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Commented APP-6A - Military symbols for land based systems

NATO's current military symbology standard

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Defence R&D Canada – Valcartier

Technical Note

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Canada

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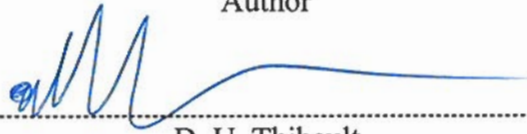
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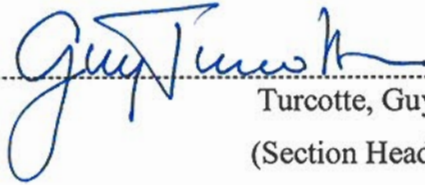
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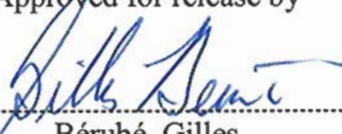
D. U. Thibault

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Approved for release by



Bérubé, Gilles
(DRP Chair)

Abstract

The contained document is a commented edition of APP-6A. It has been canadianised, corrected (typos and other obvious errors), enhanced (hypertext links), augmented and commented (in footnotes). Additions and changes are clearly marked in red. The original electronic document was the October 1998 Ratification Draft (distributed with the Electronic Battle Box —which is now called OPERA); a few extra opening pages were inserted and/or edited to upgrade to the December 1999 Promulgation Edition obtained from the BÉAT (Bibliothèque électronique de l'armée de terre (France)) web site.

Comparisons are made between APP-6A (and its sister standard Mil-Std-2525A) and the current Mil-Std-2525B and the 61 Approved Change Proposals (Mil98-04a through Mil03-09), which were made publicly available on 29 August 2003. Access to the other Symbology Standards Management Committee (SSMC) documents is still restricted by the U.S. Defense Information Systems Agency (DISA) to U.S. citizens only.

Résumé

Le document ci-inclus est une édition commentée d'APP-6A (texte anglais). Elle a été canadianisée, corrigée (coquilles et autres erreurs flagrantes), améliorée (liens hypertextuels), augmentée et commentée (à l'aide de notes de bas de page). Les additions et changements sont clairement identifiés en rouge. Le document électronique original était le Ratification Draft d'octobre 1998 (distribué avec le Coffre de campagne électronique —maintenant devenu OPERA); quelques pages frontispices ont été insérées ou éditées afin de l'amener au niveau de l'édition de promulgation de décembre 1999, obtenue du site Web de la BÉAT (Bibliothèque électronique de l'armée de terre (France)).

Les commentaires font la comparaison entre APP-6A (et sa norme sœur Mil-Std-2525A) et la norme courante Mil-Std-2525B et les 61 Change Proposals approuvés (Mil98-04a jusqu'à Mil03-09), qui ont été rendus publics le 29 août 2003. L'accès aux autres documents du Symbology Standards Management Committee (SSMC) reste limité aux citoyens américains par l'U.S. Defense Information Systems Agency (DISA).

Executive Summary

Military symbology plays a pivotal role in command and control. By distilling information to its essentials, it allows the rapid attainment of situational awareness; by its graphical nature, it provides a common operational language that greatly facilitates interoperability across cultural and linguistic barriers. This "algebra of warfare" appeared simultaneously with the rise of nation-states and the organised warfare that ensued. With the arrival of information technologies, the need was quickly recognised for an international standard that could then be taught to computers. The merger of air, sea and ground symbologies with the ultimate paper-bound standard, APP-6, resulted in Mil-Std-2525 and its NATO sister APP-6A.

Whilst Mil-Std-2525 is still evolving (2525C being expected "soon"), NATO's APP-6 standard has been lagging somewhat, for a variety of technical, political and administrative reasons. As each alliance nation struggles with the technical challenges of providing symbology services within its computerised command and control system, the time was ripe for a detailed examination of the standard in its current and near-future forms, paving the way for a smooth future evolution.

This commented edition of APP-6A should prove a precious help for symbology implementers, directing their attention to problem areas so they can be addressed early in the design stages, and warning them of evolutionary trends and possible future requirements, so the proper flexibility can be designed in. For students, teachers and practitioners, some issues of symbol design are touched upon and should serve as food for thought regarding the future evolution of the symbology.

Other publications being considered include a compendium of the glyphs out of which the symbols are composed, and suggested extensions of the symbology into the crisis response and civilian agency domains.

D. U. Thibault. 2005. Commented APP-6A - Military Symbols for Land Based Systems. DRDC Valcartier TN 2005-222. Defence R&D Canada – Valcartier.

Sommaire

La symbologie militaire joue un rôle crucial en commandement et contrôle. En distillant l'information à son essence, elle permet d'atteindre rapidement la compréhension de la situation; de par sa nature graphique, elle fournit un langage opérationnel commun qui facilite grandement l'interfonctionnement malgré les obstacles culturels et linguistiques. Cet "algèbre de la guerre" est apparu de concert avec l'ascension des nations-états et l'organisation de la guerre qui s'ensuivit. Avec l'arrivée des technologies de l'information, on a vite reconnu le besoin d'une norme internationale qui puisse être enseignée aux ordinateurs. La fusion des symbologies aérienne, navale et terrestre avec l'ultime norme-papier, APP-6, a donné Mil-Std-2525 et sa norme sœur OTAN APP-6A.

Tandis que Mil-Std-2525 continue d'évoluer (2525C étant attendu "bientôt"), la norme OTAN APP-6 a pris un certain retard, pour diverses raisons techniques, politiques et administratives. Comme chaque nation alliée s'attaque au défi technique que représentent les services symbologiques à fournir aux systèmes informatisés de commandement et contrôle, le temps était venu d'examiner la norme en détail dans son état courant et à venir, préparant son évolution future sans heurt.

Cette édition commentée d'APP-6A devrait être d'une aide précieuse lors de l'implantation de la symbologie, attirant l'attention sur les points de contention afin qu'ils puissent être attaqués le plus tôt possible lors des phases de conception, et soulignant les tendances évolutives et les possibles besoins futurs, afin que la flexibilité nécessaire puisse être incluse. Pour les étudiants, enseignants et pratiquants, certains problèmes de conception symbolique sont soulevés et devraient alimenter la réflexion portant sur l'évolution future de la symbologie.

Parmi les autres publications possibles on compte un compendium des glyphes servant à composer les symboles, ainsi que des extensions suggérées servant à étendre la symbologie aux domaines des opérations de réponse aux crises et des agences civiles.

D. U. Thibault. 2005. Commented APP-6A - Military Symbols for Land Based Systems. DRDC Valcartier TN 2005-222. Defence R&D Canada – Valcartier.

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1. Commented APP-6A

[APP-6A Military Symbols for Land Based Systems](#)

Note: On 2004 July 01, the *Commandement de la doctrine et de l'enseignement militaire supérieur de l'armée de terre* (CDES) was replaced by two organisations, the *Centre de doctrine d'emploi des forces* (CDEF) and the *Collège de l'enseignement supérieur de l'armée de terre* (CESAT). As a result, the BÉAT link given in the document no longer exists, and the referenced document can, for now, no longer be found on the Web.

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APP-6A (STANAG 2019, Edition 4) *Military Symbols for Land Based Systems*, December 1999

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MIL-STD-2525B *Approved Change Proposal Mil98-06*, 03 February 1999 (13 November 2000)

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MIL-STD-2525B *Approved Change Proposal Mil99-02a*, 18 April 2000 (13 November 2000)

MIL-STD-2525B *Approved Change Proposal Mil00-01a*, 07 March 2001 (21 March 2001)

MIL-STD-2525B *Approved Change Proposal Mil00-02a*, 24 May 2001 (06 June 2001)

MIL-STD-2525B *Approved Change Proposal Mil00-03a*, 24 May 2001 (06 June 2001)

MIL-STD-2525B *Approved Change Proposal Mil00-04a*, 24 May 2001 (06 June 2001)

MIL-STD-2525B *Approved Change Proposal Mil00-05a*, 24 May 2001 (06 June 2001)

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MIL-STD-2525B *Approved Change Proposal Mil00-39a*, 24 July 2003 (28 August 2003)

MIL-STD-2525B *Approved Change Proposal Mil00-40a*, 24 July 2003 (28 August 2003)

MIL-STD-2525B *Approved Change Proposal Mil00-41a*, 24 July 2003 (28 August 2003)

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MIL-STD-2525B *Approved Change Proposal Mil00-43a*, 24 July 2003 (28 August 2003)

MIL-STD-2525B *Approved Change Proposal Mil00-44a*, 24 July 2003 (28 August 2003)

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MIL-STD-2525B *Approved Change Proposal Mil01-02*, 24 May 2001 (10 September 2001)

MIL-STD-2525B *Approved Change Proposal Mil01-04a*, 24 August 2001 (06 September 2001)

MIL-STD-2525B *Approved Change Proposal Mil01-06*, 24 July 2003 (28 August 2003)

MIL-STD-2525B *Approved Change Proposal Mil01-07*, 24 July 2003 (28 August 2003)

MIL-STD-2525B *Approved Change Proposal Mil01-08*, 24 July 2003 (28 August 2003)

MIL-STD-2525B *Approved Change Proposal Mil01-09*, 24 July 2003 (28 August 2003)

MIL-STD-2525B *Approved Change Proposal Mil01-10*, 24 July 2003 (28 August 2003)

MIL-STD-2525B *Approved Change Proposal Mil03-01*, 24 July 2003 (28 August 2003)

MIL-STD-2525B *Approved Change Proposal Mil03-02*, 24 July 2003 (28 August 2003)

MIL-STD-2525B *Approved Change Proposal Mil03-08*, 24 July 2003 (28 August 2003)

MIL-STD-2525B *Approved Change Proposal Mil03-09*, 24 July 2003 (28 August 2003)

List of Symbols/Abbreviations/Acronyms/Initialisms

APP	Allied Procedural Publication
ASPO	(U.S.) Army Space Program Office
BÉAT	(FR) Bibliothèque électronique de l'armée de terre
CDEF	(FR) Centre de doctrine d'emploi des forces
CDES	(FR) Commandement de la doctrine et de l'enseignement militaire supérieur de l'armée de terre
CESAT	(FR) Collège de l'enseignement supérieur de l'armée de terre
DISA	(U.S.) Defense Information Systems Agency
DND	Department of National Defence
DRDC	Defence R&D Canada
DRP	Document Review Panel
GSD	Graphical Situation Display (ASPO programme)
NATO	North Atlantic Treaty Organisation
OPERA	Operational Planning Environment and Reference Application
SSMC	Symbology Standards Management Committee
STANAG	Standardisation Agreement

Distribution List

External

1 – Base Operations Officer / Canadian Forces Base (CFB) Halifax
Cdr Colin A. H. Darlington

1 – Bibliothèque électronique de l'armée de terre (BÉAT)
a/s Collège de l'enseignement supérieur de l'armée de terre (CESAT)
1 place Joffre
B.P. 54
00445 Armées, Paris, France

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(DRDKIM)

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1 – Directorate of Plans, Doctrine & Training (DPDT)
DCDS/DGJFD/DPDT/J7 Standardization 2 (LCdr David P. Finch)

1 – NATO Consultation, Command and Control Agency (NC3A)
Boulevard Léopold III, B-1110 Bruxelles, Belgique

1 – NATO Standardisation Agency (NSA)
NATO, 1110 Brussels, Belgique

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Ottawa, ON K1A 0P8

1 – U.S. Symbology Standards Management Committee (SSMC)
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(U) Symbology; Military Symbology; Allied Procedural Publication; APP-6A; MIL-STD-2525; MIL-STD-2525A; MIL-STD-2525B; MIL98-04a; MIL98-05a; MIL98-06; MIL99-01c; MIL99-02a; MIL00-01a; MIL00-02a; MIL00-03a; MIL00-04a; MIL00-05a; MIL00-06a; MIL00-07a; MIL00-08a; MIL00-09a; MIL00-10a; MIL00-11b; MIL00-12b; MIL00-13b; MIL00-14b; MIL00-15b; MIL00-16b; MIL00-17b; MIL00-18b; MIL00-19b; MIL00-20b; MIL00-21b; MIL00-22b; MIL00-23b; MIL00-24b; MIL00-25a; MIL00-26b; MIL00-27b; MIL00-28b; MIL00-29b; MIL00-30b; MIL00-31a; MIL00-32a; MIL00-33a; MIL00-34a; MIL00-35a; MIL00-36a; MIL00-37a; MIL00-38a; MIL00-39a; MIL00-40a; MIL00-41a; MIL00-42a; MIL00-43a; MIL00-44a; MIL01-01a; MIL01-02; MIL01-04a; MIL01-06; MIL01-07; MIL01-08; MIL01-09; MIL01-10; MIL03-01; MIL03-02; MIL03-08; MIL03-09

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APP-6A

Military Symbols for Land Based Systems

Signes conventionnels représentant les systèmes terrestres

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).

DRDC Valcartier Edition Version 1.2.1 June 2005
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DRDC Valcartier Edition Version 1.1 June 2003, 1.2 September 2003)

This edition of APP-6A has been canadianised, corrected (typos and other obvious errors), enhanced (hypertext links, in **blue**), augmented and commented (in footnotes). The additions and changes are in red. It was first based on the October 1998 Ratification Draft (distributed with the Electronic Battle Box—which is now called OPERA) and later upgraded to the December 1999 edition obtained from the **BÉAT** (Bibliothèque électronique de l'armée de terre) web site.

Comparisons are made between APP-6A (and its sister standard Mil-Std-2525A) and the current **Mil-Std-2525B** and the 61 Approved Change Proposals (Mil98-04a through Mil03-09), which were made publicly available on 29 August 2003. Access to the other Symbology Standards Management Committee (**SSMC**) documents is still restricted by the U.S. Defense Information Systems Agency (**DISA**) to U.S. citizens only.

This document is in no way condoned or approved by any nation or organisation. The changes, comments, opinions and introduced errors (if any) are entirely mine.

Address any comments to:

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NATION	RECORD OF RESERVATIONS/COMMENTS BY NATIONS
CA	a. Manual (by hand) implementation will commence across the Land Force effective 1 April 1999. Automatic (computer-generated) graphics and symbology will follow, pending further development of our command and control systems; and b. Currently planned, the corresponding Land Force doctrine publication will be B-GL-331-002/FP-001, "Military Symbols for Land Operations".
DA	a. The descriptions of Combat Forces and Combat Support Forces on pp. 37 and 43 are not in agreement with ATP-35(B) and will not be implemented in Denmark. b. The definition of "Delay" on p. 249 is not in agreement with ATP-35(B) and will not be implemented in Denmark. c. The descriptions of Combat Service Support CLASS I-X on pp. 49, 97-98 and 188-192 are not in agreement with NATO Doctrine and will not be implemented in Denmark.
FR	This reservation is due to the technical incompatibility between the present document, APP-9 (messages) and the ADatP-3 procedure, which makes it impossible to implement this symbology in our information systems. The substance of the document is not questioned. It will be taught and implemented manually as soon as TTA 106/II, the implementing document now under development, is completed. France will start actually to implement the document as soon as the technical problem is solved.
GR	Implementation date cannot be determined due to lack of compatibility of APP-6A and APP-9.
IT	Italian Army will not implement APP-6A for automatic use until the technical incompatibility between APP-9 and APP-6A has been resolved.
NO	APP-6A will not be implemented before APP-6A and APP-9 are technically harmonised and APP-6A is approved by MAS Joint Service Board as common symbols.
UK	Implementation initially only on manual systems; automatic systems will follow later.
US	Table D-1, 165, icon 1.X.6.2.2: The U.S. Navy does not have Underwater Demolition Teams. They were superseded by SEAL Teams ¹ which have already been addressed in the Table.

¹ According to the U.S. Naval Special Warfare Archives, SEAL teams were created in 1962 and the UDTs were finally melded into them in 1983.

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NATION	REGISTRE DES RÉSERVES / COMMENTAIRES DES NATIONS
CA	a. La mise en application manuelle débutera à travers la Force terrestre à partir du 1^{er} Avril 1999. La symbologie et les graphiques automatisés (générés par ordinateur) suivront, au gré du développement de nos systèmes de commandement et contrôle; et b. En préparation, la publication doctrinale correspondante de la Force terrestre sera B-GL-331-002/FP-001, "Symboles conventionnels pour les opérations terrestres".²
DA	a. Les descriptions des Forces de combat et des Forces d'appui tactique en pp. 37 et 43 ne s'accordent pas avec l'ATP-35(B) et ne seront pas mises en application au Danemark. b. La définition de "Retarder" à la p. 249 ne s'accorde pas avec l'ATP-35(B) et ne sera pas mise en application au Danemark. c. Les descriptions du Soutien logistique du combat CLASSE I-X aux pp. 49, 97-98 et 188-192 ne s'accordent pas avec la doctrine de l'OTAN et ne seront pas mises en application au Danemark.²
FR	La réserve émise tient à l'incompatibilité technique entre ce document, l'APP-9 (messagerie) et la procédure ADatP-3 qui ne permet pas la mise en application de cette symbologie dans nos systèmes d'information. Le fond du document n'est pas remis en question. Il sera enseigné et mis en œuvre en mode manuel dès l'achèvement du TTA 106/II, document de mise en application actuellement en cours d'élaboration. La France procédera à la mise en application réelle du document dès que le problème technique aura été résolu.
GR	La date de mise en application ne peut être déterminée en raison d'un manque de compatibilité entre l'APP-6A et l'APP-9.
IT	L'Armée italienne ne mettra pas en application l'APP-6A dans les contextes automatisés avant que l'incompatibilité technique entre l'APP-9 et l'APP-6A ne soit résolue. ²
NO	L'APP-6A ne sera pas mis en application avant que l'APP-6A et l'APP-9 ne soient techniquement harmonisés et que l'APP-6A ne soit approuvé par le Comité interarmées du BMS comme symbologie commune. ²
UK	Mise en application initialement restreinte aux systèmes manuels; les systèmes automatisés suivront plus tard. ²
US	Tableau D-1, 165, icône 1.X.6.2.2 : Les États-Unis ne disposent pas d'Équipes de destruction sous-marines. Celles-ci ont été remplacées par des Équipes SEAL ¹ qui figurent déjà dans le tableau.

² The copy of APP-6A obtained from the BÉAT web site was missing these translations.

NORTH ATLANTIC TREATY ORGANIZATION
ORGANISATION DU TRAITÉ DE L'ATLANTIQUE NORD

MILITARY AGENCY FOR STANDARDIZATION (MAS)
BUREAU MILITAIRE DE STANDARDISATION (BMS)

NATO LETTER OF PROMULGATION
LETTRE OTAN DE PROMULGATION

December 1999

décembre 1999

1. APP-6(A) - MILITARY SYMBOLS FOR LAND-BASED SYSTEMS is a NATO UNCLASSIFIED publication. The agreement of nations to use this publication is recorded in [STANAG 2019](#).

2. APP-6(A) is effective upon receipt. It supersedes APP-6 which shall be destroyed in accordance with the local procedure for the destruction of documents.

1. L'APP-6(A) - SIGNES CONVENTIONNELS REPRÉSENTANT LES SYSTÈMES TERRESTRES est une publication OTAN SANS CLASSIFICATION. L'accord par lequel les nations se sont engagées à utiliser cette publication a été consigné dans le STANAG 2019.

2. L'APP-6(A) entre en vigueur dès réception. Elle remplace l'APP-6 qui sera détruite conformément aux procédures locales de destruction des documents.



A. GRØNHEIM
Major General, [NOAF](#)
Chairman/Président

Response date: 01.02.99

STANAG 2019 (Edition 4)

RATIFICATION AND IMPLEMENTATION DETAILS
STADE DE RATIFICATION ET DE MISE EN APPLICATION

MILITARY SYMBOLS FOR LAND BASED SYSTEMS - APP-6A
SIGNES CONVENTIONNELS REPRÉSENTANT LES SYSTÈMES TERRESTRES - APP-6A

N A T I O N	NATIONAL RATIFICATION / RÉFÉRENCE DE LA RATIFICATION NATIONALE	NATIONAL IMPLEMENTING DOCUMENT / DOCUMENT NATIONAL DE MISE EN APPLICATION	IMPLEMENTATION / MISE EN APPLICATION					
			INTENDED DATE OF IMPLEMENTATION / DATE PRÉVUE POUR MISE EN APPLICATION			DATE IMPLEMENTATION WAS ACHIEVED / DATE RÉELLE DE MISE EN APPLICATION		
			NAVY MER	ARMY TERRE	AIR	NAVY MER	ARMY TERRE	AIR
BE								
CA+	2441-2019 (DAD) of/du 25.01.99	APP-6A B-GL-331- 002/ PP-001		4.99				
CZ	547/6-3/1999-4471 of/du 14.12.99			12.02				
DA	FKO MAM 204.66-S2019 9301016-030 of/du 5.02.99	HRN 808-1 Troppetegn og signaturer with extract of APP-6A	12.99	12.99	12.99			
FR*	592/CDES/CREDAT of/du 30.04.99			10.99				
GE	DOES NOT RATIFY/ NE RATIFIE PAS							
GR*	FN 063/12/315302/DN. 1211 of/du 28.07.99							
HU								
IT	132/41533/0445 of/du 31.08.99			12.01				
LU								
NL	IAS/1999/2449/NU of/du 26.01.99	VS 1120/2	01.02	01.02	01.02			
NO+	MAS- 28/99/FO/MST/ST.2109 of/du 08.03.99			01.01				
PL	19/ROK of/du 19.07.00		01.01	01.01	01.01			
PO								
SP	DOES NOT RATIFY/ NE RATIFIE PAS							
TU	Gn.P.P.:2307-169- 99/And.D.MAS.S/2019 of/du 15.02.99			01.00				
UK	D ES/330/019/NMST of/du 01.12.99	APP-6		09.00				
US*	SAUS-IA-IPP of/du 18.02.99	MIL-STD-2525A				10.00	12.00	12.00

* See reservations / Voir réserves

+ See comments / Voir commentaires

X Service(s) implementing / Armées mettant en application

RECORD OF AMENDMENTS

CHANGE DATE	DATE ENTERED	EFFECTIVE DATE	BY WHOM ENTERED

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 6³), "Military Symbols for Land Based Systems," and U.S. Army Field Manual (FM) 101-5-1/Marine Corps 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 [Edition 3. STANAG 2019 Edition 4 covers APP-6A.](#)

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 Colours 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, annexes⁴ A and B respectively. The information hierarchy contained in appendix A provides an organisation 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.

4 The document uses "Annex" and "Appendix" interchangeably.

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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 Force Tactical Doctrine*⁵

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.

⁵ Promulgated December 1995. The associated STANAG is 2868 (Edition 5).

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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
AAP	Allied Administrative Publication
AAWC	Anti-Air Warfare Commander
ACA	Airspace Co-ordination Area
ACP	Air Control Point
ACV	Armoured Combat Vehicle
AD	Air Defence ⁶
ADatP	Automated Data Processing
ADP	Automated Data Processing
ADM	Administrative
AEW	Airborne Electronic Warfare
AEW	Airborne Early Warning
AF	Air Force
AGI	Auxiliary Group Intelligence
ANGLiCo	Air/Naval Gunfire Liaison Company
ANM	Acoustic Noise Monitor
AO	Area of Operations
AOU	Area of Uncertainty
APC	Armoured Personnel Carrier
APOD	Airport of Debarkation
APOE	Airport of Embarkation
APP	Allied Procedural Publication
ASCII	American Standard Code for Information Interchange (ISO/IEC 646)
ASM	Air To Surface Missile ⁷
ASP	Ammunition Supply Point
ASR	Alternate Supply Route
ASUW	Antisurface Warfare
ASW	Antisubmarine Warfare
AT	Anti-Tank
ATAC	Air Transportable Acoustic Communications
ATC	Air Traffic Control
ATI	Artillery Target Intelligence ⁸
ATP	1. Ammunition Transfer Point; 2. Allied Tactical Publication
AXP	Ambulance Exchange Point

⁶ This correction appears in Mil-Std-2525B.

⁷ Erroneously listed as "Anti-Ship Missile"; the only occurrence is 1.X.2.2.1.2.1.

⁸ The ATI zone was added to the Fire Support Graphics by Mil-Std-2525B Change Proposal Mil00-02a.

