD T_*****	SNG*USMD T_*****	SHG*USMD T_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL DENTAL CORPS	1.X.3.1.3.2.5.2	F				
			SUG*USMD C_*****	SFG*USMD C_*****	SNG*USMD C_*****	SHG*USMD C_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL PSYCHOLOGICAL	1.X.3.1.3.2.6	F				
			SUG*USMP- _*****	SFG*USMP-- *****	SNG*USMP- _*****	SHG*USMP- _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL PSYCHOLOGICAL THEATER	1.X.3.1.3.2.6.1	F				
			SUG*USMP T_*****	SFG*USMPT _*****	SNG*USMP T_*****	SHG*USMP T_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL PSYCHOLOGICAL CORPS	1.X.3.1.3.2.6.2	F				
			SUG*USMP C_*****	SFG*USMPC _*****	SNG*USMP C_*****	SHG*USMP C_*****

**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY	1.X.3.1.3.3	F				
			SUG*USS--- *****	SFG*USS--- *****	SNG*USS--- *****	SHG*USS--- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY THEATER	1.X.3.1.3.3.1	F				
			SUG*USST-- *****	SFG*USST-- *****	SNG*USST-- *****	SHG*USST-- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CORPS	1.X.3.1.3.3.2	F				
			SUG*USSC-- *****	SFG*USSC-- *****	SNG*USSC-- *****	SHG*USSC-- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS I	1.X.3.1.3.3.3	F				
			SUG*USS1-- *****	SFG*USS1-- *****	SNG*USS1-- *****	SHG*USS1-- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS I THEATER	1.X.3.1.3.3.3.1	F				
			SUG*USS1T _*****	SFG*USS1T- *****	SNG*USS1T _*****	SHG*USS1T _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS I CORPS	1.X.3.1.3.3.3.2	F				
			SUG*USS1C _*****	SFG*USS1C- *****	SNG*USS1C _*****	SHG*USS1C _*****

**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS II	1.X.3.1.3.3.4	F				
			SUG*USS2-- *****	SFG*USS2-- *****	SNG*USS2-- *****	SHG*USS2-- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS II THEATER	1.X.3.1.3.3.4.1	F				
			SUG*USS2T _*****	SFG*USS2T- *****	SNG*USS2T _*****	SHG*USS2T _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS II CORPS	1.X.3.1.3.3.4.2	F				
			SUG*USS2C _*****	SFG*USS2C- *****	SNG*USS2C _*****	SHG*USS2C _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS III	1.X.3.1.3.3.5	F				
			SUG*USS3-- *****	SFG*USS3-- *****	SNG*USS3-- *****	SHG*USS3-- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS III THEATER	1.X.3.1.3.3.5.1	F				
			SUG*USS3T _*****	SFG*USS3T- *****	SNG*USS3T _*****	SHG*USS3T _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS III CORPS	1.X.3.1.3.3.5.2	F				
			SUG*USS3C _*****	SFG*USS3C- *****	SNG*USS3C _*****	SHG*USS3C _*****

**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS III AVIATION	1.X.3.1.3.3.5.3	F				
			SUG*USS3A _*****	SFG*USS3A- *****	SNG*USS3A _*****	SHG*USS3A _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS III AVIATION THEATER	1.X.3.1.3.3.5.3.1	F				
			SUG*USS3A T*****	SFG*USS3A T*****	SNG*USS3A T*****	SHG*USS3A T*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS III AVIATION CORPS	1.X.3.1.3.3.5.3.2	F				
			SUG*USS3A C*****	SFG*USS3A C*****	SNG*USS3A C*****	SHG*USS3A C*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS IV	1.X.3.1.3.3.6	F				
			SUG*USS4-- *****	SFG*USS4-- *****	SNG*USS4-- *****	SHG*USS4-- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS IV THEATER	1.X.3.1.3.3.6.1	F				
			SUG*USS4T _*****	SFG*USS4T- *****	SNG*USS4T _*****	SHG*USS4T _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS IV CORPS	1.X.3.1.3.3.6.2	F				
			SUG*USS4C _*****	SFG*USS4C- *****	SNG*USS4C _*****	SHG*USS4C _*****



**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS V	1.X.3.1.3.3.7	F				
			SUG*USS5-- *****	SFG*USS5-- *****	SNG*USS5-- *****	SHG*USS5-- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS V THEATER	1.X.3.1.3.3.7.1	F				
			SUG*USS5T _*****	SFG*USS5T- *****	SNG*USS5T _*****	SHG*USS5T _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS V CORPS	1.X.3.1.3.3.7.2	F				
			SUG*USS5C _*****	SFG*USS5C- *****	SNG*USS5C _*****	SHG*USS5C _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS VI	1.X.3.1.3.3.8	F				
			SUG*USS6-- *****	SFG*USS6-- *****	SNG*USS6-- *****	SHG*USS6-- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS VI THEATER	1.X.3.1.3.3.8.1	F				
			SUG*USS6T _*****	SFG*USS6T- *****	SNG*USS6T _*****	SHG*USS6T _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS VI CORPS	1.X.3.1.3.3.8.2	F				
			SUG*USS6C _*****	SFG*USS6C- *****	SNG*USS6C _*****	SHG*USS6C _*****

**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS VII	1.X.3.1.3.3.9	F				
			SUG*USS7-- *****	SFG*USS7-- *****	SNG*USS7-- *****	SHG*USS7-- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS VII THEATER	1.X.3.1.3.3.9.1	F				
			SUG*USS7T _*****	SFG*USS7T- *****	SNG*USS7T _*****	SHG*USS7T _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS VII CORPS	1.X.3.1.3.3.9.2	F				
			SUG*USS7C _*****	SFG*USS7C- *****	SNG*USS7C _*****	SHG*USS7C _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS VIII	1.X.3.1.3.3.10	F				
			SUG*USS8-- *****	SFG*USS8-- *****	SNG*USS8-- *****	SHG*USS8-- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS VIII THEATER	1.X.3.1.3.3.10.1	F				
			SUG*USS8T _*****	SFG*USS8T- *****	SNG*USS8T _*****	SHG*USS8T _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS VIII CORPS	1.X.3.1.3.3.10.2	F				
			SUG*USS8C _*****	SFG*USS8C- *****	SNG*USS8C _*****	SHG*USS8C _*****

























**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS IX	1.X.3.1.3.3.11	F				
			SUG*USS9-- *****	SFG*USS9-- *****	SNG*USS9-- *****	SHG*USS9-- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS IX THEATER	1.X.3.1.3.3.11.1	F				
			SUG*USS9T _*****	SFG*USS9T- *****	SNG*USS9T _*****	SHG*USS9T _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS IX CORPS	1.X.3.1.3.3.11.2	F				
			SUG*USS9C _*****	SFG*USS9C- *****	SNG*USS9C _*****	SHG*USS9C _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS X	1.X.3.1.3.3.12	F				
			SUG*USSX-- *****	SFG*USSX-- *****	SNG*USSX-- *****	SHG*USSX-- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS X THEATER	1.X.3.1.3.3.12.1	F				
			SUG*USSXT _*****	SFG*USSXT _*****	SNG*USSXT _*****	SHG*USSXT _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS X CORPS	1.X.3.1.3.3.12.2	F				
			SUG*USSXC _*****	SFG*USSXC _*****	SNG*USSXC _*****	SHG*USSXC _*****

























**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY LAUNDRY/BATH	1.X.3.1.3.3.13	F				
			SUG*USSL-- *****	SFG*USSL-- *****	SNG*USSL-- *****	SHG*USSL-- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY LAUNDRY/BATH THEATER	1.X.3.1.3.3.13.1	F				
			SUG*USSLT _*****	SFG*USSLT- *****	SNG*USSLT _*****	SHG*USSLT _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY LAUNDRY/BATH CORPS	1.X.3.1.3.3.13.2	F				
			SUG*USSLC _*****	SFG*USSLC _*****	SNG*USSLC _*****	SHG*USSLC _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY WATER	1.X.3.1.3.3.14	F				
			SUG*USSW- _*****	SFG*USSW- _*****	SNG*USSW- _*****	SHG*USSW- _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY WATER THEATER	1.X.3.1.3.3.14.1	F				
			SUG*USSW T_*****	SFG*USSWT _*****	SNG*USSW T_*****	SHG*USSW T_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY WATER CORPS	1.X.3.1.3.3.14.2	F				
			SUG*USSW C_*****	SFG*USSW C_*****	SNG*USSW C_*****	SUG*USSW C_*****

























**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY WATER PURIFICATION	1.X.3.1.3.3.14.3	F				
			SUG*USSW P_*****	SFG*USSWP _*****	SNG*USSW P_*****	SHG*USSW P_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY WATER PURIFICATION THEATER	1.X.3.1.3.3.14.3.1	F				
			SUG*USSW PT*****	SFG*USSWP T*****	SNG*USSW PT*****	SHG*USSW PT*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY WATER PURIFICATION CORPS	1.X.3.1.3.3.14.3.2	F				
			SUG*USSW PC*****	SFG*USSWP C*****	SNG*USSW PC*****	SHG*USSW PC*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION	1.X.3.1.3.4	F				
			SUG*UST-- *****	SFG*UST-- *****	SNG*UST-- *****	SHG*UST-- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION THEATER	1.X.3.1.3.4.1	F				
			SUG*USTT-- *****	SFG*USTT-- *****	SNG*USTT-- *****	SHG*USTT-- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION CORPS	1.X.3.1.3.4.2	F				
			SUG*USTC-- *****	SFG*USTC-- *****	SNG*USTC-- *****	SHG*USTC-- *****

























**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION MOVEMENT CONTROL CENTER (MCC)	1.X.3.1.3.4.3	F				
			SUG*USTM- _*****	SFG*USTM- _*****	SNG*USTM- _*****	SHG*USTM- _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION MOVEMENT CONTROL CENTER (MCC) THEATER	1.X.3.1.3.4.3.1	F				
			SUG*USTM T*****	SFG*USTMT _*****	SNG*USTM T*****	SHG*USTM T*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION MOVEMENT CONTROL CENTER (MCC) CORPS	1.X.3.1.3.4.3.2	F				
			SUG*USTM C*****	SFG*USTM C*****	SNG*USTM C*****	SHG*USTM C*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION RAILHEAD	1.X.3.1.3.4.4	F				
			SUG*USTR-- *****	SFG*USTR-- *****	SNG*USTR-- *****	SHG*USTR-- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION RAILHEAD THEATER	1.X.3.1.3.4.4.1	F				
			SUG*USTRT _*****	SFG*USTRT _*****	SNG*USTRT _*****	SHG*USTRT _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION RAILHEAD CORPS	1.X.3.1.3.4.4.2	F				
			SUG*USTRC _*****	SFG*USTRC _*****	SNG*USTRC _*****	SHG*USTRC _*****

**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION SPOD/SPOE	1.X.3.1.3.4.5	F				
			SUG*USTS-- *****	SFG*USTS-- *****	SNG*USTS-- *****	SHG*USTS-- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION SPOD/SPOE THEATER	1.X.3.1.3.4.5.1	F				
			SUG*USTST _*****	SFG*USTST- *****	SNG*USTST _*****	SHG*USTST _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION SPOD/SPOE CORPS	1.X.3.1.3.4.5.2	F				
			SUG*USTSC _*****	SFG*USTSC _*****	SNG*USTSC _*****	SHG*USTSC _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION APOD/APOE	1.X.3.1.3.4.6	F				
			SUG*USTA- _*****	SFG*USTA-- *****	SNG*USTA- _*****	SHG*USTA- _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION APOD/APOE THEATER	1.X.3.1.3.4.6.1	F				
			SUG*USTAT _*****	SFG*USTAT _*****	SNG*USTAT _*****	SHG*USTAT _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION APOD/APOE CORPS	1.X.3.1.3.4.6.2	F				
			SUG*USTA C-*****	SFG*USTAC _*****	SNG*USTA C-*****	SHG*USTA C-*****

**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION MISSILE	1.X.3.1.3.4.7	F				
			SUG*USTI-- *****	SFG*USTI-- *****	SNG*USTI-- *****	SHG*USTI-- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION MISSILE THEATER	1.X.3.1.3.4.7.1	F				
			SUG*USTIT- *****	SFG*USTIT- *****	SNG*USTIT- *****	SHG*USTIT- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION MISSILE CORPS	1.X.3.1.3.4.7.2	F				
			SUG*USTIC- *****	SFG*USTIC- *****	SNG*USTIC- *****	SHG*USTIC- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE	1.X.3.1.3.5	F				
			SUG*USX--- *****	SFG*USX--- *****	SNG*USX--- *****	SHG*USX--- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE THEATER	1.X.3.1.3.5.1	F				
			SUG*USXT- _*****	SFG*USXT-- *****	SNG*USXT- _*****	SHG*USXT- _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE CORPS	1.X.3.1.3.5.2	F				
			SUG*USXC- _*****	SFG*USXC-- *****	SNG*USXC- _*****	SHG*USXC- _*****



















**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE HEAVY	1.X.3.1.3.5.3	F				
			SUG*USXH- _*****	SFG*USXH-- *****	SNG*USXH- _*****	SHG*USXH- _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE HEAVY THEATER	1.X.3.1.3.5.3.1	F				
			SUG*USXH T_*****	SFG*USXHT _*****	SNG*USXH T_*****	SHG*USXH T_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE HEAVY CORPS	1.X.3.1.3.5.3.2	F				
			SUG*USXH C_*****	SFG*USXHC _*****	SNG*USXH C_*****	SHG*USXH C_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE RECOVERY	1.X.3.1.3.5.4	F				
			SUG*USXR- _*****	SFG*USXR-- *****	SNG*USXR- _*****	SHG*USXR- _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE RECOVERY THEATER	1.X.3.1.3.5.4.1	F				
			SUG*USXR T_*****	SFG*USXRT _*****	SNG*USXR T_*****	SHG*USXR T_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE RECOVERY CORPS	1.X.3.1.3.5.4.2	F				
			SUG*USXR C_*****	SFG*USXRC _*****	SNG*USXR C_*****	SHG*USXR C_*****

**TABLE D-I. Operational icon set-ground.**





























DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ORDNANCE	1.X.3.1.3.5.5	F				
			SUG*USXO- _*****	SFG*USXO-- *****	SNG*USXO- _*****	SHG*USXO- _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ORDNANCE THEATER	1.X.3.1.3.5.5.1	F				
			SUG*USXO T*****	SFG*USXOT _*****	SNG*USXO T*****	SHG*USXO T*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ORDNANCE CORPS	1.X.3.1.3.5.5.2	F				
			SUG*USXO C*****	SFG*USXOC _*****	SNG*USXO C*****	SHG*USXO C*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ORDNANCE MISSILE	1.X.3.1.3.5.5.3	F				
			SUG*USXO M*****	SFG*USXO M*****	SNG*USXO M*****	SHG*USXO M*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ORDNANCE MISSILE THEATER	1.X.3.1.3.5.5.3.1	F				
			SUG*USXO MT*****	SFG*USXO MT*****	SNG*USXO MT*****	SHG*USXO MT*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ORDNANCE MISSILE CORPS	1.X.3.1.3.5.5.3.2	F				
			SUG*USXO MC*****	SFG*USXO MC*****	SNG*USXO MC*****	SHG*USXO MC*****

**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ELECTRO-OPTICAL	1.X.3.1.3.5.6	F				
			SUG*USXE- _*****	SFG*USXE-- *****	SNG*USXE- _*****	SHG*USXE- _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ELECTRO-OPTICAL THEATER	1.X.3.1.3.5.6.1	F				
			SUG*USXET _*****	SFG*USXET _*****	SNG*USXET _*****	SHG*USXET _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ELECTRO-OPTICAL CORPS	1.X.3.1.3.5.6.2	F				
			SUG*USXE C-*****	SFG*USXEC _*****	SNG*USXE C-*****	SNG*USXE C-*****
GROUND TRACK UNIT SPECIAL C2 HEADQUARTERS COMPONENT	1.X.3.1.4	F				
			SUG*UH---- *****	SFG*UH---- *****	SNG*UH---- *****	SHG*UH---- *****
NOTE: Refer to paragraph C.4.4.2 for construction of Special C2 Headquarters symbols.						

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**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT	1.X.3.2	F				
			SUG*E----- *****	SFG*E----- *****	SNG*E----- *****	SHG*E----- *****
GROUND TRACK EQUIPMENT WEAPONS	1.X.3.2.1					
GROUND TRACK EQUIPMENT WEAPONS MISSILE LAUNCHERS	1.X.3.2.1.1	F O				
						
			SUG*EWM-- _*****	SFG*EWM-- _*****	SNG*EWM-- _*****	SHG*EWM-- _*****
GROUND TRACK EQUIPMENT WEAPONS MISSILE LAUNCHERS AIR DEFENSE (AD) MISSILE LAUNCH	1.X.3.2.1.1.1	F O				
						
			SUG*EWMA _*****	SFG*EWMA _*****	SNG*EWMA _*****	SHG*EWMA _*****
GROUND TRACK EQUIPMENT WEAPONS MISSILE LAUNCHERS AIR DEFENSE MISSILE LAUNCH SHORT RANGE AD	1.X.3.2.1.1.1.1	F O				
						
			SUG*EWMA T*****	SFG*EWMA T*****	SNG*EWMA T*****	SHG*EWMA T*****

Note: White filled icon represents white opaque filled icon.

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**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPONS MISSILE LAUNCHERS AIR DEFENSE MISSILE LAUNCH INTERMEDIATE RANGE AD	1.X.3.2.1.1.1.2	F O				
			SUG*EWMA L-****	SFG*EWMA L-****	SNG*EWMA L-****	SHG*EWMA L-****
GROUND TRACK EQUIPMENT WEAPONS MISSILE LAUNCHERS AIR DEFENSE MISSILE LAUNCH LONG RANGE AD	1.X.3.2.1.1.1.3	F O				
			SUG*EWMA I-****	SFG*EWMA I-****	SNG*EWMA I-****	SHG*EWMA I-****
GROUND TRACK EQUIPMENT WEAPONS MISSILE LAUNCHERS AIR DEFENSE MISSILE LAUNCH THEATRE	1.X.3.2.1.1.1.4	F O				
			SUG*EWMA S-****	SFG*EWMA S-****	SNG*EWMA S-****	SHG*EWMA S-****
GROUND TRACK WEAPONS EQUIPMENT MISSILE LAUNCHERS SURF-SURF (SS)	1.X.3.2.1.1.2	F O				
			SUG*EWMS __****	SFG*EWMS- _****	SNG*EWMS __****	SHG*EWMS __****

Note: White filled icon represents white opaque filled icon.

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**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPONS MISSILE LAUNCHERS SURF-SURF SHORT RANGE SS	1.X.3.2.1.1.2.1	F O				
			SUG*EWMS L-****	SFG*EWMS L-****	SNG*EWMS L-****	SHG*EWMS L-****
GROUND TRACK EQUIPMENT WEAPONS MISSILE LAUNCHERS SURF-SURF INTERMEDIATE RANGE SS	1.X.3.2.1.1.2.2	F O				
			SUG*EWMS I-****	SFG*EWMSI _****	SNG*EWMS I-****	SHG*EWMS I-****
GROUND TRACK EQUIPMENT WEAPONS MISSILE LAUNCHERS SURF-SURF LONG RANGE SS	1.X.3.2.1.1.2.3	F O				
			SUG*EWMS S-****	SFG*EWMS S-****	SNG*EWMS S-****	SHG*EWMS S-****
GROUND TRACK EQUIPMENT WEAPONS MISSILE LAUNCHERS ANTITANK (AT)	1.X.3.2.1.1.3	F O				
			SUG*EWMT _****	SFG*EWMT- _****	SNG*EWMT _****	SHG*EWMT _****

Note: White filled icon represents white opaque filled icon.

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**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPONS MISSILE LAUNCHERS ANTITANK LIGHT	1.X.3.2.1.1.3.1	F O				
			SUG*EWMT L-****	SFG*EWMT L-****	SNG*EWMT L-****	SHG*EWMT L-****
GROUND TRACK EQUIPMENT WEAPONS MISSILE LAUNCHERS ANTITANK MEDIUM	1.X.3.2.1.1.3.2	F O				
			SUG*EWMT M-****	SFG*EWMT M-****	SNG*EWMT M-****	SHG*EWMT M-****
GROUND TRACK EQUIPMENT WEAPONS MISSILE LAUNCHERS ANTITANK HEAVY	1.X.3.2.1.1.3.3	F O				
			SUG*EWMT H-****	SFG*EWMT H-****	SNG*EWMT H-****	SHG*EWMT H-****
GROUND TRACK EQUIPMENT WEAPONS SINGLE ROCKET LAUNCHER	1.X.3.2.1.2	F O				
			SUG*EWS--- ****	SFG*EWS--- ****	SNG*EWS--- ****	SHG*EWS--- ****

Note: White filled icon represents white opaque filled icon.

**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPONS SINGLE ROCKET LAUNCHER LIGHT	1.X.3.2.1.2.1	F O				
			SUG*EWSL- _*****	SFG*EWSL-- *****	SNG*EWSL- _*****	SHG*EWSL- _*****
GROUND TRACK EQUIPMENT WEAPONS SINGLE ROCKET LAUNCHER MEDIUM	1.X.3.2.1.2.2	F O				
			SUG*EWSM _*****	SFG*EWSM- _*****	SNG*EWSM _*****	SHG*EWSM _*****
GROUND TRACK EQUIPMENT WEAPONS SINGLE ROCKET LAUNCHER HEAVY	1.X.3.2.1.2.3	F O				
			SUG*EWSH- _*****	SFG*EWSH- _*****	SNG*EWSH- _*****	SHG*EWSH- _*****
GROUND TRACK EQUIPMENT WEAPONS MULTIPLE ROCKET LAUNCHER	1.X.3.2.1.3	F O				
			SUG*EWX-- _*****	SFG*EWX-- *****	SNG*EWX-- _*****	SHG*EWX-- _*****

Note: White filled icon represents white opaque filled icon.



**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPONS MULTIPLE ROCKET LAUNCHER LIGHT	1.X.3.2.1.3.1	F O				
			SUG*EWXL- _*****	SFG*EWXL- _*****	SNG*EWXL- _*****	SHG*EWXL- _*****
GROUND TRACK EQUIPMENT WEAPONS MULTIPLE ROCKET LAUNCHER MEDIUM	1.X.3.2.1.3.2	F O				
			SUG*EWXM _*****	SFG*EWXM _*****	SNG*EWXM _*****	SHG*EWXM _*****
GROUND TRACK EQUIPMENT WEAPONS MULTIPLE ROCKET LAUNCHER HEAVY	1.X.3.2.1.3.3	F O				
			SUG*EWXH _*****	SFG*EWXH- _*****	SNG*EWXH _*****	SHG*EWXH _*****
GROUND TRACK EQUIPMENT WEAPONS ANTITANK ROCKET LAUNCHER	1.X.3.2.1.4	F O				
			SUG*EWT--- *****	SFG*EWT--- *****	SNG*EWT--- *****	SHG*EWT--- *****

Note: White filled icon represents white opaque filled icon.

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**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPONS ANTITANK ROCKET LAUNCHER LIGHT	1.X.3.2.1.4.1	F O				
			SUG*EWTL- _*****	SFG*EWTL- _*****	SNG*EWTL- _*****	SHG*EWTL- _*****
GROUND TRACK EQUIPMENT WEAPONS ANTITANK ROCKET LAUNCHER MEDIUM	1.X.3.2.1.4.2	F O				
			SUG*EWTM _*****	SFG*EWTM- _*****	SNG*EWTM _*****	SHG*EWTM _*****
GROUND TRACK EQUIPMENT WEAPONS ANTITANK ROCKET LAUNCHER HEAVY	1.X.3.2.1.4.3	F O				
			SUG*EWTH- _*****	SFG*EWTH- _*****	SNG*EWTH- _*****	SHG*EWTH- _*****
GROUND TRACK EQUIPMENT WEAPONS RIFLE/AUTOMATIC WEAPON	1.X.3.2.1.5	F O				
			SUG*EWR--- *****	SFG*EWR--- *****	SNG*EWR--- *****	SHG*EWR--- *****

Note: White filled icon represents white opaque filled icon.