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BCFG	Patchy Fog (METAR Code)
BKN	Broken Sky (METAR Code)
BLDU	Blowing Dust (METAR Code)
BLSA	Blowing Sand (METAR Code)
BLSN	Blowing Snow (METAR Code)
BMS	Bureau militaire de standardisation
BOS	Battlefield Operating System
BSA	Brigade Support Area
BT	Bathythermograph
C/S/A	CINC, Service, and Agency
C2	Command and Control
C2V	Command and Control Vehicle
C3I	Command, Control, Communications, and Intelligence
C4I	Command, Control, Communications, Computers, and Intelligence
CA	Civil Affairs
CAP	Combat Air Patrol
CARP	Computed Air Release Point
CAS	Close Air Support
CASS	Command Activated Sonobuoy System
CATK	Counterattack
CAV	Cavalry
CCP	1. Communications Checkpoint; 2. Casualty Collection Point; 3. Contingency Communications Package ⁹
CF	1. Critical Friendly 2. Canadian Forces
CFA	Covering Force Area
CFF	Call For Fire
CFFZ	Call For Fire Zone ¹⁰
CFL	Co-ordinated Fire Line
CFZ	Critical Friendly Zone ¹¹
CGM	Computer Graphics Metafile
CI	Counter-Intelligence
CID	Criminal Investigation Division
CIÉ	Commission internationale de l'éclairage
CINC	Commander in Chief
CL	Co-ordination Line
CML	Chemical
COA	Course Of Action
COLT	Combat Observation and Lasing Team

⁹ The meaning attributed to CCP (1.X.3.1.2.4.2) and LCCP (1.X.3.1.2.4.2.1) is suspect. APP-6A spells these out as "[Large] Communication Configured Package". However, *FM 11-55 Mobile Subscriber Equipment (MSE) Operations* (June 1999) refers to both as "[Light] Contingency Communications Package". So does *FM 11-43 Signal Leader's Guide* (June 1995). *FM 101-5-1 Operational Terms & Graphics* seems to be responsible for the introduction of this error.

¹⁰ The CFF zone was added to the Fire Support Graphics by Mil-Std-2525B Change Proposal Mil00-03a.

¹¹ The CF zone was added to the Fire Support Graphics by Mil-Std-2525B Change Proposal Mil00-07a.

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COMMZ	Communications Zone
COSCOM	Corps Support Command
CP	Check Point
CS	Combat Support
CSAR	Combat Search and Rescue
CSS	Combat Service Support
CZ	Control Zone
DA	Dead Space Area ¹²
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
DISCOM	Division Support Command
DLIC	Detachment Left-in-Contact
DLRP	Data Link Reference Point
DOD	Department of Defense (US)
DRPR	Drawing Practices
DR	Dead Reckoning
DS	Dust Storm (METAR Code)
DSA	Division Support Area
DTG	Date-Time Group
DU	Dust (METAR Code)
DZ	1. Drop Zone 2. Drizzle (METAR Code)
EA	1. Electronic Attack; 2. Engagement Area
EC	Electronic Combat
EO	Electro-Optics
EOD	Explosive Ordnance Disposal ¹³
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 Defence Zone
FARP	Forward Arming and Refuelling Area
FC	1. Fire Control 2. Funnel Cloud (METAR Code)
FCZ	Forward Combat Zone

¹² The DA zone was added to the Fire Support Graphics by Mil-Std-2525B Change Proposal Mil00-06a.

¹³ The index originally listed the EOD unit as "Emergency Ordnance Disposal"; this error is fortunately rare.

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FEBA	Forward Edge of the Battle Area
FFA	Free Fire Area
FG	Fog (METAR Code)
FIPS	Federal Information Processing Standard
FiST	Fire Support Team
FLB	Forward Logistics Base
FLET	Forward Line of Enemy Troops
FLOT	Forward Line of Own Troops
FM	Field Manual
FO	Frame Optional
FP	Firing Point ¹⁴
FPF	Final Protective Fire
FSA	Fire Support Area
FSB	Forward Support Battalion
FSCL	Fire Support Co-ordination Line
FSS	Fire Support Station
FU	Smoke (METAR Code)
FZDZ	Freezing Drizzle (METAR Code)
FZFG	Freezing Fog (METAR Code)
FZRA	Freezing Rain (METAR Code)
GR	Hail (METAR Code)
GSM	Ground Station Module
GPS	Global Positioning System
GSD	Graphical Situation Display
GZ	Ground Zero
HAWK	Homing All the Way Killer
HazMat	Hazardous Materials
HCI	Human Computer Interface
HFAC	Human Factors
HIDACZ	High-Density Airspace Control Zone
HIMEZ	High Altitude Missile Engagement Zone
HL	Holding Line
H/MAD	High/Medium Altitude Air Defence
HP	Hide Point ¹⁵
HPT	Higher Payoff Target
HZ	Haze (METAR Code)
IC	Ice Crystals (METAR Code)
ICBM	Intercontinental Ballistic Missile
IEC	International Electrotechnical Commission
IFF	Identification, Friend or Foe
IFV	Infantry Fighting Vehicle
INST	Information Standards and Technology
IP	Initial Point
IPW	Interrogation of Prisoners of War

14 The FP was added to the Fire Support Graphics by Mil-Std-2525B Change Proposal Mil00-26b.

15 The HP was added to the Fire Support Graphics by Mil-Std-2525B Change Proposal Mil00-29b.

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IRBM	Intermediate Range Ballistic Missile
ISB	Intermediate Staging Base
ISF	Internal Security Force
ISO	International Organization for Standardization
IW	Information Warfare
JAG	Judge Advocate General
JEZ	Joint Engagement Zone
JIB	Joint Information Bureau
JIC	Joint Intelligence Centre
JTIDS	Joint Tactical Information Distribution System
JSEAD	Joint Suppression of Enemy Air Defences
LAB	Logistics Assault Base
LAR	Light Armoured Reconnaissance
LAV	Light Armoured Vehicle
LC	Line of Contact
LCCP	Light Contingency Communications Package ⁹
LD	Line of Departure
LEN	Large Extension Node
LL	Light Line
LLTV	Low-Light Level Television
LLTR	Low-Level Transit Route
LOA	Limit of Advance
LOC	Lines of Communications
LOFAR	Low Frequency Analysis and Recording
LOGPAC	Logistics Package
LOMEZ	Low Altitude Missile Engagement Zone
LOS	Line-Of-Sight
LOTS	Logistics Over-The-Shore
LP	1. Linkup Point 2. Listening Post 3. Launch Point ¹⁶
LRP	Logistics Release Point
LRS	Long Range Surveillance
LS	Landing Support
LTG	Lightning (METAR Code)
LU	Link-Up Point
LZ	Landing Zone
MAGTF	Marine Air-Ground Task Force
MAS	Military Agency for Standardization
MBA	Main Battle Area
MC&G	Mapping, Charting, and Geodesy
MCC	Movement Control Centre
MCM	Mine Countermeasures
MCP	Maintenance Collection Point
MEDEVAC	Medical Evacuation

16 The LP was added to the Fire Support Graphics by Mil-Std-2525B Change Proposal Mil00-30b.

NATO UNCLASSIFIED

MEF	Marine Expeditionary Force
MET	Meteorological
METAR	Aviation Routine Weather Report
METOC	Meteorological and Oceanographic
MEZ	Missile Engagement Zone
MI	Military Intelligence
MICV	Mechanised Infantry Combat Vehicle
MIFG	Shallow Fog (METAR Code)
MOOTW	Military Operations Other Than War
MP	Military Police
MPA	Maritime Patrol Aircraft
MRL	Multiple Rocket Launcher
MRR	Minimum-Risk Route
MSD	Minimum Safe Distance
MSE	Multiple Subscriber Element
MSL	Missile
MSR	Main Supply Route
MTF	Medical Treatment Facility
MWR	Morale, Welfare, Recreation
NAI	Named Area of Interest
NATO	North Atlantic Treaty Organization
NBC	Nuclear, Biological, and Chemical
NC	Node Centre
NFA	No-Fire Area
NFL	No-Fire Line
NIMA	National Imagery and Mapping Agency
NITFS	National Imagery Transmission Format Standard
NOAF	Norwegian Air Force
NoMBO	Non-mine, Mine-like Bottom Object
NOTAM	Notice to Airmen
NTDS	Naval Tactical Data Processing System
OB	Order of Battle
OBJ	Objective
OOTW	Operations Other Than War
OP	Observation Point; Observation Post
OPS	Operations
OVC	Overcast (METAR Code)
PA	Public Affairs
PAA	Position Area for Artillery
PD	Point of Departure
PDF	Principal Direction of Fire
PE	Ice Pellets (METAR Code)
PIM	Path of Intended Motion ¹⁷
PL	Phase Line (Co-ordination Line)
PLD	Probable Line of Deployment

¹⁷ Erroneously listed as "Position and Intended Movement".

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PO	Dust Devil (METAR Code)
POD	Port of Debarkation
POE	Port of Embarkation
PP	Passage Point
PRFG	Partial Fog (METAR Code)
PS	Personnel Services
PsyOp	Psychological Operations
PUP	Pull-Up Point
PZ	Pickup Zone
QSTAG	Quadripartite Standardization Agreement
R3P	Rearm, Refuel, and Resupply Point
RA	Rain (METAR Code)
RAA	Rear Assembly Area
RADAR	RADio Detection And Ranging
RAOC	Rear Area Operation Centre
RCZ	Rear Combat Zone
RES	Reserve
RFA	Restrictive Fire Area
RFL	Restrictive Fire Line
RGB	Red, Green, Blue
RHU	Replacement Holding Unit
RIP	Relief In Place
RL	Release Line ¹⁸
RLP	Reload Point ¹⁹
RLY	Rally Point
RO	Range Only
RO/RO	Roll-On/Roll-Off
ROM	Refuel on the Move
ROZ	Restricted Operations Zone
RP	Release Point
RPV	Remotely Piloted Vehicle
RSA	Regimental Support Area
RV	Re-entry Vehicle
S/SSM	Surface-to-Subsurface Missile
SA	Sand (METAR Code)
SAAFR	Standard use Army Aircraft Flight Route
SAM	Surface-to-Air Missile
SAR	Search and Rescue
SCM	Surface Contamination Module
SCP	Survey Control Point ²⁰
SCT	Scattered Sky (METAR Code)
SCUBA	Self-Contained Underwater Breathing Apparatus
SD	Smoke/Decontamination

18 Erroneously listed as "Report Line".

19 The RLP was added to the Fire Support Graphics by Mil-Std-2525B Change Proposal Mil00-27b.

20 The SCP was added to the Fire Support Graphics by Mil-Std-2525B Change Proposal Mil00-28b.

NATO UNCLASSIFIED

SEAL	SEa-Air-Land
SEC	Security
SEN	Small Extension Node
SF	Special Forces
SFOB	Special Forces Operations Base
SG	Snow Grains (METAR Code)
SHRA	Rain Showers (METAR Code)
SHSN	Snow Showers (METAR Code)
SIF	Selective Identification Feature
SIGINT	Signals Intelligence
SKC	Clear Sky (METAR Code)
SL	Start Line
SLBM	Submarine-Launched Ballistic Missile
SN	Snow (METAR Code)
SOF	Special Operations Forces
SP	1. Start Point 2. Self-Propelled 3. Strong Point 4. Security Police 5. Shore Patrol
SPOD	Seaport of Debarkation
SPOE	Seaport of Embarkation
SR	Supply Route
SRL	Single Rocket Launcher
SS	1. Surface-to-Surface 2. Sand Storm (METAR Code)
SSM	Surface-to-Surface (Guided) Missile
SSMC	Symbology Standards Management Committee
SSNR	SOF Unit Special Submarine? ²¹
STANAG	NATO Standardization Agreement
SWAT	Special Weapons And Tactics
SWG	1. Symbology Working Group 2. Surface Warfare Group
TA	Target Acquisition
TAACOM	Theatre Army Area Command
TacAN	Tactical Air Navigation
TAI	Targeted Area of Interest
TBA	Target Build-up Area ²²
TCP	Traffic Control Point ²³
TE	Tactical Exploitation

21 The "SSNR" designation does not seem to be in use within the U.S. Navy. According to the [Naval Vessel Register](#), SS stands for [Conventional Propulsion] Submarine, SSAG for Auxiliary Submarine, SSBN for Nuclear-Powered Ballistic Missile Submarine, SSG for Guided-Missile Submarine and SSN for Nuclear-Powered [Attack] Submarine. Possibly the 1.X.6.2.4 reference is to the Advanced SEAL Delivery System (ASDS).

22 The TBA was added to the Fire Support Graphics by Mil-Std-2525B Change Proposal Mil00-09a.

23 Erroneously listed as "Traffic Control Post".

TF	Task Force
TGT	Target
TMD	Theatre Missile Defence
TOT	Time on Target
TS	Thunderstorm (METAR Code)
TTP	Trailer Transfer Point
TV	Television
TVAR	Target Value Area ²⁴
TWS	Track While Scan
UAV	Unmanned Aerial Vehicle
UDT	Underwater Demolition Team
UF	Unframed
UGV	Unmanned Ground Vehicle
UMCP	Unit Maintenance Collection Point
USA	United States Army
USAF	United States Air Force
UUV	Unmanned Underwater Vehicle
UWT	Under Water Telephone
UWTG	Under Water Tug
UXO	Unexploded Ordnance
VLAD	Vertical Line Array DIFAR
V/STOL	Vertical/Short Take Off and Landing
WFZ	Weapons Free Zone
WGS-84	World Geodetic System 1984
ZOR	Zone of Responsibility ²⁵

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, behaviour, or origin. (**STANAG** 1241)
2. Attribute - A distinctive feature or characteristic such as line, shape, colour, 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 colour including the consideration of its dominant wavelength and purity.
5. Commission internationale de l'éclairage (**CIÉ**) - A colour space chart widely used to describe the range of colour seen by the human eye.
6. Contact - In air intercept, a term meaning, "Unit has an unevaluated target".

²⁴ The TVAR was added to the Fire Support Graphics by Mil-Std-2525B Change Proposal Mil00-10a.

²⁵ The ZOR was added to the Fire Support Graphics by Mil-Std-2525B Change Proposal Mil00-08a.

7. Engagement Domain - An environment that primarily is based on the command and control of weapons systems and designed to facilitate rapid identification and judgement 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 defence exercise²⁶.

10. Field - 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. Foot-Candle - The unit of measure of illumination. The amount of light emitted by a standard candle measured one foot away from the candle²⁷.

12. Foot-Lambert - The unit of measure of intensity of reflected or emitted light (luminance). The average [luminance](#) of any reflecting surface in foot-Lamberts is the product of the illumination in foot-candles by the luminous reflectance of the surface²⁸.

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 an 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 an operational object.

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

26 In practice, the definition has become «A friendly track or contact acting as a "hostile" track for exercise purposes only».

27 The SI unit is the Lux (lx), defined as 1 cd sr/m² (i.e. 1 lm/m²); 1 fc = 1 lm/sq ft = 1/0.092 903 04 lx (exactly) ≈ 10.763 910 416 709 7 lx.

28 The SI unit is the candela per square metre (cd/m²); 1 fL = 1/π cd/sq ft ≈ 3.426 259 099 635 39 cd/m².

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, behaviour, 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, behaviour, 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.

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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)

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 Symbolology - Symbolology used to plan and execute military operations in support of [C4I](#) functions.

CHAPTER 4
GENERAL REQUIREMENTS

401. Objective. The standardisation of **operational symbology** shall play an integral role in achieving **interoperability** during joint service operations. While the primary focus of this standardisation 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 colour) or multicolour-capable display.

402. Organisation. 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.

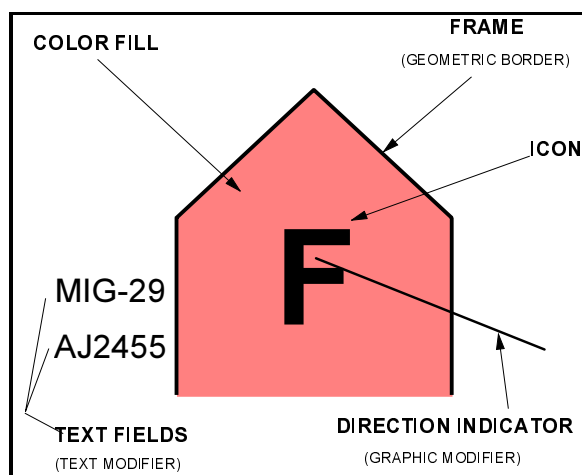


FIGURE 1. Symbol components

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 an 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 colour, it provides an enhanced presentation of information about the affiliation of the object. If colour is not used, the fill is transparent.

3. Icon. The [icon](#) is the innermost part of a [symbol](#) which, when displayed, provides an abstract pictorial or alphanumeric representation of an 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 5.3.3²⁹ 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 5.5³⁰.

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.

29 Possibly this is meant to be paragraph [403.1](#).

30 Possibly this is meant to be paragraph [505](#).

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 organisational boundaries.

502. Organisation. 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 an 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 5.6.1³¹ 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 quatrefoil 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](#)³² (see [Table I](#) and figure [2a](#)³³) 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 categories³⁴ is defined in paragraph 3.2³⁵. The codes for affiliation in the [Symbol ID Code](#) are included in annex [B](#).

31 Possibly this is meant to be paragraph [506.1](#).

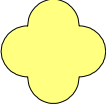
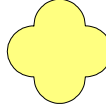
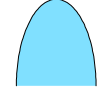
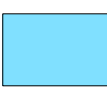
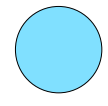
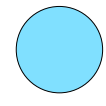
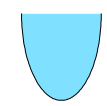
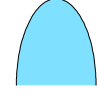
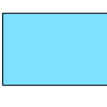
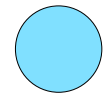
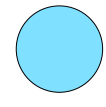
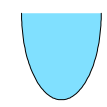
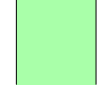
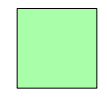
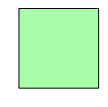
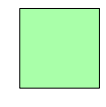
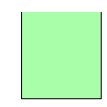
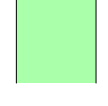
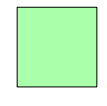
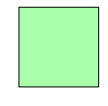
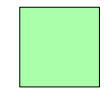
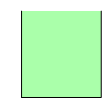
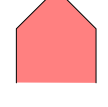
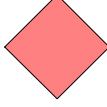
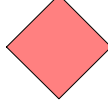
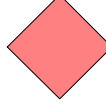
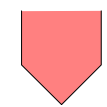
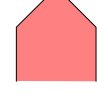
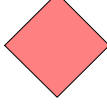
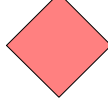
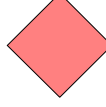
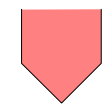
32 Mil-Std-2525B Change Proposal Mil03-08 makes clear that [field E](#) is *not* optional, unlike most others.

33 The original text read «3a».

34 Three more affiliations may be desirable: Assumed Neutral and the Neutral equivalents of Joker and Faker, for which I propose the designations “Trickster” and “Slacker”, respectively. Note that Mil-Std-2525B Change Proposal Mil03-09 effectively introduces the “Slacker” (Exercise Neutral) affiliation (see [Table B-1](#)).

35 Clearly this is meant to be paragraph [302](#).

Table I Affiliations and Battle Dimensions³⁶

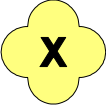
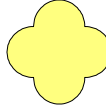
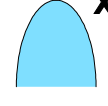
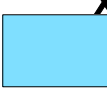
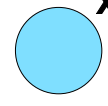
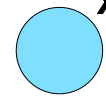
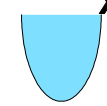
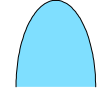
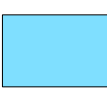
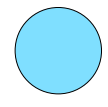
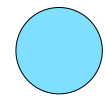
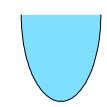
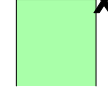
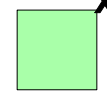
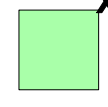
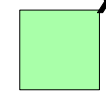
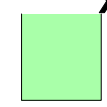
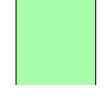
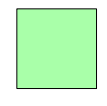
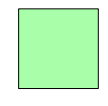
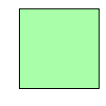
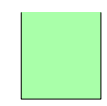
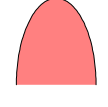
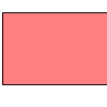
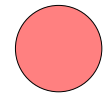
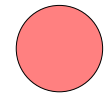
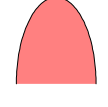
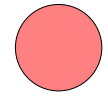
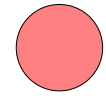
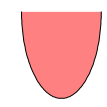
BATTLE DIMENSION			SURFACE			SUBSURFACE
			LAND		SEA SURFACE	
AFFILIATION	UNKNOWN ³⁷	AIR/SPACE	UNITS/SOF	EQUIPMENT		
PENDING (YELLOW)	 U	 ?	 ?	 ?	 ?	 ?
UNKNOWN (YELLOW)	 U	 ?	 ?	 ?	 ?	 ?
ASSUMED FRIEND (CYAN)	 U	 ?	 ?	 ?	 ?	 ?
FRIEND (CYAN)	 U	 ?	 ?	 ?	 ?	 ?
ASSUMED NEUTRAL (GREEN)	 U	 ?	 ?	 ?	 ?	 ?
NEUTRAL (GREEN)	 U	 ?	 ?	 ?	 ?	 ?
SUSPECT (RED)	 U	 ?	 ?	 ?	 ?	 ?
HOSTILE (RED)	 U	 ?	 ?	 ?	 ?	 ?

- 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.

³⁶ Mil-Std-2525B Change Proposal Mil03-09 introduces the “Exercise Amplifying Descriptor” as a complement to the Affiliation values. As a result, Table I is split into two parts, as shown here. The proposed "Assumed Neutral" entries (see footnote 34) are shown within red table borders.

³⁷ The Unknown Battle Dimension (Z) frames were defined in Mil-Std-2525B Change Proposal Mil99-01c. The Exercise frames shown here for the Unknown Battle Dimension (within red table borders) are extrapolated from Change Proposals Mil99-01c and Mil03-09, which omit to specify them.

Table I(a) Affiliations and Battle Dimensions

BATTLE DIMENSION			SURFACE			SUBSURFACE
EXERCISE AMPLIFYING DESCRIPTOR	UNKNOWN ³⁷	AIR/SPACE	LAND		SEA SURFACE	
			UNITS/SOF	EQUIPMENT		
EXERCISE PENDING (YELLOW)	 U	 X	 X	 X	 X	 X
EXERCISE UNKNOWN (YELLOW)	 U	 X	 X	 X	 X	 X
EXERCISE ASSUMED FRIEND (CYAN)	 U	 X?	 X?	 X?	 X?	 X?
EXERCISE FRIEND (CYAN)	 U	 X	 X	 X	 X	 X
EXERCISE ASSUMED NEUTRAL (GREEN)	 U	 X?	 X?	 X?	 X?	 X?
EXERCISE NEUTRAL (GREEN)	 U	 X	 X	 X	 X	 X
JOKER (RED)	 U	 J	 J	 J	 J	 J
FAKER (RED)	 U	 K	 K	 K	 K	 K

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 terms "ground" and "land" are used interchangeably**)³⁸. 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 manoeuvring 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 an 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 5.6.1³¹). 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	
STATUS		UNITS	EQUIPMENT		
PRESENT OR CONFIRMED POSITION (P)					
ANTICIPATED OR PLANNED (A)					

38 This amendment appears in Mil-Std-2525B Change Proposal Mil01-02.

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 organised 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, offence/defence 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 **2a** through **2c**³⁹. Figure **2a** addresses units, installations, and equipment; the placement of modifiers in this figure applies to all units regardless of **battlespace** dimension. Figure **2b**⁴⁰ applies to points, areas, lines, and boundaries. Figure **2c** addresses **NBC** events. In figure **2b**, 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 **2a** through **2c**.

1. Indicators. **Indicators** can be used with both framed and unframed symbols and with tactical graphics⁴¹. An example of each type of symbol modifier is given in figure **3**. 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 **2a**, **2c**, and **3**. For land symbols (**ground battle dimension**)³⁸, the indicator is a bent arrow extending downward from the bottom centre of the **frame** or **icon** and pointing in the direction of movement (see figures **2a** and **3**). For all other symbols, the indicator is an arrow extending from the centre of the frame or icon and pointing in the direction of movement (see figure **2a**). For **NBC** events, the indicator is one or two lines indicating the downwind direction (see figure **2c**).

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 **2a**, **2c**, and **3**. 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 **3**, 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 **2a** and **3**.

39 The original text read «figures 3a through 3c».

40 The original text read «Figure 3b».

41 Mil-Std-2525B Change Proposals Mil03-01 and Mil03-02 introduce two new indicators: Area of Uncertainty (AOU) and Dead Reckoning (DR). The former comes in three variants: an ellipse, a rectangle and a bearing line (with optional angular error indicators). The latter comes in two variants: a trailer running from the symbol's current (dead-reckoned) position to its last known position, and a "farthest on circle" circle. Unfortunately, these two Change Proposals, although approved, are woefully incomplete as far as the implementation details go —the symbol IDs, field lengths, anchor points, etc. are not specified.

Table III Symbol Modifier Field Definitions⁴²

FIELD	FIELD TITLE	DESCRIPTION	UNITS	EQUIPMENT	INSTALLATION	SIGINT	MOOTW	POINT	AREA	LINE	BOUNDARY LINE	NUCLEAR	BIO	CHEM	FIELD TYPE
A	Symbol Indicator	Area occupied by frame, fill, and icon	G	G	G	G	G	G	G	G	G	G	G	G	G
B	Echelon	A symbol that denotes the size of a unit (see table B-II) ⁴³	G	-	-	-	G	-	G	G	G	-	-	-	G
C	Quantity of Equipment	Indicates number of items present	-	9	-	-	-	-	-	-	-	6	-	-	T
D	Task Force Indicator	A bracket placed over the Size Indicator to denote a Task Force (see figures 2a and 3) ⁴⁴	G	-	-	-	G	-	-	-	-	-	-	-	G
E	Frame Shape Modifier	"?": Suspect, Assumed Friend; "J": Joker; "K": Faker; "U": Unknown battle dimension	G	G	G	-	G	-	-	-	-	-	-	-	G
F	Reinforced or Reduced ⁴⁵	(+) for reinforced, (-) for reduced, (±) for reinforced and reduced	3	-	-	-	3	-	-	-	-	-	-	-	T
G	Staff Comments	Free text	20	20	20	20	20	-	-	-	-	-	-	-	T
H	Additional Information	Free text	20	20	20	20	20	20	20	20	-	20	20	20	T
J	Evaluation Rating	A letter and a number (see Note b below)	2	2	2	2	2	-	-	-	-	-	-	-	T
K	Combat Effectiveness	Unit: effectiveness Installations: capability	5	-	5	-	3	-	-	-	-	-	-	-	T
L	Signature Equipment	"!" for detectable electronic signatures (hostile equipment only)	-	1	-	1	-	-	-	-	-	-	-	-	T
M	Higher Formation	Number or title of higher echelon command (corps are designated by Roman numerals)	21	-	-	21	-	-	-	-	-	-	-	-	T
N	Hostile (Enemy)	Indicate hostile by letters "ENY"	-	3	-	-	-	3	3	3	3	3	3	3	T
P	IFF/SIF	Identification modes and codes	5	5	5	-	5	-	-	-	-	-	-	-	T
Q	Direction of Movement Indicator	Units, equipment, installations: direction object is moving or will move; Nuclear: downwind direction	G	G	G	-	G	-	-	-	-	G	G	G	G
R	Mobility Indicator	Pictorial representation of mobility ⁴⁶	-	G	-	-	-	-	-	-	-	-	-	-	G

42 The values were corrected based on Mil-Std-2525B's tables III (for the first five columns), X and XIII (for the remaining columns), as amended by Mil-Std-2525B Change Proposals Mil01-02 and Mil01-10. The Signals Intelligence and MOOTW columns originally did not appear in APP-6A.

43 The original text continued «[...] and nuclear detonation (in kilotons)». This was expurgated by Mil-Std-2525B.

44 The original text read «figure 3a and figure 4».

45 Originally read "Detached".

NATO UNCLASSIFIED

FIELD	FIELD TITLE	DESCRIPTION	UNITS	EQUIPMENT	INSTALLATION	SIGINT	MOOTW	POINT	AREA	LINE	BOUNDARY LINE	NUCLEAR	BIO	CHEM	FIELD TYPE
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	G	-	-	-	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	21	21	15	15	15	35	15	15	15	T
V	Type of Equipment	Equipment: Identifies class or type rather than unique designation; Nuclear: Weapon type	-	24	-	24	-	-	-	-	-	20	-	-	T
W	Date/Time Group (DTG)	Alphanumeric field for date/time DDHHMMSSZMONYY	20	20	20	20	20	20	20	20	-	20	20	20	T
X	Altitude/Depth ⁴⁷	Altitude portion of GPS; Flight level for aircraft; Depth for submerged objects; Height in metres of equipment or structures on the ground	6	6	6	-	6	6	6	6	-	6	6	6	T
Y	Location	Latitude and longitude (see Note d below)	19	19	19	19	19	19	19	19	19	19	19	19	T
Z	Speed	Speed	8	8	8	-	8	-	-	-	-	-	-	-	T
AA	Special C ² headquarters	Name of a special C ² headquarters	9	-	-	-	9	-	-	-	-	-	-	-	T
AB ⁴⁸	Feint/Dummy Indicator	Bracket placed over a unit to show that it is a feint or dummy unit	G	G	G	-	G	-	-	-	-	-	-	-	G

Notes: a. Dash (-) inside boxes indicates non-applicable.

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. See FM 34-3 *Intelligence Analysis* (March 1990), pp. 2-13 through 2-17 for the complete definitions.

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.

46 Mil-Std-2525B inserts the R2 field (SIGINT Mobility Indicator) after the R field. It is a one-character text modifier which can have the values M - Mobile, S - Static or U - Uncertain.

47 Mil-Std-2525B Change Proposal Mil01-10 opens this field to tactical graphics. It further defines altitude in feet above ground level and depth in feet below sea level.

48 Mil-Std-2525B appends the fields AC (Installation - graphic modifier), AD through AF (Platform Type, Equipment Teardown Time and Common Identifier - SIGINT text modifiers) and AG (Auxiliary Equipment Indicator - graphic modifier used for towed sonar arrays; see also footnote 70).

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 **2a** and **3**. 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 **4**⁴⁹.

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 **2a** and **3**. 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**⁵⁰ in **Table III** and positioned as shown in figures **2a** and **3**. 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 **3** 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 **2a** through **2c**. 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.

49 The original text read «figure 5».

50 Note that the location offset and headquarters staff indicators share a single field, which means an offset headquarters symbol and an offset unit symbol are visually identical. It is unclear, however, how these two combine with an eventual direction of movement indicator.

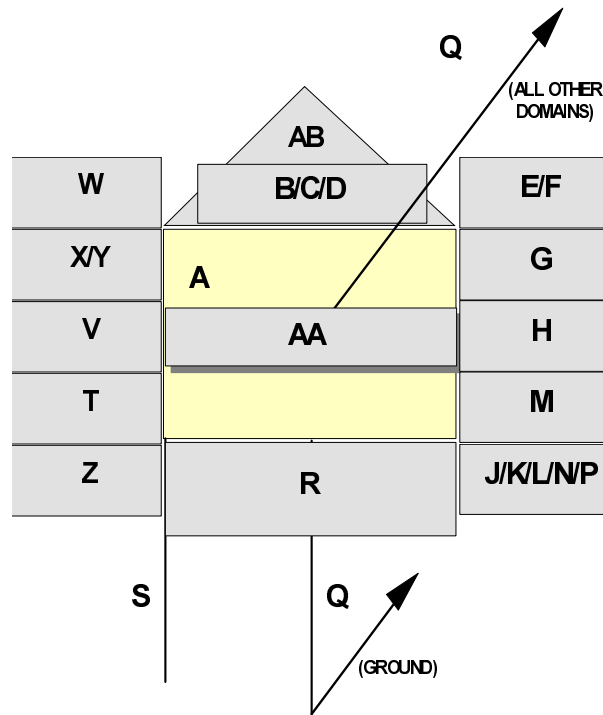


FIGURE 2a. Field positions for units, installations, and equipment

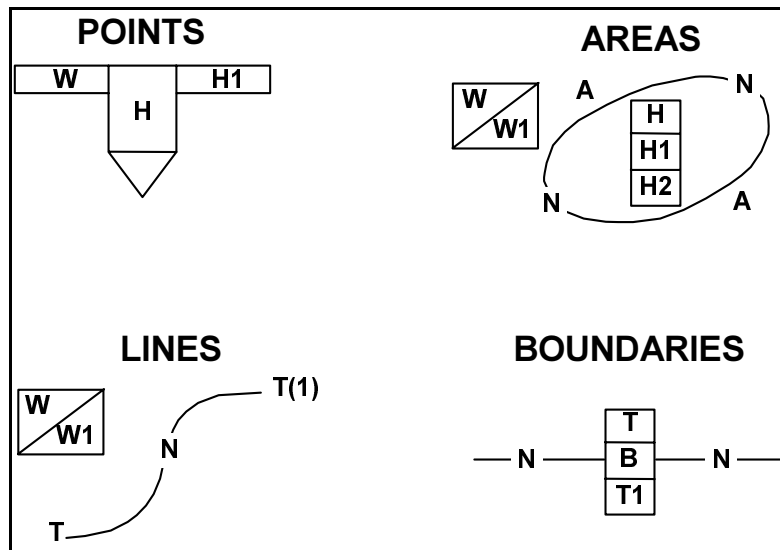


FIGURE 2b. Placement of **modifiers** for points, areas, lines, and boundaries

Note: For lines, **field T** is the line designator (see table E-1) along with the designated line name if available.

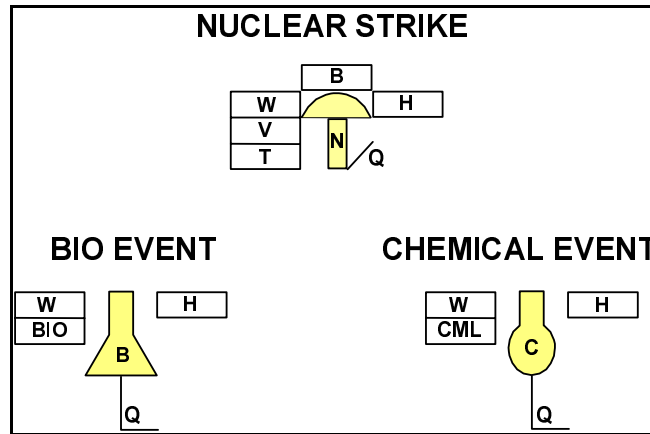


FIGURE 2c. Placement of modifiers for NBC events

- Notes: (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.

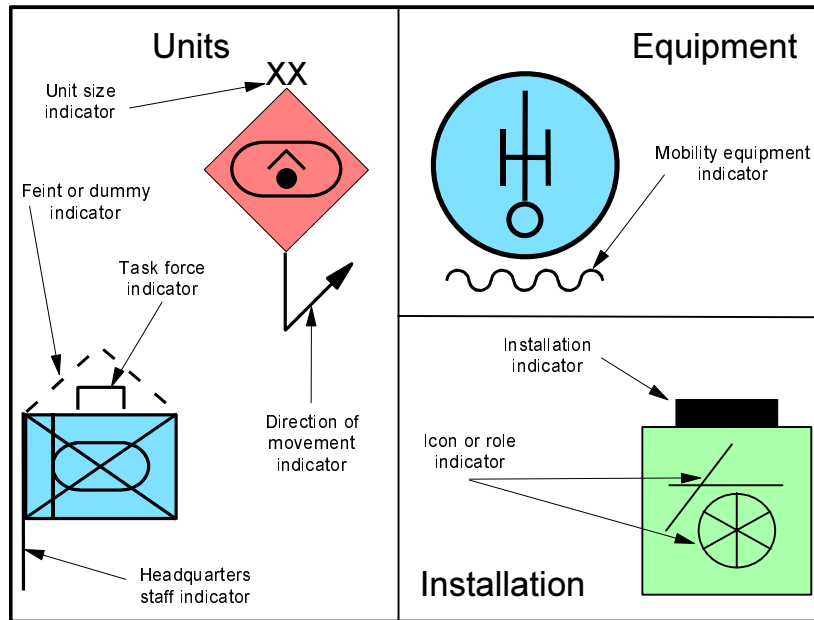


FIGURE 3. Symbol modifiers

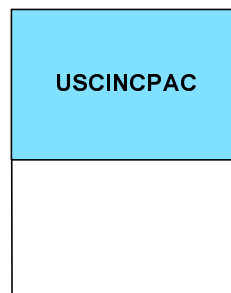


FIGURE 4. Special C² headquarters symbol

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](#).

Table IV Size/Mobility

Indicator	Description
Ø	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
	Installation
	Task Force/ Battle Group ⁵¹
	Feint/Dummy
	Headquarters Staff

⁵¹ This is the Canadian designation for this size indicator (ref. (CA) B-GL-331-003/FP-001 *Military Symbols for Land Operations*, March 2000).

1. Symbol Display Options. C4I systems differ in their operational requirements concerning the amount of information about an operational object that needs to be displayed. As a result, this document standardises 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 centred within field A (see figure 2a), 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 2a 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 centred. Text below a symbol should be top justified and centred.

3. Plotting. The plotting of symbols shall be based on the object's geometric centre⁵². The geometric centre indicates the general vicinity of the centre 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.

52 Mil-Std-2525B changes this to read «...the geometric center of the symbol». This is unfortunate as the symbol includes the frame and frames are, as a general rule, offset vertically. A better choice of words would have been «...the geometric center of the octagon». Regardless of the wording retained, perceptual problems arise with some unframed icons, such as 1.X.5.2.2.3.

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.
	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.

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 (Chapter 2) is not applicable to this annex.

A.3 DEFINITIONS

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

A.4 SYMBOL HIERARCHY

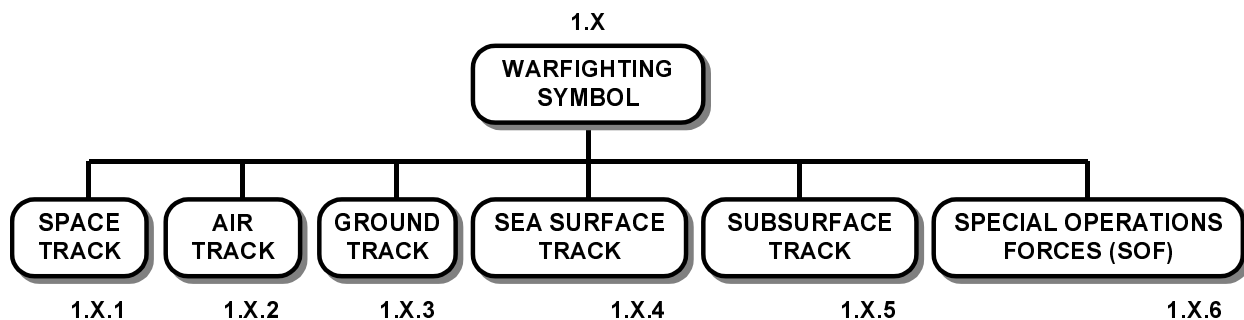


Figure A-1. Warfighting Symbols

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.

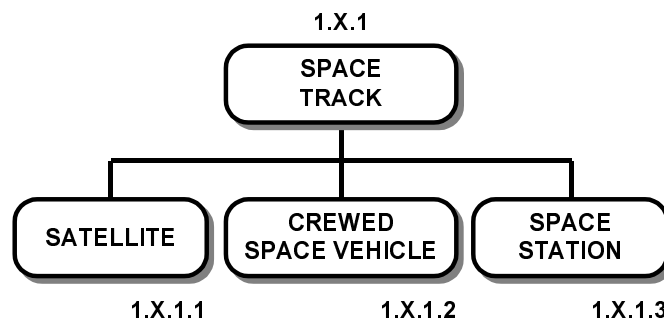


Figure A-2. Space Tracks

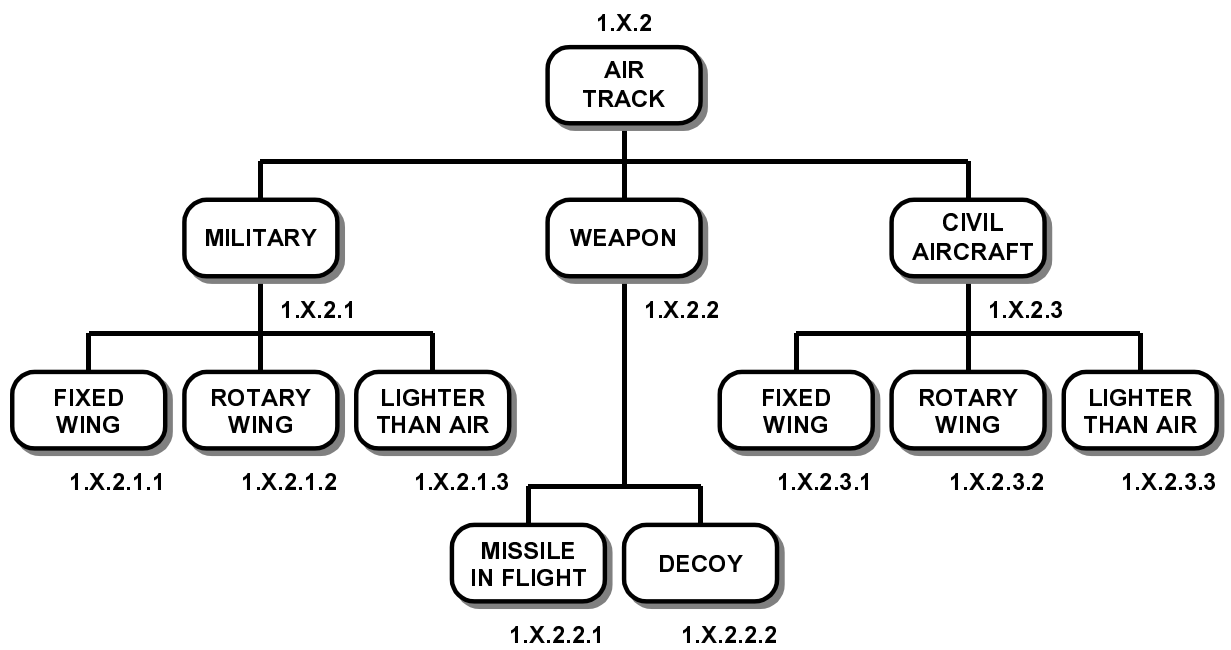


Figure A-3. Air Tracks

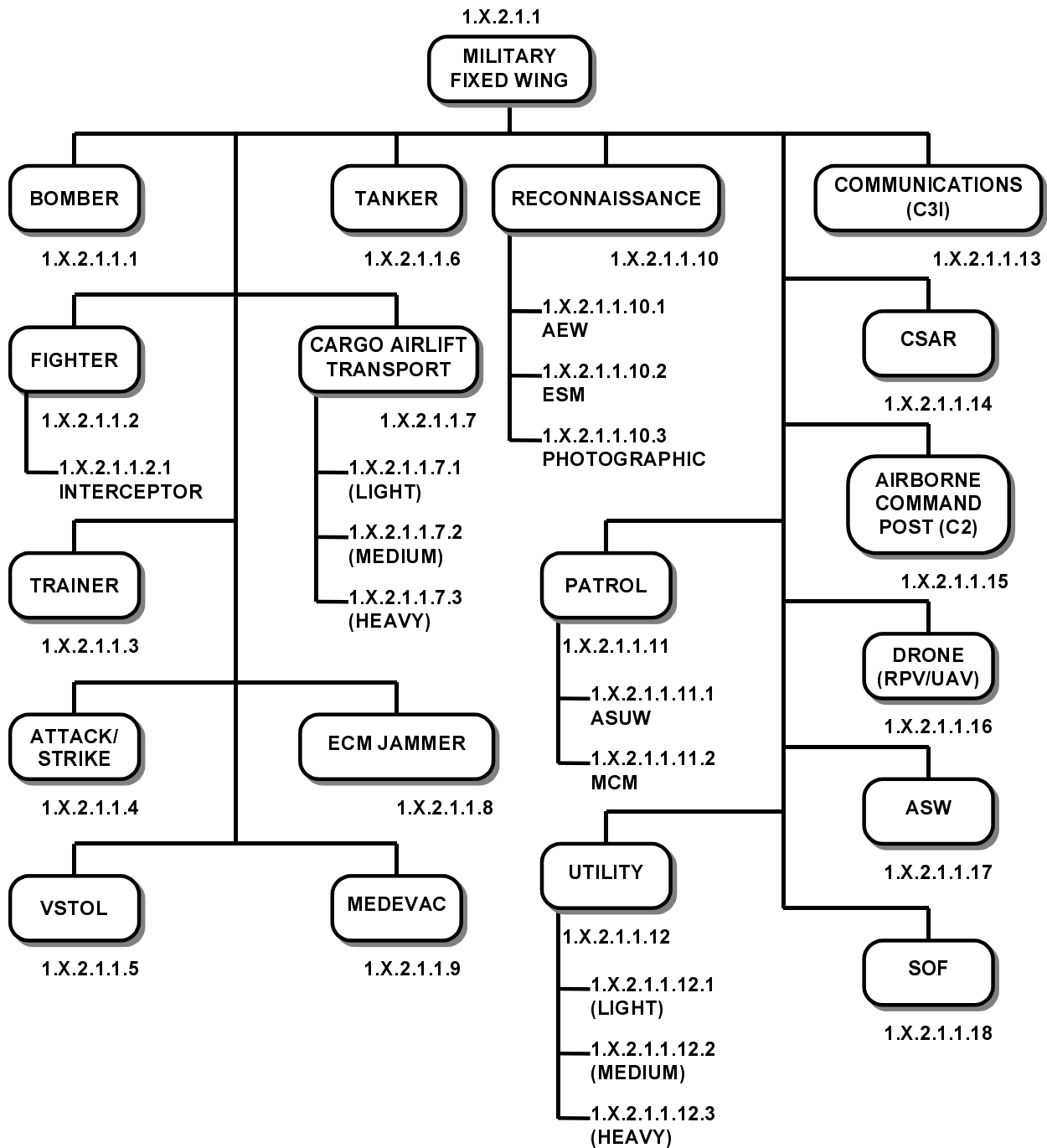


Figure A-4. Air Tracks (Military Fixed Wing)¹⁰³

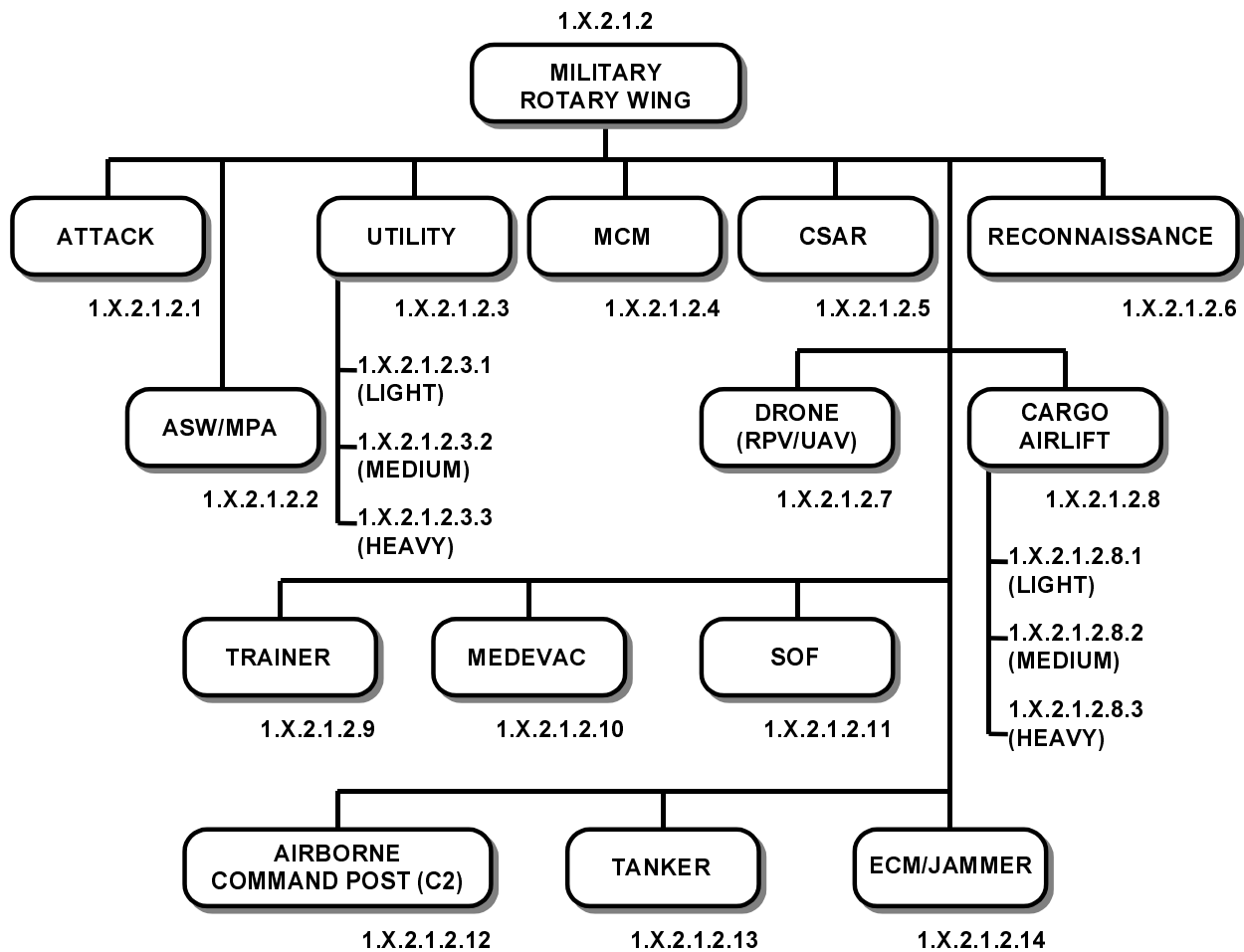


Figure A-5. Air Tracks (Military Rotary Wing)¹⁰³

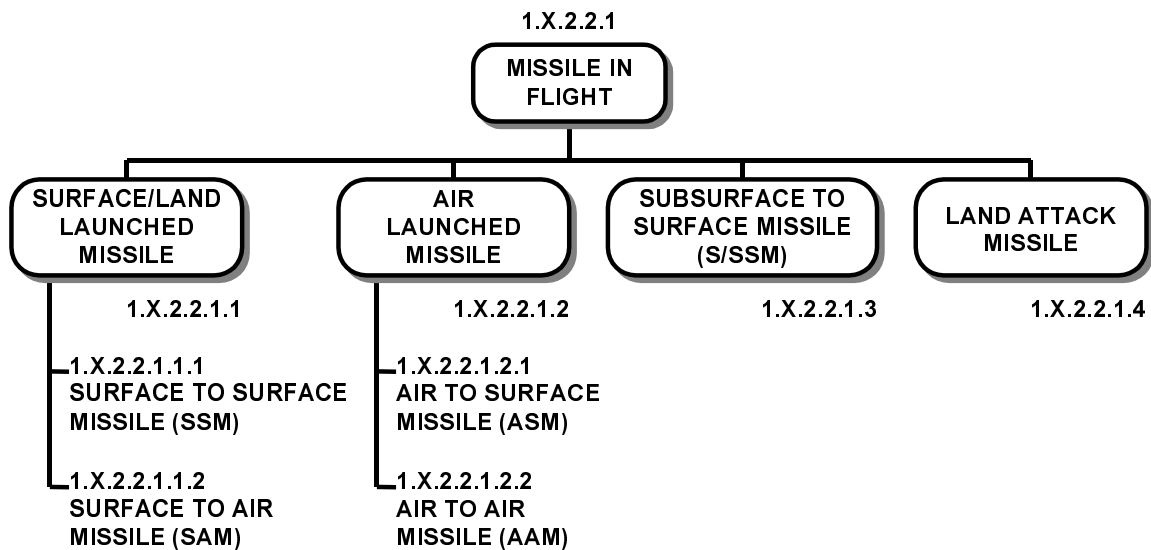


Figure A-6. Air Tracks (Missile in Flight)