**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPONS RIFLE/AUTOMATIC WEAPON RIFLE	1.X.3.2.1.5.1	F O				
			SUG*EWRR- _*****	SFG*EWRR- _*****	SNG*EWRR- _*****	SHG*EWRR- _*****
GROUND TRACK EQUIPMENT WEAPONS RIFLE/AUTOMATIC WEAPON LIGHT MACHINE GUN	1.X.3.2.1.5.2	F O				
			SUG*EWRL- _*****	SFG*EWRL- _*****	SNG*EWRL- _*****	SHG*EWRL- _*****
GROUND TRACK EQUIPMENT WEAPONS RIFLE/AUTOMATIC WEAPON HEAVY MACHINE GUN	1.X.3.2.1.5.3	F O				
			SUG*EWRH _*****	SFG*EWRH- _*****	SNG*EWRH _*****	SHG*EWRH _*****
GROUND TRACK EQUIPMENT WEAPONS GRENADE LAUNCHER	1.X.3.2.1.6	F O				
			SUG*EWZ--- *****	SFG*EWZ--- *****	SNG*EWZ--- *****	SHG*EWZ--- *****

Note: White filled icon represents white opaque filled icon.

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**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPONS GRENADE LAUNCHER LIGHT	1.X.3.2.1.6.1	F O				
			SUG*EWZL- _*****	SFG*EWZL- _*****	SNG*EWZL- _*****	SHG*EWZL- _*****
GROUND TRACK EQUIPMENT WEAPONS GRENADE LAUNCHER MEDIUM	1.X.3.2.1.6.2	F O				
			SUG*EWZM _*****	SFG*EWZM- _*****	SNG*EWZM _*****	SHG*EWZM _*****
GROUND TRACK EQUIPMENT WEAPONS GRENADE LAUNCHER HEAVY	1.X.3.2.1.6.3	F O				
			SUG*EWZH- _*****	SFG*EWZH- _*****	SNG*EWZH- _*****	SHG*EWZH- _*****
GROUND TRACK EQUIPMENT WEAPONS MORTAR	1.X.3.2.1.7	F O				
			SUG*EWO-- _*****	SFG*EWO-- *****	SNG*EWO-- _*****	SHG*EWO-- _*****

Note: White filled icon represents white opaque filled icon.

**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPONS MORTAR LIGHT	1.X.3.2.1.7.1	F O				
			SUG*EWOL- _*****	SFG*EWOL- _*****	SNG*EWOL- _*****	SHG*EWOL- _*****
GROUND TRACK EQUIPMENT WEAPONS MORTAR MEDIUM	1.X.3.2.1.7.2	F O				
			SUG*EWOM _*****	SFG*EWOM _*****	SNG*EWOM _*****	SHG*EWOM _*****
GROUND TRACK EQUIPMENT WEAPONS MORTAR HEAVY	1.X.3.2.1.7.3	F O				
			SUG*EWOH _*****	SFG*EWOH- _*****	SNG*EWOH _*****	SHG*EWOH _*****
GROUND TRACK EQUIPMENT WEAPONS HOWITZER	1.X.3.2.1.8	F O				
			SUG*EWH- _*****	SFG*EWH- _*****	SNG*EWH- _*****	SHG*EWH- _*****

Note: White filled icon represents white opaque filled icon.

**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPONS HOWITZER LIGHT	1.X.3.2.1.8.1	F O				
			SUG*EWHL- _*****	SFG*EWHL- _*****	SNG*EWHL- _*****	SHG*EWHL- _*****
GROUND TRACK EQUIPMENT WEAPONS HOWITZER LIGHT SELF-PROPELLED	1.X.3.2.1.8.1.1	F O				
			SUG*EWHL S_*****	SFG*EWHL S_*****	SNG*EWHL S_*****	SHG*EWHL S_*****
GROUND TRACK EQUIPMENT WEAPONS HOWITZER MEDIUM	1.X.3.2.1.8.2	F O				
			SUG*EWHM _*****	SFG*EWHM _*****	SNG*EWHM _*****	SHG*EWHM _*****
GROUND TRACK EQUIPMENT WEAPONS HOWITZER MEDIUM SELF-PROPELLED	1.X.3.2.1.8.2.1	F O				
			SUG*EWHM S_*****	SFG*EWHM S_*****	SNG*EWHM S_*****	SHG*EWHM S_*****

Note: White filled icon represents white opaque filled icon.

**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPONS HOWITZER HEAVY	1.X.3.2.1.8.3	F O				
			SUG*EWHH _*****	SFG*EWHH- _*****	SNG*EWHH _*****	SHG*EWHH _*****
GROUND TRACK EQUIPMENT WEAPONS HOWITZER HEAVY SELF-PROPELLED	1.X.3.2.1.8.3.1	F O				
			SUG*EWHH S_*****	SFG*EWHH S_*****	SNG*EWHH S_*****	SHG*EWHH S_*****
GROUND TRACK EQUIPMENT WEAPONS ANTITANK GUN	1.X.3.2.1.9	F O				
			SUG*EWG-- _*****	SFG*EWG-- *****	SNG*EWG-- _*****	SHG*EWG-- _*****
GROUND TRACK EQUIPMENT WEAPONS ANTITANK GUN LIGHT	1.X.3.2.1.9.1	F O				
			SUG*EWGR _*****	SFG*EWGR- _*****	SNG*EWGR _*****	SHG*EWGR _*****

Note: White filled icon represents white opaque filled icon.

**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPONS ANTITANK GUN MEDIUM	1.X.3.2.1.9.2	F O				
			SUG*EWGL- _*****	SFG*EWGL- _*****	SNG*EWGL- _*****	SHG*EWGL- _*****
GROUND TRACK EQUIPMENT WEAPONS ANTITANK GUN HEAVY	1.X.3.2.1.9.3	F O				
			SUG*EWGM _*****	SFG*EWGM _*****	SNG*EWGM _*****	SHG*EWGM _*****
GROUND TRACK EQUIPMENT WEAPONS ANTITANK GUN RECOILESS	1.X.3.2.1.9.4	F O				
			SUG*EWGH _*****	SFG*EWGH- _*****	SNG*EWGH _*****	SHG*EWGH _*****
GROUND TRACK EQUIPMENT WEAPONS DIRECT FIRE GUN	1.X.3.2.1.10	F O				
			SUG*EWD-- _*****	SFG*EWD-- *****	SNG*EWD-- _*****	SHG*EWD-- _*****

Note: White filled icon represents white opaque filled icon.



**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPONS DIRECT FIRE GUN LIGHT	1.X.3.2.1.10.1	F O				
			SUG*EWDL- _*****	SFG*EWDL- _*****	SNG*EWDL- _*****	SHG*EWDL- _*****
GROUND TRACK EQUIPMENT WEAPONS DIRECT FIRE GUN LIGHT SELF-PROPELLED	1.X.3.2.1.10.1.1	F O				
			SUG*EWDL S_*****	SFG*EWDL S_*****	SNG*EWDL S_*****	SHG*EWDL S_*****
GROUND TRACK EQUIPMENT WEAPONS DIRECT FIRE GUN MEDIUM	1.X.3.2.1.10.2	F O				
			SUG*EWDM _*****	SFG*EWDM _*****	SNG*EWDM _*****	SHG*EWDM _*****
GROUND TRACK EQUIPMENT WEAPONS DIRECT FIRE GUN MEDIUM SELF-PROPELLED	1.X.3.2.1.10.2.1	F O				
			SUG*EWDM S_*****	SFG*EWDM S_*****	SNG*EWDM S_*****	SHG*EWDM S_*****

Note: White filled icon represents white opaque filled icon.

**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPONS DIRECT FIRE GUN HEAVY	1.X.3.2.1.10.3	F O				
			SUG*EWDH _*****	SFG*EWDH- _*****	SNG*EWDH _*****	SHG*EWDH _*****
GROUND TRACK EQUIPMENT WEAPONS DIRECT FIRE GUN HEAVY SELF-PROPELLED	1.X.3.2.1.10.3.1	F O				
			SUG*EWDH S_*****	SFG*EWDH S_*****	SNG*EWDH S_*****	SHG*EWDH S_*****
GROUND TRACK EQUIPMENT WEAPONS AIR DEFENSE GUN	1.X.3.2.1.11	F O				
			SUG*EWA-- _*****	SFG*EWA-- _*****	SNG*EWA-- _*****	SHG*EWA-- _*****
GROUND TRACK EQUIPMENT WEAPONS AIR DEFENSE GUN LIGHT	1.X.3.2.1.11.1	F O				
			SUG*EWAL- _*****	SFG*EWAL- _*****	SNG*EWAL- _*****	SHG*EWAL- _*****

Note: White filled icon represents white opaque filled icon.

**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPONS AIR DEFENSE GUN MEDIUM	1.X.3.2.1.11.2	F O				
			SUG*EWAM _*****	SFG*EWAM _*****	SNG*EWAM _*****	SHG*EWAM _*****
GROUND TRACK EQUIPMENT WEAPONS AIR DEFENSE GUN HEAVY	1.X.3.2.1.11.3	F O				
			SUG*EWAH _*****	SFG*EWAH- _*****	SNG*EWAH _*****	SHG*EWAH _*****
GROUND TRACK EQUIPMENT GROUND VEHICLE	1.X.3.2.2	F O				
			SUG*EV--- *****	SFG*EV--- *****	SNG*EV--- *****	SHG*EV--- *****
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED	1.X.3.2.2.1	F O				
			SUG*EVA--- *****	SFG*EVA--- *****	SNG*EVA--- *****	SHG*EVA--- *****

Note: White filled icon represents white opaque filled icon.

**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED TANK	1.X.3.2.2.1.1	F O				
			SUG*EVAT- _*****	SFG*EVAT-- *****	SNG*EVAT- _*****	SHG*EVAT- _*****
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED TANK LIGHT	1.X.3.2.2.1.1.1	F O				
			SUG*EVAT L_*****	SFG*EVATL _*****	SNG*EVAT L_*****	SHG*EVAT L_*****
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED TANK LIGHT RECOVERY	1.X.3.2.2.1.1.1.1	F O				
			SUG*EVAT W_*****	SFG*EVAT W_*****	SNG*EVAT W_*****	SHG*EVAT W_*****
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED TANK MEDIUM	1.X.3.2.2.1.1.2	F O				
			SUG*EVAT M_*****	SFG*EVAT M_*****	SNG*EVAT M_*****	SHG*EVAT M_*****

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**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED TANK MEDIUM RECOVERY	1.X.3.2.2.1.1.2.1	F O				
			SUG*EVAT X-*****	SFG*EVATX _*****	SNG*EVAT X-*****	SHG*EVAT X-*****
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED TANK HEAVY	1.X.3.2.2.1.1.3	F O				
			SUG*EVAT H-*****	SFG*EVATH _*****	SNG*EVAT H-*****	SHG*EVAT H-*****
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED TANK HEAVY RECOVERY	1.X.3.2.2.1.1.3.1	F O				
			SUG*EVAT Y-*****	SFG*EVATY _*****	SNG*EVAT Y-*****	SHG*EVAT Y-*****
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED ARMORED PERSONNEL CARRIER	1.X.3.2.2.1.2	F O				
			SUG*EVAA- _*****	SFG*EVAA- _*****	SNG*EVAA- _*****	SHG*EVAA- _*****

NATO UNCLASSIFIED

**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED APC RECOVERY	1.X.3.2.2.1.2.1	F O				
			SUG*EVAA R-*****	SFG*EVAA R-*****	SNG*EVAA R-*****	SHG*EVAA R-*****
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED ARMORED INFANTRY	1.X.3.2.2.1.3	F O				
			SUG*EVAI-- *****	SFG*EVAI-- *****	SNG*EVAI-- *****	SHG*EVAI-- *****
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED C2V/ACV	1.X.3.2.2.1.4	F O				
			SUG*EVAC- _*****	SFG*EVAC-- *****	SNG*EVAC- _*****	SHG*EVAC- _*****
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED COMBAT SERVICE SUPPORT VEHICLE	1.X.3.2.2.1.5	F O				
			SUG*EVAS- _*****	SFG*EVAS-- *****	SNG*EVAS- _*****	SHG*EVAS- _*****

Note: White filled icon represents white opaque filled icon.

**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED LIGHT ARMORED VEHICLE	1.X.3.2.2.1.6	F O				
			SUG*EVAL- _*****	SFG*EVAL-- *****	SNG*EVAL- _*****	SHG*EVAL- _*****
GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE	1.X.3.2.2.2	F O				
			SUG*EVU--- *****	SFG*EVU--- *****	SNG*EVU--- *****	SHG*EVU--- *****
GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE BUS	1.X.3.2.2.2.1	F O				
			SUG*EVUB- _*****	SFG*EVUB-- *****	SNG*EVUB- _*****	SHG*EVUB- _*****
GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE SEMI	1.X.3.2.2.2.2	F O				
			SUG*EVUS- _*****	SFG*EVUS-- *****	SNG*EVUS- _*****	SHG*EVUS- _*****

Note: White filled icon represents white opaque filled icon.

**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE LIMITED CROSS-COUNTRY TRUCK	1.X.3.2.2.2.3	F O				
			SUG*EVUL- _*****	SFG*EVUL- _*****	SNG*EVUL- _*****	SHG*EVUL- _*****
GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE CROSS-COUNTRY TRUCK	1.X.3.2.2.2.4	F O				
			SUG*EVUX- _*****	SFG*EVUX- _*****	SNG*EVUX- _*****	SHG*EVUX- _*****
GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE WATER CRAFT	1.X.3.2.2.2.5	F O				
			SUG*EVUR- _*****	SFG*EVUR-- *****	SNG*EVUR- _*****	SHG*EVUR- _*****
GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE	1.X.3.2.2.3	F O				
			SUG*EVE--- *****	SFG*EVE--- *****	SNG*EVE--- *****	SHG*EVE--- *****

Note: White filled icon represents white opaque filled icon.



NATO UNCLASSIFIED

**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE BRIDGE	1.X.3.2.2.3.1	F O				
			SUG*EVEB- _*****	SFG*EVEB-- *****	SNG*EVEB- _*****	SHG*EVEB- _*****
GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE EARTHMOVER	1.X.3.2.2.3.2	F O				
			SUG*EVEE-- *****	SFG*EVEE-- *****	SNG*EVEE-- *****	SHG*EVEE-- *****
GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE CONSTRUCTION VEHICLE	1.X.3.2.2.3.3	F O				
			SUG*EVEC- _*****	SFG*EVEC-- *****	SNG*EVEC- _*****	SHG*EVEC- _*****
GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE MINE LAYING VEHICLE	1.X.3.2.2.3.4	F O				
			SUG*EVEM- _*****	SFG*EVEM- _*****	SNG*EVEM- _*****	SHG*EVEM- _*****

Note: White filled icon represents white opaque filled icon.

**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE MINE LAYING VEHICLE ARMORED VEHICLE MOUNTED	1.X.3.2.2.3.4.1	F O				
			SUG*EVEM A-*****	SFG*EVEM A-*****	SNG*EVEM A-*****	SHG*EVEM A-*****
GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE MINE LAYING VEHICLE TRAILER MOUNTED	1.X.3.2.2.3.4.2	F O				
			SUG*EVEM T-*****	SFG*EVEM T-*****	SNG*EVEM T-*****	SHG*EVEM T-*****
GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE MINE LAYING VEHICLE ARMORED CARRIER WITH VOLCANO	1.X.3.2.2.3.4.3	F O				
			SUG*EVEM V-*****	SFG*EVEM V-*****	SNG*EVEM V-*****	SHG*EVEM V-*****
GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE MINE LAYING VEHICLE TRUCK MOUNTED WITH VOLCANO	1.X.3.2.2.3.4.4	F O				
			SUG*EVEM L-*****	SFG*EVEM L-*****	SNG*EVEM L-*****	SHG*EVEM L-*****





























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**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE DOZER	1.X.3.2.2.3.5	F O				
			SUG*EVED-- _*****	SFG*EVED-- *****	SNG*EVED-- _*****	SHG*EVED-- _*****
GROUND TRACK EQUIPMENT GROUND VEHICLE TRAIN LOCOMOTIVE	1.X.3.2.2.4	F O				
			SUG*EVST-- *****	SFG*EVST-- *****	SNG*EVST-- *****	SHG*EVST-- *****
GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE	1.X.3.2.2.5	F O				
			SUG*EVC--- *****	SFG*EVC--- *****	SNG*EVC--- *****	SHG*EVC--- *****
GROUND TRACK EQUIPMENT SENSOR	1.X.3.2.3	F O				
			SUG*ES---- *****	SFG*ES---- *****	SNG*ES---- *****	SHG*ES---- *****

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**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT SENSOR RADAR	1.X.3.2.3.1	F O				
						
			SUG*ESR--- *****	SFG*ESR--- *****	SNG*ESR--- *****	SHG*ESR--- *****
GROUND TRACK EQUIPMENT SENSOR EMPLACED	1.X.3.2.3.2	F O				
						
			SUG*ESE--- *****	SFG*ESE--- *****	SNG*ESE--- *****	SHG*ESE--- *****
GROUND TRACK EQUIPMENT SPECIAL	1.X.3.2.4					
GROUND TRACK EQUIPMENT SPECIAL LASER	1.X.3.2.4.1	F O				
						
			SUG*EXL--- *****	SFG*EXL--- *****	SNG*EXL--- *****	SHG*EXL--- *****
GROUND TRACK EQUIPMENT SPECIAL NBC EQUIPMENT	1.X.3.2.4.2	F O				

**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
			SUG*EXN--- *****	SFG*EXN--- *****	SNG*EXN--- *****	SHG*EXN--- *****
GROUND TRACK EQUIPMENT SPECIAL FLAME THROWER	1.X.3.2.4.3	F O				
			SUG*EXF--- *****	SFG*EXF--- *****	SNG*EXF--- *****	SHG*EXF--- *****
GROUND TRACK EQUIPMENT SPECIAL LAND MINES	1.X.3.2.4.4	F O				
			SUG*EXM--- *****	SFG*EXM--- *****	SNG*EXM--- *****	SHG*EXM--- *****
GROUND TRACK EQUIPMENT SPECIAL LAND MINES CLAYMORE	1.X.3.2.4.4.1	F O				
			SUG*EXMC- _*****	SFG*EXMC- _*****	SNG*EXMC- _*****	SHG*EXMC- _*****
GROUND TRACK EQUIPMENT SPECIAL LAND MINES LESS THAN LETHAL	1.X.3.2.4.4.2	F O				

Note: White filled icon represents white opaque filled icon.





















**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
			SUG*EXML- _*****	SFG*EXML- _*****	SNG*EXML- _*****	SHG*EXML- _*****
GROUND TRACK INSTALLATION	1.X.3.3	F				
NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.			SUG*I---- H****	SFG*I---- H****	SNG*I---- H****	SHG*I---- H****
GROUND TRACK INSTALLATION RAW MATERIAL PRODUCTION/STORAGE	1.X.3.3.1	F				
NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.			SUG*IR---- H****	SFG*IR---- H****	SNG*IR---- H****	SHG*IR---- H****
GROUND TRACK INSTALLATION RAW MATERIAL PRODUCTION/STORAGE MINE	1.X.3.3.1.1	F				
NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.			SUG*IRM--- H****	SFG*IRM--- H****	SNG*IRM--- H****	SHG*IRM--- H****
GROUND TRACK INSTALLATION RAW MATERIAL PRODUCTION/STORAGE PETROLEUM/GAS/OIL	1.X.3.3.1.2	F				
NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.			SUG*IRP--- H****	SFG*IRP--- H****	SNG*IRP--- H****	SHG*IRP--- H****

**TABLE D-I. Operational icon set-ground.**





















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK INSTALLATION RAW MATERIAL PRODUCTION/STORAGE NBC  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.1.3	F				
			SUG*IRN-- H****	SFG*IRN-- H****	SNG*IRN-- H****	SHG*IRN-- H****
GROUND TRACK INSTALLATION RAW MATERIAL PRODUCTION/STORAGE NBC BIOLOGICAL  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.1.3.1	F				
			SUGIRNB-- H****	SFGIRNB-- H****	SNGIRNB-- H****	SHGIRNB-- H****
GROUND TRACK INSTALLATION RAW MATERIAL PRODUCTION/STORAGE NBC CHEMICAL  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.1.3.2	F				
			SUG*IRNC-- H****	SFG*IRNC-- H****	SNG*IRNC-- H****	SHG*IRNC-- H****
GROUND TRACK INSTALLATION RAW MATERIAL PRODUCTION/STORAGE NBC NUCLEAR  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.1.3.3	F				
			SUG*IRNN-- H****	SFG*IRNN-- H****	SNG*IRNN-- H****	SHG*IRNN-- H****
GROUND TRACK INSTALLATION PROCESSING FACILITY  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.2	F				
			SUG*IP---- H****	SFG*IP---- H****	SNG*IP---- H****	SHG*IP---- H****

**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK INSTALLATION PROCESSING FACILITY DECON  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.2.1	F				
			SUG*IPD--- H****	SFG*IPD--- H****	SNG*IPD--- H****	SHG*IPD--- H****
GROUND TRACK INSTALLATION EQUIPMENT MANUFACTURE  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.3	F				
			SUG*IE---- H****	SFG*IE---- H****	SNG*IE---- H****	SHG*IE---- H****
GROUND TRACK INSTALLATION SERVICE, RESEARCH, UTILITY FACILITY  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.4	F				
			SUG*IU---- H****	SFG*IU---- H****	SNG*IU---- H****	SHG*IU---- H****
GROUND TRACK INSTALLATION SERVICE, RESEARCH, UTILITY FACILITY TECHNOLOGICAL RESEARCH FACILITY  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.4.1	F				
			SUG*IUR--- H****	SFG*IUR--- H****	SNG*IUR--- H****	SHG*IUR--- H****
GROUND TRACK INSTALLATION SERVICE, RESEARCH, UTILITY FACILITY TELECOMMUNICATIONS FACILITY  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.4.2	F				
			SUG*IUT--- H****	SFG*IUT--- H****	SNG*IUT--- H****	SHG*IUT--- H****























**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK INSTALLATION SERVICE, RESEARCH, UTILITY FACILITY ELECTRIC POWER FACILITY  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.4.3	F				
			SUG*IUE--- H****	SFG*IUE--- H****	SNG*IUE--- H****	SUG*IUE--- H****
GROUND TRACK INSTALLATION SERVICE, RESEARCH, UTILITY FACILITY PUBLIC WATER SERVICES  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.4.4	F				
			SUG*IUP--- H****	SFG*IUP--- H****	SNG*IUP--- H****	SHG*IUP--- H****
GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY	1.X.3.3.5					
GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY ATOMIC ENERGY REACTOR  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.5.1	F				
			SUG*IMF--- H****	SFG*IMF--- H****	SNG*IMF--- H****	SHG*IMF--- H****
GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY AIRCRAFT PROD. & ASSEMBLY  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.5.2	F				
			SUG*IMA--- H****	SFG*IMA--- H****	SNG*IMA--- H****	SHG*IMA--- H****
GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY AMMUNITION AND EXPLOSIVES PRODUCTION  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.5.3	F				
			SUG*IMA--- H****	SFG*IMA--- H****	SNG*IMA--- H****	SHG*IMA--- H****

Note: White filled icon represents white opaque filled icon.





















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**TABLE D-I. Operational icon set-ground.**

















DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
			SUG*IME--- H****	SFG*IME--- H****	SNG*IME--- H****	SHG*IME--- H****
GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY ARMAMENT PRODUCTION  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.5.4	F				
			SUG*IMG--- H****	SFG*IMG--- H****	SNG*IMG--- H****	SHG*IMG--- H****
GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY MILITARY VEHICLE PRODUCTION  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.5.5	F				
			SUG*IMV--- H****	SFG*IMV--- H****	SNG*IMV--- H****	SHG*IMV--- H****
GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY ENGINEERING EQUIPMENT PRODUCTION  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.5.6	F				
			SUG*IMN--- H****	SFG*IMN--- H****	SNG*IMN--- H****	SHG*IMN--- H****
GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY ENGINEERING EQUIPMENT PRODUCTION BRIDGE  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.5.6.1	F				
			SUG*IMNB- -H****	SFG*IMNB-- H****	SNG*IMNB- -H****	SHG*IMNB- -H****
GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY CHEM & BIO WARFARE PROD.  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.5.7	F				

Note: White filled icon represents white opaque filled icon.