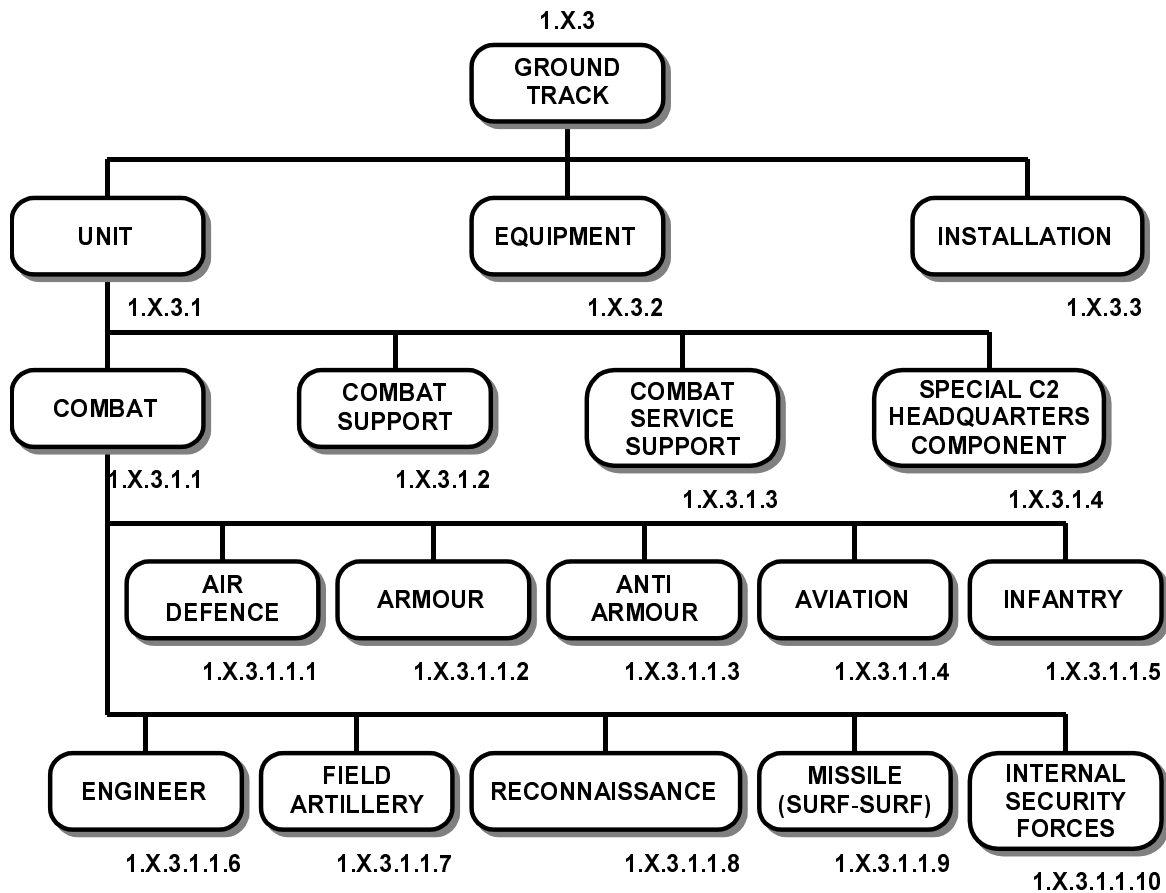


Figure A-7. Ground Tracks

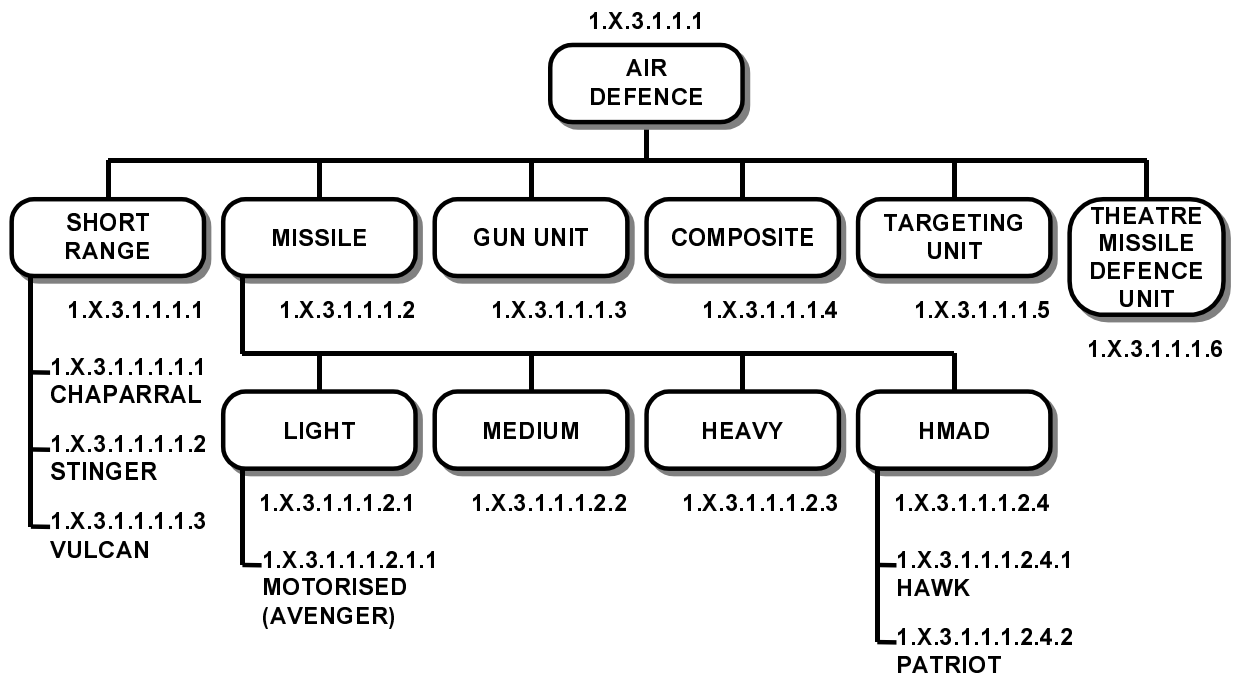


Figure A-8. Ground Tracks (Air Defence)

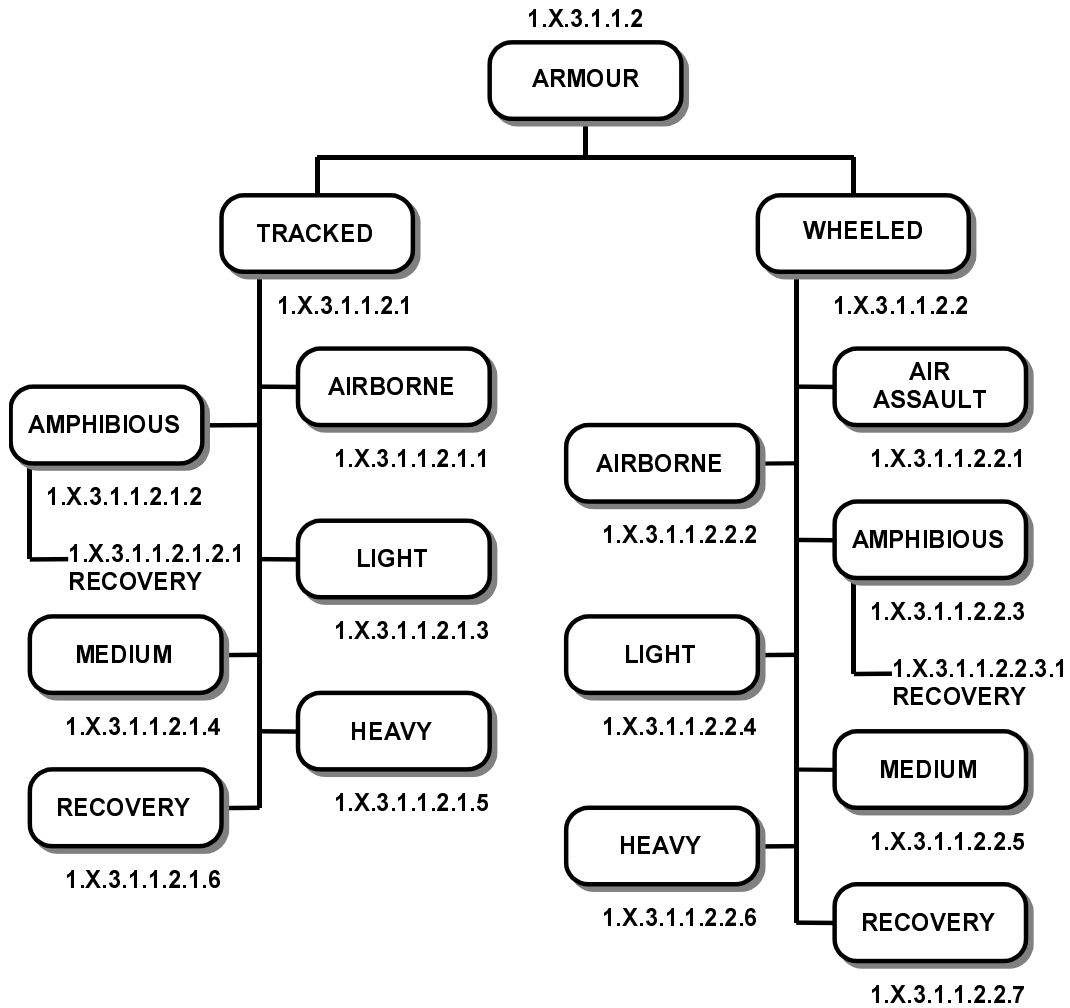


Figure A-9. Ground Tracks (Armour)

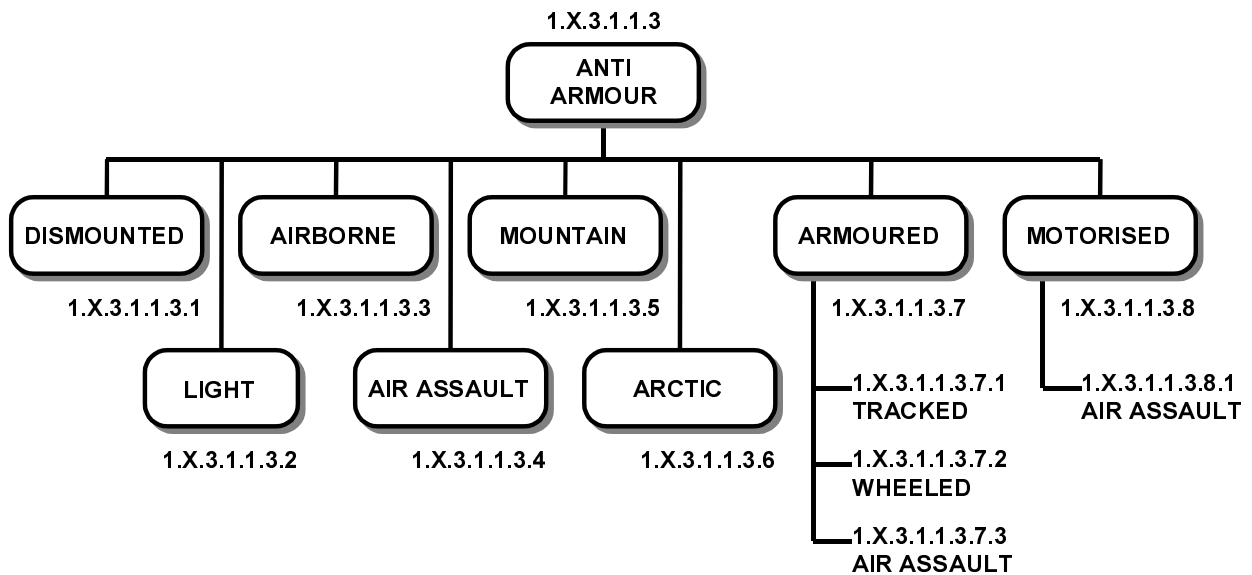


Figure A-10. Ground Tracks (Anti-Armour)

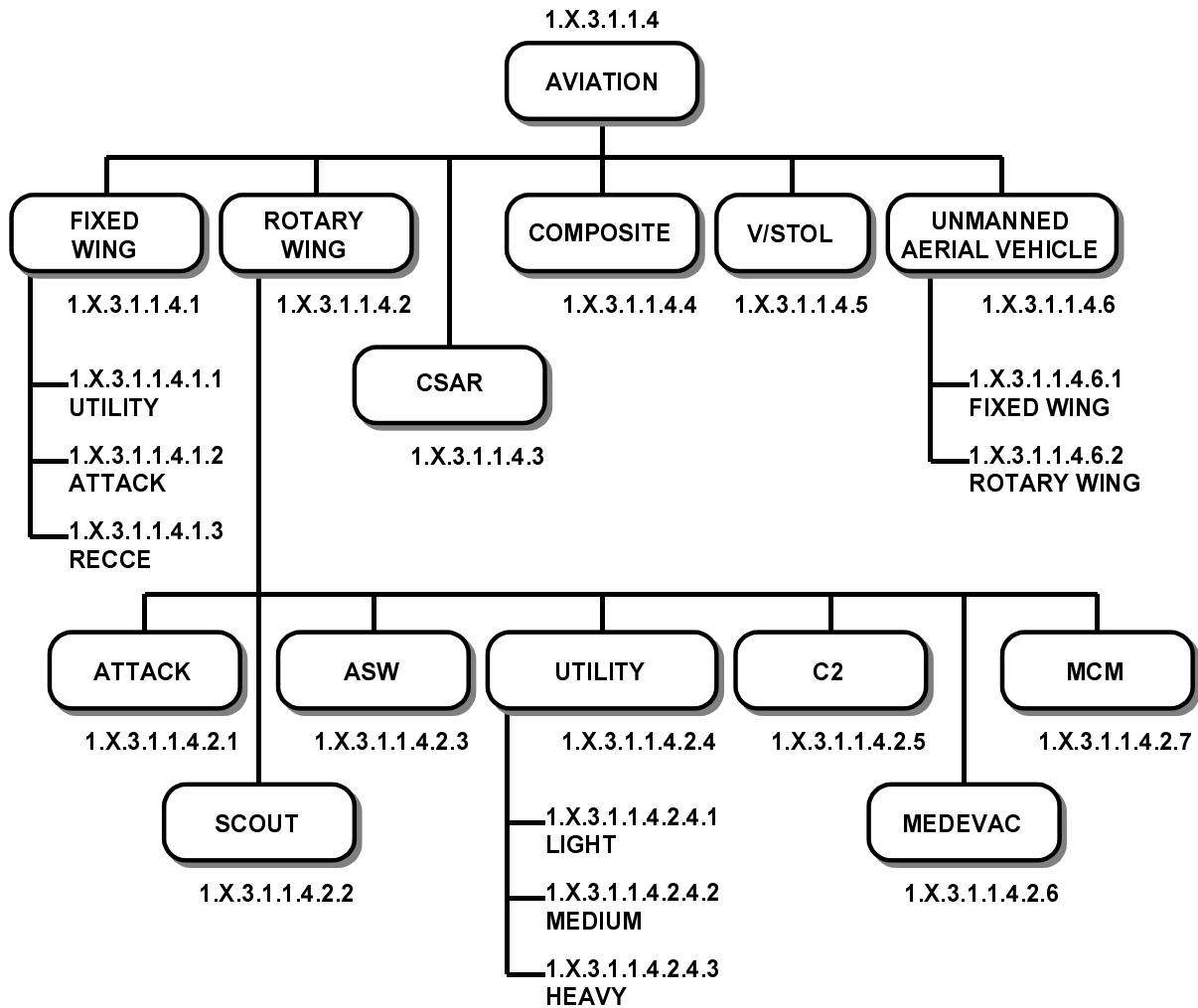


Figure A-11. Ground Tracks (Aviation)

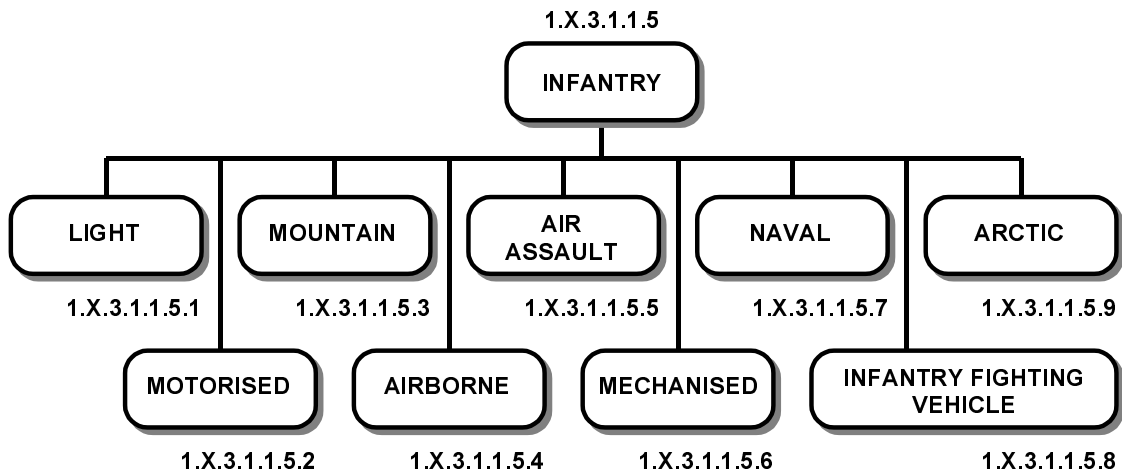


Figure A-12. Ground Tracks (Infantry)

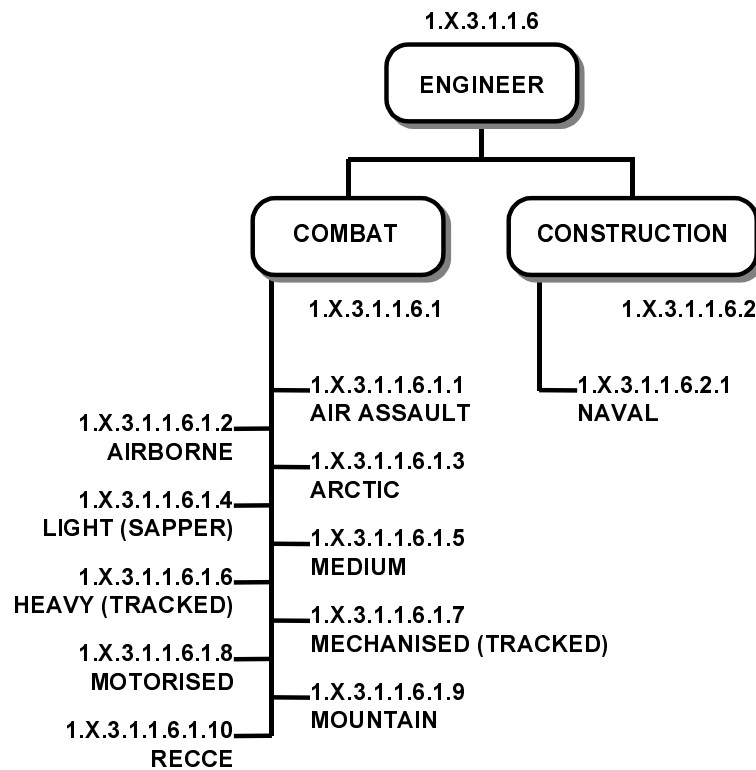


Figure A-13. Ground Tracks (Engineer)

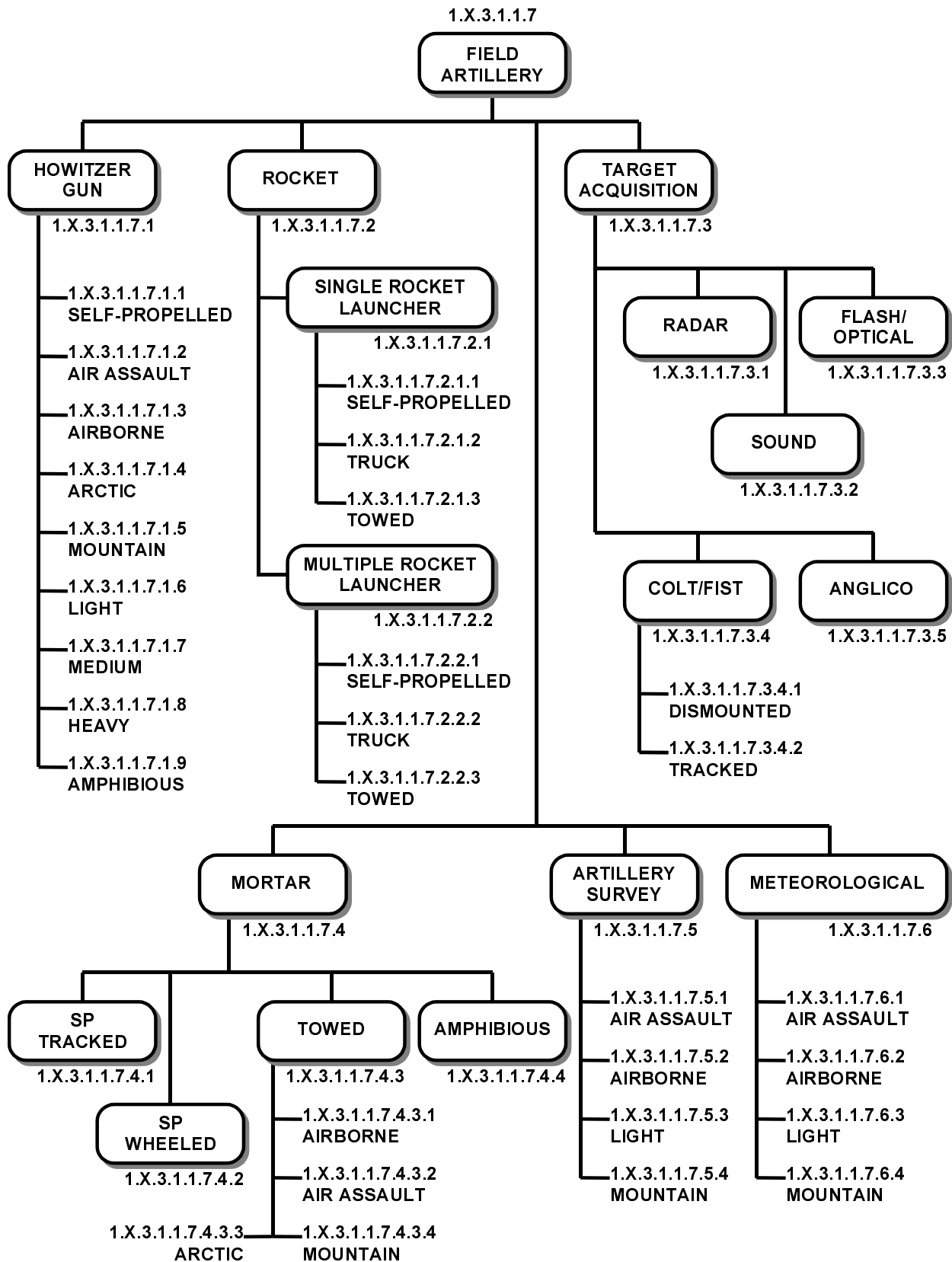


Figure A-14. Ground Tracks (Field Artillery)