**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
			SUG*IMC--- H****	SFG*IMC--- H****	SNG*IMC--- H****	SHG*IMC--- H****
GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY SHIP CONSTRUCTION  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.5.8	F				
			SUG*IMS--- H****	SFG*IMS--- H****	SNG*IMS--- H****	SHG*IMS--- H****
GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY MISSILE & SPACE SYSTEM PRODUCTION  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.5.9	F				
			SUG*IMM--- H****	SFG*IMM--- H****	SNG*IMM--- H****	SHG*IMM--- H****
GROUND TRACK INSTALLATION GOV'T LEADERSHIP  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.6	F				
			SUG*IG--- H****	SFG*IG--- H****	SNG*IG--- H****	SHG*IG--- H****
GROUND TRACK INSTALLATION MILITARY BASE/FACILITY  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.7	F				
			SUG*IB--- H****	SFG*IB--- H****	SNG*IB--- H****	SHG*IB--- H****
GROUND TRACK INSTALLATION MILITARY BASE/FACILITY AIRPORT/AIRBASE  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.7.1	F				
			SUG*IBA--- H****	SFG*IBA--- H****	SNG*IBA--- H****	SHG*IBA--- H****

**TABLE D-I. Operational icon set-ground.**

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK INSTALLATION MILITARY BASE/FACILITY SEAPORT/NAVAL BASE  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.7.2	F				
			SUG*IBN--- H****	SFG*IBN--- H****	SNG*IBN--- H****	SHG*IBN--- H****
GROUND TRACK INSTALLATION TRANSPORT FACILITY  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.8	F				
			SUG*IT---- H****	SFG*IT---- H****	SNG*IT---- H****	SHG*IT---- H****
GROUND TRACK INSTALLATION MEDICAL FACILITY  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.9	F				
			SUG*IX---- H****	SFG*IX---- H****	SNG*IX---- H****	SHG*IX---- H****
GROUND TRACK INSTALLATION MEDICAL FACILITY HOSPITAL  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" and is not part of the basic symbol.	1.X.3.3.9.1	F				
			SUG*IXH--- H****	SFG*IXH--- H****	SNG*IXH--- H****	SHG*IXH--- H****

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ANNEX E  
TACTICAL GRAPHICS

E.1 GENERAL

E.1.1 Scope. This annex provides operational information in the form of tactical graphics related to battlespace geometry. These graphics are necessary for battlefield planning and management, but cannot be presented as icon-based symbols alone.

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 OPERATIONAL SYMBOLOGY

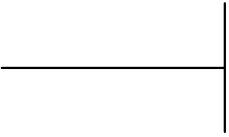
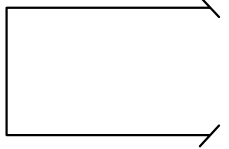

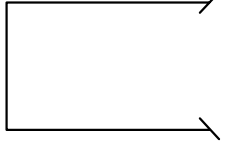
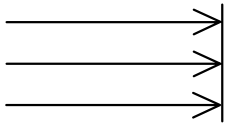
E.4.1 Battlespace geometry. Battlespace geometry includes tasks, control measures, points, areas, lines, aviation maneuver graphics, deception graphics, offense maneuver graphics, special manoeuvre graphics, mobility/survivability, fire support graphics, combat service support, command and control, and operations other than war, along with the symbols/icons presented in the publication including the use of text and indicators to convey operational information which cannot be presented via symbols/icons alone. The rules for generation and display, including optional use of color, follow the guidelines presented previously unless stated otherwise in this section. The ID coding is presented in appendix B. Battlespace geometry codes used in symbol ID code position 3, Battle Dimension are T (tasks), C (control measures), and O (operations other than war).

NOTE: The numbers displayed within the battlespace graphics are used as examples and not as specific parts of the graphic. They are shown to designate place holders.

TABLE E-I. <u>Tactical graphics.</u>		
DESCRIPTION	HIERARCHY	
	SYMBOL ID	BATTLESPACE GRAPHIC
<b>Tactical Graphics</b>	2.X	
<b>Tasks</b>	2.X.1	

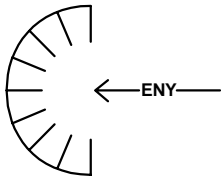
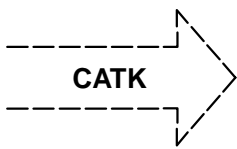
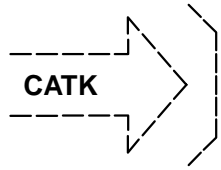
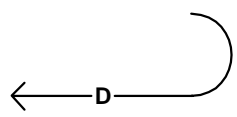
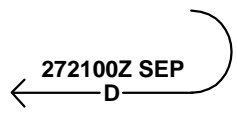
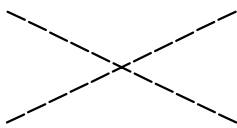
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TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	
	SYMBOL ID	BATTLESPACE GRAPHIC
<b>Task Graphics</b>	2.X.1.1	
<b>Block</b> 1. A tactical task assigned to a unit which requires it to deny the enemy access to a given area or to prevent enemy advance in a given direction or an avenue of approach. It may be for a specified time. Units assigned this mission may have to retain terrain and accept decisive engagement. 2. An obstacle effect that integrates fire planning and obstacle effort to stop an attacker on a specific avenue of approach or to prevent an enemy from exiting an engagement area.	2.X.1.1.1	
	G*T*GB----*****	
<b>Breach</b> A tactical task where any means available are employed to break through or secure a passage through an enemy defense, obstacle, minefield, or fortification.	2.X.1.1.2	
	G*T*GH----*****	
<b>Bypass</b> A tactical task which involves maneuvering around an obstacle, position, or enemy force to maintain the momentum of advance. Bypassed obstacles and enemy forces are reported to higher HQ.	2.X.1.1.3	
	G*T*GY----*****	
<b>Canalize</b> To restrict operations to a narrow zone by use of existing or reinforcing obstacles or by fire or bombing. (Army)--A tactical task used to restrict operations to a narrow zone by the use of obstacles, fires, and/or unit maneuvering or positioning.	2.X.1.1.4	
	G*T*GC----*****	
<b>Clear</b> To clear the air to gain either temporary or permanent air superiority or control in a given sector. (Army)--1. A tactical task to remove all enemy forces from a specific location, area, or zone. 2. To eliminate transmissions on a tactical radio net in order to allow a higher precedence transmission to occur. 3. The total elimination or neutralization of an obstacle that is usually performed by follow-on engineers and is not done under fire.	2.X.1.1.5	
	G*T*GX----*****	

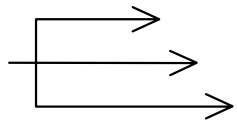

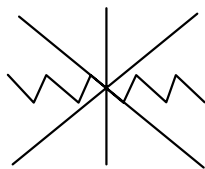
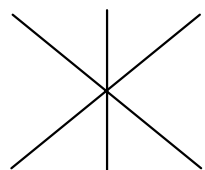
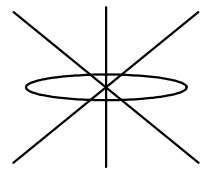
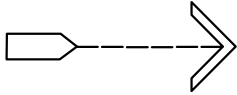
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TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
<b>Contain</b> To stop, hold, or surround the forces of the enemy or to cause the enemy to center activity on a given front and to prevent his withdrawing any part of his forces for use elsewhere. (Army)--A tactical task to restrict enemy movement.	2.X.1.1.6	
	G*T*GJ----*****	
<b>Counterattack (CATK)</b> A form of offensive operation in which an attack by a part or all of a defending force is made against an enemy attacking force, for such specific purposes as regaining ground lost, cutting off or destroying lead enemy units, and with the general objective of regaining the initiative and denying the enemy the attainment of his goal or purpose in attacking.	2.X.1.1.7	
	G*T*GK----*****	
<b>Counterattack By Fire</b>	2.X.1.1.7.1	
	G*T*GKF--- *****	
<b>Delay</b> 1. The ground distance from a point directly beneath the aircraft to the beginning of the area of radar scan. 2. In radar, the electronic delay of the start of the time base used to select a particular segment of the total. 3. A report from the firing ship to the observer or the spotter to inform that the ship will be unable to provide the requested fire immediately. It will normally be followed by the estimated duration of the delay.	2.X.1.1.8	
	G*T*GL----*****	
<b>Delay (until a specified time)</b>	2.X.1.1.8.1	
	G*T*GLT--- *****	
<b>Destroy</b> 1. A tactical task to physically render an enemy force combat-ineffective unless it is reconstituted. 2. To render a target so damaged that it cannot function as intended nor be restored to a usable condition without being entirely rebuilt. In aviation missions, requires 70 percent incapacitation/destruction of enemy force. In artillery, requires 30 percent incapacitation/destruction of enemy force.	2.X.1.1.9	
	G*T*GD----*****	

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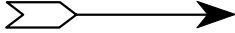
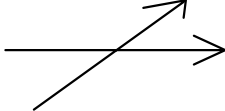
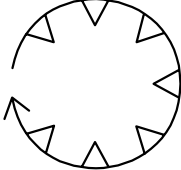
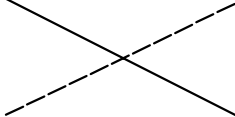
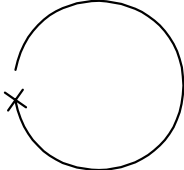
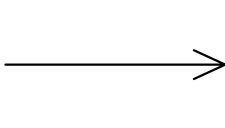
TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	
	SYMBOL ID	BATTLESPACE GRAPHIC
<b>Disrupt</b> A tactical task or obstacle effect (that integrates fire planning and obstacle effort) that breaks apart an enemy's formation and tempo, interrupts the enemy's time table, causes premature commitment of forces, and/or splinters their attack.	2.X.1.1.10	
	G*T*GT----*****	
<b>Fix</b> A position determined from terrestrial, electronic, or astronomical data. (Army)--1. A tactical task in which actions are taken to prevent the enemy from moving any part of his forces from a specific location and/or for a specific period of time by holding or surrounding them to prevent their withdrawal for use elsewhere. 2. A tactical obstacle effect that integrates fire planning and obstacle effort to slow an attacker within a specified area--normally an engagement area.	2.X.1.1.11	
	G*T*GF----*****	
<b>Electro-Magnetic</b>	2.X.1.1.11.1	
	G*T*GFE--- *****	
<b>Acoustic</b>	2.X.1.1.11.2	
	G*T*GFA--- *****	
<b>Electro-Optical</b>	2.X.1.1.11.3	
	G*T*GFO--- *****	
<b>Follow and Assume</b> An operation in which a committed force follows a force conducting an offensive operation, and is prepared to continue the mission of the force it is following when that force is fixed, attrited, or otherwise unable to continue. Such a force is not a reserve but is committed to accomplish specified tasks.	2.X.1.1.12	
	G*T*GA----*****	




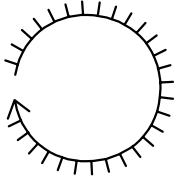
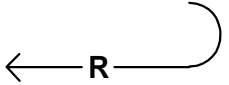
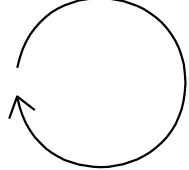
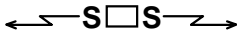
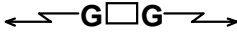
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TABLE E-I. Tactical graphics.


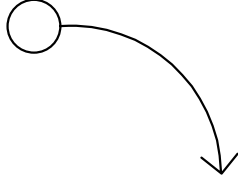
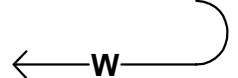

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
<p><b>Follow and Support</b> An operation in which a committed force follows and supports the mission accomplishment of a force conducting an offensive operation. Such a force is not a reserve, but is committed to accomplish specified tasks.</p>	2.X.1.1.12.1	
	G*T*GAS--- *****	
<p><b>Interdict</b> To divert, disrupt, delay, or destroy enemy's surface military potential before it can be used effectively against friendly forces. (Army)--Using fire support or maneuver forces; <b>1.</b> To seal off an area by any means; to deny use of a route or approach. <b>2.</b> To carry out a tactical task to prevent, hinder, or delay the use of an area or route by enemy forces.</p>	2.X.1.1.13	
	G*T*GI----*****	
<p><b>Isolate</b> A tactical task given to a unit to seal off (both physically and psychologically) an enemy from its sources of support, to deny an enemy freedom of movement, and prevent an enemy unit from having contact with other enemy forces. An enemy must not be allowed sanctuary within its present position.</p>	2.X.1.1.14	
	G*T*GE----*****	
<p><b>Neutralize</b> As pertains to military operations, to render ineffective or unusable. (Army)--<b>1.</b> To render enemy personnel or material incapable of interfering with a particular operation. <b>2.</b> To render safe mines, bombs, missiles, and booby traps. <b>3.</b> To make harmless anything contaminated with a chemical agent.</p>	2.X.1.1.15	
	G*T*GN----*****	
<p><b>Occupy</b> <b>1.</b> A tactical task in which a force moves onto an objective, key terrain, or other manmade or natural terrain area without opposition and controls that entire area. <b>2.</b> To remain in an area and retain control of that area.</p>	2.X.1.1.16	
	G*T*GO----*****	
<p><b>Penetrate</b> In land operations, the breaking through of the enemy's defense and disrupting the defensive system.</p>	2.X.1.1.17	
	G*T*GP----*****	

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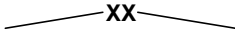

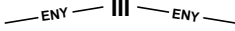
TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	
	SYMBOL ID	BATTLESPACE GRAPHIC
<b>Relief In Place (RIP)</b> An operation in which, by direction of higher authority, all or part of a unit is replaced in an area by the incoming unit. The responsibilities of the replaced elements for the mission and the assigned zone of operations are transferred to the incoming unit. The incoming unit continues the operation as ordered.	2.X.1.1.18	
	G*T*GR----*****	
<b>Retain</b> When used in the context of deliberate planning, the directed command will keep the referenced operation plan, operation plan in concept format, or concept summary and any associated Joint Operation Planning System or Joint Operation Planning and Execution System automated data processing files in an inactive library or status. The plan and its associated files will not be maintained unless directed by follow-on guidance. (Army)--A tactical task to occupy and hold a terrain feature to ensure it is free of enemy occupation or use.	2.X.1.1.19	
	G*T*GQ----*****	
<b>Retirement</b> An operation in which a force out of contact moves away from the enemy. Army--A form of retrograde operations; a directed, rearward movement by a force that is not in contact with the enemy and does not anticipate significant contact with the enemy.	2.X.1.1.20	
	G*T*GM---*****	
<b>Secure</b> In an operational context, to gain possession of a position or terrain feature, with or without force, and to make such disposition as will prevent, as far as possible, his destruction or loss by enemy action. Army--A tactical task to gain possession of a position or terrain feature, with or without force, and to deploy in a manner which prevents its destruction or loss to enemy action.	2.X.1.1.21	
	G*T*GS----*****	
<b>Security (screen)</b>	2.X.1.1.21.1	
	G*T*GSS---*****	
<b>Security (guard)</b>	2.X.1.1.21.2	
	G*T*GSG---*****	

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TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
<b>Security (cover)</b>	2.X.1.1.21.3	
	G*T*GSC--- *****	
<b>Seize</b> A tactical task to clear a designated area and obtain control of it.	2.X.1.1.22	
	G*T*GZ---*****	
<b>Withdraw</b> A planned operation in which a force in contact disengages from an enemy force. Army--A tactical task where a force in contact plans to disengage from the enemy and move in a direction away from the enemy.	2.X.1.1.23	
	G*T*GW--- *****	
<b>Withdraw Under Pressure</b>	2.X.1.1.23.1	
	G*T*GWP--- *****	
<b>Control Measures</b> Directives given graphically or orally by a commander to subordinate commands in order to assign responsibilities, coordinate fires and maneuver, and control combat operations.	2.X.2	
<b>Maneuver Graphics</b>	2.X.2.1	
<b>General Maneuver Graphics</b>	2.X.2.1.1	
<b>Points</b>	2.X.2.1.1.1	

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TABLE E-I. Tactical graphics.


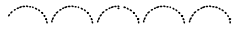


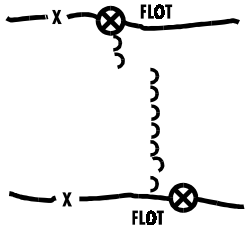
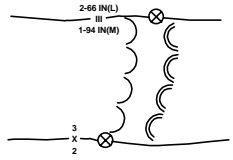
DESCRIPTION	HIERARCHY	
	SYMBOL ID	BATTLESPACE GRAPHIC
<b>Point of Interest</b>	2.X.2.1.1.1.1	
	G*C*MGPI-- *****	
<b>Lines</b>	2.X.2.1.1.2	
<b>Boundaries</b> 1. A line which delineates surface areas (or airspace) for the purpose of facilitating coordination and deconfliction of operations between adjacent units, formations or areas. 2. A control measure normally drawn along identifiable terrain features and used to delineate areas of tactical responsibility between adjacent units and between higher headquarters to the rear of the subordinate units.	2.X.2.1.1.2.1	
<b>General Boundaries</b>	2.X.2.1.1.2.1.1	
<b>Friendly Present</b>	2.X.2.1.1.2.1.1.1	
	GFC*MGLBGF** ***	
<b>Friendly Planned or On Order</b>	2.X.2.1.1.2.1.1.2	
	GFC*MGLBGO* ****	
<b>Enemy Known</b>	2.X.2.1.1.2.1.1.3	
	GHC*MGLBGK* ****	

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TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
<b>Enemy Suspected or Templated</b>	2.X.2.1.1.2.1.1.4	
	GHC*MGLBGS* ****	
<b>Lateral Boundary</b> Control measures which define the left and right limits of a unit's zone of action or sector. Together with the rear and forward boundary and a coordinating altitude, lateral boundaries define the area of operations for a commander.	2.X.2.1.1.2.1.2	
	G*C*MGLBL- ****	
<b>Forward Boundary</b> The farthest limit, in the direction of the enemy, of an organization's responsibility. It is responsible for deep operations to that limit. The next higher headquarters is responsible for coordinating deep operations beyond that limit. In offensive operations it may move from phase line to phase line dependent on the battlefield situation.	2.X.2.1.1.2.1.3	
	G*C*MGLBF- ****	
<b>Rear Boundary</b> Define the rear of a sector or zone of action assigned to a particular unit. The area behind a rear boundary belongs to the next higher commander and positioning of elements behind it must be coordinated with that commander.	2.X.2.1.1.2.1.4	
	G*C*MGLBR-** ***	

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TABLE E-I. Tactical graphics.

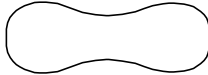
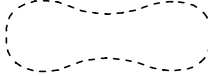
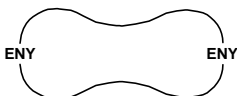

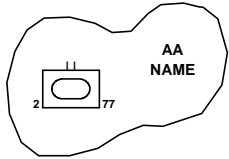
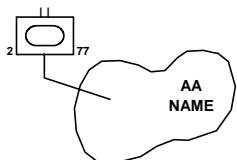
DESCRIPTION	HIERARCHY	
	SYMBOL ID	BATTLESPACE GRAPHIC
<p><b>Forward Line of Troops (FLOT)</b> A line that indicates the most forward positions of forces in any kind of military operation at a specific time. It normally identifies the forward location of covering and screening forces. Army-- The FLOT may be at, beyond, or short of the FEBA</p> <p><b>Friendly Present</b></p> <p><b>Friendly Planned or On Order</b></p> <p><b>Enemy Known or Confirmed</b></p> <p><b>Enemy Suspected or Templated</b></p>	2.X.2.1.1.2.2	
	G*C*MGLF-- *****	
		
		
<p><b>Example of a Forward Line of Troops (FLOT)</b></p>	Example	
<p><b>Line of Contact</b> A general trace delineating the location where two opposing forces are engaged.</p>	2.X.2.1.1.2.3	
	G*C*MGLL-- *****	

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TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	
	SYMBOL ID	BATTLESPACE GRAPHIC
<b>Phase/Coordination Line</b> A line used for control and coordination of military operations, usually a terrain feature extending across the zone of action. Army-- A line used for control and coordination of military operations. It is usually along a recognizable terrain feature extending across the sector or zone of action. Units normally report crossing PLs, but do not halt unless specifically directed.	2.X.2.1.1.2.4	
	G*C*MGLP-- *****	
<b>Bearing Line</b>	2.X.2.1.1.2.5	
	G*C*MGLE-- *****	
<b>Electronic</b>	2.X.2.1.1.2.5.1	
	G*C*MGLEE-- *****	
<b>Acoustic</b>	2.X.2.1.1.2.5.2	
	G*C*MGLEA-- *****	
<b>Torpedo</b>	2.X.2.1.1.2.5.3	
	G*C*MGLET-- *****	
<b>Electro-Optical Intercept</b>	2.X.2.1.1.2.5.4	
	G*C*MGLEO-- *****	
<b>Areas</b>	2.X.2.1.1.3	
<b>Unspecified Area</b>	2.X.2.1.1.3.1	
<b>General Area</b>	2.X.2.1.1.3.1.1	

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TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
<b>Friendly</b>	2.X.2.1.1.3.1.1.1	
	GFC*MGAUAF* ****	
<b>Friendly Planned/On Order</b>	2.X.2.1.1.3.1.1.2	
	GFC*MGAUAP* ****	
<b>Enemy Known/Confirmed</b>	2.X.2.1.1.3.1.1.3	
	GHC*MGAUAE* ****	
<b>Enemy Suspected/Templated</b>	2.X.2.1.1.3.1.1.4	
	GHC*MGAUAS* ****	
<b>Assembly Area</b> <b>1.</b> An area in which a command is assembled preparatory to further action. <b>2.</b> In a supply installation, the gross area used for collecting and combining components into complete units, kits, or assemblies.	2.X.2.1.1.3.1.2	
	G*C*MGAUB- ****	
<b>Occupied</b>	2.X.2.1.1.3.1.2.1	
	G*C*MGAUBO* ****	




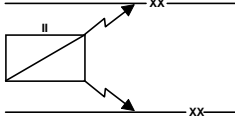
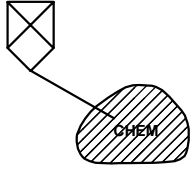

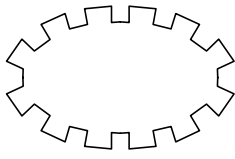
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TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
<b>Occupied by Multiple Units</b>	2.X.2.1.1.3.1.2.2	
	G*C*MGAUBM* *****	
<b>Proposed/ On Order</b>	2.X.2.1.1.3.1.2.3	
	G*C*MGAUBR* *****	
<b>Specified Area</b>	2.X.2.1.1.3.2	
<b>Drop Zone (DZ)</b> A specific area upon which airborne troops, equipment, or supplies are airdropped by parachute.	2.X.2.1.1.3.2.1	
	G*C*MGASD- *****	
<b>Extraction Zone (EZ)</b> A specified drop zone used for the delivery of equipment and/or supplies by means of an extraction technique from an aircraft flying very close to the ground.	2.X.2.1.1.3.2.2	
	G*C*MGASE- *****	
<b>Landing Zone (LZ)</b> A specified area used for landing aircraft.	2.X.2.1.1.3.2.3	
	G*C*MGASL- *****	



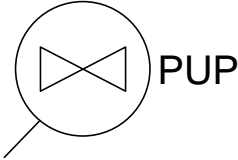
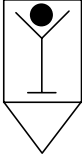
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TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
<b>Pickup Zone (PZ)</b> A geographic area used to pick up troops and/or equipment by helicopter.	2.X.2.1.1.3.2.4	
	G*C*MGASP-*****	
<b>Search Area/Reconnaissance Area</b> Used to depict the area within which a unit or formation is responsible for reconnaissance. As shown, the points of the arrows indicate the width of that area but <i>not</i> its forward edge.	2.X.2.1.1.3.2.5	
	G*C*MGASS-*****	
<b>Limited Access Area</b> Superimposed on the basic symbol are other symbols to indicate to what personnel or equipment the area is impassable.	2.X.2.1.1.3.2.6	
	G*C*MGASM-*****	
<b>Engagement Area</b>	2.X.2.1.1.3.2.7	
	G*C*MGASG-*****	
<b>Fortified Area</b>	2.X.2.1.1.3.2.8	
	G*C*MGASF-*****	
<b>Aviation Maneuver Graphics</b>	2.X.2.1.2	
<b>Aviation Points</b>	2.X.2.1.2.1	

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TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
<b>Air Control Point (ACP)</b> An easily identifiable point on the terrain or an electronic navigational aid used to provide necessary control during air movement. ACPs are generally designated at each point where the flight route or air corridor makes a definite change in direction and any other point deemed necessary for timing or control of the operation.	2.X.2.1.2.1.1	
	G*C*MAAP-- *****	
<b>Communications Checkpoint (CCP)</b> An air control point that requires serial leaders to report either to the aviation mission commander or the terminal control facility.	2.X.2.1.2.1.2	
	G*C*MAAC-- *****	
<b>Pop-Up Point (PUP)</b> The location at which aircraft quickly gain altitude for target acquisition and engagement.	2.X.2.1.2.1.3	
	G*C*MAAU-- *****	
<b>Downed Aircrew Pickup Point</b> A point to where aviators will attempt to evade and escape to be recovered by friendly forces.	2.X.2.1.2.1.4	
	G*C*MAAD-- *****	
<b>Aviation Lines</b>	2.X.2.1.2.2	
<b>Air Corridor</b> The Air Corridor is punctuated with Air Control Points (ACPs) at the appropriate places.	2.X.2.1.2.2.1	
	G*C*MALC-- *****	

Note: White filled icon represents white opaque filled icon.

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TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	
	SYMBOL ID	BATTLESPACE GRAPHIC
<b>Example of an Air Corridor</b>		
<b>Minimum Risk Route (MRR)</b> A temporary corridor of defined dimensions recommended for use by high-speed, fixed-wing aircraft that presents the minimum known hazards to low-flying aircraft transiting the combat zone. Army--An MRR is a temporary flight route recommended for USAF use. It presents the minimum known hazards to low-flying aircraft in the control zone (CZ). The MRR must be approved by the airspace control authority and avoids fire support targets such as air defense weapons, landing zones, pick-up zones, FARPs, and Army airfields.	2.X.2.1.2.2.2  G*C*MALM-- *****	
<b>Standard-Use Army Aircraft Flight Route (SAAFR)</b> Routes which are established below the coordinating altitude to facilitate the movement of Army aviation assets. Normally, these routes are located in the corps through brigade rear area of operations.	2.X.2.1.2.2.3  G*C*MALS-- *****	
<b>Unmanned Aerial Vehicle (UAV) Route</b> An unmanned vehicle capable of being controlled from a distant location through a communication link. It is normally designed to be recoverable.	2.X.2.1.2.2.4  G*C*MALU-- *****	
<b>Low Level Transit Route (LLTR)</b> A temporary corridor of defined dimensions established in the forward area to minimize the risk to friendly aircraft from friendly air defenses or surface forces.	2.X.2.1.2.2.5  G*C*MALL-- *****	
<b>Aviation Areas</b>	2.X.2.1.2.3	

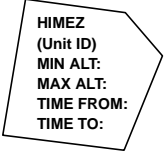
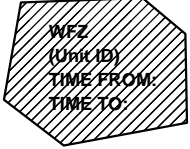
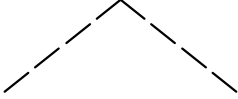

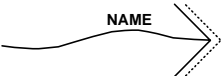
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TABLE E-I. Tactical graphics.

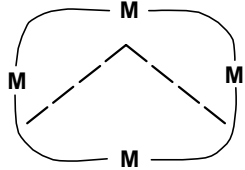
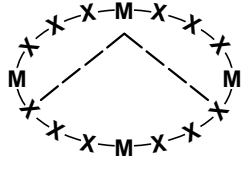
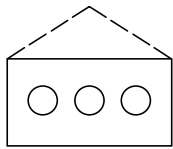
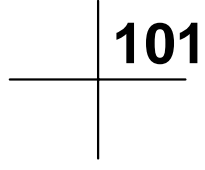
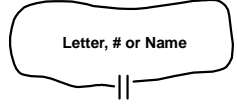
DESCRIPTION	HIERARCHY	
	SYMBOL ID	BATTLESPACE GRAPHIC
<b>Restricted Operations Zone (ROZ)</b> A volume of airspace of defined dimensions designated for a specific operational mission. Entry into that zone is authorized only by the originating headquarters.	2.X.2.1.2.3.1	
	G*C*MAVR-- *****	
<b>Forward Area Air Defense Zone (FAADEZ)</b>	2.X.2.1.2.3.2	
	G*C*MAVF-- *****	
<b>High Density Airspace Control Zone (HIDACZ)</b> Airspace designated in an airspace control plan or airspace control order in which there is a concentrated employment of numerous and varied weapons and airspace users. A high-density airspace control zone has defined dimensions which usually coincide with geographical features or navigational aids. Access to a high-density airspace control zone is normally controlled by the maneuver commander. The maneuver commander can also direct a more restrictive weapons status within the high-density airspace control zone.	2.X.2.1.2.3.3	
	G*C*MAVH-- *****	
<b>Missile Engagement Zone (MEZ)</b> 1. High-Altitude Missile Engagement Zone (HIMEZ). In air defense, that airspace of defined dimensions within which the responsibility for engagement of air threats normally rests with high-altitude surface-to-air missiles. 2. Low-Altitude Missile Engagement Zone (LOMEZ). In air defense, that airspace of defined dimensions within which the responsibility for engagement of air treats normally rests with low to medium altitude surface-to-air missiles. 3. In air defense, that airspace of defined dimensions within which the responsibility for engagement of air threats normally rests with short-range air defense weapons. It may be established within a low or high altitude missile engagement. 4. Joint Engagement Zone (JEZ). In air defense, that airspace of defined dimensions within which multiple air defense systems (surface-to-air missiles and aircraft) are simultaneously employed to engage air threats.	2.X.2.1.2.3.4	
	G*C*MAVM-- *****	
<b>Low Altitude MEZ</b>	2.X.2.1.2.3.4.1	
	G*C*MAVML- *****	

Note: White filled icon represents white opaque filled icon.

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TABLE E-I. Tactical graphics.

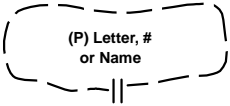
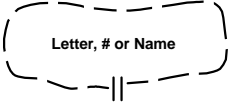
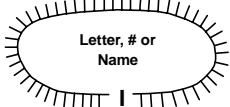
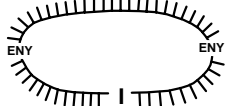
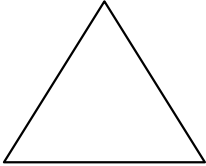
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	SYMBOL ID	BATTLESPACE GRAPHIC
<b>High Altitude MEZ</b>	2.X.2.1.2.3.4.2	
	G*C*MAVMH- *****	
<b>Weapons Free Zone</b>	2.X.2.1.2.3.5	
	G*C*MAVW-- *****	
<b>Deception Graphics</b> Those measures designed to mislead the enemy by manipulation, distortion, or falsification of evidence to include him to react in a manner prejudicial to his interests (or more vulnerable to the effects of weapons, maneuver, and operations of his enemy).	2.X.2.1.3	
<b>Dummy (Deception) (Decoy)</b>	2.X.2.1.3.1	
	G*C*MDD--- *****	
<b>Axis of Advance for Feint</b>	2.X.2.1.3.2	
	G*C*MDA--- *****	
<b>Direction of Attack for Feint</b>	2.X.2.1.3.3	
	G*C*MDF--- *****	

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TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	
	SYMBOL ID	BATTLESPACE GRAPHIC
<b>Decoy Mined Area</b>	2.X.2.1.3.4	
	G*C*MDM--- *****	
<b>Decoy Mined Area, Fenced</b>	2.X.2.1.3.5	
	G*C*MDY--- *****	
<b>Dummy Minefield</b> Aminefield containing no live mines and presenting only a psychological threat.	2.X.2.1.3.6	
	G*C*MDN--- *****	
<b>Defense Maneuver Graphic</b>	2.X.2.1.4	
<b>Defense Point Graphic</b>	2.X.2.1.4.1	
<b>Target Reference Point (TRP)</b> An easily recognizable point on the ground (either natural or man-made) used to initiate, distribute, and control fires. TRPs can also designate the center of an area where the commander plans to distribute or converge the fires of all his weapons rapidly. They are used by task force and below, and can further delineate sectors of fire within an engagement area. TRPs are designated using the standard target symbol and numbers issued by the fire support officer. Once designated, TRPs also constitute indirect fire targets.	2.X.2.1.4.1.1	
	G*C*MMPT-- *****	
<b>Battle Position</b>	2.X.2.1.4.1.2	
<b>Occupied (Battalion sized unit)</b>	2.X.2.1.4.1.2.1	
	G*C*MMPBO- *****	

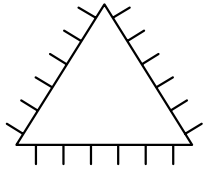
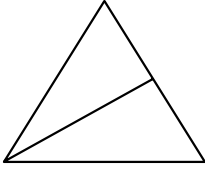
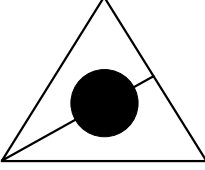
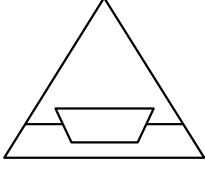
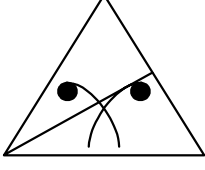

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TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
<b>Prepared “(P)” but not occupied</b>	2.X.2.1.4.1.2.2	
	G*C*MMPBP- *****	
<b>Planned</b>	2.X.2.1.4.1.2.3	
	G*C*MMPBL- *****	
<b>Strong Point (SP)</b> A defensive position, usually strongly fortified and heavily armed with automatic weapons around which other positions are grouped for its protection. Army--A position requiring extensive engineering effort for obstacles and survivability positions and positioned to control or block an avenue of approach. Normally, command and control, aid stations, and critical supply stockpiles will be dug-in with overhead protection. Trenches and other protective construction will be done to protect soldiers and weapons from damage during assault by mounted and dismounted forces.	2.X.2.1.4.1.3	
<b>Friendly</b>	2.X.2.1.4.1.3.1	
	GFC*MMPSF- *****	
<b>Enemy Known and Confirmed</b>	2.X.2.1.4.1.3.2	
	GHC*MMPSF- *****	
<b>Observation Post/Outpost</b>	2.X.2.1.4.1.4	
	G*C*MMPO-- *****	



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 TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
<b>Combat Outpost</b>	2.X.2.1.4.1.4.1	
	G*C*MMPOC- *****	
<b>Observation Post Occupied by Dismounted Scouts or Reconnaissance</b>	2.X.2.1.4.1.4.2	
	G*C*MMPOR- *****	
<b>Forward Observer Position</b>	2.X.2.1.4.1.4.3	
	G*C*MMPOF- *****	
<b>Sensor Outpost/Listening Post (OP/LP)</b>	2.X.2.1.4.1.4.4	
	G*C*MMPOS- *****	
<b>NBC Observation Post (Dismounted)</b>	2.X.2.1.4.1.4.5	
	G*C*MMPON- *****	
<b>Defense Line Graphic</b>	2.X.2.1.4.2	



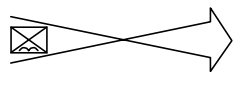
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TABLE E-I. Tactical graphics.

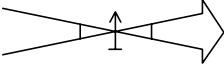




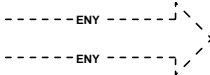
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
<b>Forward Edge of the Battle Area (FEBA)</b> The foremost limits of a series of areas in which ground combat units are deployed, excluding the areas in which the covering or screening forces are operating. It is designated to coordinate fire support, the positioning of forces, or the maneuver of units.	2.X.2.1.4.2.1	
	G*C*MMDF-- *****	
<b>Actual Trace of the FEBA</b>	2.X.2.1.4.2.1.1	
	G*C*MMDFA-- *****	
<b>Proposed or On Order Trace of the FEBA</b>	2.X.2.1.4.2.1.2	
	G*C*MMDFP-- *****	
<b>Principal Direction of Fire (PDF)</b> The direction of fire assigned or designated as the main direction in which a weapon will be oriented. It is selected based on the enemy, mission, terrain, and weapons capability.	2.X.2.1.4.2.2	
	G*C*MMDP-- *****	
<b>Defense Area Graphic</b>	2.X.2.1.4.3	
<b>Engagement Area (EA)</b> An area along an enemy avenue of approach where the commander intends to contain and destroy an enemy force with the massed fires of all available weapons. The size and shape of the engagement area is determined by the relatively unobstructed intervisibility from the weapon systems in their firing positions and the maximum range of those weapons.	2.X.2.1.4.3.1	
	G*C*MMAE-- *****	
<b>Offense Maneuver Graphics</b>	2.X.2.1.5	

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TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
<b>Offensive Point Graphic</b>	2.X.2.1.5.1	
<b>Point of Departure</b> In night or limited visibility attacks, a specific place on the line of departure (LD) where a unit will cross.	2.X.2.1.5.1.1 G*C*MOPD-- *****	
<b>Offense Line Graphic</b>	2.X.2.1.5.2	
<b>Axis of Advance</b> A line of advance assigned for purposes of control; often a road or a group of roads, or a designated series of locations, extending in the direction of the enemy. Army--A general route of advance, assigned for purposes of control, which extends toward the enemy. An axis of advance symbol graphically portrays a commander's intention, such as avoidance of built-up areas or envelopment of an enemy force. It follows terrain suitable for the size of the force assigned the axis, and is often a road, a group of roads, or a designated series of locations. A commander may maneuver his forces and supporting fires to either side of an axis of advance provided the unit remains oriented on the axis and the objective. Deviations from an assigned axis of advance must not interfere with the maneuver of adjacent units without prior approval of the higher commander. Enemy forces that do not threaten security or jeopardize mission accomplishment may be bypassed. An axis of advance is not used to direct the control of terrain or the clearance of enemy forces from specific locations. Intermediate objectives normally are assigned for these purposes.	2.X.2.1.5.2.1	
<b>Friendly Aviation</b>	2.X.2.1.5.2.1.1 GFC*MOLAF- *****	
<b>Friendly Airborne</b>	2.X.2.1.5.2.1.2 GFC*MOLAA- *****	

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TABLE E-I. Tactical graphics.


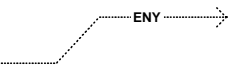
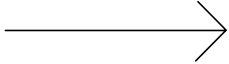
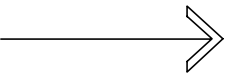
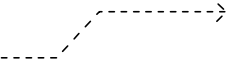
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
<b>Friendly Attack Helicopter</b>	2.X.2.1.5.2.1.3	
	GFC*MOLAH- *****	
<b>Friendly Ground Axis of Supporting Attack</b>	2.X.2.1.5.2.1.4	
	GFC*MOLAS- *****	
<b>Friendly Ground Axis of Main Attack</b>	2.X.2.1.5.2.1.5	
	GFC*MOLAM- *****	
<b>Friendly Ground Axis On Order with Date and Time (if known) Effective</b>	2.X.2.1.5.2.1.6	
	GFC*MOLAO- *****	
<b>Enemy Confirmed</b>	2.X.2.1.5.2.1.7	
	GHC*MOLAE- *****	
<b>Enemy Templated</b>	2.X.2.1.5.2.1.8	
	GHC*MOLAT- *****	

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TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
<b>Direction of Attack</b> A specific direction or route that the main attack or the center of mass of the unit main body of the force will follow. The unit is restricted, required to attack as indicated, and is not normally allowed to bypass the enemy. The direction of attack is used primarily in counterattacks or to ensure that supporting attacks make maximal contribution to the attack. (In NATO, it is referred to as an attack route.) If used, it is normally at battalion and lower levels. Direction of attack is a more restrictive control measure than axis of advance, and units are not free to maneuver off the assigned route. It usually is associated with infantry units conducting nights.	2.X.2.1.5.2.2	
	GFC*MOLDF- *****	
<b>Friendly Aviation</b>	2.X.2.1.5.2.2.1	
	GFC*MOLDY- *****	
<b>Friendly Aviation Planned or On Order</b>	2.X.2.1.5.2.2.2	
	GFC*MOLDY- *****	
<b>Enemy Known/Confirmed Aviation</b>	2.X.2.1.5.2.2.3	
	GHC*MOLDE- *****	
<b>Templated Enemy Aviation</b>	2.X.2.1.5.2.2.4	
	GHC*MOLDT- *****	

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TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
<b>Enemy Confirmed/Known Ground</b>	2.X.2.1.5.2.2.5	
	GHC*MOLDG- *****	
<b>Templated Enemy Ground</b>	2.X.2.1.5.2.2.6	
	GHC*MOLDR- *****	
<b>Friendly Direction of Supporting Attack</b>	2.X.2.1.5.2.2.7	
	GFC*MOLDS- *****	
<b>Friendly Direction of Main Attack</b>	2.X.2.1.5.2.2.8	
	GFC*MOLDM- *****	
<b>Friendly Planned or On Order</b>	2.X.2.1.5.2.2.9	
	GFC*MOLDO- *****	

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TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
<b>Final Coordination Line</b> A line close to the enemy position used to coordinate the lifting and/or shifting of supporting fires with the final deployment of maneuver elements. It should be recognizable on the ground. It is not a fire support coordination measure.	2.X.2.1.5.2.3	
	G*C*MOLF-- *****	
<b>Infiltration Line</b>	2.X.2.1.5.2.4	
	G*C*MOLI-- *****	
<b>Limit of Advance</b> An easily recognized terrain feature beyond which attacking elements will not advance.	2.X.2.1.5.2.5	
	G*C*MOLL-- *****	
<b>Line of Departure</b> 1. In land warfare, a line designated to coordinate the departure of attack elements (commitment of attacking units or scouting elements at a specific time). 2. In amphibious warfare, a suitably marked offshore coordinating line to assist assault craft to land on designated beaches at scheduled times.	2.X.2.1.5.2.6	
	G*C*MOLT-- *****	
<b>Line of Departure/Line of Contact (LD/LC)</b> The designation of forward friendly positions as the LD when opposing forces are in contact.	2.X.2.1.5.2.7	
	G*C*MOLC-- *****	
<b>Probable Line of Deployment (PLD)</b> A line selected on the ground, usually the last covered and concealed position prior to the objective and forward of the line of departure, where attacking units deploy prior to beginning an assault; it is generally used under conditions of limited visibility.	2.X.2.1.5.2.8	
	G*C*MOLP-- *****	

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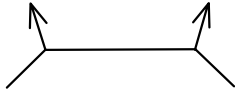

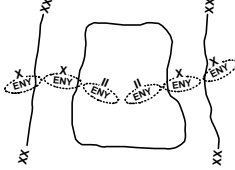
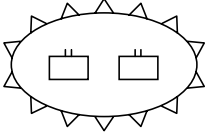
TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
<b>Offense Area Graphic</b>	2.X.2.1.5.3	
<b>Assault Position</b> That position between the line of departure (LD) and the objective in an attack from which forces assault the objective. Ideally, it is the last covered and concealed position before reaching the objective.	2.X.2.1.5.3.1	
	G*C*MOOA-- *****	
<b>Attack Position</b> The last position occupied or passed through by the assault echelon before crossing the line of departure (LD).	2.X.2.1.5.3.2	
<b>Friendly Attack Position</b>	2.X.2.1.5.3.2.1	
	GFC*MOOTF-- *****	
<b>Friendly Occupied (only if a unit must stop in the attack position)</b>	2.X.2.1.5.3.2.2	
	GFC*MOOTC-- *****	
<b>Friendly Planned, Proposed, or On Order</b>	2.X.2.1.5.3.2.3	
	GFC*MOOTP-- *****	
<b>Attack By Fire Position</b> Fires employed to destroy the enemy from a distance, normally used when the mission does not dictate or support occupation of the objective. This task is usually given to the supporting element during the offensive and as a counterattack option for the reserve during defensive operations.	2.X.2.1.5.3.3	
	G*C*MOOP-- *****	



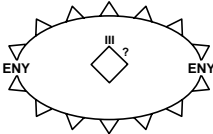
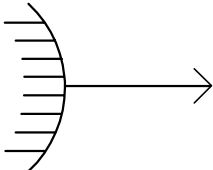

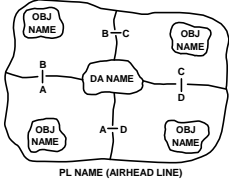
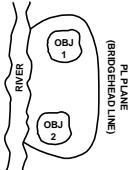
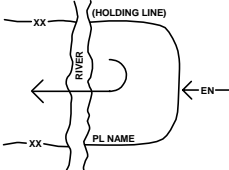
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TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	
	SYMBOL ID	BATTLESPACE GRAPHIC
<b>Support By Fire Position</b> A tactical task by which a maneuver element moves to a position on the battlefield where it can engage the enemy by direct fire. The maneuver element does not attempt to maneuver to capture enemy forces or terrain.	2.X.2.1.5.3.4	
	G*C*MOOS-- *****	
<b>Objective</b> The physical object of the action taken, e.g., a definite tactical feature, the seizure and/or holding of which is essential to the commander's plan. <b>Army--1.</b> The physical object of the action taken (for example, a definite terrain feature, the seizure and/or holding or which is essential to the commander's plan, or the destruction of an enemy force without regard to terrain features). <b>2.</b> The clearly defined, decisive, and attainable aims towards which every military operation should be directed.	2.X.2.1.5.3.5	
	G*C*MOOJ-- *****	
<b>Penetration Box</b>	2.X.2.1.5.3.6	
	G*C*MOOX-- *****	
<b>Special Maneuver Graphic</b>	2.X.2.1.6	
<b>General</b>	2.X.2.1.6.1	
<b>Encirclement</b> The loss of freedom of maneuver to one force resulting from an enemy force's control of all routes of egress and reinforcement.	2.X.2.1.6.1.1	
<b>Friendly</b>	2.X.2.1.6.1.1.1	
	GFC*MSGEF- *****	

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TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
<b>Enemy</b>	2.X.2.1.6.1.1.2	
	GHC*MSGEY- *****	
<b>Ambush</b> A surprise attack by fire from concealed positions on a moving or temporarily halted enemy.	2.X.2.1.6.1.2	
	G*C*MSGA-- *****	
<b>Line</b>	2.X.2.1.6.2	
<b>Airhead</b> A designated area in a hostile or threatened territory which, when seized and held, ensures the continuous air landing of troops and material and provides maneuver space for operations. Normally it is the area seized in the assault phase of an airborne or air assault operation. Army--The airhead contains enough drop zones (DZs), landing zones (LZs), and extraction zones (EZs) to ensure mass, interior lines of communication and defense in depth.	2.X.2.1.6.2.1	
	G*C*MSLA-- *****	
<b>Bridgehead</b> An area of ground held or to be gained on the enemy's side of an obstacle. Army--In river-crossing operations, an area on the enemy's side of the water obstacle that is large enough to accommodate the majority of the crossing force, has adequate terrain to permit defense of the crossing sites, and provides a base for continuing the attack.	2.X.2.1.6.2.2	
	G*C*MSLB-- *****	
<b>Holding Line</b> In retrograde river-crossing operations, the outer limit of the area established between the enemy and the water obstacle to preclude direct and observed indirect fires into crossing areas.	2.X.2.1.6.2.3	
	G*C*MSLH-- *****	



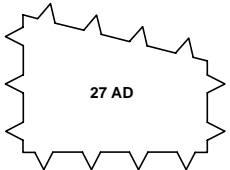

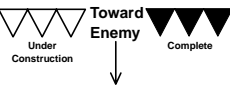
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TABLE E-I. Tactical graphics.