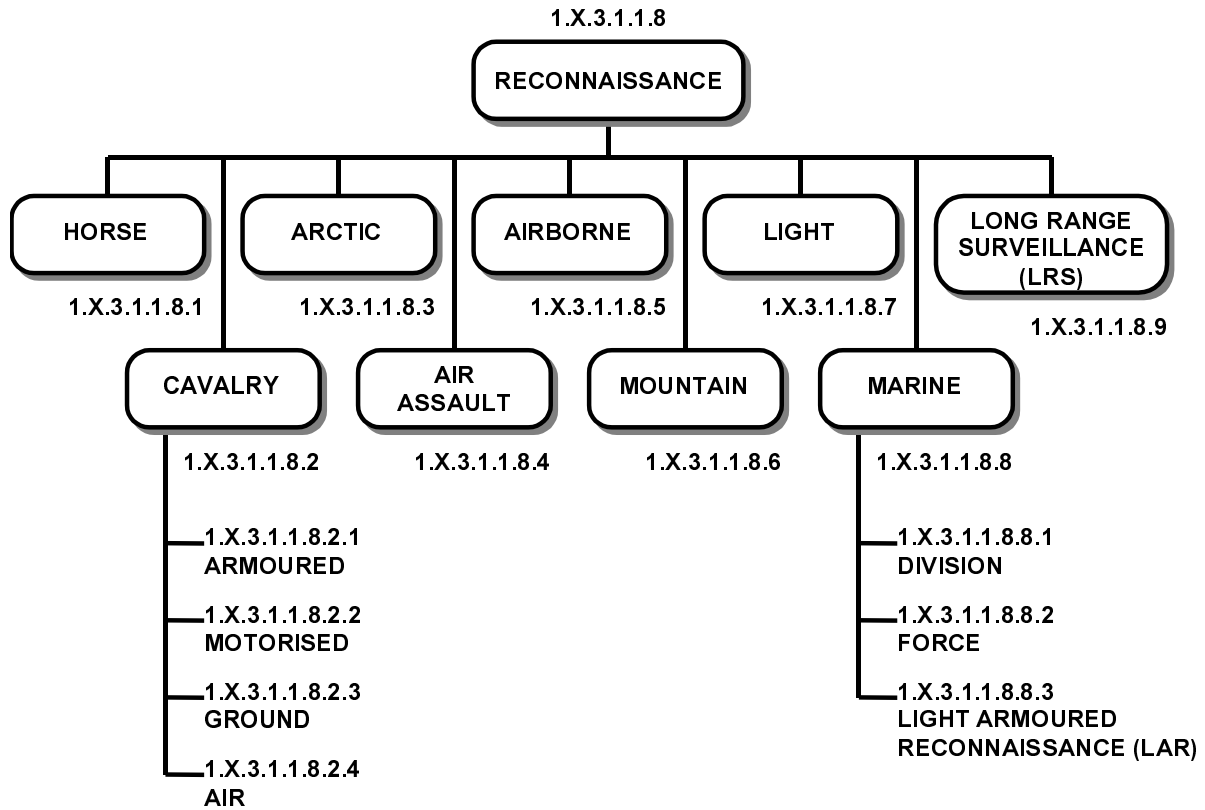


Figure A-15. Ground Tracks (Reconnaissance)

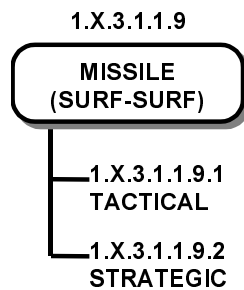


Figure A-16. Ground Tracks (Missile Surface to Surface)

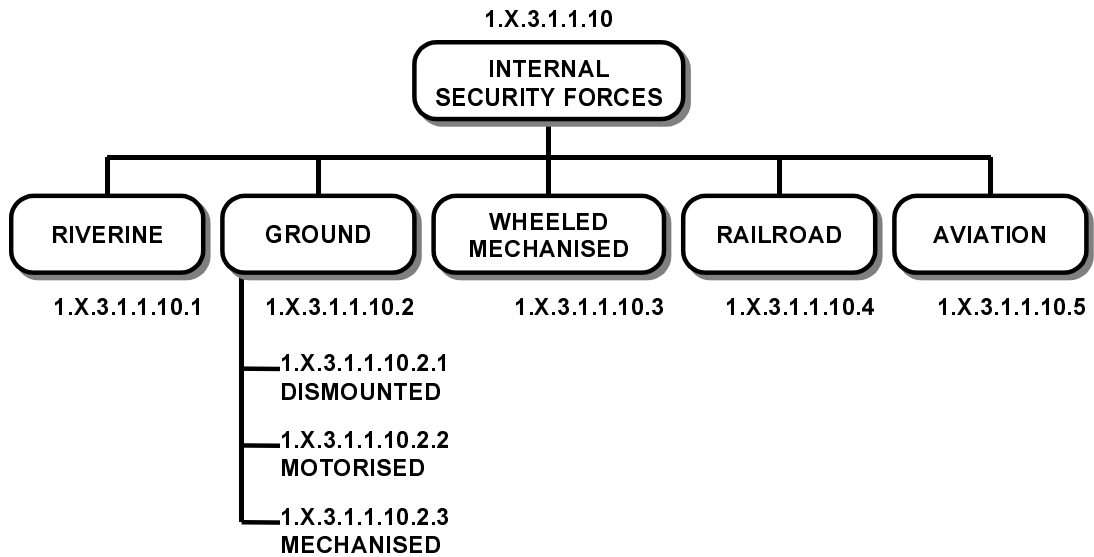


Figure A-17. Ground Tracks (Internal Security Forces)

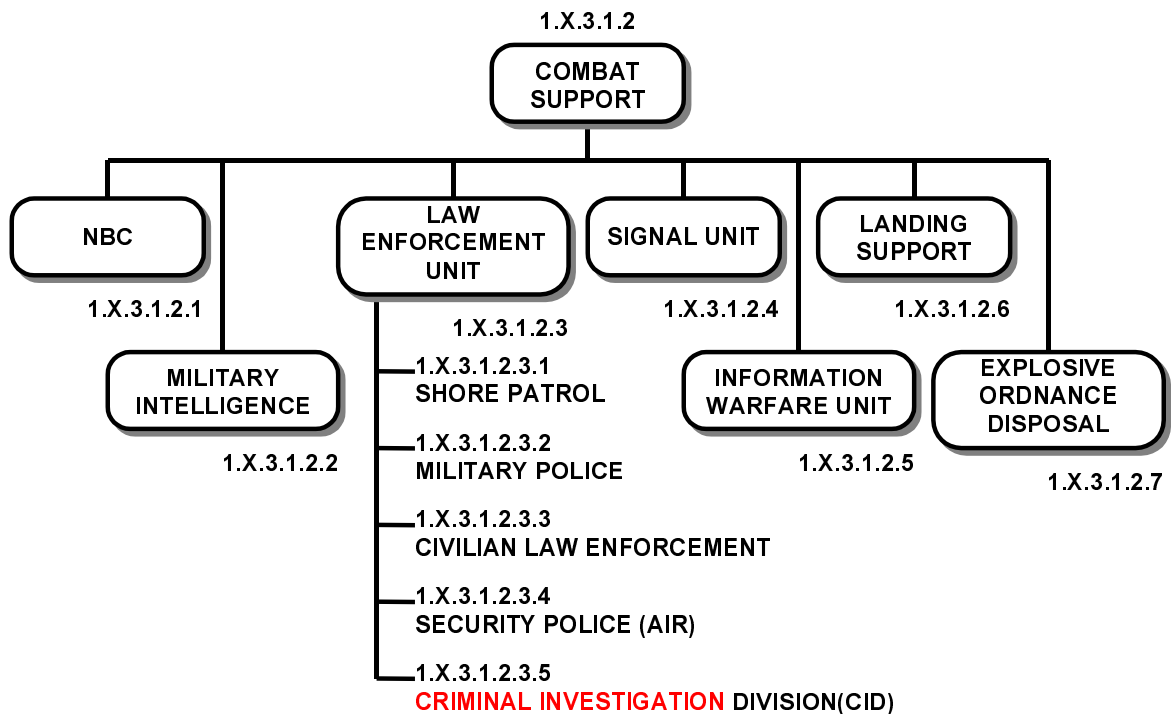


Figure A-18. Ground Tracks (Combat Support)

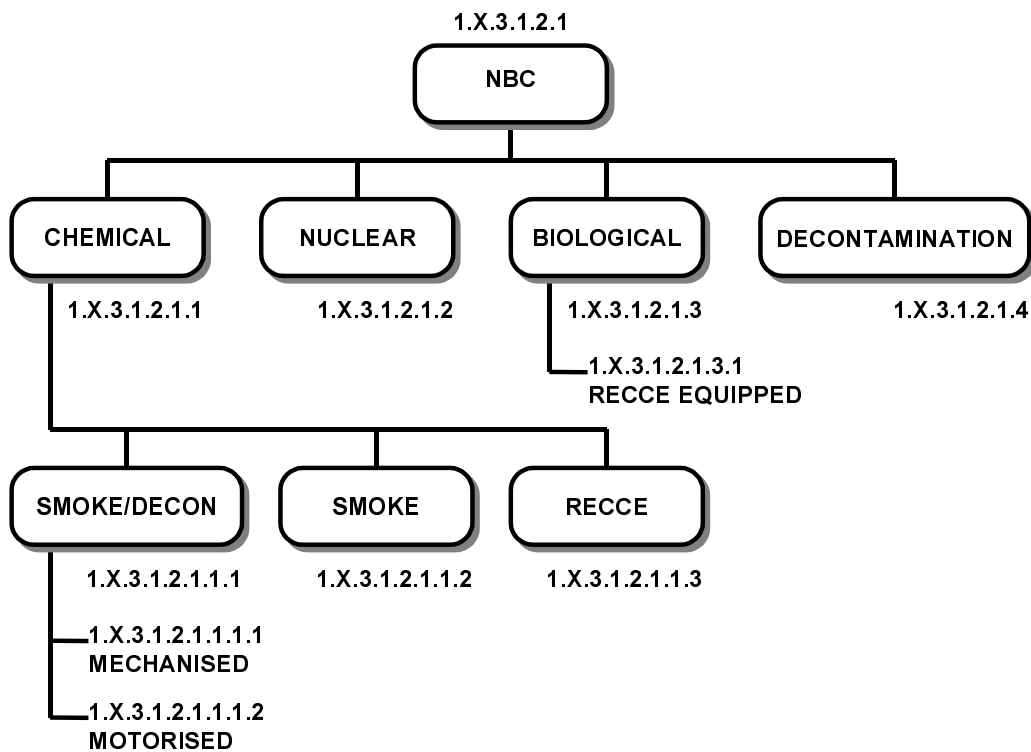


Figure A-19. Ground Tracks (NBC)

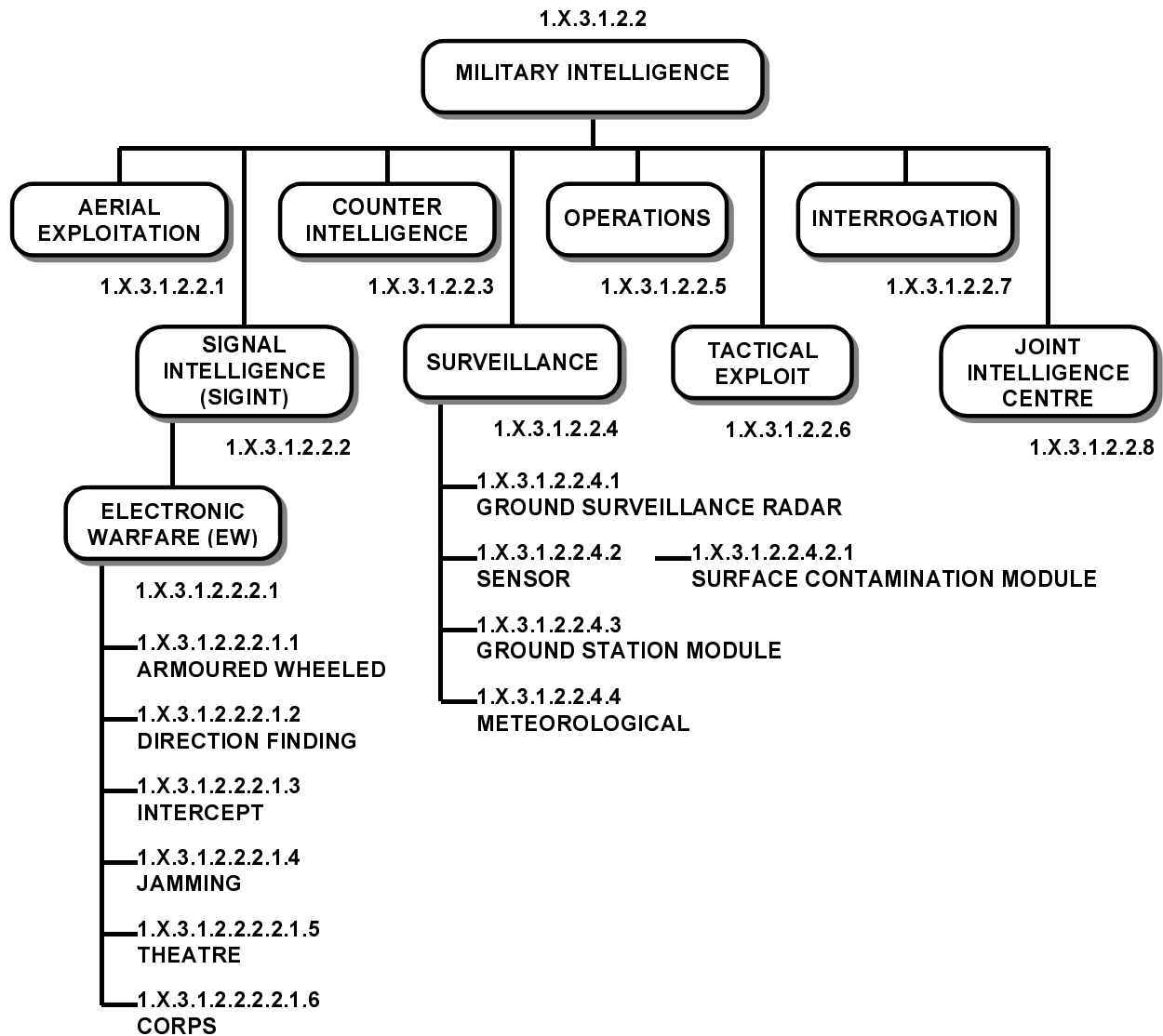


Figure A-20. Ground Tracks (Military Intelligence)

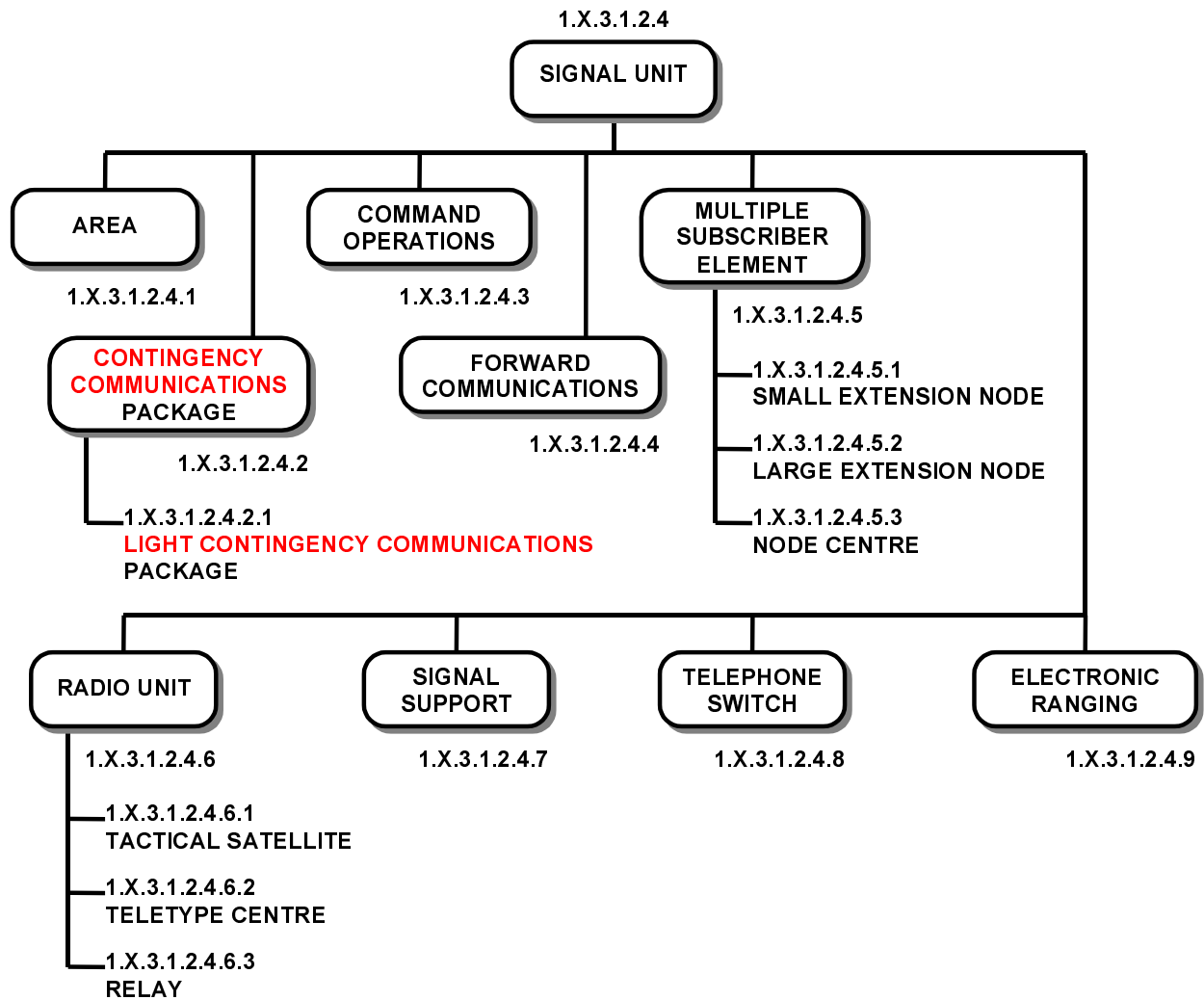


Figure A-21. Ground Tracks (Signal Unit)

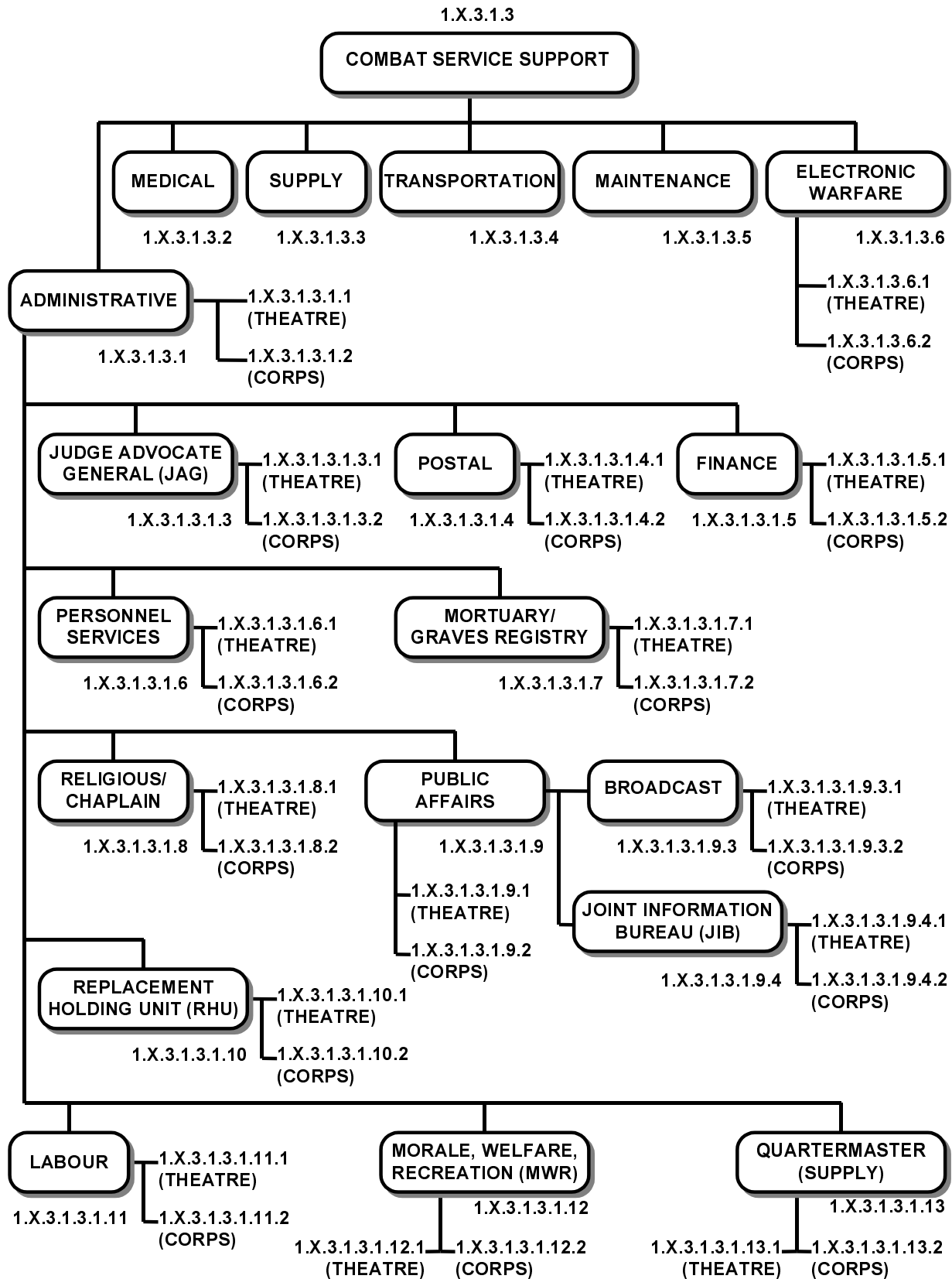


Figure A-22. Ground Tracks (Combat Service Support)

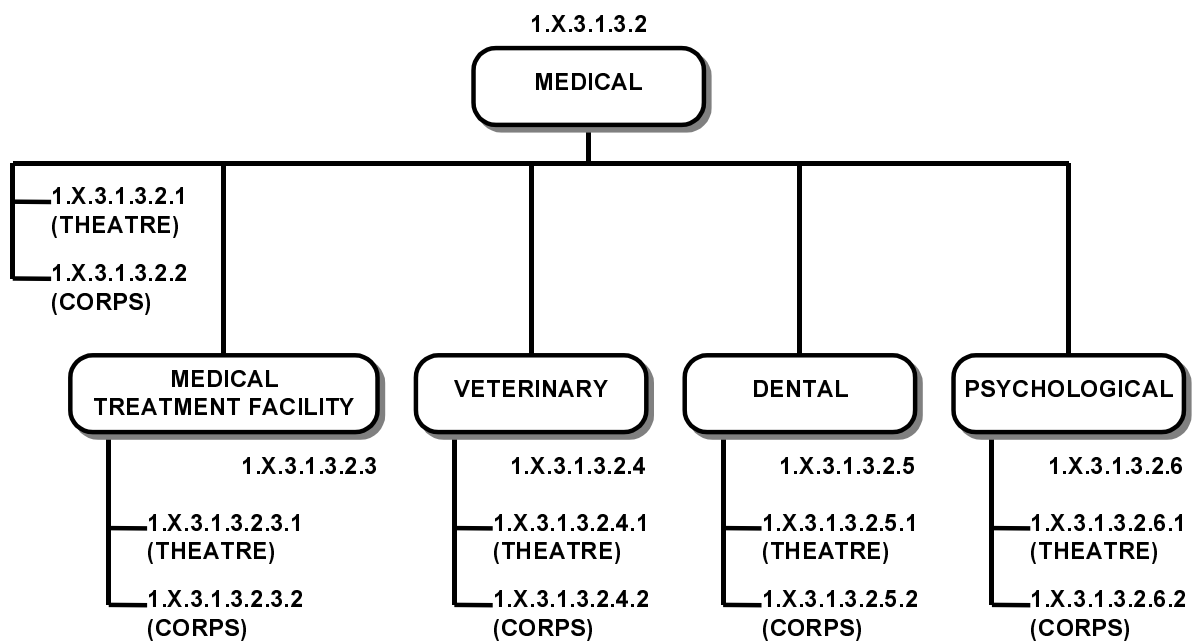


Figure A-23. Ground Tracks (Medical)

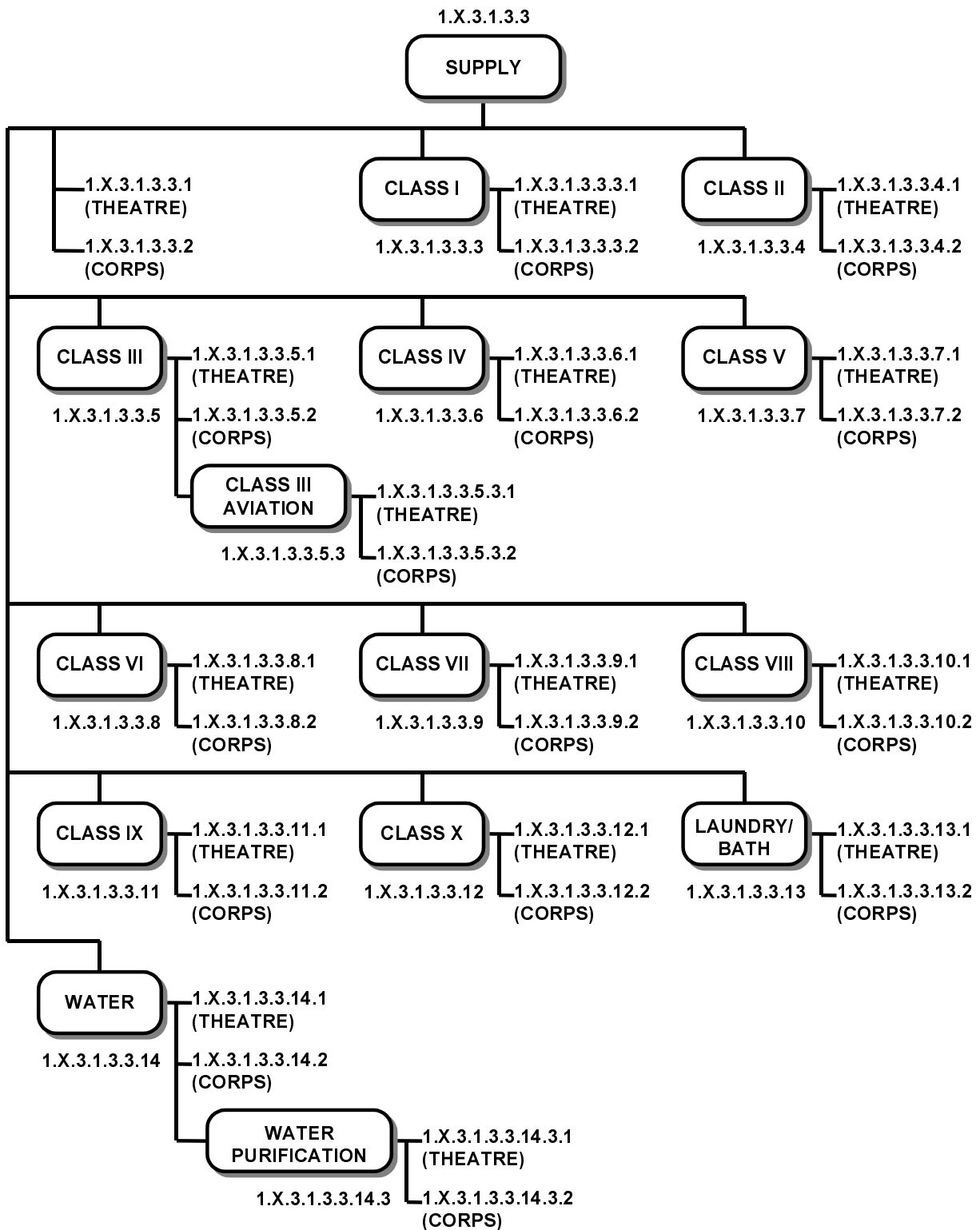


Figure A-24. Ground Tracks (Supply)

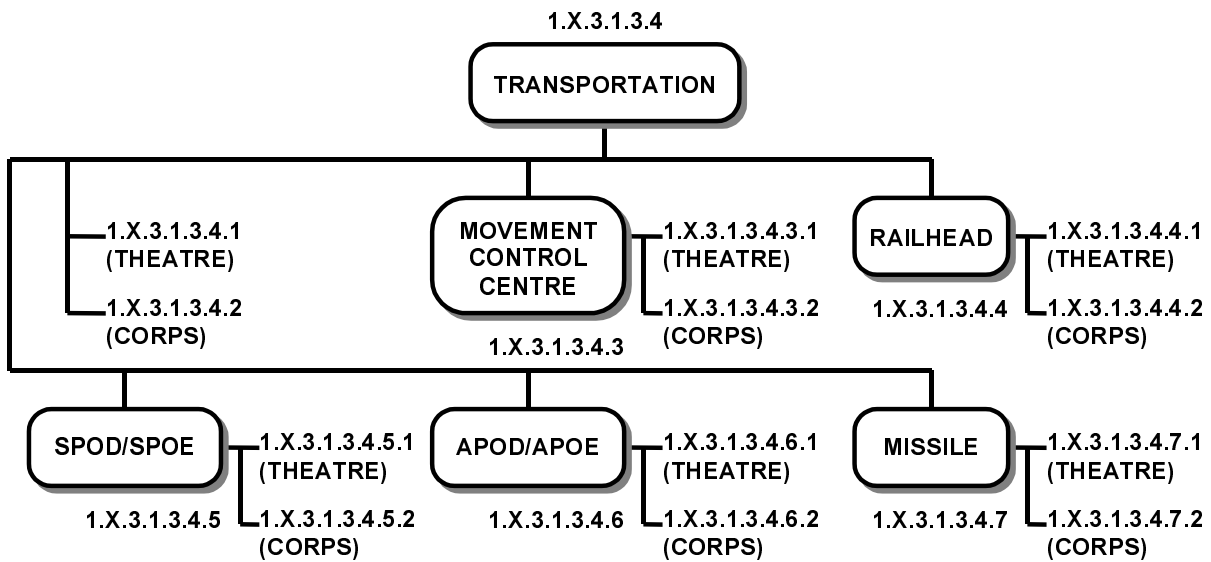


Figure A-25. Ground Tracks (Transportation)

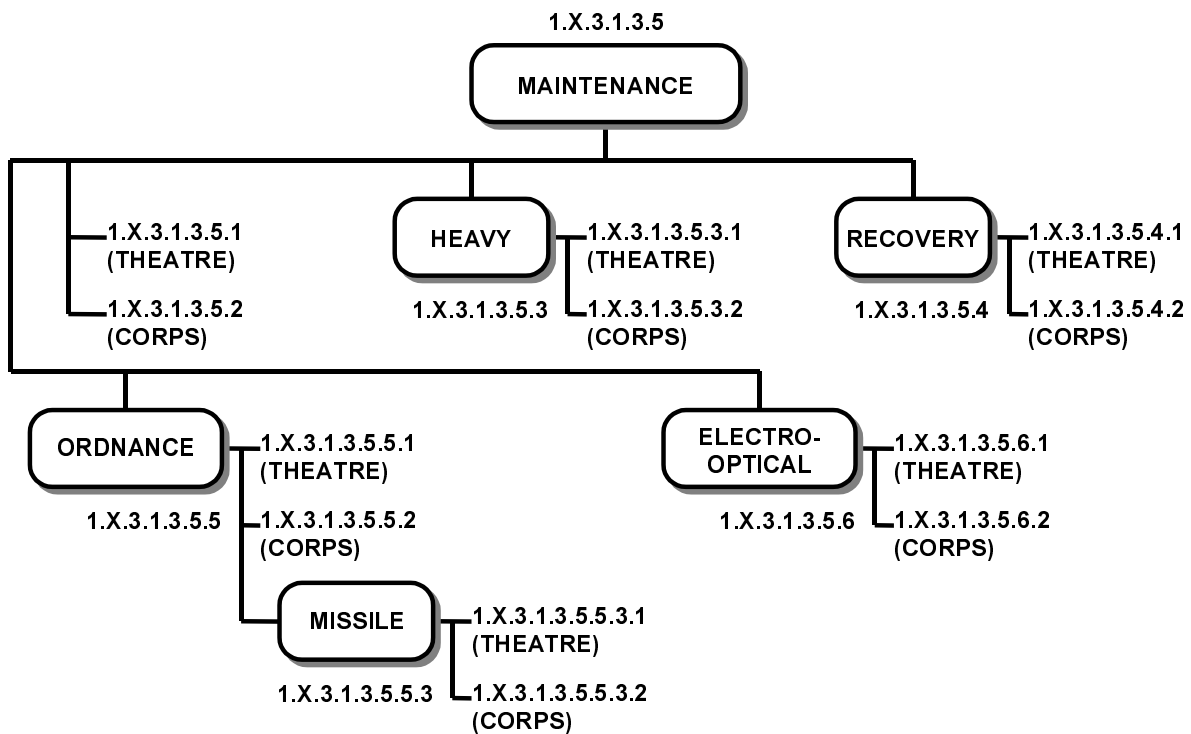


Figure A-26. Ground Tracks (Maintenance)

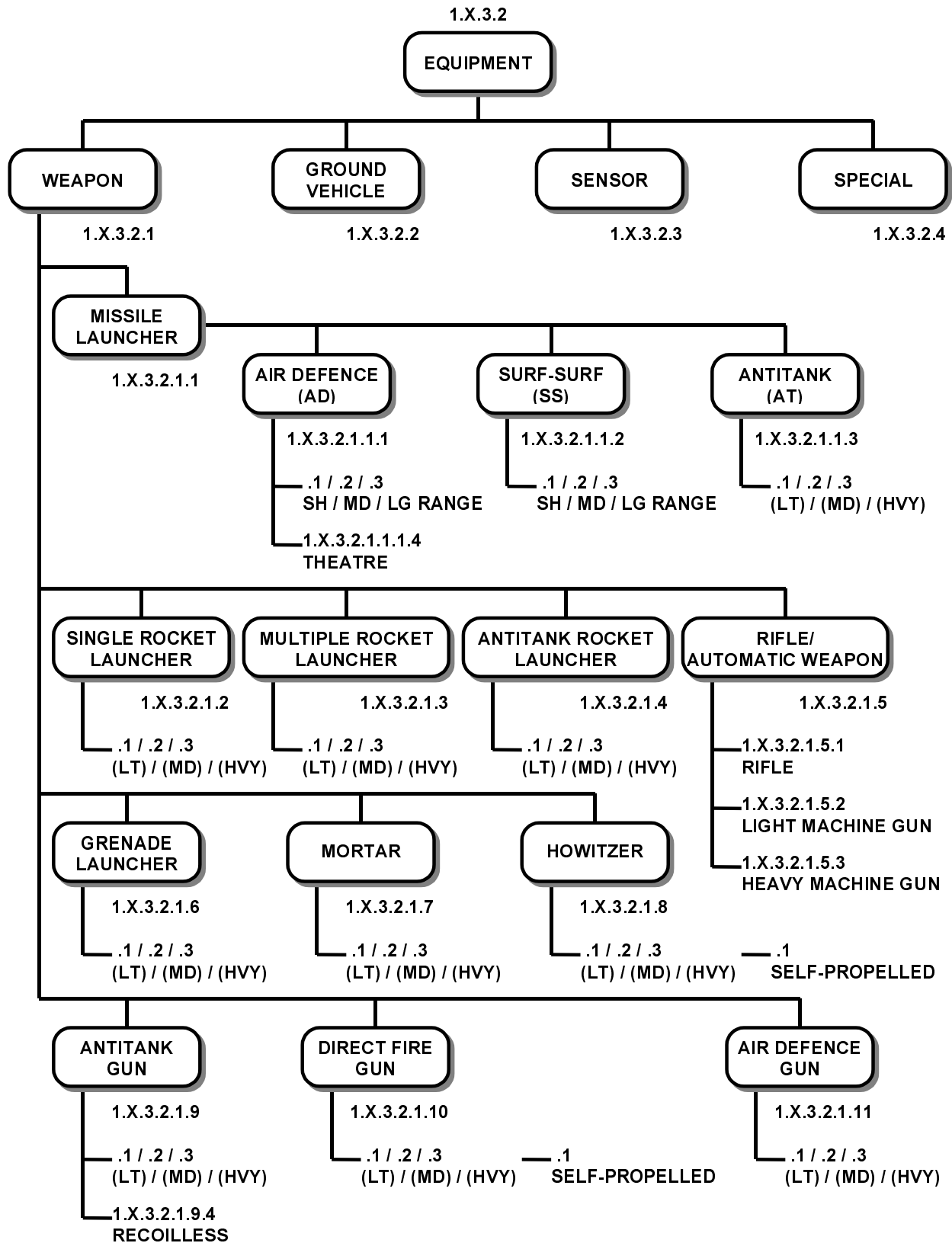


Figure A-27. Ground Tracks (Weapon)

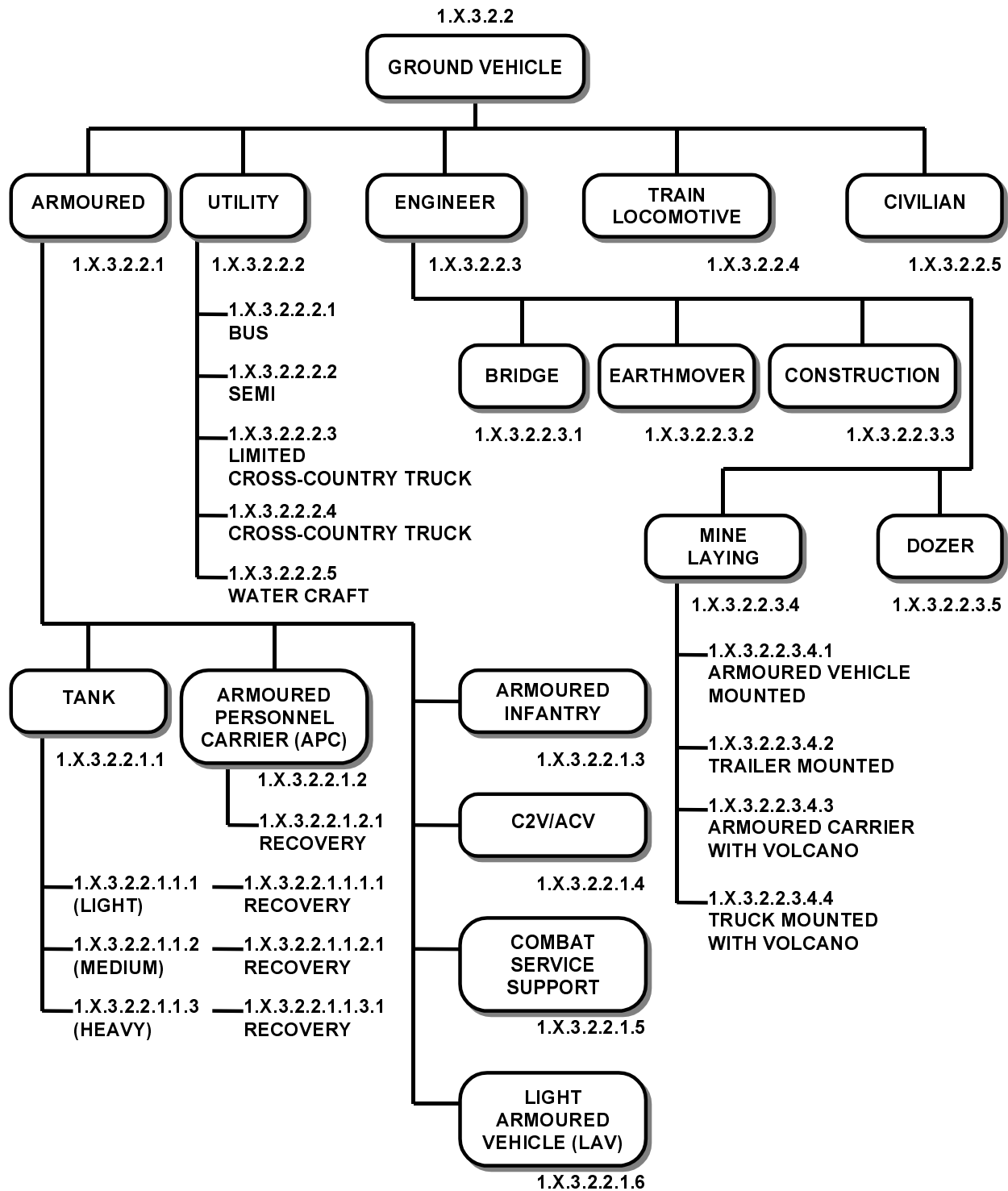


Figure A-28. Ground Tracks (Ground Vehicle)⁵³

53 Mil-Std-2525B inserts MINE CLEARING before DOZER and moves the first two children of MINE LAYING underneath it; the symbols are renumbered accordingly. See also footnotes 79 and 137 through 141.

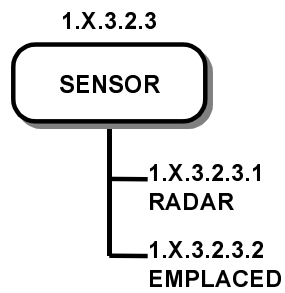


Figure A-29. Ground Tracks (Sensor)

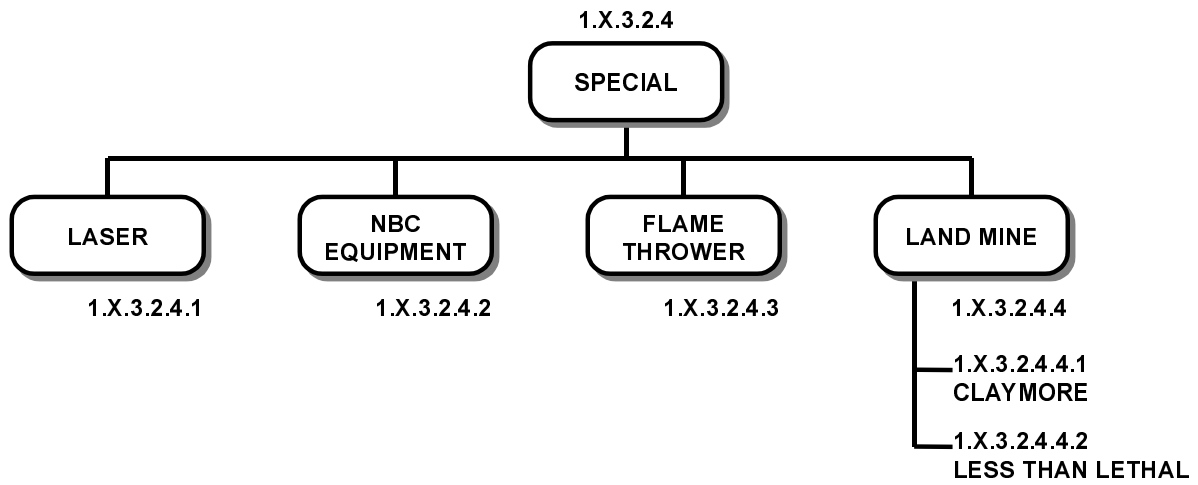


Figure A-30. Ground Tracks (Special)