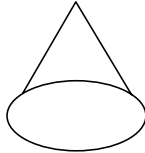
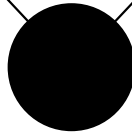
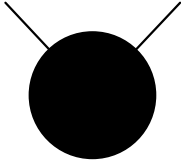
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
<b>Release Line</b> Phase line used in river-crossing operations that delineates a change in the headquarters controlling movement.	2.X.2.1.6.2.4	
	G*C*MSLR-- *****	
<b>Area</b>	2.X.2.1.6.3	
<b>Area of Operations (AO)</b> That portion of an area necessary for military operations and for the administration of such operations. Army--A geographical area, usually defined by lateral, forward, and rear boundaries assigned to a commander, by a higher commander, in which he has responsibility and the authority to conduct military operations.	2.X.2.1.6.3.1	
	G*C*MSAO-- *****	
<b>Named Area of Interest</b> A point or area along a particular avenue of approach through which enemy activity is expected to occur. Activity or lack of activity within an NAI will help to confirm or deny a particular enemy course of action.	2.X.2.1.6.3.2	
	G*C*MSAN-- *****	
<b>Targeted Area of Interest</b> The geographical area or point along a mobility corridor the successful interdiction of which will cause an enemy to either abandon a particular course of action or require him to use specialized engineer support to continue and where he can be acquired and engaged by friendly forces. Not all TAIs will form part of the friendly COA; only TAIs associated with higher payoff targets (HTPs) are of interest to the staff. These are identified during staff planning and wargaming. TAIs differ from engagement areas in degree. Engagement areas plan for the use of all available weapons; TAIs might be engaged by a single weapon.	2.X.2.1.6.3.3	
	G*C*MSAT-- *****	
<b>Mobility/Survivability</b> A battlefield operating system (BOS) which preserves the freedom of maneuver of friendly forces (includes breaching enemy obstacles, increasing battlefield circulation, improving existing routes, etc.) and protects them from the effects of enemy weapon systems and from natural occurrences (includes hardening of facilities and fortification of battle positions).	2.X.2.2	
<b>Obstacles</b> An obstruction designed or employed to disrupt, fix, turn, or block the movement of an opposing force and to impose additional losses in personnel, time, and equipment on the opposing force. Obstacles can exist naturally or can be man-made, or can be a combination of both. Obstacles can be used to protect friendly forces from close assault.	2.X.2.2.1	

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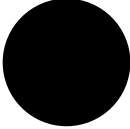
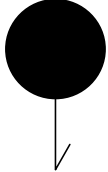
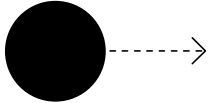
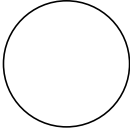

TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	
	SYMBOL ID	BATTLESPACE GRAPHIC
<b>General</b>	2.X.2.2.1.1	
<b>Belt</b> Normally, a brigade-level obstacle control measure that specifies the intent and location of subordinate obstacles. It also supports the intent of the higher headquarters obstacle zone.	2.X.2.2.1.1.1	
	G*C*BOGB-- *****	
<b>Line</b>	2.X.2.2.1.1.2	
	G*C*BOGL-- *****	
<b>Zone</b> A division-level command and control measure, normally done graphically, to designate specific land areas where lower echelons are allowed to employ tactical obstacles.	2.X.2.2.1.1.3	
	G*C*BOGZ-- *****	
<b>Abatis</b> A vehicular obstacle constructed by felling trees (leaving a 1-2 meter stump above the ground on both sides of a road, trail, gap, or defile) so that they fall, interlocking, toward the expected direction of enemy approach. The trees should remain attached to the stumps, be at a 45 degree angle to the roadway, and the obstacle itself should be at least 75 meters in depth to be most effective.	2.X.2.2.1.2	
	G*C*BOA--- *****	
<b>Antitank Obstacles</b>	2.X.2.2.1.3	
<b>Antitank Ditch</b>	2.X.2.2.1.3.1	
	G*C*BOATO- *****	

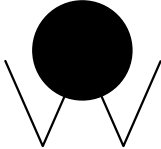
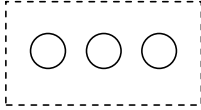
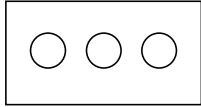


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TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	
	SYMBOL ID	BATTLESPACE GRAPHIC
<b>Antitank Ditch Reinforced with Antitank Mines</b>	2.X.2.2.1.3.2	
	G*C*BOATM- *****	
<b>Antitank Obstacles, Tetrahedrons, Dragon's Teeth and Other Similar Obstacles</b>	2.X.2.2.1.3.3	Fixed and Prefabricated  Movable  Movable and Prefabricated 
	G*C*BOATD- *****	
<b>Antitank Wall</b>	2.X.2.2.1.3.4	
	G*C*BOATW- *****	
<b>Booby Trap</b> An explosive or nonexplosive device or other material deliberately placed to cause casualties when an apparently harmless object is disturbed or a normally safe act is performed.	2.X.2.2.1.4	
	G*C*BOAB-- *****	
<b>Mines</b>	2.X.2.2.1.5	
	G*C*BOAMA- *****	
<b>Antipersonnel (AP) Mines</b>	2.X.2.2.1.5.1	
	G*C*BOAMA- *****	

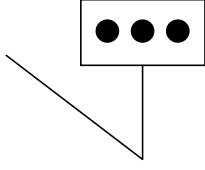
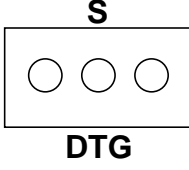
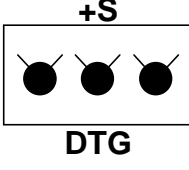
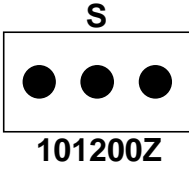
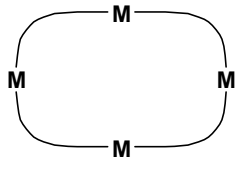
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**TABLE E-I. Tactical graphics.**

DESCRIPTION	HIERARCHY	
	SYMBOL ID	BATTLESPACE GRAPHIC
<b>Antitank Mine (AT)</b>	2.X.2.2.1.5.2	
	G*C*BOAMT- *****	
<b>Antitank Mine with Anti Handling Device</b>	2.X.2.2.1.5.3	
	G*C*BOAMD- *****	
<b>Antitank Mine (Arrow Shows Effects) “Claymore Mine”</b>	2.X.2.2.1.5.4	
	G*C*BOAMC- *****	
<b>Unspecified Mine</b>	2.X.2.2.1.5.5	
	G*C*BOAMU- *****	
<b>Mine Cluster</b>	2.X.2.2.1.5.6	
	G*C*BOAMN- *****	

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TABLE E-I. Tactical graphics.

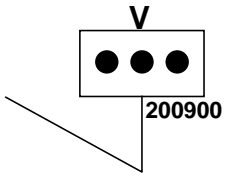
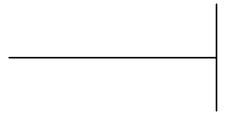

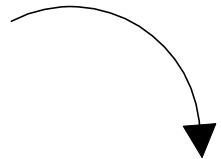
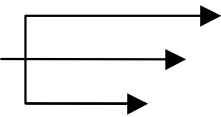
DESCRIPTION	HIERARCHY	
	SYMBOL ID	BATTLESPACE GRAPHIC
<b>Wide Area Mines</b>	2.X.2.2.1.5.7	
	G*C*BOAMW- *****	
<b>Minefields</b> An area of ground containing mines laid with or without pattern.	2.X.2.2.1.6	
<b>Planned Minefield</b>	2.X.2.2.1.6.1	
	G*C*BOAIP- *****	
<b>Completed Minefield</b>	2.X.2.2.1.6.2	
	G*C*BOAIC- *****	
<b>Antipersonnel (AP) Minefield</b>	2.X.2.2.1.6.3	
	G*C*BOAIL- *****	
<b>Antitank (AT) Minefield with Gap</b>	2.X.2.2.1.6.4	 <small>272100Z SEP - 300400Z SEP</small>
	G*C*BOAIG- *****	

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TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
<b>Antitank (AT) Minefield</b>	2.X.2.2.1.6.5	
	G*C*BOAIN- *****	
<b>Scatterable Mines</b>	2.X.2.2.1.6.6	
	G*C*BOAIS- *****	
<b>Antipersonnel (AP) Minefield Reinforced with Scatterable with Self-Destruct Date-Time-Group</b>	2.X.2.2.1.6.7	
	G*C*BOAIH- *****	
<b>Scatterable Minefield (Antitank Mines) with Self-Destruct Date-Time-Group</b>	2.X.2.2.1.6.8	
	G*C*BOAID- *****	
<b>Mined Area</b>	2.X.2.2.1.6.9	
	G*C*BOAIM- *****	

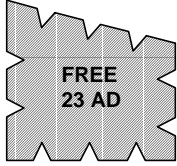
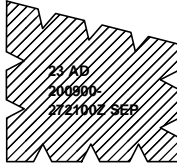
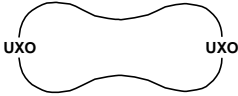
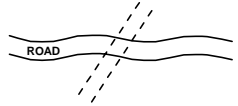
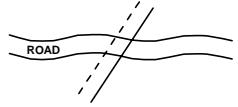


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TABLE E-I. Tactical graphics.


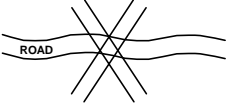
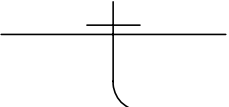

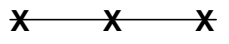
DESCRIPTION	HIERARCHY	
	SYMBOL ID	BATTLESPACE GRAPHIC
<b>Executed Volcano Minefield</b>	2.X.2.2.1.7	
	G*C*BOAV-- *****	
<b>Obstacle Effect</b>	2.X.2.2.1.8	
<b>Block</b>	2.X.2.2.1.8.1	
	G*C*BOAEB- *****	
<b>Fix</b>	2.X.2.2.1.8.2	
	G*C*BOAEF- *****	
<b>Turn</b>	2.X.2.2.1.8.3	
	G*C*BOAET- *****	
<b>Disrupt</b>	2.X.2.2.1.8.4	
	G*C*BOAED- *****	

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TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	
	SYMBOL ID	BATTLESPACE GRAPHIC
<b>Obstacle Free Area</b> An area the commander designates as restricted from the emplacement of man-made obstacles, normally to facilitate future operations.	2.X.2.2.1.9	
	G*C*BOAF-- *****	
<b>Obstacle-Restricted Area</b> A command and control measure used to limit the type or number of obstacles within an area.	2.X.2.2.1.9.1	
	G*C*BOAFR-- *****	
<b>Un-exploded ordnance Area (UXO)</b> Explosive ordnance which has been primed, fused, armed, or otherwise prepared for action, and which has been fired, dropped, launched, or placed in such a manner as to constitute a hazard to operations, installations, personnel, or material, and remains unexploded either by malfunction or for any other cause.	2.X.2.2.1.10	
	G*C*BOAU-- *****	
<b>Roadblocks, Craters, and Blown Bridges</b> A barrier or obstacle (usually covered by fire) used to block or limit the section of the road.	2.X.2.2.1.11	
<b>Planned (usually used to close a lane through an antitank ditch or other obstacles)</b>	2.X.2.2.1.11.1	
	G*C*BOARP-- *****	
<b>Explosives, State of Readiness 1 (Safe)</b>	2.X.2.2.1.11.2	
	G*C*BOARE-- *****	

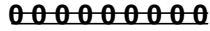
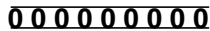

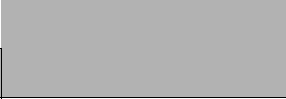

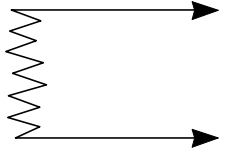
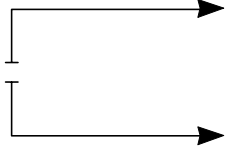
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TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
<b>Explosives, State of Readiness 2 (armed but passable)</b>	2.X.2.2.1.11.3	
	G*C*BOARS- *****	
<b>Roadblock Complete (Executed)</b>	2.X.2.2.1.11.4	
	G*C*BOARC- *****	
<b>Trip Wire</b>	2.X.2.2.1.12	
	G*C*BOAP-- *****	
<b>Wire Obstacles</b>	2.X.2.2.1.13	
<b>Unspecified</b>	2.X.2.2.1.13.1	<b>XXXXXXXXXX</b>
	G*C*BOAWU- *****	
<b>Single Fence</b>	2.X.2.2.1.13.2	
	G*C*BOAWS- *****	

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**TABLE E-I. Tactical graphics.**

DESCRIPTION	HIERARCHY	
	SYMBOL ID	BATTLESPACE GRAPHIC
<b>Double Fence</b>	2.X.2.2.1.13.3	<b>XX—XX—XX</b>
	G*C*BOAWD- *****	
<b>Double Apron Fence</b>	2.X.2.2.1.13.4	<b>XXXXXXXXXX</b>
	G*C*BOAWA- *****	
<b>Low Wire Fence</b>	2.X.2.2.1.13.5	<b>XXXXXXXXXX</b>
	G*C*BOAWL- *****	
<b>High Wire Fence</b>	2.X.2.2.1.13.6	<b>XXXXXXXXXX</b>
	G*C*BOAWH- *****	
<b>Single Concertina</b>	2.X.2.2.1.13.7	<b><u>00000000</u></b>
	G*C*BOAWC- *****	

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TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	
	SYMBOL ID	BATTLESPACE GRAPHIC
<b>Double Strand Concertina</b>	2.X.2.2.1.13.8	
	G*C*BOAWB- *****	
<b>Triple Strand Concertina</b>	2.X.2.2.1.13.9	
	G*C*BOAWR- *****	
<b>Obstacle Bypass</b> A tactical task which involves maneuvering around an obstacle, position, or enemy force to maintain the momentum of advance.	2.X.2.2.2	
<b>Obstacle Bypass Difficulty</b>	2.X.2.2.2.1	
<b>Bypass Easy</b>	2.X.2.2.2.1.1	
	G*C*BYOE-- *****	
<b>Bypass Difficult</b>	2.X.2.2.2.1.2	
	G*C*BYOD-- *****	
<b>Bypass Impossible</b>	2.X.2.2.2.1.3	
	G*C*BYOI-- *****	

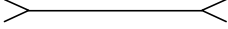
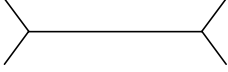
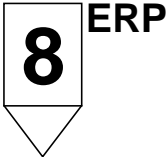
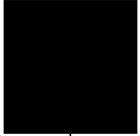
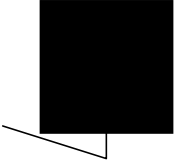
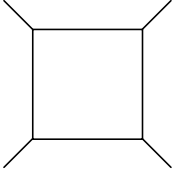
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TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	
	SYMBOL ID	BATTLESPACE GRAPHIC
<b>Crossing Site/Water Crossing</b> The location along a water obstacle where the crossing can be made using amphibious vehicles, assault boats, rafts, bridges, or fording vehicles.	2.X.2.2.2.2	
<b>Assault Crossing Area</b>	2.X.2.2.2.2.1	
	G*C*BYCA-- *****	
<b>Bridge or Gap</b> An area within a minefield or obstacle belt, free of live mines or obstacles, whose width and direction will allow a friendly force to pass through in tactical formation. Army-- <b>1.</b> Any break or breach in the continuity of tactical dispositions or formations beyond effective small arms coverage. <b>2.</b> A portion of a minefield of specified width, in which no mines have been laid, to enable a friendly force to pass through the minefield in tactical formation. <b>3.</b> A ravine, mountain pass, or river that presents an obstacle that must be bridged.	2.X.2.2.2.2.2	
	G*C*BYCB-- *****	
	2.X.2.2.2.2.3	
<b>Ferry</b>	G*C*BYCF-- *****	
<b>Ford/Ford Easy</b> A shallow part of a body of water that can be crossed without bridging, boats, or rafts. A location in a water barrier where the physical characteristics of current, bottom, and approaches permit the passage of personnel and/or vehicles and other equipment that remain in contact with the bottom.	2.X.2.2.2.2.4	
	G*C*BYCE-- *****	
<b>Ford Difficult</b>	2.X.2.2.2.2.5	
	G*C*BYCD-- *****	



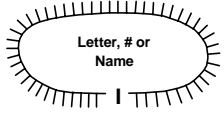
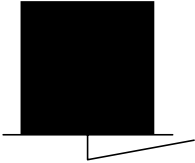
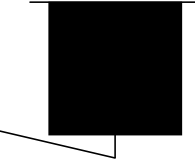

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TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	
	SYMBOL ID	BATTLESPACE GRAPHIC
<b>Lane</b> A route through an enemy or friendly obstacle which provides a passing force safe passage. The route may be reduced and proofed as part of a breach operation, or constructed as part of a friendly obstacle. A clear route through an obstacle.	2.X.2.2.2.2.6	
	G*C*BYCL-- *****	
<b>Raft Site</b>	2.X.2.2.2.2.7	
	G*C*BYCR-- *****	
<b>Engineer Regulating Point</b> Checkpoint to ensure that vehicles do not exceed the capacity of the crossing means and to give drivers final instructions on site-specific procedures and information, such as speed and vehicle interval.	2.X.2.2.2.2.8	
	G*C*BYCG-- *****	
<b>Survivability</b> 1. Includes all aspects of protecting personnel, weapons, and supplies while simultaneously deceiving the enemy. 2. Encompasses planning and locating position sites, designing adequate overhead cover, analyzing terrain and construction materials, selecting excavation methods, and countering the effects of direct fire weapons.	2.X.2.2.3	
	G*C*BSE--- *****	
<b>Earthwork, Small Trench, or Fortification (line points to exact location)</b>	2.X.2.2.3.1	
	G*C*BSF--- *****	
<b>Fort</b>	2.X.2.2.3.2	
	G*C*BSF--- *****	

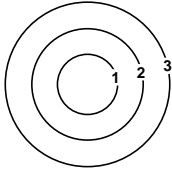
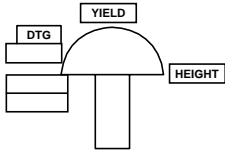
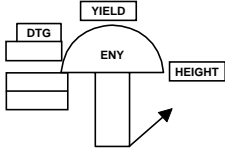
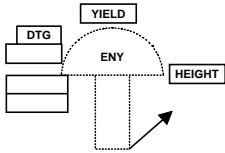
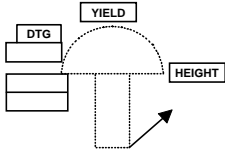
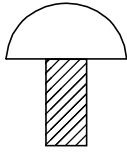
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TABLE E-I. Tactical graphics.

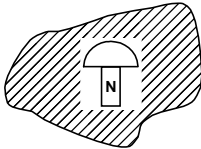
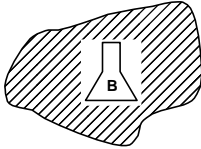
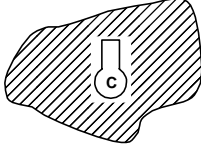
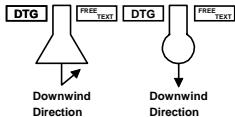
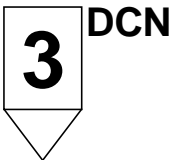
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
<b>Fortified Line</b>	2.X.2.2.3.3	
	G*C*BSP--- *****	
<b>Foxhole, Emplacement, or Weapon Site</b>	2.X.2.2.3.4	
	G*C*BSE--- *****	
<b>Strong Point</b> A defensive position, usually strongly fortified and heavily armed with automatic weapons, around which other positions are grouped for its protection. Army-- A position requiring extensive engineer effort for obstacles and survivability positions and positioned to control or block an avenue of approach. Normally, command and control, aid stations, and critical supply stockpiles will be dug-in with overhead protection. Trenches and other protective construction will be done to protect soldiers and weapons from damage during assault by mounted and dismounted forces.	2.X.2.2.3.5	
	G*C*BSP--- *****	
<b>Surface Shelter</b>	2.X.2.2.3.6	
	G*C*BSE--- *****	
<b>Underground Shelter</b>	2.X.2.2.3.7	
	G*C*BSU--- *****	
<b>Nuclear, Biological, and Chemical Graphics</b>	2.X.2.2.4	



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**TABLE E-I. Tactical graphics.**





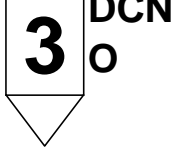
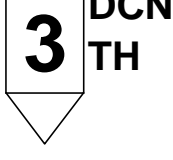
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
<b>Minimum Safe Distance Zones</b>	2.X.2.2.4.1	
	G*C*BWM--- *****	
<b>Nuclear Detonations Friendly Ground Zero</b>	2.X.2.2.4.2	
	G*C*BWN--- *****	
<b>Enemy Known Ground Zero</b>	2.X.2.2.4.3	
	GHC*BWE--- *****	
<b>Enemy Templated</b>	2.X.2.2.4.4	
	GHC*BWI--- *****	
<b>Friendly Planned or On-Order</b>	2.X.2.2.4.5	
	GFC*BWF--- *****	
<b>Fallout Producing</b> The precipitation to earth of radioactive particulate matter from a nuclear cloud; also applied to the particulate matter itself.	2.X.2.2.4.6	
	G*C*BWP--- *****	

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TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
<b>Radioactive Area</b>	2.X.2.2.4.7	 Shown in Yellow (if Available)
	G*C*BWR--- *****	
<b>Biologically Contaminated Area</b>	2.X.2.2.4.8	 Shown in Yellow (if Available)
	G*C*BWC--- *****	
<b>Chemically Contaminated Area</b>	2.X.2.2.4.9	 Shown in Yellow (if Available)
	G*C*BWH-- *****	
<b>Biological and Chemical Attack, Release Events</b>	2.X.2.2.4.10	 Downwind Direction      Downwind Direction
	G*C*BWK--- *****	
<b>Decontamination (Decon) Points</b>	2.X.2.2.4.11	
<b>Decon Site/Point (Unspecified)</b>	2.X.2.2.4.11.1	
	G*C*BWDP-- *****	

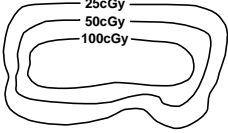
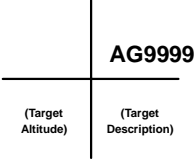


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TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	
	SYMBOL ID	BATTLESPACE GRAPHIC
<b>Alternate Decon Site/Point (Unspecified)</b>	2.X.2.2.4.11.2	
	G*C*BWDA-- *****	
<b>Decon Site/Point (Troops)</b>	2.X.2.2.4.11.3	
	G*C*BWDT-- *****	
<b>Decon Site/Point (Equipment)</b>	2.X.2.2.4.11.4	
	G*C*BWDE-- *****	
<b>Decon Site/Point (Equipment and Troops)</b>	2.X.2.2.4.11.5	
	G*C*BWDS-- *****	
<b>Decon Site/Point (Operational Decontamination)</b>	2.X.2.2.4.11.6	
	G*C*BWDO-- *****	
<b>Decon Site/point (Thorough Decontamination)</b>	2.X.2.2.4.11.7	
	G*C*BW DG-- *****	

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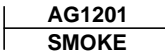
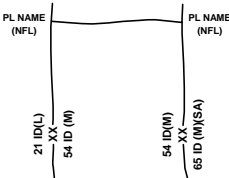
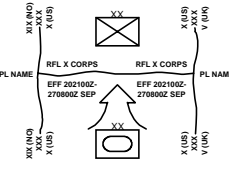

TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
<b>Dose Rate Contour Lines</b>	2.X.2.2.4.12	
	G*C*BWR--- *****	
<b>Fire Support Graphics</b>	2.X.2.3	
<b>Fire Support Point</b>	2.X.2.3.1	
<b>Target</b> 1. A geographical area, complex, or installation planned for capture or destruction by military forces. 2. In intelligence usage, a country, area, installation, agency, or person against which intelligence operations are directed. 3. An area designated and numbered for future firing. 4. In gunnery and engagement usage, an impact burst which hits the target. 5. (NATO) In radar, any discrete object which reflects or retransmits energy back to the radar equipment, or the object of a radar search or surveillance. Army--an object, vehicle, individual, etc., which is the aiming point of any weapon or weapon system.	2.X.2.3.1.1	
<b>Point/Single Target</b>	2.X.2.3.1.1.1	
	G*C*FSTP-- *****	
<b>Circular Target</b>	2.X.2.3.1.1.2	
	G*C*FSTC-- *****	
<b>Fire Support Station</b>	2.X.2.3.1.2	
	G*C*FSS---*****	



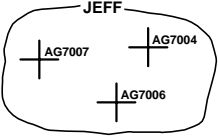
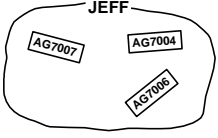

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TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
<b>Fire Support Lines</b>	2.X.2.3.2	
<b>Fire Support Coordination Line (FSCL)</b> Designated by a line extending across the assigned areas of the establishing headquarters. The indicator of the establishing headquarters is shown after the letters FSCL. Figure E6 depicts an FSCL effective from 050030Z APR.	2.X.2.3.2.1	
	G*C*FLC--- *****	
<b>Coordinated Fire Line (CFL)</b>	2.X.2.3.2.2	
	G*C*FLF---*****	
<b>Linear Target</b>	2.X.2.3.2.3	
	G*C*FLT---*****	
<b>Final Protective Fire</b>	2.X.2.3.2.3.1	
	G*C*FLTP-- *****	
<b>Smoke</b>	2.X.2.3.2.4	
<b>Planned with Designated Time Shown</b>	2.X.2.3.2.4.1	
	G*C*FLKP-- *****	

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TABLE E-I. Tactical graphics.


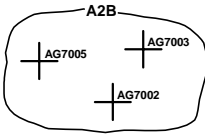
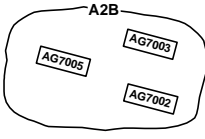

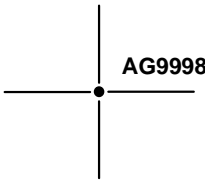
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
<b>Smoke (Actually in Place)</b>	2.X.2.3.2.4.2	
	G*C*FLKS-- *****	
<b>Linear Smoke Target</b>	2.X.2.3.2.4.3	
	G*C*FLKT-- *****	
<b>No Fire Line</b> A line short of which artillery or ships do not fire except on request or approval of the supported commander, but beyond which they may fire at any time without danger to friendly troops.	2.X.2.3.2.5	
	G*C*FLN--- *****	
<b>Restrictive Fire Line (RFL)</b> A line established between converging friendly forces (one or both may be moving) that prohibits fires or effects from fires across the line without coordination with the affected force. It is established by the commander of the converging forces.	2.X.2.3.2.6	
	G*C*FLR--- *****	
<b>Areas</b>	2.X.2.3.3	
<b>Fire Support Area</b>	2.X.2.3.3.1	
	G*C*FAS--- *****	

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TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	
	SYMBOL ID	BATTLESPACE GRAPHIC
<b>Airspace Coordination Area</b> The airspace coordination area is represented by the general <b>ACA</b> symbol outlined by a rectangle.	2.X.2.3.3.2	
	G*C*FAC--- *****	
<b>Area Target</b>	2.X.2.3.3.3	
	G*C*FAT--- *****	
<b>Series Target</b> In fire support, a number of targets and/or groups of targets planned in a predetermined time sequence to support a maneuver phase. A series of targets is indicated by a code name or nickname.	2.X.2.3.3.4	
<b>Series of Targets Using Regular Targets</b>	2.X.2.3.3.4.1	
	G*C*FARS-- *****	
<b>Series of Targets Using Rectangular Targets</b>	2.X.2.3.3.4.2	
	G*C*FARU-- *****	
<b>Bomb Area</b>	2.X.2.3.3.5	
	G*C*FAB--- *****	

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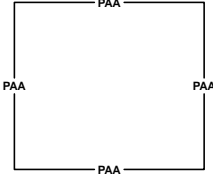




TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	
	SYMBOL ID	BATTLESPACE GRAPHIC
<b>Free Fire Area (FFA)</b> A specific designated area into which any weapon system may fire without additional coordination with the establishing headquarters. Normally, it is established on identifiable terrain by division or higher headquarters.	2.X.2.3.3.6	
	G*C*FAI---*****	
<b>Group of Targets</b> Two or more targets on which fire is desired simultaneously. A group of targets is designated by a letter/number combination.	2.X.2.3.3.7	
<b>Group of Targets Using Regular Targets</b>	2.X.2.3.3.7.1	
	G*C*FAZT--*****	
<b>Group of Targets Using Rectangular Targets</b>	2.X.2.3.3.7.2	
	G*C*FAZU--*****	
<b>No Fire Area</b> An area in which no fires or effects of fires are allowed. Two exceptions are (1) when establishing headquarters approves fires temporarily within the NFA on a mission basis, and (2) when the enemy force within the NFA engages a friendly force, the commander may engage the enemy to defend his force.	2.X.2.3.3.8	
	G*C*FAN---*****	
<b>Nuclear Target</b>	2.X.2.3.3.9	
	G*C*FAU---*****	






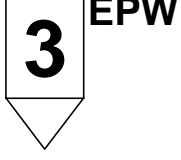
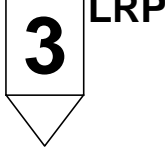
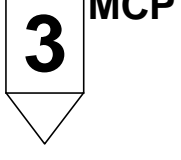
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TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
<b>Restricted Fire Area (RFA)</b> An area in which specific restrictions are imposed and into which fires that exceed those restrictions may not be delivered without prior coordination with the establishing headquarters.	2.X.2.3.3.10	
	G*C*FAD--- *****	
<b>Position Area for Artillery (PAA)</b> An area assigned to an M109A6 "Paladin" platoon and other artillery units for terrain management purposes in which the artillery maneuvered.	2.X.2.3.3.11	
	G*C*FAP--- *****	
<b>Combat Service Support</b> The essential capabilities, functions, activities, and tasks necessary to sustain all elements of operating forces in theater at all levels of war. Within the national and theater logistic systems, it includes, but is not limited to, that support rendered by service forces in ensuring the aspects of administrative services, chaplain services, civil affairs, finance, legal, supply, maintenance, transportation, health services, construction, troop construction, acquisition and disposal of real property, facilities engineering, topographic and geodetic engineering functions, food service, graves registration, laundry, dry cleaning, bath, property disposal, and other services required by aviation and ground combat troops to permit those units to accomplish their missions in combat. Combat service support encompasses those activities at all levels of war that produce sustainment to all operating forces on the battlefield.	2.X.2.4	
<b>Points</b>	2.X.2.4.1	
<b>Ambulance Exchange Point</b> A location where a patient is transferred from one ambulance to another en route to a medical treatment facility. This may be an established point in an ambulance shuttle system or it may be designated independently.	2.X.2.4.1.1	
	G*C*SPA--- *****	
<b>Cannibalization Point</b> To remove serviceable parts from one item of equipment in order to install them on another item of equipment. Army--The authorized removal of parts or components from economically unrepairable or disposable items or assemblies and making them available for reuse.	2.X.2.4.1.2	
	G*C*SPC--- *****	

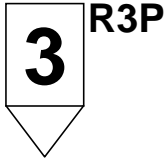
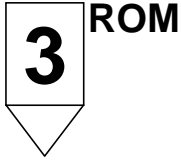
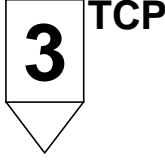
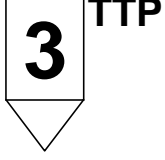
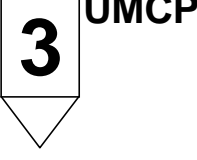

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TABLE E-I. Tactical graphics.

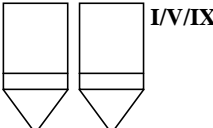


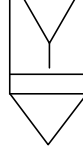
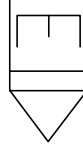
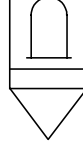
DESCRIPTION	HIERARCHY	
	SYMBOL ID	BATTLESPACE GRAPHIC
<b>Casualty Collection Point</b>	2.X.2.4.1.3	
	G*C*SPY--- *****	
<b>Civilian Collection Point</b>	2.X.2.4.1.4	
	G*C*SPT---*****	
<b>Detainee Collection Point</b>	2.X.2.4.1.5	
	G*C*SPD--- *****	
<b>Enemy Prisoner of War (EPW) Collection Point</b>	2.X.2.4.1.6	
	GHC*SPE--- *****	
<b>Logistics Release Point (LRP)</b> <b>1.</b> The point along the supply route (SR) where unit first sergeant or unit guide takes control of a company LOGPAC. <b>2.</b> The point along the supply route where the supported unit meets the supporting unit to transfer supplies.	2.X.2.4.1.7	
	G*C*SPL---*****	
<b>Maintenance Collection Point</b> A point established to collect equipment awaiting repair, controlled exchange, cannibalization or evacuation. May be operated by the user or by intermediate maintenance units.	2.X.2.4.1.8	
	G*C*SPM--- *****	

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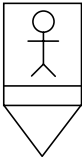
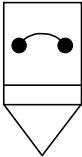
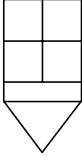
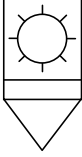


TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	
	SYMBOL ID	BATTLESPACE GRAPHIC
<b>Rearm, Refuel, and Resupply Point</b> A designated point through which a unit passes where it receives fuel, ammunition, and other necessary supplies to continue combat operations.	2.X.2.4.1.9	
	G*C*SPR--- *****	
<b>Refuel on the Move (ROM) Point</b> Conducted during long movements where vehicles receive a prescribed (timed) amount of fuel and then continue their movement.	2.X.2.4.1.10	
	G*C*SPU--- *****	
<b>Traffic Control Post (TCP)</b> A place at which traffic is controlled either by military police or by mechanical means.	2.X.2.4.1.11	
	G*C*SPO--- *****	
<b>Trailer Transfer Point</b> A location where trailers are transferred from one carrier to another while en route.	2.X.2.4.1.12	
	G*C*SPI---*****	
<b>Unit Maintenance Collection Point</b>	2.X.2.4.1.13	
	G*C*SPN--- *****	
<b>Supply Points (US Only)</b> Any point where supplies are issued in detail.	2.X.2.4.1.14	

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TABLE E-I. Tactical graphics.


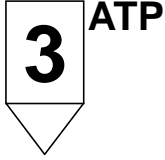
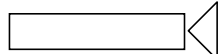
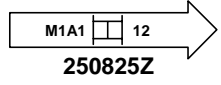
DESCRIPTION	HIERARCHY	
	SYMBOL ID	BATTLESPACE GRAPHIC
<b>General</b>	2.X.2.4.1.14.1	
	G*C*SPQT-- *****	
<b>Class I</b>	2.X.2.4.1.14.2	
	G*C*SPQA-- *****	
<b>Class II</b>	2.X.2.4.1.14.3	
	G*C*SPQB-- *****	
<b>Class III</b>	2.X.2.4.1.14.4	
	G*C*SPQC-- *****	
<b>Class IV</b>	2.X.2.4.1.14.5	
	G*C*SPQD-- *****	
<b>Class V</b>	2.X.2.4.1.14.6	
	G*C*SPQE-- *****	

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**TABLE E-I. Tactical graphics.**

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
<b>Class VI</b>	2.X.2.4.1.14.7	
	G*C*SPQF-- *****	
<b>Class VII</b>	2.X.2.4.1.14.8	
	G*C*SPQG-- *****	
<b>Class VIII</b>	2.X.2.4.1.14.9	
	G*C*SPQH-- *****	
<b>Class IX</b>	2.X.2.4.1.14.10	
	G*C*SPQL-- *****	
<b>Class X</b>	2.X.2.4.1.14.11	
	G*C*SPQJ-- *****	
<b>Ammunition Points</b>	2.X.2.4.1.15	

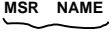



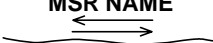

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TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	
	SYMBOL ID	BATTLESPACE GRAPHIC
<b>ASP</b>	2.X.2.4.1.15.1	
	G*C*SPMA-- *****	
<b>ATP</b>	2.X.2.4.1.15.2	
	G*C*SPMT-- *****	
<b>Lines</b>	2.X.2.4.2	
<b>Convoys</b> A group of vehicles organized for the purpose of control and orderly movement with or without escort protection. Army--A group of vehicles that move over the same route at the same time and under one commander.	2.X.2.4.2.1	
<b>Moving Convoy</b>	2.X.2.4.2.1.1	
<b>Halted Convoy</b>	2.X.2.4.2.1.2	
	G*C*SLCH-- *****	
<b>A column of 12 Medium Tanks at 0825 on the 25th</b>	Example	
<b>Supply Routes</b>	2.X.2.4.2.2	

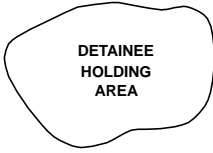
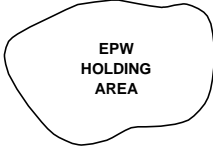

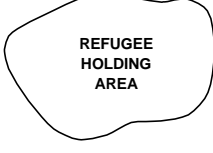

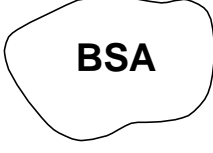
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TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	
	SYMBOL ID	BATTLESPACE GRAPHIC
<b>Main Supply Route</b> The route or routes designated with an area of operations on which the bulk of traffic flows in support of military operations.	2.X.2.4.2.2.1	
	G*C*SLRM-- *****	
<b>Alternate Supply Route</b> A route or routes designated within an area of operations to provide for the movement of traffic when main supply routes become disabled or congested.	2.X.2.4.2.2.2	
	G*C*SLRA-- *****	
<b>One-Way Traffic</b>	2.X.2.4.2.2.3	
	G*C*SLRO-- *****	
<b>Alternating Traffic</b>	2.X.2.4.2.2.4	
	G*C*SLRT-- *****	
<b>Two-Way Traffic</b>	2.X.2.4.2.2.5	
	G*C*SLRW-- *****	
<b>Area</b>	2.X.2.4.3	

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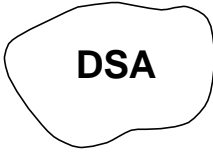
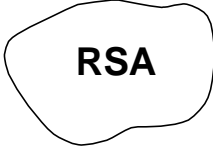
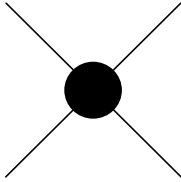
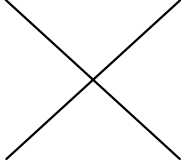
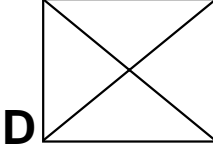
TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
<b>Detainee Holding Area</b>	2.X.2.4.3.1	
	G*C*SAD--- *****	
<b>Enemy Prisoner of War (EPW) Holding Area</b>	2.X.2.4.3.2	
	GHC*SAP--- *****	
<b>Forward Arming and Refueling Point (FARP)</b> A temporary facility that is organized, equipped, and deployed by an aviation commander and normally located in the main battle area closer to the area of operations than the aviation unit's combat service support (CSS) area. It provides fuel and ammunition necessary for the employment of aviation maneuver units in combat. It permits combat aircraft to rapidly refuel and rearm simultaneously.	2.X.2.4.3.3	
	G*C*SAR--- *****	
<b>Refugee Holding Area</b>	2.X.2.4.3.4	
	G*C*SAH--- *****	
<b>Support Areas</b> A designated area in which combat services support (CSS) elements and some staff elements locate to support a unit.	2.X.2.4.3.5	
<b>Brigade Support Area (BSA)</b> A designated area in which combat service support (CSS) elements from division support command (DISCOM) and corps support command (COSCOM) provide logistic support to a brigade. The forward support battalion (FSB) manages the terrain and unit locations.	2.X.2.4.3.5.1	
	G*C*SATB-- *****	

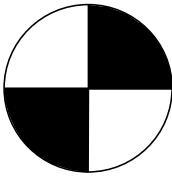
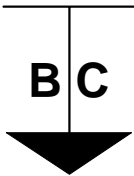
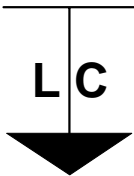
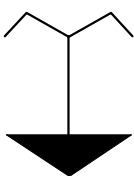
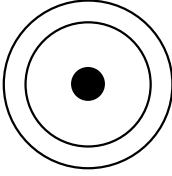


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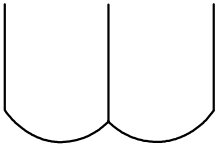
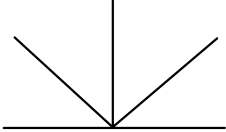
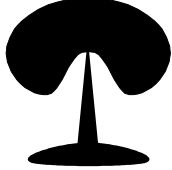
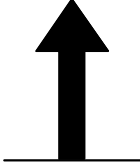
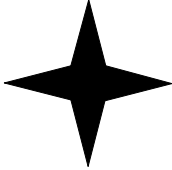
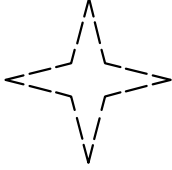
TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
<b>Division (DSA)</b> An area normally located in the division rear and often positioned near air landing facilities along the main supply route (MSR). The DSA contains the portions of the division rear command post, DISCOM CO and units organic and attached to the DISCOM. It may also contain COSCPM units supporting the division.	2.X.2.4.3.5.2	
	G*C*SATD-- *****	
<b>Regimental (RSA)</b>	2.X.2.4.3.5.3	
	G*C*SATR-- *****	
<b>Command and Control</b> The exercise of authority and direction by a properly designated commander over assigned forces in the accomplishment of the mission. Command and control functions are performed through an arrangement of personnel, equipment, communications, and procedures employed by a commander in planning, directing, coordinating, and controlling forces and operations in the accomplishment of a mission.	2.X.2.5	
<b>Special Point</b>	2.X.2.5.1	
	G*C*OX--- *****	
<b>Reference Point</b>	2.X.2.5.1.2	
<b>NAV Reference</b>	2.X.2.5.1.2.1	
	G*C*OXRN-- *****	
<b>DLRP</b>	2.X.2.5.1.2.2	
	G*C*OXRD-- *****	

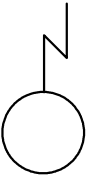
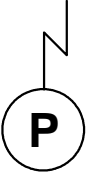
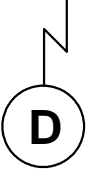
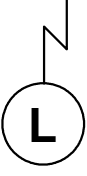
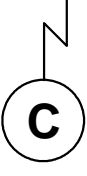
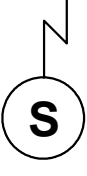
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TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	
	SYMBOL ID	BATTLESPACE GRAPHIC
<b>Underwater</b>	2.X.2.5.1.3	
<b>Datum</b>	2.X.2.5.1.3.1	
	G*C*OXUD-- *****	
<b>Brief Contact</b>	2.X.2.5.1.3.2	
	G*C*OXUB-- *****	
<b>Lost Contact</b>	2.X.2.5.1.3.3	
	G*C*OXUL-- *****	
<b>Sinker</b>	2.X.2.5.1.3.4	
	G*C*OXUS-- *****	
<b>Weapon</b>	2.X.2.5.1.4	
<b>Aim Point</b>	2.X.2.5.1.4.1	
	G*C*OXWA-- *****	


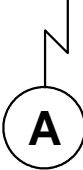


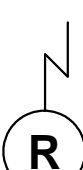
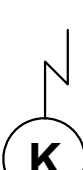
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**TABLE E-I. Tactical graphics.**

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
<b>Drop Point</b>	2.X.2.5.1.4.2	
	G*C*OXWD-- *****	
<b>Entry Point</b>	2.X.2.5.1.4.3	
	G*C*OXWE-- *****	
<b>Ground Zero</b>	2.X.2.5.1.4.4	
	G*C*OXWG-- *****	
<b>MSL Detect Point</b>	2.X.2.5.1.4.5	
	G*C*OXWM-- *****	
<b>Impact Point</b>	2.X.2.5.1.4.6	
	G*C*OXWI-- *****	
<b>Predicted Impact Point</b>	2.X.2.5.1.4.7	
	G*C*OXWP-- *****	

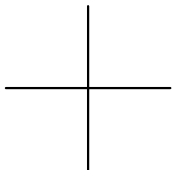
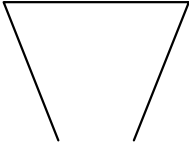
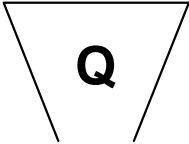
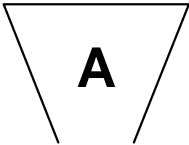
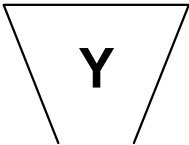
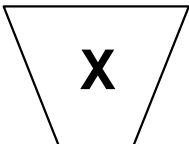
NATO UNCLASSIFIED  
TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	
	SYMBOL ID	BATTLESPACE GRAPHIC
<b>Sonobuoy</b>	2.X.2.5.1.5	
	G*C*OXY--- *****	
<b>Pattern Center</b>	2.X.2.5.1.5.1	
	G*C*OXYP-- *****	
<b>DIFAR</b>	2.X.2.5.1.5.2	
	G*C*OXYD-- *****	
<b>LOFAR</b>	2.X.2.5.1.5.3	
	G*C*OXYL-- *****	
<b>CASS</b>	2.X.2.5.1.5.4	
	G*C*OXYC-- *****	
<b>DICASS</b>	2.X.2.5.1.5.5	
	G*C*OXYS-- *****	

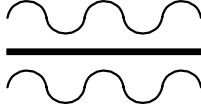
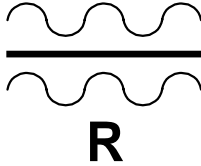
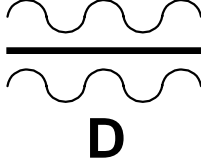
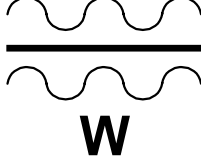
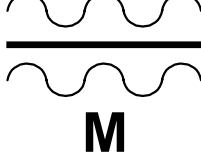
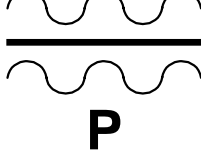
NATO UNCLASSIFIED  
TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	
	SYMBOL ID	BATTLESPACE GRAPHIC
<b>BT</b>	2.X.2.5.1.5.6	
	G*C*OXYB-- *****	
<b>ANM</b>	2.X.2.5.1.5.7	
	G*C*OXYA-- *****	
<b>VLAD</b>	2.X.2.5.1.5.8	
	G*C*OXYV-- *****	
<b>ATAC</b>	2.X.2.5.1.5.9	
	G*C*OXYT-- *****	
<b>RO</b>	2.X.2.5.1.5.10	
	G*C*OXYR-- *****	
<b>Kingpin</b>	2.X.2.5.1.5.11	
	G*C*OXYK-- *****	


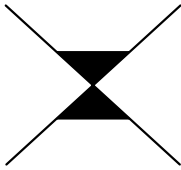
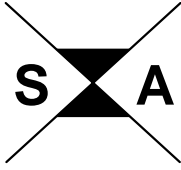

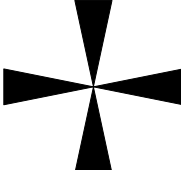
NATO UNCLASSIFIED  
TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	
	SYMBOL ID	BATTLESPACE GRAPHIC
<b>Formation</b>	2.X.2.5.1.6	
	G*C*OXN--- *****	
<b>Harbor</b>	2.X.2.5.1.7	
	G*C*OXH--- *****	
<b>Point Q</b>	2.X.2.5.1.7.1	
	G*C*OXHQ-- *****	
<b>Point A</b>	2.X.2.5.1.7.2	
	G*C*OXHA-- *****	
<b>Point Y</b>	2.X.2.5.1.7.3	
	G*C*OXHY-- *****	
<b>Point X</b>	2.X.2.5.1.7.4	
	G*C*OXHX-- *****	

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 TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	
	SYMBOL ID	BATTLESPACE GRAPHIC
<b>Route</b>	2.X.2.5.1.8	
	G*C*OXR-- *****	
<b>Rendezvous</b>	2.X.2.5.1.8.1	
	G*C*OXRR-- *****	
<b>Diversions</b>	2.X.2.5.1.8.2	
	G*C*OXRD-- *****	
<b>Waypoint</b>	2.X.2.5.1.8.3	
	G*C*OXRW-- *****	
<b>PIM</b>	2.X.2.5.1.8.4	
	G*C*OXRP-- *****	
<b>Point R</b>	2.X.2.5.1.8.5	
	G*C*OXRT-- *****	

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 TABLE E-I. Tactical graphics.