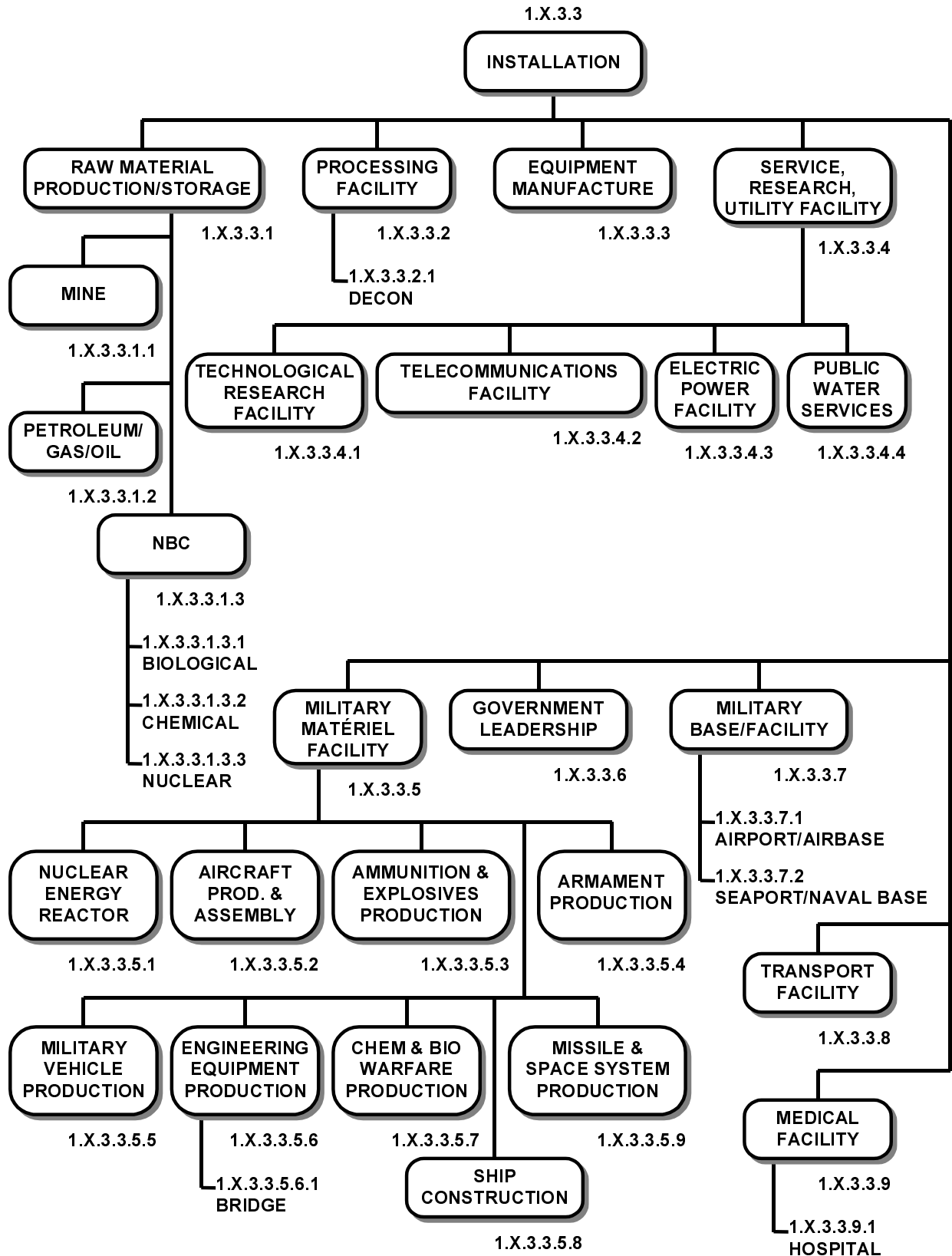


Figure A-31. Ground Tracks (Installation)^{81, 144}

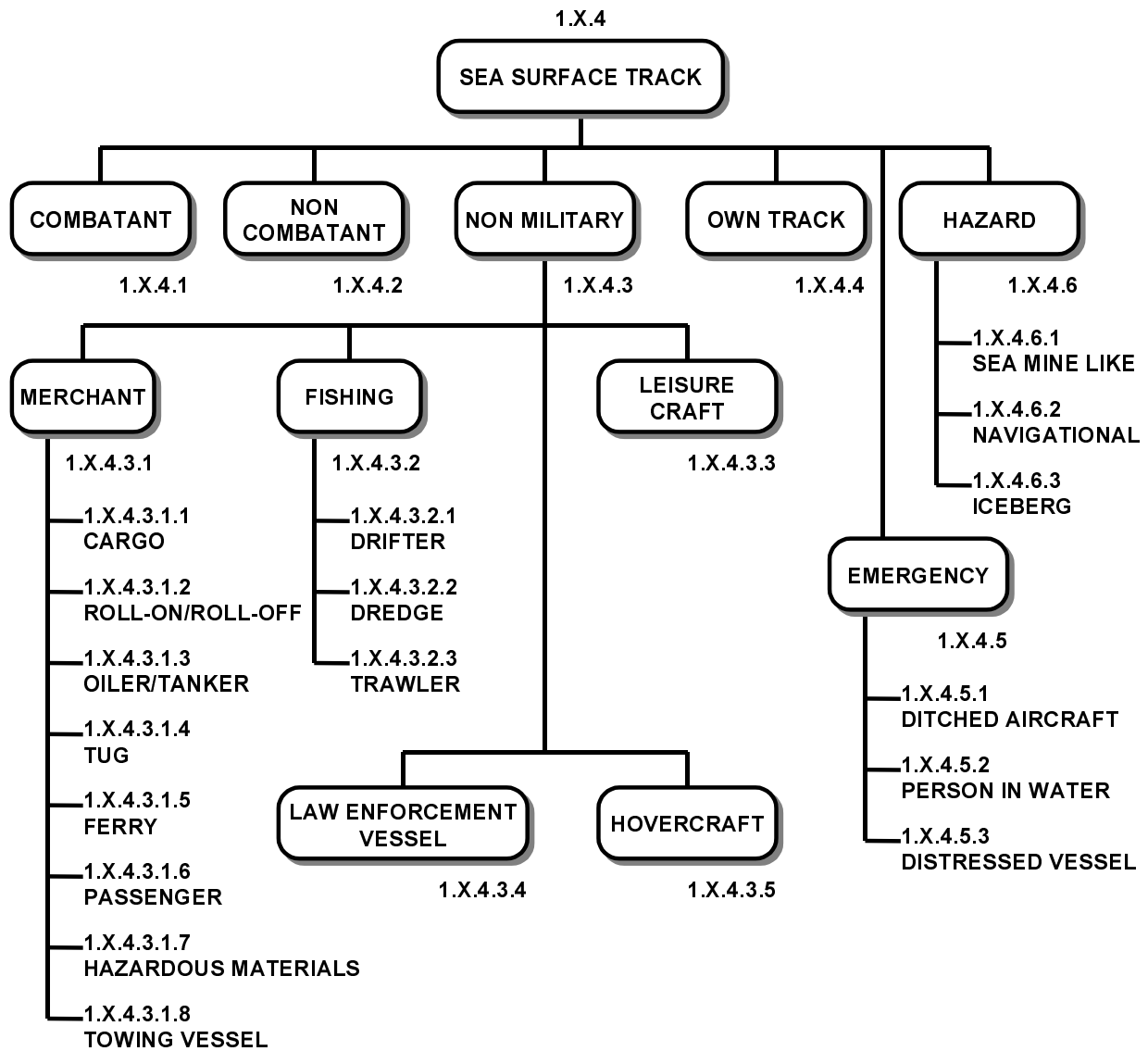


Figure A-32a⁵⁴. Sea Surface Tracks (1)¹⁴⁸

54 For clarity's sake, the figure was broken up into two parts.

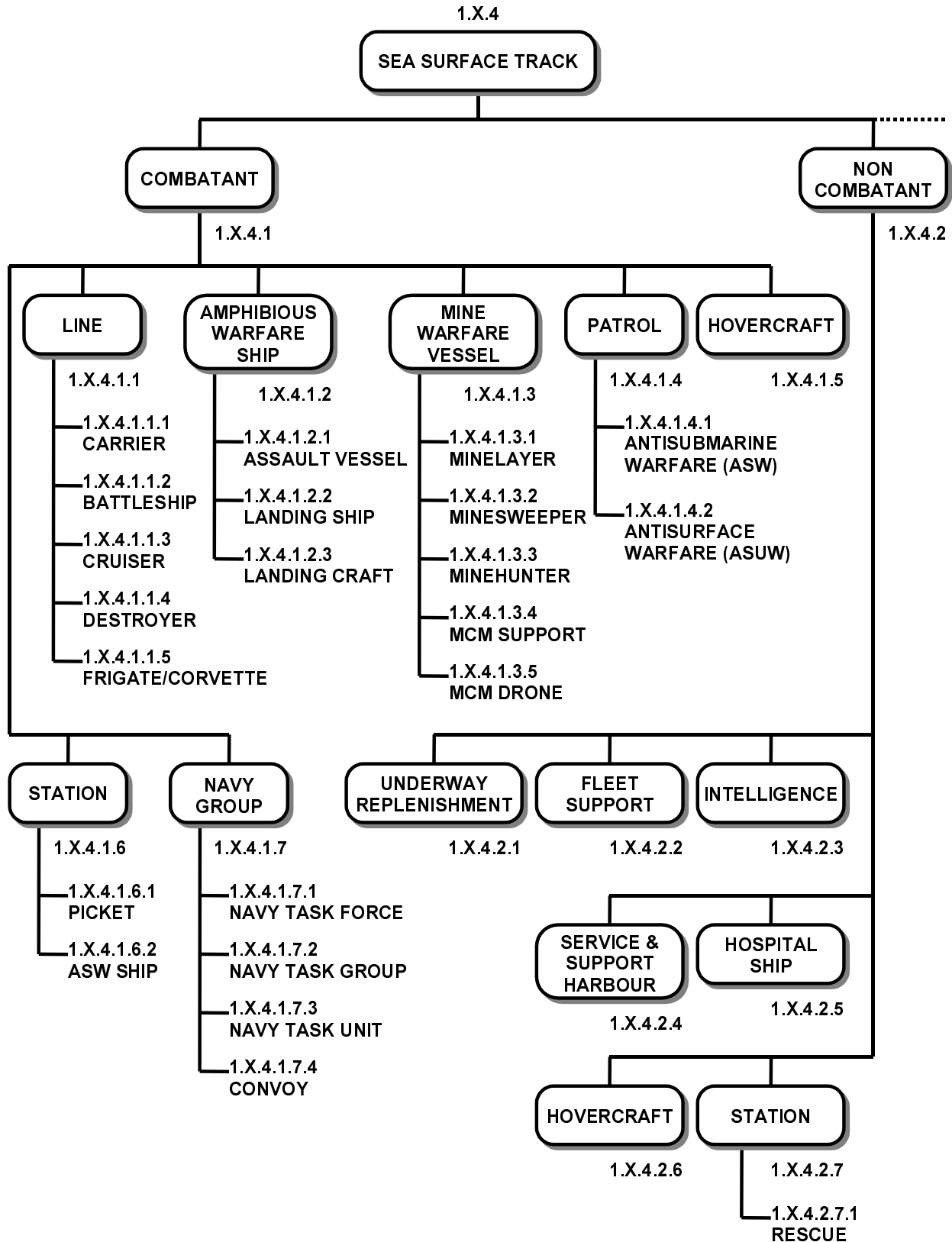


Figure A-32b⁵⁴. Sea Surface Tracks (2)

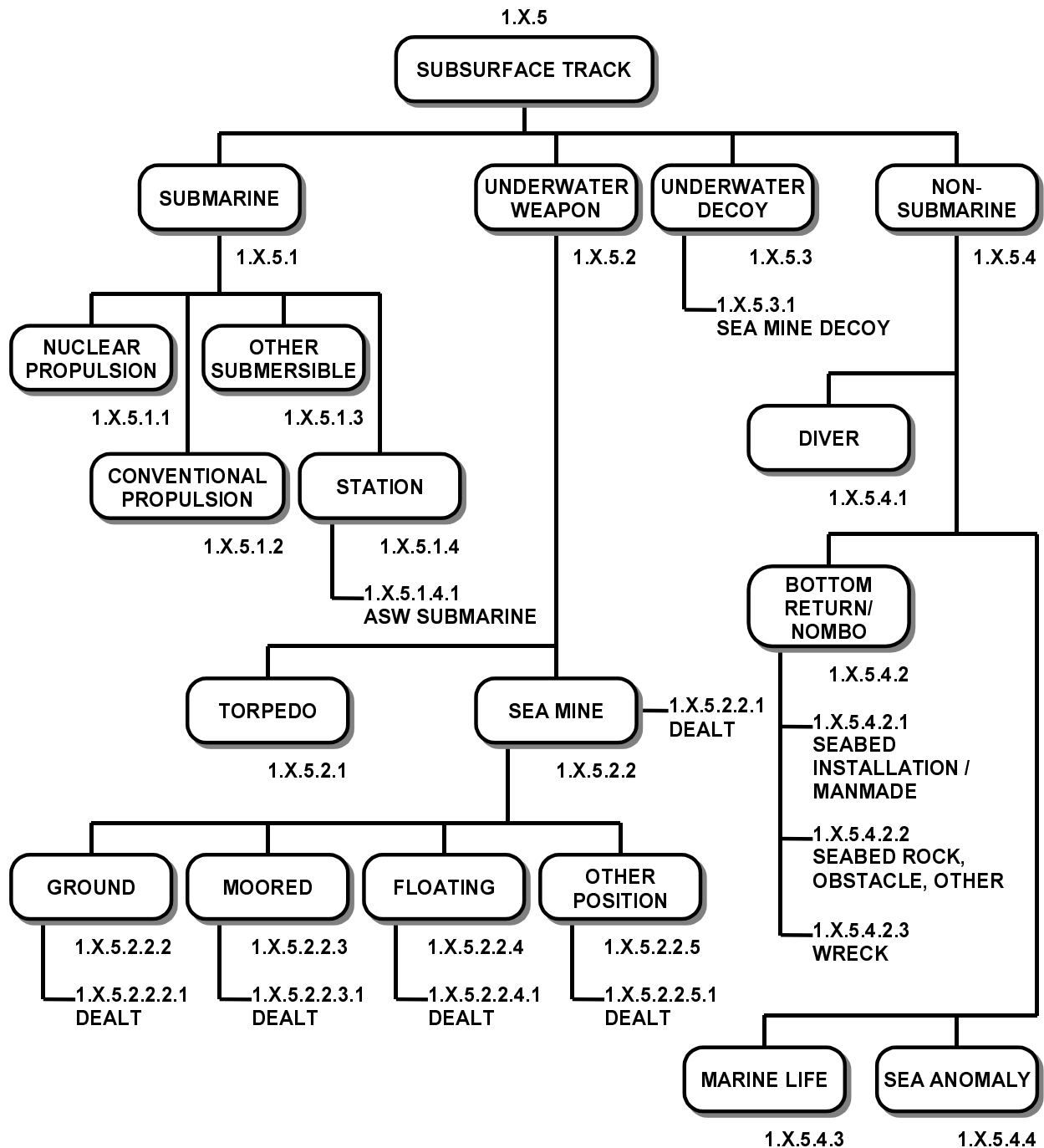


Figure A-33. Sea Subsurface Tracks⁵⁵

55 Mil-Std-2525B adds UNDERWATER UNMANNED VEHICLE under 1.X.5.1.3 (see footnote 150) and moves the children of 1.X.5.4 (except for 1.X.5.4.1) to the 2.X.6 TACTICAL GRAPHICC - OTHER hierarchy (see footnote 153).

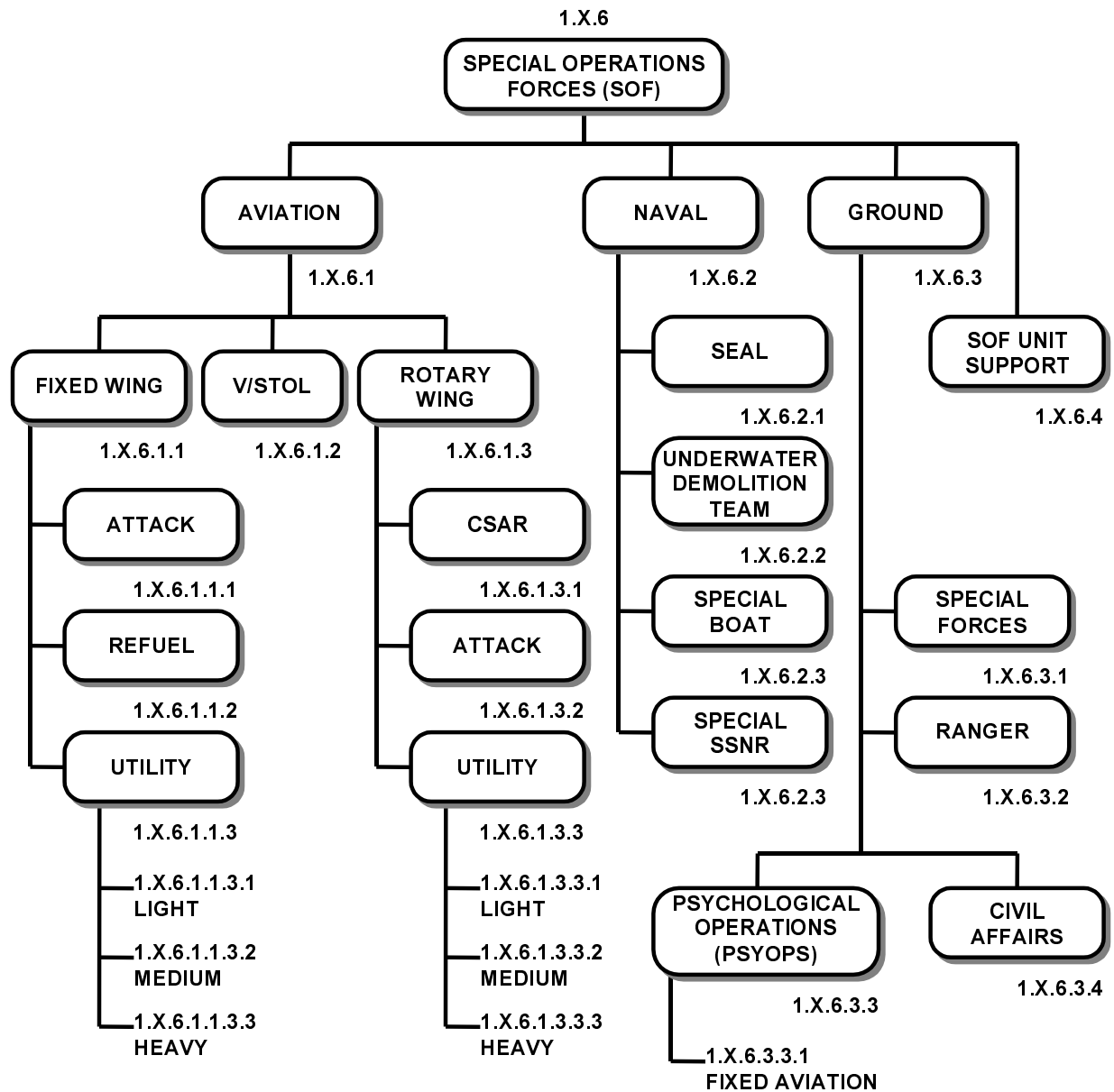


Figure A-34. Special Operations Forces (SOF)

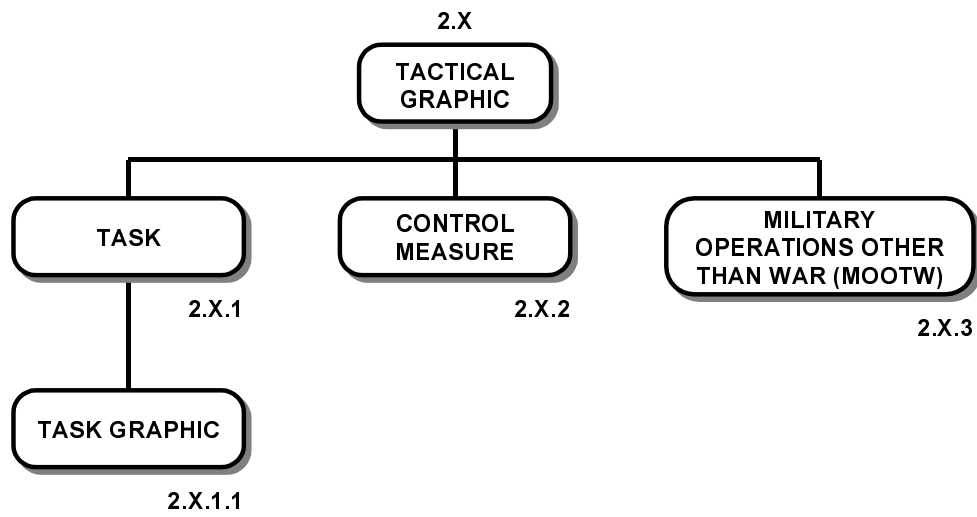


Figure A-35. Tactical Graphics¹⁵⁸

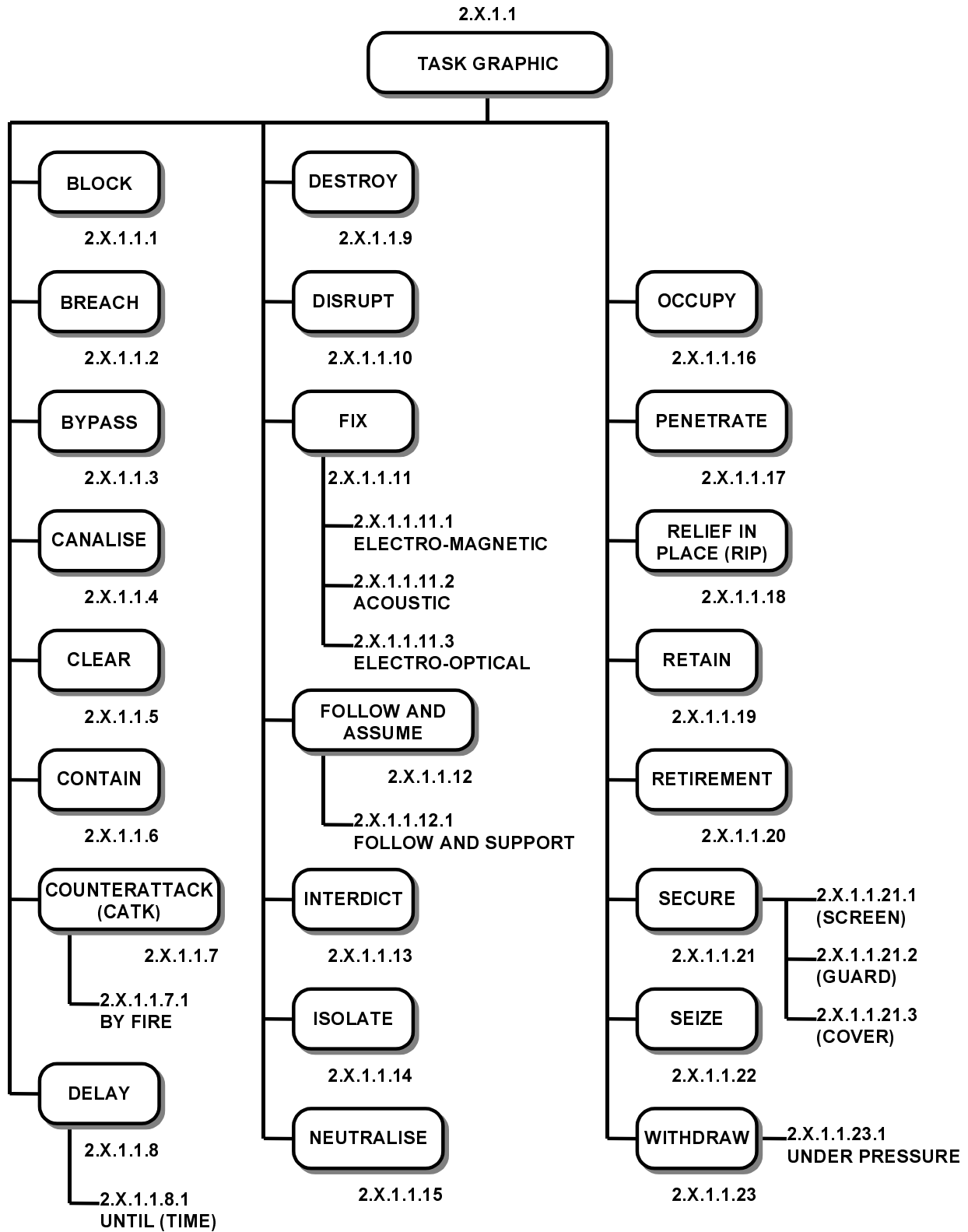


Figure A-36. Task Graphics⁵⁶

⁵⁶ The 2.X.2.1.1.11 children do not belong. See footnote 160.