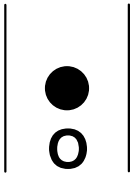
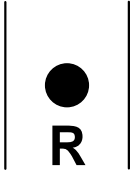
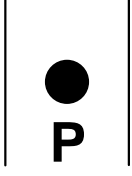

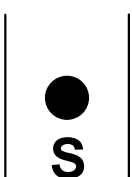
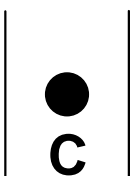
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
<b>Hazard</b>	2.X.2.5.1.9	
<b>Oil Rig</b>	2.X.2.5.1.9.1	
	G*C*OXZO-- *****	
<b>Search</b>	2.X.2.5.1.10	
	G*C*OXSD-- *****	
<b>Search Area</b>	2.X.2.5.1.10.1	
	G*C*OXSA-- *****	
<b>DIP Position</b>	2.X.2.5.1.10.2	
	G*C*OXSD-- *****	
<b>Search Center</b>	2.X.2.5.1.10.3	
	G*C*OXSC-- *****	
<b>Air Control</b>	2.X.2.5.1.11	



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TABLE E-I. Tactical graphics.

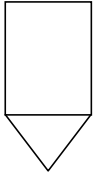

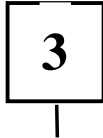
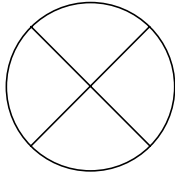


DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
<b>Combat Air Patrol (CAP)</b>	2.X.2.5.1.11.1	C
	G*C*OXAC-- *****	
<b>Airborne Early Warning (AEW)</b>	2.X.2.5.1.11.2	W
	G*C*OXAA-- *****	
<b>TACAN</b>	2.X.2.5.1.11.3	● T
	G*C*OXAT-- *****	
<b>Tanking</b>	2.X.2.5.1.11.4	● K
	G*C*OXAK-- *****	
<b>Anti Submarine Warfare/Fixed Wing (ASW F/W)</b>	2.X.2.5.1.11.5	● F
	G*C*OXAF-- *****	
<b>ASW Rotary Wing</b>	2.X.2.5.1.11.6	● H
	G*C*OXAH-- *****	

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TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	
	SYMBOL ID	BATTLESPACE GRAPHIC
<b>Tomcat</b>	2.X.2.5.1.11.7	
	G*C*OXAO-- *****	
<b>Rescue</b>	2.X.2.5.1.11.8	
	G*C*OXAR-- *****	
<b>Replenish</b>	2.X.2.5.1.11.9	
	G*C*OXAP-- *****	
<b>Marshall</b>	2.X.2.5.1.11.10	
	G*C*OXAM-- *****	
<b>Strike IP</b>	2.X.2.5.1.11.11	
	G*C*OXAS-- *****	
<b>Corridor Tab</b>	2.X.2.5.1.11.12	
	G*C*OXAD-- *****	


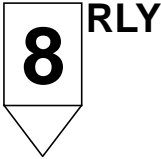

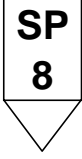
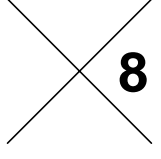

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TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	
	SYMBOL ID	BATTLESPACE GRAPHIC
<b>General or Unspecified Command and Control Point</b>	2.X.2.5.2	
	G*C*OG--- *****	
<b>Checkpoint</b> 1. A predetermined point on the surface of the Earth used as a means of controlling movement, a registration target for fire adjustment, or reference for location. 2. Center of impact; a burst center. 3. Geographical location on land or water above which the position of an aircraft in flight may be determined by observation or by electrical means. 4. A place where military police check vehicular or pedestrian traffic in order to enforce circulation control measures and other laws, orders, and regulations.	2.X.2.5.2.1	
	G*C*OGC--- *****	
<b>Contact Point</b> 1. In land warfare, a point on the terrain, easily identifiable, where two or more units are required to make contact. 2. In air operations, the position at which a mission leader makes radio contact with an air control agency.	2.X.2.5.2.2	
	G*C*OGP--- *****	
<b>Coordination Point</b> Designated point at which, in all types of combat, adjacent units/formations must make contact for purposes of control and coordination. Army--A control measure that indicates a specific location for the coordination of fires and maneuver between adjacent units. They usually are indicated whenever a boundary crosses the forward battle area (FEBA), and may be indicated when a boundary crosses phase lines (PLs) used to control security forces.	2.X.2.5.2.3	
	G*C*OGT--- *****	
<b>Decision Point</b> An event, area, line, or point on the battlefield where tactical decisions are required resulting from the wargaming process or the operations order. Decision points do not dictate commander's decisions, they only indicate that a decision is required, and they indicate when/where the decision should be made to have the maximum effect on friendly or enemy courses of action.	2.X.2.5.2.4	
	G*C*OGD--- *****	
<b>Linkup Point</b> An easily identifiable point on the ground where two forces conducting a linkup meet. When one force is stationary, linkup points normally are established where the moving force's routes of advance intersect the stationary force's security elements. Linkup points for two moving forces are established on boundaries where the two forces are expected to converge.	2.X.2.5.2.5	
	G*C*OGL--- *****	

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TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	
	SYMBOL ID	BATTLESPACE GRAPHIC
<p><b>Passage Point</b> A specifically designated place where units will pass through one another either in an advance or withdrawal. It is located where the commander desires subordinate units to physically execute a passage of lines.</p>	2.X.2.5.2.6	
	G*C*OGN--- *****	
<p><b>Rally Point</b> An easily identifiable point on the ground at which units can reassemble/reorganize if they become disbursed or aircrews/passengers can assemble and reorganize following an incident requiring a forced landing.</p>	2.X.2.5.2.7	
	G*C*OGR--- *****	
<p><b>Release Point</b> A well-defined point on a route at which the elements composing a column return under the authority of their respective commanders, each one of these elements continuing its movement toward its own appropriate destination.</p>	2.X.2.5.2.8	
	G*C*OGS--- *****	
<p><b>Start Point</b> A well-defined point on a route at which movement of vehicles begins to be under the control of the commander of this movement. It is at this point that the column is formed by the successive passing, at an appointed time, of each of the elements composing the column. In addition to the principal start point of a column there may be secondary start points for its different elements.</p>	2.X.2.5.2.9	
	G*C*OGI---*****	
<p><b>Waypoint</b> In air operations, a point or a series of points in space to which an aircraft may be vectored. Army--A designated point or series of points loaded and stored in a GPS device to facilitate movement.</p>	2.X.2.5.2.10	
	G*C*OGW--- *****	
<p><b>Line</b></p>	2.X.2.5.3	

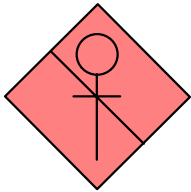


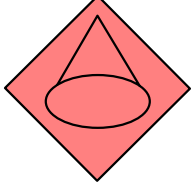
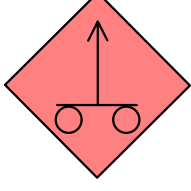
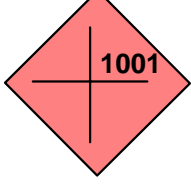
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TABLE E-I. Tactical graphics.

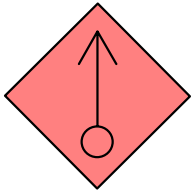
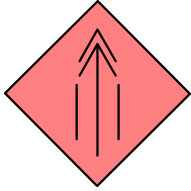
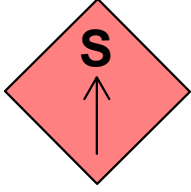
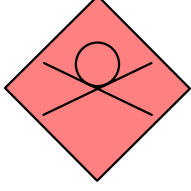
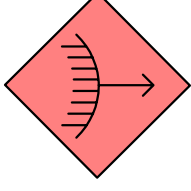
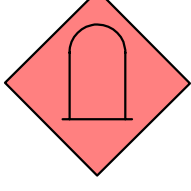
DESCRIPTION	HIERARCHY	
	SYMBOL ID	BATTLESPACE GRAPHIC
<b>Light Line</b> A designated phase line forward of which vehicles are required to use black-out lights at night.	2.X.2.5.3.1	
	G*C*OLN--- *****	
<b>Phase Line</b> A line used for control and coordination of military operations, usually a terrain feature extending across the zone of action. Army--A line used for control and coordination of military operations. It is usually along recognizable terrain feature extending across the sector or zone of action. Units normally report crossing PLs, but do not halt unless specifically directed.	2.X.2.5.3.2	
	G*C*OLP--- *****	
<b>Area</b>	2.X.2.5.4	
<b>Airfield Zone</b>	2.X.2.5.4.1	
	G*C*OAZ--- *****	
<b>Military Operations Other Than War (MOOTW)</b>	2.X.3	
<b>Violent Activities (Death Causing)</b>	2.X.3.1	
<b>Arson/Fire</b> <b>Arson</b> -The crime of maliciously setting fire to the property of another or of burning one's own property for an improper purpose, as to collect insurance. <b>Fire</b> -A rapid, persistent chemical reaction that releases heat and light, especially the exothermic combination of a combustible substance with oxygen.	2.X.3.1.1	
	GHO*VA--- *****	
<b>Artillery/Artillery Fire</b> <b>Artillery</b> -Large-caliber firing weapons, as howitzers and cannon, that are mounted and manned by crews. <b>Artillery Fire</b> -The discharge of artillery weapons against designated targets.	2.X.3.1.2	
	GHO*VR--- *****	

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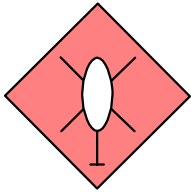
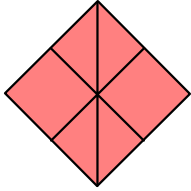
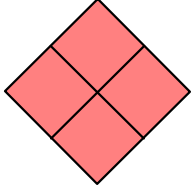
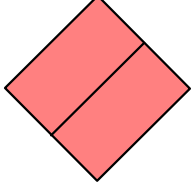
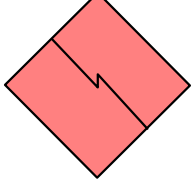
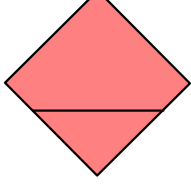
TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	
	SYMBOL ID	BATTLESPACE GRAPHIC
<b>Assassination/Murder/Execution</b> <b>Assassination</b> -To murder a prominent person. <b>Murder</b> -The unlawful killing of one human being by another, especially with premeditated malice. <b>Execution</b> -Putting a person to death, especially as a legal penalty.	2.X.3.1.3	
	GHO*VM--- *****	
<b>Bomb/Bombing (Hostile)</b> <b>Bomb</b> - An explosive weapon detonated by a predetermined means, as impact, or proximity to an object, or a timing mechanism. <b>Bombing</b> - To attack, damage, or destroy with or as if with bombs.	2.X.3.1.4	
	GHO*VB--- *****	
<b>Bomb/Bombing (Unknown)</b>	2.X.3.1.4	
	GUO*VB--- *****	
<b>Booby Trap</b> An explosive or nonexplosive device or other material deliberately placed to cause casualties when an apparently harmless object is disturbed or a normally safe act is performed.	2.X.3.1.5	
	GHO*VY--- *****	
<b>Drive-by Shooting</b>	2.X.3.1.6	
	GHO*VD--- *****	
<b>Indirect Fire (Unspecified Type)</b> Fire delivered on a target that is not itself used as a point of aim for the weapons or the director.	2.X.3.1.7	
	GHO*VI---*****	

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 TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	
	SYMBOL ID	BATTLESPACE GRAPHIC
<b>Mortar/Mortar Fire</b>	2.X.3.1.8	
	GHOVM----*****	
<b>Rocket/Rocket Fire</b>	2.X.3.1.9	
	GHO*VK---- *****	
<b>Sniping</b>	2.X.3.1.10	
	GHO*VS---- *****	
<b>Poisoning</b> To injure or kill with poison.	2.X.3.1.11	
	GHO*VP---- *****	
<b>Ambush</b>	2.X.3.1.12	
	GHO*VU---- *****	
<b>Ammunition Cache</b>	2.X.3.1.13	
	GHO*VC---- *****	




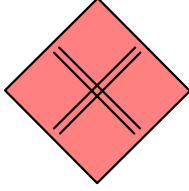
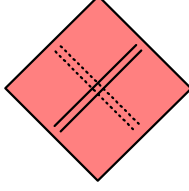
NATO UNCLASSIFIED  
TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
<b>Rotary Wing (civilian being used by hostiles or insurgents)</b>	2.X.3.1.14	
	GHO*VH---- *****	
<b>Hostile or Insurgent Motorized Infantry</b>	2.X.3.1.15	
	GHO*VF---- *****	
<b>Hostile or Insurgent Infantry</b>	2.X.3.1.16	
	GHO*VO---- *****	
<b>Reconnaissance/Surveillance</b>	2.X.3.1.17	
	GHO*VL---- *****	
<b>Signal/Radio Station</b>	2.X.3.1.18	
	GHO*VX---- *****	
<b>Supply Cache</b>	2.X.3.1.19	
	GHO*VZ---- *****	

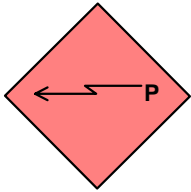
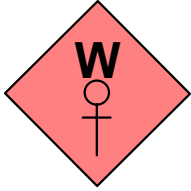
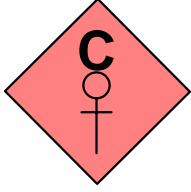

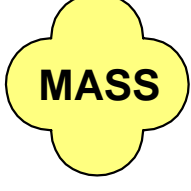



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TABLE E-I. Tactical graphics.

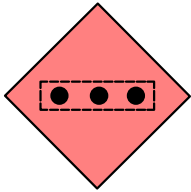
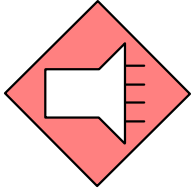
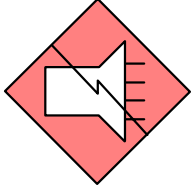

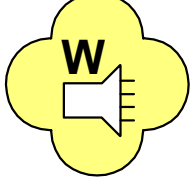
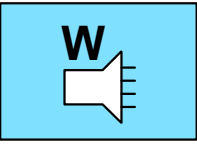
DESCRIPTION	HIERARCHY	
	SYMBOL ID	BATTLESPACE GRAPHIC
<b>Locations</b>	2.X.3.2	
<b>Black List Location</b> The location of the official counter-intelligence listing of actual or potential enemy collaborators, sympathizers, intelligence suspects, and other persons whose presence menaces the security of friendly forces.	2.X.3.2.1	
	GHO*LB---- *****	
<b>Gray List Location</b> The location that identifies and locates those personalities whose inclinations and attitudes toward the political and military objectives of the US are obscure. May be listed on grey lists when they are known to possess information or particular skills required by US forces.	2.X.3.2.2	
	GHO*LG---- *****	
<b>White List Location</b> The location that identifies and locates individuals who have been identified as being of intelligence or CI interest and are expected to be able to provide information or assistance in an existing or new intelligence area of interest. Usually in accordance with, or favorably inclined toward, US policies. Contributions are based on a voluntary and cooperative attitude.	2.X.3.2.3	
	GHO*LW---- *****	
<b>Operations</b> Military actions or the carrying out of a strategic, operational, tactical, service training, or administrative military mission. The process of carrying on combat, including movement, supply, attack, defense, and maneuvers needed to gain the objectives of any hassle or any battle or campaign. Army--A broad category of related tactical activities, i.e., offense, defense, retrograde, etc.	2.X.3.3	
<b>Roadblock (completed/in-place)</b> A barrier or obstacle (usually covered by fire) used to block, or limit the movement of, hostile vehicles along a route.	2.X.3.3.1	
	GHO*PR---- *****	
<b>Roadblock (under construction)</b> The putting together or assembling of parts in order to create a barrier or obstacle for blocking or limiting the movement of hostile vehicles along a route.	2.X.3.3.1.1	
	GHO*PRB--- *****	

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TABLE E-I. Tactical graphics.

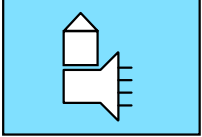
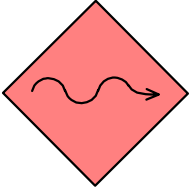

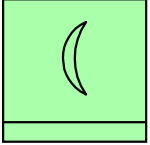
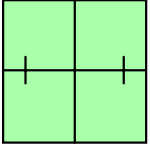
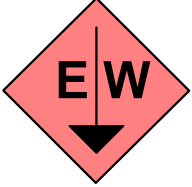
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
<b>Patrolling</b> The process of gathering information or carrying out a destructive, harassing, mopping-up, or security mission. Accomplished by a detachment of ground, sea, or air forces.	2.X.3.3.2	
	GHO*PT---- *****	
<b>Recruitment (willing)</b>	2.X.3.3.3	
	GHO*PC---- *****	
<b>Recruitment (coerced/impressed)</b>	2.X.3.3.3.1	
	GHO*PCU--- *****	
<b>Demonstration (Hostile)</b> A form of offensive operation which is an attack or show of force on a front where a decision is not sought, made with the aim of deceiving the enemy. It is similar to a feint with the exception that no contact with the enemy is sought. In OOTW, an operation by military forces in sight of an actual or potential enemy to show military capabilities.	2.X.3.3.4	
	GHO*PD---- *****	
<b>Demonstration (Unknown)</b>	2.X.3.3.4	
	GUO*PD---- *****	
<b>Demonstration (Friendly)</b>	2.X.3.3.4	
	GFO*PD----*****	

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TABLE E-I. Tactical graphics.



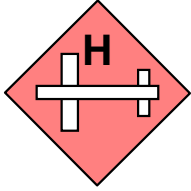
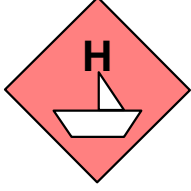
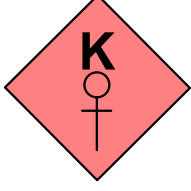
DESCRIPTION	HIERARCHY	
	SYMBOL ID	BATTLESPACE GRAPHIC
<b>Mine Laying</b>	2.X.3.3.5	
	GHO*PM--- *****	
<b>Psychological Operations (PSYOP)</b> Planned operations to convey selected information and indicators to foreign audiences to influence their emotions, motives, objective reasoning, and ultimately the behavior of foreign governments, organizations, groups, and individuals. The purpose of psychological operations is to induce or reinforce foreign attitudes and behavior favorable to the originator's objectives.	2.X.3.3.6	
	GHO*PH--- *****	
<b>PSYOP (TV and Radio Propaganda)</b> Planned operations to convey selected information and indicators to foreign audiences to influence their emotions, motives, objective reasoning, and ultimately the behavior of foreign governments, organizations, groups, and individuals. The purpose of psychological operations is to induce or reinforce foreign attitudes and behavior favorable to the originator's objectives.	2.X.3.3.6.1	
	GHO*PHY--- *****	
<b>PSYOP (Written Propaganda) (Hostile)</b> Planned operations to convey selected information and indicators to foreign audiences to influence their emotions, motives, objective reasoning, and ultimately the behavior of foreign governments, organizations, groups, and individuals. The purpose of psychological operations is to induce or reinforce foreign attitudes and behavior favorable to the originator's objectives.	2.X.3.3.6.2	
	GHO*PHW--- *****	
<b>PSYOP (Written) (Unknown)</b>	2.X.3.3.6.2	
	GUO*PHW--- *****	
<b>Written Propaganda</b>	2.X.3.3.6.3	
	GFO*PHG--- *****	

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TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
<b>House-to-house Propaganda</b>	2.X.3.3.6.4	
	GFO*PHT--- *****	
<b>Foraging/Searching</b> To search for provisions, to make a raid as for food.	2.X.3.3.7	
	GHO*PF----*****	
<b>Spy</b> 1. A clandestine agent employed by a state to obtain intelligence relating to its actual or potential enemies at home or abroad. 2. The act of watching secretly or covertly.	2.X.3.3.8	
	GHO*PS----*****	
<b>Food Distribution</b>	2.X.3.3.9	
	GNO*PF----*****	
<b>Medical Treatment Facility</b> A facility established for the purpose of furnishing medical and/or dental care to eligible individuals.	2.X.3.3.10	
	GNO*PI----*****	
<b>Electronic Warfare Intercept</b>	2.X.3.3.11	
	GHO*PE---- *****	



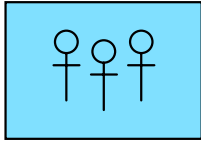
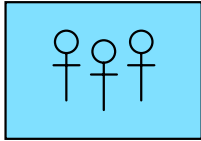
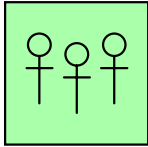

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TABLE E-I. Tactical graphics.


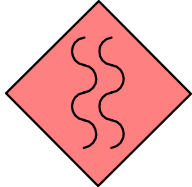
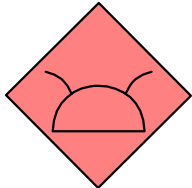
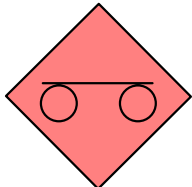


DESCRIPTION	HIERARCHY	
	SYMBOL ID	BATTLESPACE GRAPHIC
<b>Extortion</b> Illegal use of one's official position or powers to obtain property, funds, or patronage.	2.X.3.3.12	
	GHO*PX--- *****	
<b>Hijacking</b> 1. To seize control of a vehicle (e.g., an aircraft), in order to go somewhere other than the scheduled destination. 2. To stop and rob a vehicle in transit.	2.X.3.3.13	
<b>Hijacking (Vehicle)</b>	2.X.3.3.13.1	
	GHO*PJV--- *****	
<b>Hijacking (Airplane)</b>	2.X.3.3.13.2	
	GHO*PJA--- *****	
<b>Hijacking (Boat)</b>	2.X.3.3.13.3	
	GHO*PJB--- *****	
<b>Kidnapping</b> To seize and detain a person unlawfully, usually for ransom.	2.X.3.3.14	
	GHO*PK--- *****	

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TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	
	SYMBOL ID	BATTLESPACE GRAPHIC
<b>Arrest</b> 1. To stop or check the motion, progress, growth, or spread of someone or something. 2. To seize and hold a person under authority of the law.	2.X.3.3.15	
	GFO*PA----*****	
<b>Drug Operation</b>	2.X.3.3.16	
	GHO*PO---- *****	
<b>Items</b>	2.X.3.4	
<b>Refugees (friendly)</b> Civilians, who by reason of real or imagined danger, have left home to seek safety elsewhere.	2.X.3.4.1	
	GFO*IR----*****	
<b>Refugees (neutral)</b>	2.X.3.4.1	
	GNO*IR----*****	
<b>Safe House (hostile)</b> An innocent-appearing house or premises established by an organization for the purpose of conducting clandestine or covert activity in relative security.	2.X.3.4.2	
	GHO*IS----*****	

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 TABLE E-I. Tactical graphics.

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
<b>Safe House (friendly)</b>	2.X.3.4.2	
	GFO*IS----*****	
<b>Graffiti</b> Crude inscriptions or drawings scratched, painted, or sprayed on a surface, as a wall, usually so as to be seen by the public.	2.X.3.4.3	
	GHO*IG----*****	
<b>Vandalism/Rape/Loot/Ransack/Plunder/Sack</b>	2.X.3.4.4	
	GHO*IV----*****	
<b>Known Insurgent Vehicle</b>	2.X.3.4.5	
	GHO*IK----*****	
<b>Drug Vehicle</b>	2.X.3.4.6	
	GHO*ID----*****	
<b>Internal Security Force</b>	2.X.3.4.7	
	GFO*IF----*****	

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ANNEX F  
WEATHER SYMBOL SETS

F.1 GENERAL

F.1.1 Scope. This annex provides for the weather symbol sets from operational domains outside the current realm of APP-6. Although these domains are outside the scope of the previous document, it is beneficial to present the information to users of this document as a separate annex.

F.2 APPLICABLE DOCUMENTS

This section is not applicable to this appendix.

F.3 DEFINITIONS

The definitions in Chapter 3 of this document apply to this annex.

F.4 WEATHER SYMBOLOGY







The following graphics are some of those more commonly used to depict weather and should only be used on weather-related displays. These graphics must be implemented as a separate layer or classification since they may conflict with other symbols or icons used in the operational icon set. These graphics are based on approved symbols and icons from the World Meteorological Organization.

TABLE F-I. Weather graphics.

DESCRIPTION	HIERARCHY	WEATHER GRAPHIC
	SYMBOL ID	
Weather	3.X	
	W*A*-----*****	
Pressure Systems	3.X.1	
	W*A*P-----*****	





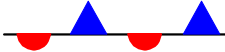



TABLE F-I. Weather graphics (cont'd).

DESCRIPTION	HIERARCHY	WEATHER GRAPHIC
	SYMBOL ID	
<b>Low Pressure Center</b> 1. An area of low atmospheric pressure which has a closed circulation that is cyclonic, i.e., as viewed from above, the circulation is counterclockwise in the Northern Hemisphere, clockwise in the Southern Hemisphere, undefined at the Equator. Because cyclonic circulation and relatively low atmospheric pressure usually coexist, in common practice the terms cyclone and low are used interchangeably. Also, because cyclones often are accompanied by inclement (sometimes destructive) weather, they are frequently referred to simply as storms. 2. Frequently misused to denote a tornado. 3. In the Indian Ocean, a tropical cyclone of hurricane or typhoon force.	3.X.1.1	
	W*A*PL----*****	
<b>High Pressure Center</b> An area of high atmospheric pressure which has a closed circulation that is anticyclonic, i.e., as viewed from above, the circulation is clockwise in the Northern Hemisphere, counterclockwise in the southern Hemisphere, undefined at the Equator.	3.X.1.2	
	W*A*PH----*****	
<b>Frontal Systems</b>	3.X.1.3	
	W*A*PF----*****	
<b>Cold Front</b>	3.X.1.3.1	
	W*A*PFC---*****	
<b>Upper Cold Front</b> Occurs when discontinuity at the forward edge of an advancing cold air mass is displacing warmer air in its path and the two air masses intersect above ground level.	3.X.1.3.1.1	
	W*A*PFCU--*****	
<b>Warm Front</b> The discontinuity at the forward edge of an advancing warm air mass that is displacing cooler air in its path.	3.X.1.3.2	
	W*A*PFW---*****	

Note: White filled icon represents white opaque filled icon.

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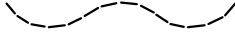

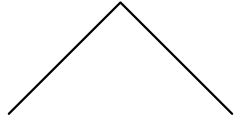
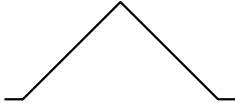
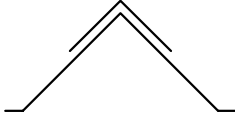

TABLE F-I. Weather graphics (cont'd).

DESCRIPTION	HIERARCHY	WEATHER GRAPHIC
	SYMBOL ID	
<b>Upper Warm Front</b> Occurs when discontinuity at the forward edge of an advancing warm air mass is displacing cooler air in its path and the two air masses intersect above ground level.	3.X.1.3.2.1	
	W*A*PFWU-- *****	
<b>Occluded Front</b> The line along which a cold front has overtaken a warm front at ground level.	3.X.1.3.3	
	W*A*PFO--- *****	
<b>Stationary Front</b> A situation in which the surface position of a front does not move; the flow on either side of such a boundary is nearly parallel to the position of the front.	3.X.1.3.4	
	W*A*PFS--- *****	
<b>Lines</b>	3.X.1.4	
	W*A*PX--- *****	
<b>Trough Line</b> An elongated region of low atmospheric pressure.	3.X.1.4.1	
	W*A*PXT--- *****	
<b>Ridge Line</b> An elongated region of high atmospheric pressure.	3.X.1.4.2	
	W*A*PXR--- *****	

Note: White filled icon represents white opaque filled icon.

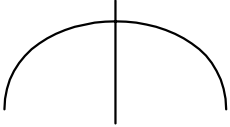
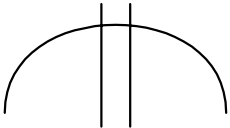
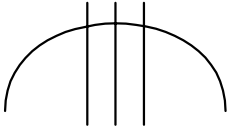
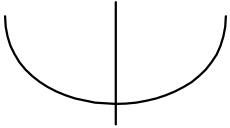
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TABLE F-I. Weather graphics (cont'd).

DESCRIPTION	HIERARCHY	WEATHER GRAPHIC
	SYMBOL ID	
<b>Squall Line</b> A line of high winds and thunderstorms in convectively unstable air, an instability line (of non-frontal nature); it may be generated by a cold front. Such a line may be some hundreds of miles in length and is sometimes called a pseudofront. It is associated with line thunderstorms, shear line of which are the squall lines, accompanied by strong gusts, hail, rain and sometimes tornadoes, but well in advance of the cold front (if present).	3.X.1.4.3	
	W*A*PXS--- *****	
<b>Turbulence</b> Turbulence is a transitory atmospheric condition which has varying effects on aircraft operations. It is a serious hazard to pilots that may occur without warning.	3.X.2	
	W*A*T-----*****	
<b>Light Turbulence</b> Description is dependent on associated aircraft type.	3.X.2.1	
	W*A*TL---- *****	
<b>Moderate Turbulence</b> Description is dependent on associated aircraft type.	3.X.2.2	
	W*A*TM---- *****	
<b>Severe Turbulence</b> Description is dependent on associated aircraft type.	3.X.2.3	
	W*A*TS---- *****	
<b>Extreme Turbulence</b> Description is dependent on associated aircraft type.	3.X.2.4	
	W*A*TE---- *****	

Note: White filled icon represents white opaque filled icon.

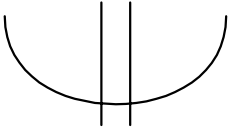
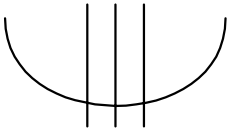


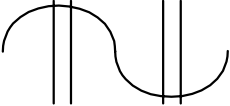

TABLE F-I. Weather graphics (cont'd).

DESCRIPTION	HIERARCHY	WEATHER GRAPHIC
	SYMBOL ID	
<b>Icing</b>	3.X.3	
	W*A*I-----*****	
<b>Clear Icing</b> Glossy, clear, or translucent ice formed by the relatively slow freezing of large supercooled droplets. The droplets spread out over the airframe surface before completely freezing.	3.X.3.1	
	W*A*IC----*****	
<b>Light Clear Icing</b> Description is dependent on associated aircraft type.	3.X.3.1.1	
	W*A*ICL---*****	
<b>Moderate Clear Icing</b> Description is dependent on associated aircraft type.	3.X.3.1.2	
	W*A*ICM---*****	
<b>Severe Clear Icing</b> Description is dependent on associated aircraft type.	3.X.3.1.3	
	W*A*ICS---*****	
<b>Rime Icing</b> Rough, milky opaque ice formed by the instantaneous freezing of small supercooled droplets which trap air within the ice as they strike the aircraft.	3.X.3.2	
	W*A*IR-----*****	
<b>Light Rime Icing</b> Description is dependent on associated aircraft type.	3.X.3.2.1	
	W*A*IRL---*****	

Note: White filled icon represents white opaque filled icon.

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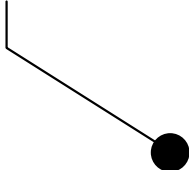





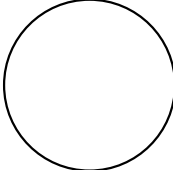
TABLE F-I. Weather graphics (cont'd).

DESCRIPTION	HIERARCHY	WEATHER GRAPHIC
	SYMBOL ID	
<b>Moderate Rime Icing</b> Description is dependent on associated aircraft type.	3.X.3.2.2	
	W*A*IRM--- *****	
<b>Severe Rime Icing</b> Description is dependent on associated aircraft type.	3.X.3.2.3	
	W*A*IRS--- *****	
<b>Mixed Icing</b> A hard rough conglomerate of ice which can cause very rough accumulation and severe loss of lift.	3.X.3.3	
	W*A*IM--- *****	
<b>Light Mixed Icing</b> Description is dependent on associated aircraft type.	3.X.3.3.1	
	W*A*IML--- *****	
<b>Moderate Mixed Icing</b> Description is dependent on associated aircraft type.	3.X.3.3.2	
	W*A*IMM--- *****	
<b>Severe Mixed Icing</b> Description is dependent on associated aircraft type.	3.X.3.3.3	
	W*A*IMS--- *****	

Note: White filled icon represents white opaque filled icon.

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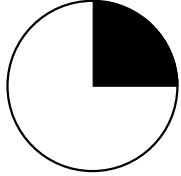
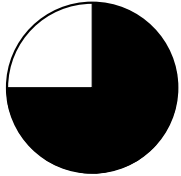
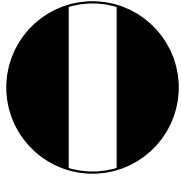
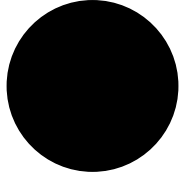
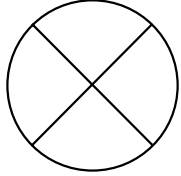

TABLE F-I. Weather graphics (cont'd).

DESCRIPTION	HIERARCHY	WEATHER GRAPHIC
	SYMBOL ID	
<b>Wind Barb</b> Used, in different variations, to represent wind speeds.	3.X.4	
	W*A*W---- *****	
<b>Jet Stream</b> A narrow belt of strong winds, with speeds of 50 to 200 knots, in the upper troposphere. In the northern Hemisphere these winds usually have a westerly component.	3.X.4.1	
	W*A*WJ---- *****	
<b>Flight Rules</b>	3.X.5	
	W*A*F----*****	
<b>Instrument Ceiling</b> Evaluation of ceiling height by cloud measuring equipment.	3.X.5.1	
	W*A*FI----*****	
<b>Visual Ceiling</b> The height above the earth's surface of the lowest (thin or opaque) layer reported as broken (5-7 oktas) or overcast (8 oktas), or the vertical visibility into an indefinite ceiling.	3.X.5.2	
	W*A*FV---- *****	
<b>Coverage Symbols</b>	3.X.6	
	W*A*C----*****	
<b>Clear Sky (SKC)</b> The absence of layers of clouds or other obscuring phenomena.	3.X.6.1	
	W*A*CC---- *****	

Note: White filled icon represents white opaque filled icon.

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TABLE F-I. Weather graphics (cont'd).

DESCRIPTION	HIERARCHY	WEATHER GRAPHIC
	SYMBOL ID	
<b>Scattered Sky (SCT)</b> A summation sky cover of three-eighths through four-eighths.	3.X.6.2	
	W*A*CS---- *****	
<b>Broken Sky (BKN)</b> A summation sky cover of five-eighths through less than eight-eighths.	3.X.6.3	
	W*A*CB---- *****	
<b>Overcast with Breaks</b> A condition in which an overcast layer has discernible break(s) totaling less than 1 okta.	3.X.6.4	
	W*A*CW---- *****	
<b>Overcast (OVC)</b> A summation sky cover of eight-eighths.	3.X.6.5	
	W*A*CO---- *****	
<b>Sky Obscured or Partially Obscured</b> 1. <b>Obscured</b> - A condition in which surface-based obscuring phenomena (e.g., fog, rain, snow) are hiding eight-eighths of the sky or higher layers. The terms "obscuration" and "indefinite ceiling" may also be used in relation to this sky condition. 2. <b>Partially Obscured</b> - A condition in which surface-based obscuring phenomena are hiding at least one-eighth, but less than eight-eighths, of the sky or higher layers. The term "partial obscuration" may also be used in relation to this sky condition.	3.X.6.6	
	W*A*CP---- *****	
<b>Precipitation</b>	3.X.7	
	W*A*P-----*****	

Note: White filled icon represents white opaque filled icon.

TABLE F-I. Weather graphics (cont'd).

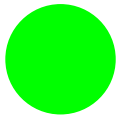
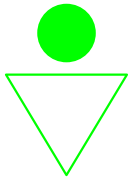
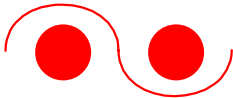


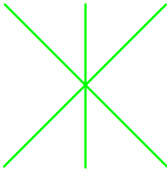
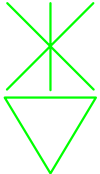
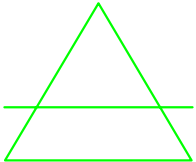
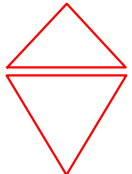
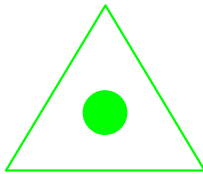
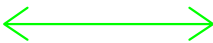

DESCRIPTION	HIERARCHY	WEATHER GRAPHIC
	SYMBOL ID	
<b>Rain (RA)</b> Precipitation, either in the form of drops larger than 0.02 inch (0.5 mm), or smaller drops, which in contrast to drizzle, are widely separated.	3.X.7.1	
	W*A*PR---- *****	
<b>Rain Shower</b> The rain changes intensity or starts and stops abruptly. These showers fall exclusively from cumuliform clouds.	3.X.7.1.1	
	W*A*PRS--- *****	
<b>Freezing Rain (FZRA)</b> Rain that freezes on impact with the ground, with objects in flight, or with objects on the ground. Produces glaze (clear) ice.	3.X.7.1.2	
	W*A*PRF--- *****	
<b>Drizzle (DZ)</b> Fairly uniform precipitation composed exclusively of fine drops (diameter less than 0.02 inch or 0.5 mm) very close together. Drizzle appears to float while following air currents although, unlike fog droplets, it falls to the ground. It usually falls from low stratus clouds and is frequently accompanied by low visibility and fog.	3.X.7.1.3	
	W*A*PRD--- *****	
<b>Freezing Drizzle (FZDZ)</b> Drizzle which freezes upon impact with the ground, with objects in flight, or with objects on the ground. Produces glaze (clear) ice.	3.X.7.1.3.1	
	W*A*PRDF-- *****	
<b>Snow (SN)</b> Precipitation of snow crystals, mostly branched in the form of six-pointed stars, many times clustered to form snowflakes.	3.X.7.2	
	W*A*PS----*****	





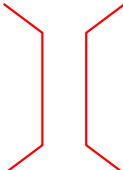
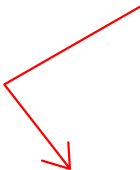


TABLE F-I. Weather graphics (cont'd).

DESCRIPTION	HIERARCHY	WEATHER GRAPHIC
	SYMBOL ID	
<b>Snow Showers</b> Snow changes intensity or starts and stops abruptly. These showers fall exclusively from cumuliform clouds.	3.X.7.2.1	
	W*A*PSS---****	
<b>Snow Grains (SG)</b> Precipitation of very small, white, opaque particles of ice; the solid equivalent of drizzle. The grains are fairly flat or elongated. Diameters are generally less than .04 inch (1mm). When the grains hit hard ground, they do not bounce or shatter. They usually fall in very small quantities from stratus clouds (or occasionally from fog).	3.X.7.2.2	
	W*A*PSG---****	
<b>Hail</b> Precipitation in the form of small balls or other pieces of ice falling separately or frozen together in irregular lumps. Hailstones consist of alternate opaque and clear layers of ice in most cases. Hail is normally associated with thunderstorms and surface temperatures above freezing.	3.X.7.3	
	W*A*PH---****	
<b>Ice Pellets (PE)</b> Precipitation of transparent or translucent pellets of ice, which are round or irregular, rarely conical, and have a diameter of 0.2 inch (5 mm) or less. The pellets usually rebound when striking hard ground and make a sound on impact. They are two main types. Hard grains of ice consisting of frozen raindrops or melted and refrozen snowflakes and pellets of snow encased in a thin layer of ice formed from the freezing, either of droplets intercepted by the pellets, or of water resulting from the partial melting of the pellets.	3.X.7.4	
	W*A*PI---****	
<b>Ice Crystals (IC)</b> A fall of unbranched (snow crystals are branched) ice crystals in the form of needles, columns, or plates. They are termed "ice prisms" in Synoptic observations. Ice crystals are often so tiny they seem to be suspended in the air. They may fall from a cloud or from clear air. The crystals are visible mainly when they glitter in the sunshine or other bright light (diamond dust), thus producing a luminous pillar or other optical phenomena. This hydrometeor (rarely more than the lightest precipitation), which is frequent in polar regions, occurs only at very low temperatures in stable air masses.	3.X.7.5	
	W*A*PC---****	
<b>Storms</b>	3.X.8	
	W*A*S---****	

Note: White filled icon represents white opaque filled icon.


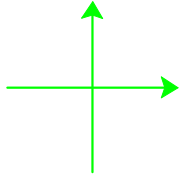

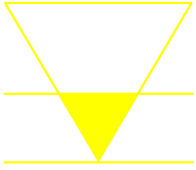

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TABLE F-I. Weather graphics (cont'd).

DESCRIPTION	HIERARCHY	WEATHER GRAPHIC
	SYMBOL ID	
<b>Thunderstorm (TS)</b> A local storm produced by a cumulonimbus cloud accompanied by strong gusty winds, vertical currents at higher levels, and heavy precipitation with lightning and/or thunder. It is usually a few miles in both horizontal and vertical dimensions, extending from the ground up to 20,000, 40,000, or even 60,000 feet in the most vigorous examples.	3.X.8.1	
	W*A*ST--- *****	
<b>Thunderstorm (TS) and Rain (RA)</b> A local storm produced by a cumulonimbus cloud accompanied by lightning and/or thunder and precipitation, either in the form of drops larger than 0.02 inch (0.5 mm), or smaller drops, which in contrast to drizzle, are widely separated.	3.X.8.1.1	
	W*A*STR--- *****	
<b>Funnel Cloud (FC) / Tornado/Waterspout</b> <b>1. Funnel Cloud (FC)</b> - A violent, rotating column of air which does not touch the ground, usually appended to a cumulonimbus cloud. Also called a tuba. <b>2. Tornado</b> - (+FC) A violent, rotating column of air touching the ground; funnel cloud touching the ground. A tornado nearly always starts as a funnel cloud (FC) and is accompanied by a loud, roaring noise. <b>3. Waterspout (+FC)</b> - A violent, rotating column of air that forms over a body of water, such as a bay, gulf, or lake, and touches the water surface; a tornado or funnel cloud that touches a body of water.	3.X.8.1.2	
	W*A*STF--- *****	
<b>Lightning (LTG)</b> A luminous manifestation accompanying a sudden electrical discharge which takes place from or inside a cloud or, less often, from high structures on the ground, or from mountains.	3.X.8.1.3	
	W*A*STL--- *****	
<b>Storm Systems</b>	3.X.8.2	
	W*A*SS---*****	
<b>Tropical Storm</b> A tropical cyclone having winds ranging from approximately 48 to 121 kilometers or 30 to 75 miles per hour.	3.X.8.2.1	
	W*A*SST--- *****	

Note: White filled icon represents white opaque filled icon.





TABLE F-I. Weather graphics (cont'd).

DESCRIPTION	HIERARCHY	WEATHER GRAPHIC
	SYMBOL ID	
<b>Hurricane</b> Tropical cyclones, especially in the West Indies, in which the wind velocity equals or exceeds 64 knots (73 mph).	3.X.8.2.2	
	W*A*SSH--- *****	
<b>Obstructions To Visibility</b>	3.X.9	
	W*A*O-----*****	
<b>Blowing Snow (BLSN)</b> Snow particles raised and stirred violently by the wind to moderate or great heights. Prevailing visibility is reduced to less than 7 miles (9,999 meters) and the sky may become obscured when the particles are raised to great heights.	3.X.9.1	
	W*A*OS---- *****	
<b>Fog (FG)</b> A visible aggregate of minute water particles (droplets) which are based on the Earth's surface, extends vertically, and reduces horizontal visibility to less than 5/8 mile (1,000 meters). When fog is further described by the descriptors BC, MI, or PR, the prevailing visibility may be equal to or greater than 5/8 mile (1,000 meters). Unlike drizzle, FG does not fall to the ground.	3.X.9.2	
	W*A*OF---- *****	
<b>Freezing Fog (FZFG)</b> A suspension of numerous minute ice crystals in the air, or water droplets at temperatures below 0 degrees Celsius, based at the Earth's surface and extending vertically to greater than 6 feet (1.8 meters). FZFG reduces prevailing visibility to less than 5/8 mile (1000 meters) and, unlike drizzle, does not fall to the ground. The water droplets may freeze upon contact with exposed objects to form a coating of rime or glaze and it can occur even though the air temperature is above freezing. The water droplets may freeze upon contact with exposed objects to form a coating of rime or glaze. Also called Ice Fog.	3.X.9.2.1	
	W*A*OFF--- *****	
<b>Dust or Sand Storm</b> 1. <b>Duststorm (DS).</b> An unusual, frequently severe weather condition characterized by strong winds and dust-filled air over an extensive area. Report a duststorm if the prevailing visibility is reduced to less than 5/8 miles (1,000 meters), but not less than 5/16 miles (500 meters). Report a heavy (severe) duststorm (+DS) if the visibility is reduced to less than 5/16 miles (500 meters). 2. <b>Sandstorm (SS).</b> Particles of sand ranging in diameter from 0.008 inches to 1 millimeter carried aloft by a strong wind. The sand particles are mostly confined to the lowest ten feet, and rarely rise more than fifty feet above the ground. A sandstorm is reported if the prevailing visibility is reduced to less than 5/8 miles (1,000 meters), but not less than 5/16 miles (500 meters). Report a heavy (severe) sandstorm (+SS) if the visibility is reduced to less than 5/16 miles (500 meters).	3.X.9.3	
	W*A*OT---- *****	

Note: White filled icon represents white opaque filled icon.

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TABLE F-I. Weather graphics (cont'd).

DESCRIPTION	HIERARCHY	WEATHER GRAPHIC
	SYMBOL ID	
<b>Dust Devil</b> Well-developed dust/sand whirls (PO). An ensemble of particles of dust or sand, sometimes accompanied by small litter, raised from the ground in the form of a whirling column of varying height with a small diameter and an approximately vertical axis. Reported regardless of the visibility.	3.X.9.4	
	W*A*OD---- *****	
<b>Smoke (FU)</b> A suspension in the air of small particles produced by combustion. A transition to haze may occur when smoke particles have traveled great distances (25 to 100 miles or 40 to 160 kilometers or more) and when the larger particles have settled out and the remaining particles have become widely scattered through the atmosphere. When viewed through smoke, the disk of the sun at sunrise and sunset appears very red. The disk may have an orange tinge when the sun is above the horizon. Evenly distributed smoke from distant sources generally has a light grayish or bluish appearance.	3.X.9.5	
	W*A*OK---- *****	
<b>Haze (HZ)</b> A suspension in the air of extremely small, dry particles invisible to the naked eye and sufficiently numerous to give the air an opalescent appearance. This phenomenon resembles a uniform veil over the landscape and subdues all colors. Dark objects viewed through this veil tend to have a bluish tinge while bright objects, such as the sun or distant lights, tend to have a dirty yellow or reddish hue. When haze is present and the sun is well above the horizon, its light may have a peculiar silvery tinge. Haze particles may be composed of a variety of substances; e.g., dust, salt, residue from distant fires or volcanoes, pollen, etc., which generally are well diffused through the atmosphere.	3.X.9.6	
	W*A*OH---- *****	
<b>Blowing Dust or Sand</b> Dust or sand raised by the wind to a height of 6 feet (1.8 meters) or more.	3.X.9.7	
	W*A*OB---- *****	

Note: White filled icon represents white opaque filled icon.

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