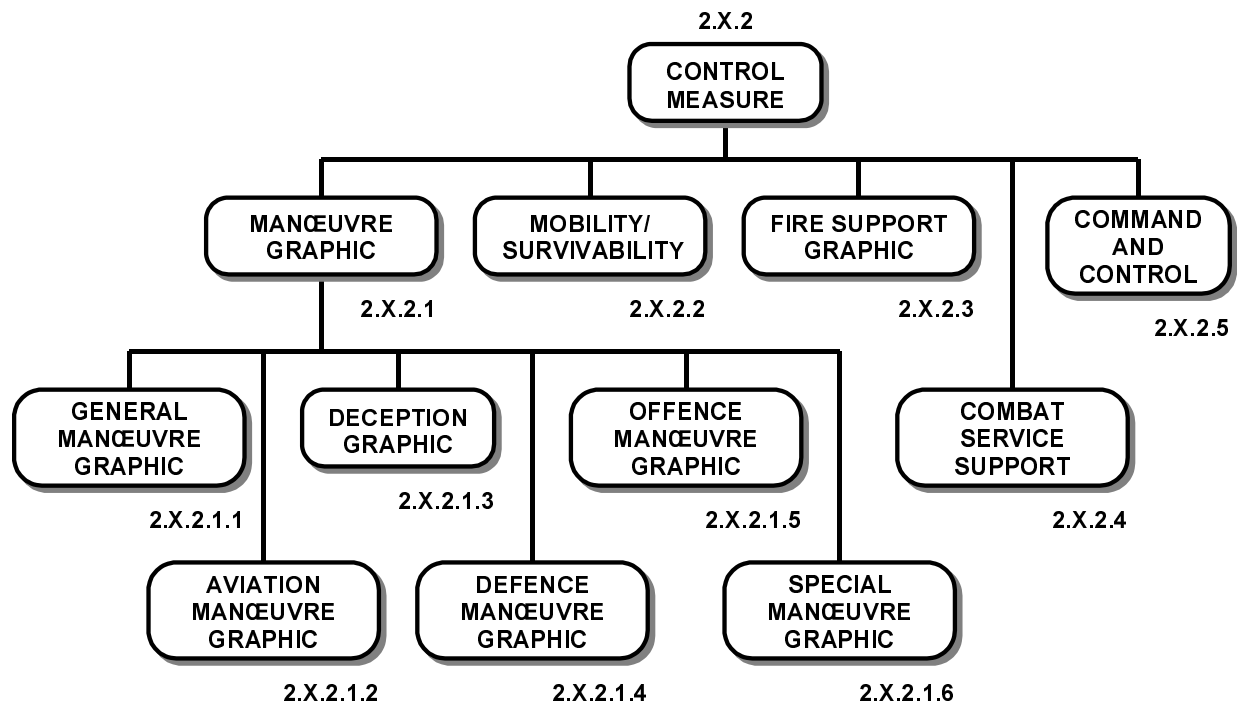


Figure A-37. Control Measures

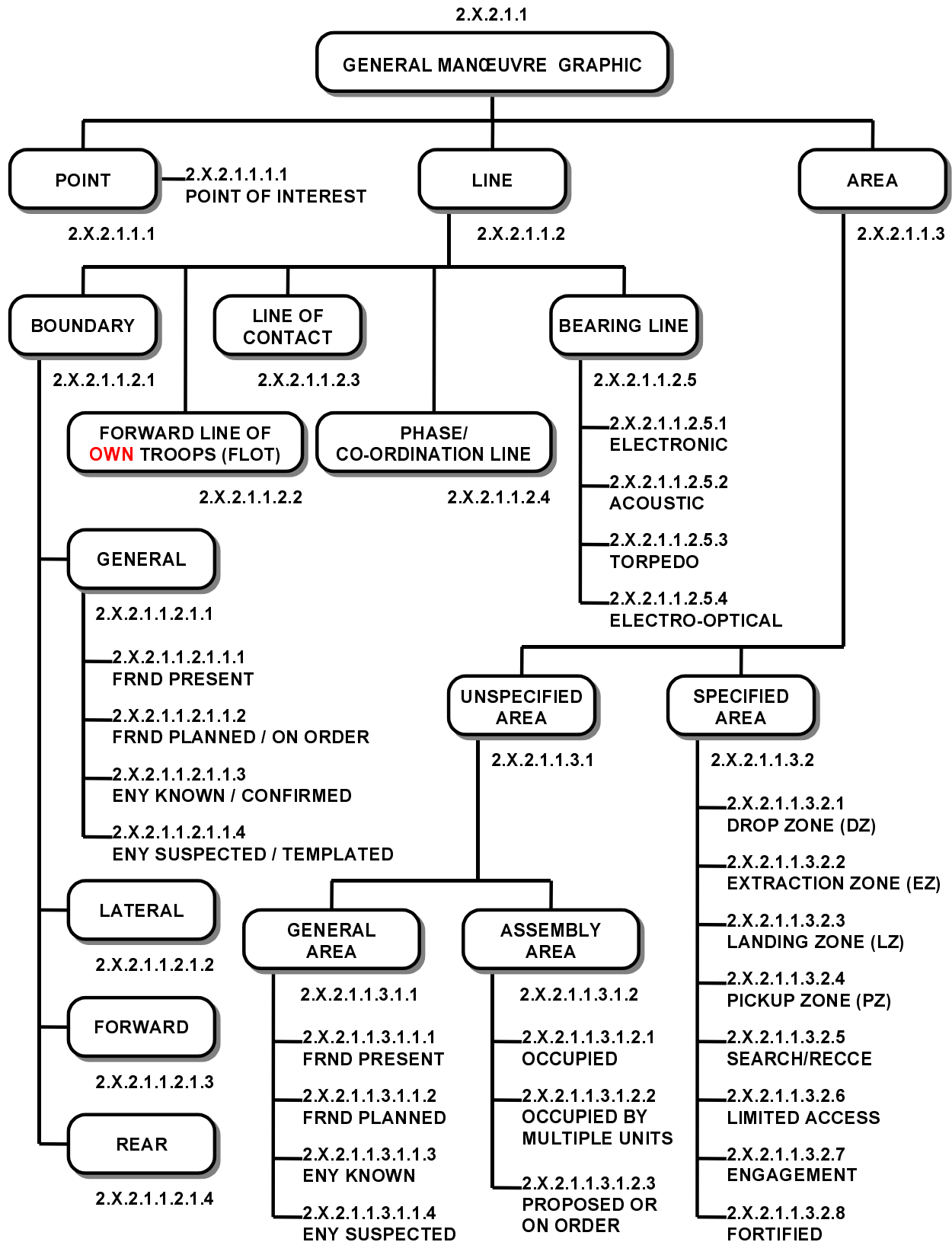


Figure A-38. General Manoeuvre Graphics¹⁶⁴

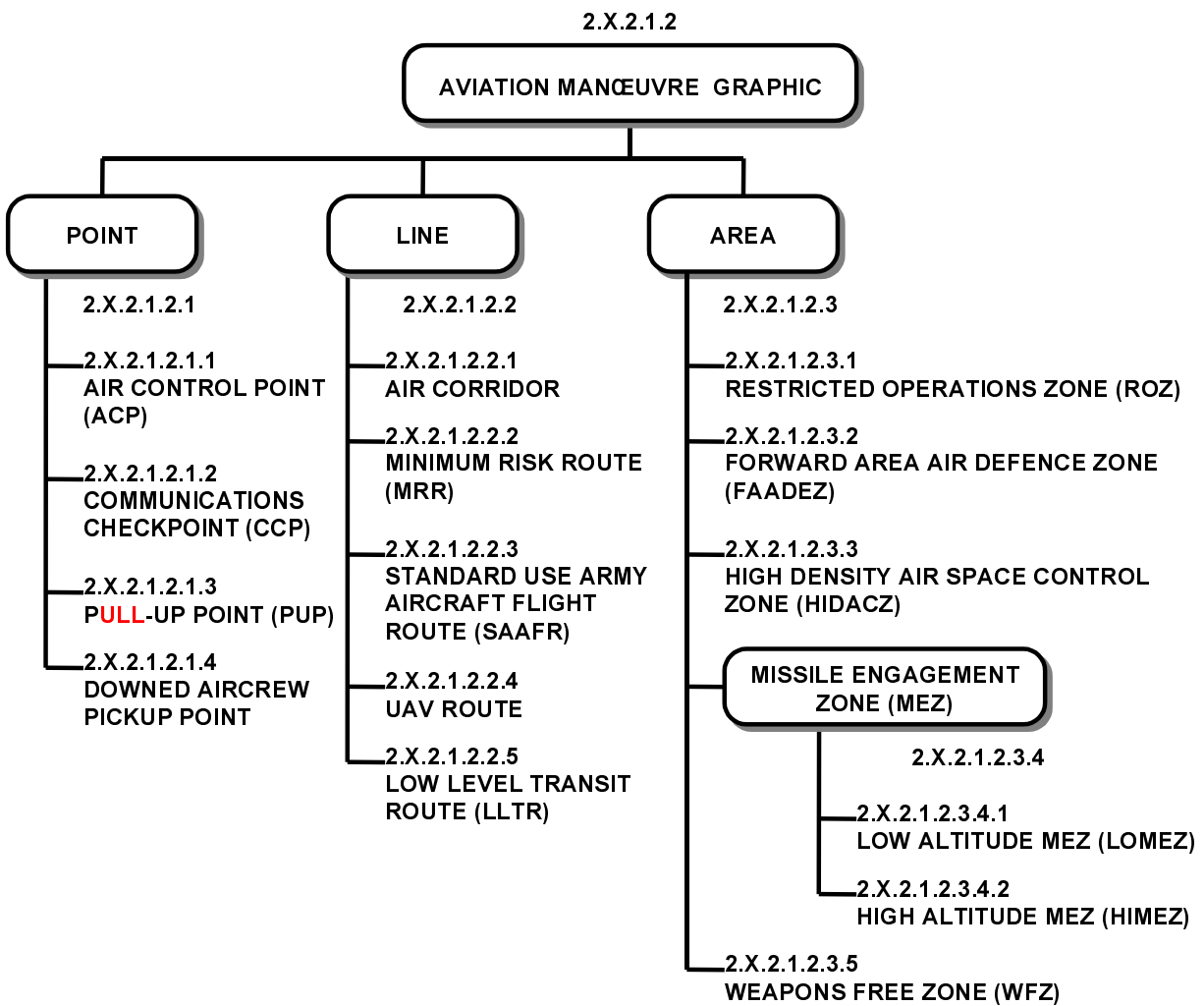


Figure A-39. Aviation Manœuvre Graphics

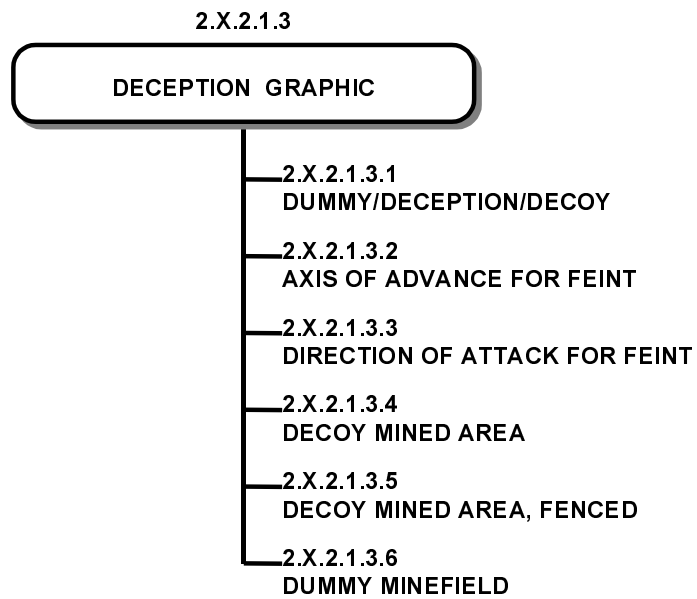


Figure A-40. Deception Graphics

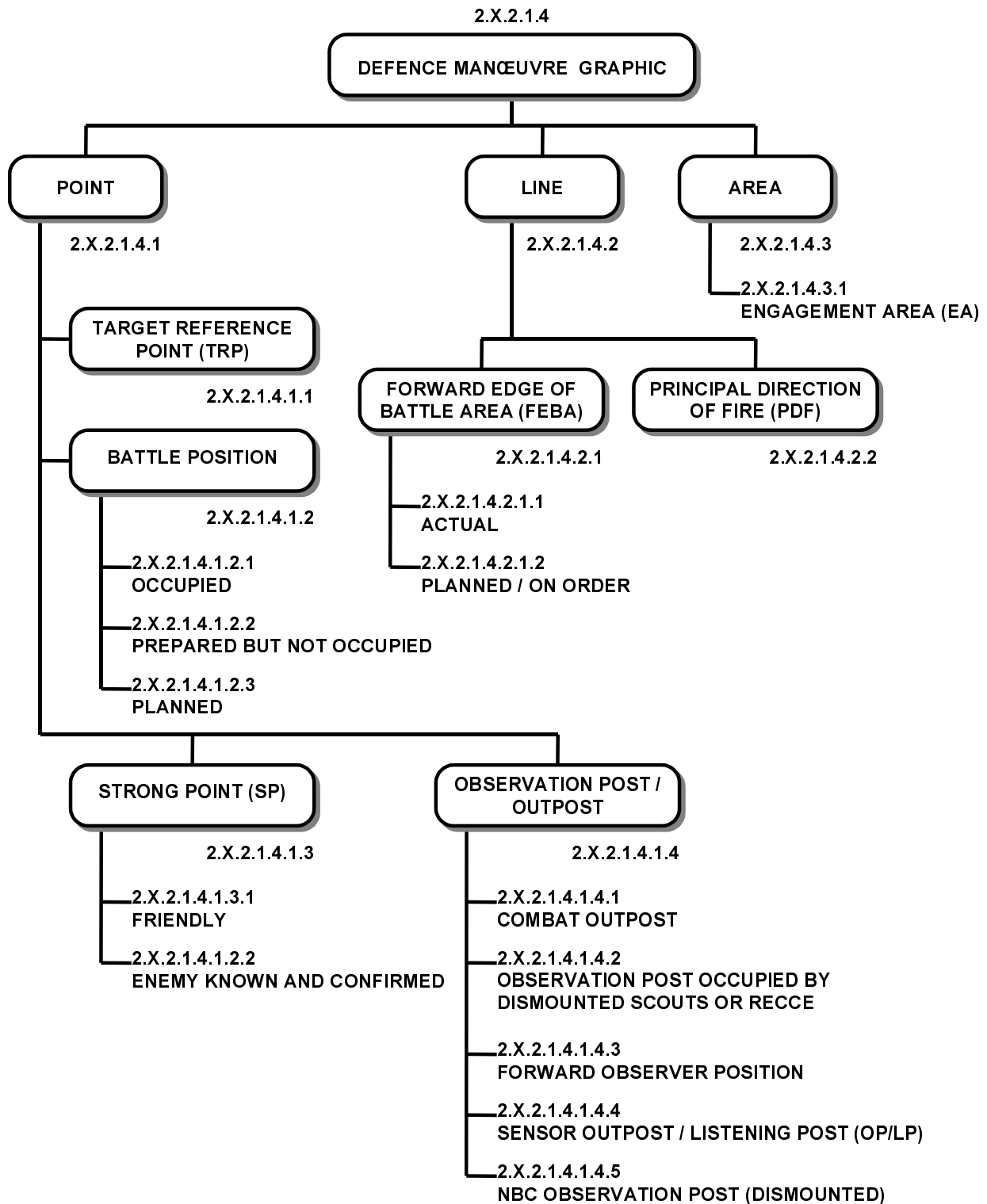


Figure A-41. Defence Manœuvre Graphics¹⁷⁰

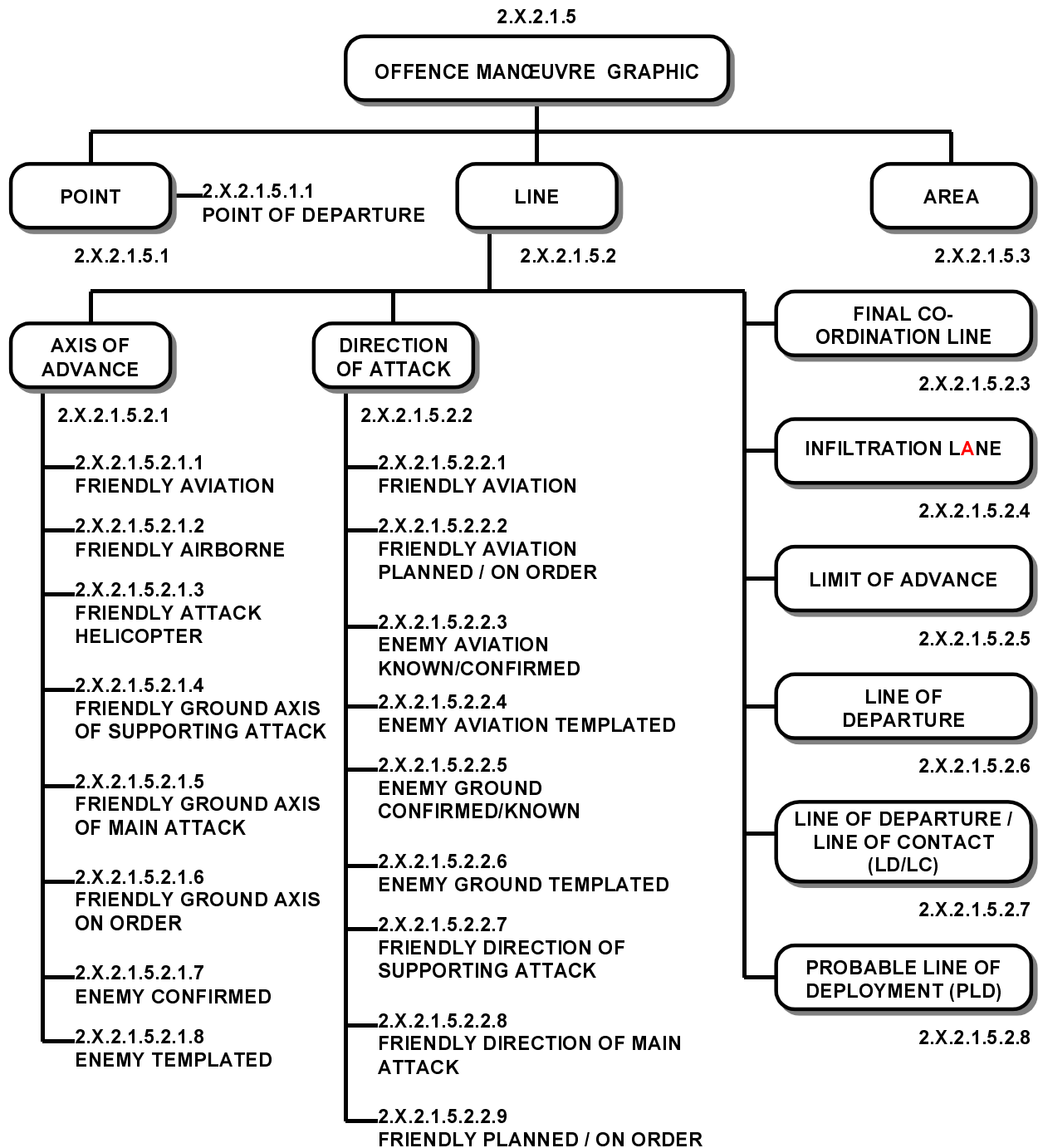


Figure A-42. Offence Manœuvre Graphics

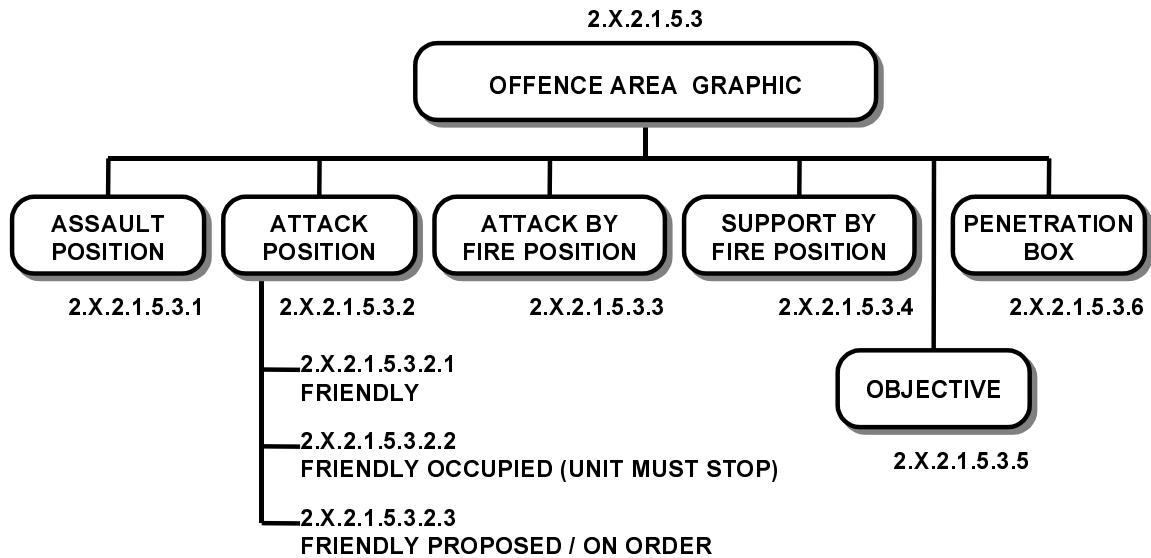


Figure A-43. Offence Area Graphics

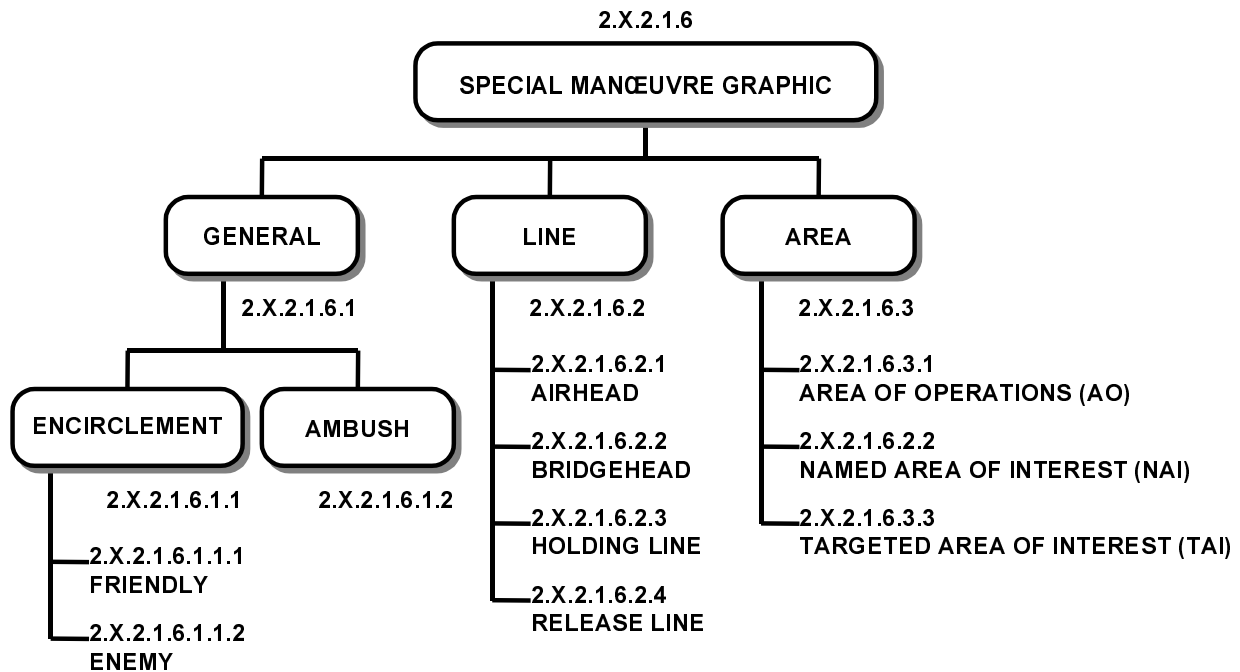


Figure A-44. Special Manoeuvre Graphics

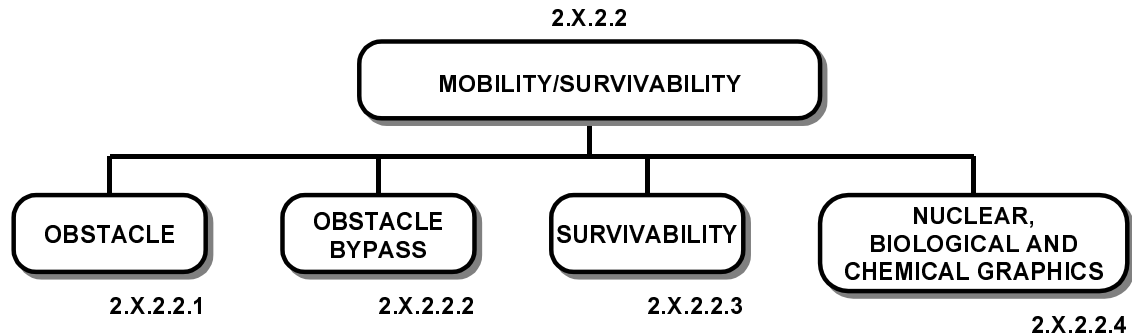


Figure A-45. Mobility Survivability Graphics

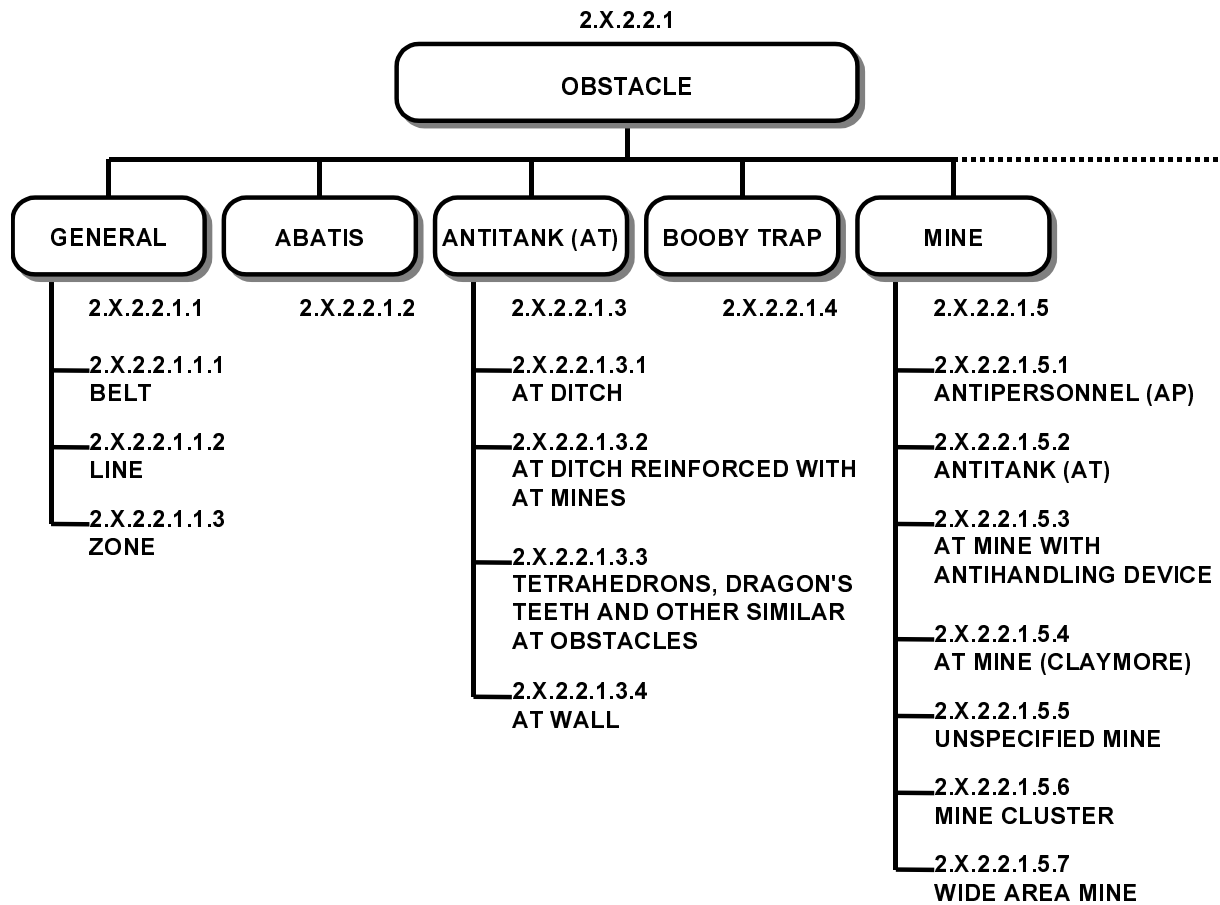


Figure A-46^{a54}. Obstacle Graphics (1)

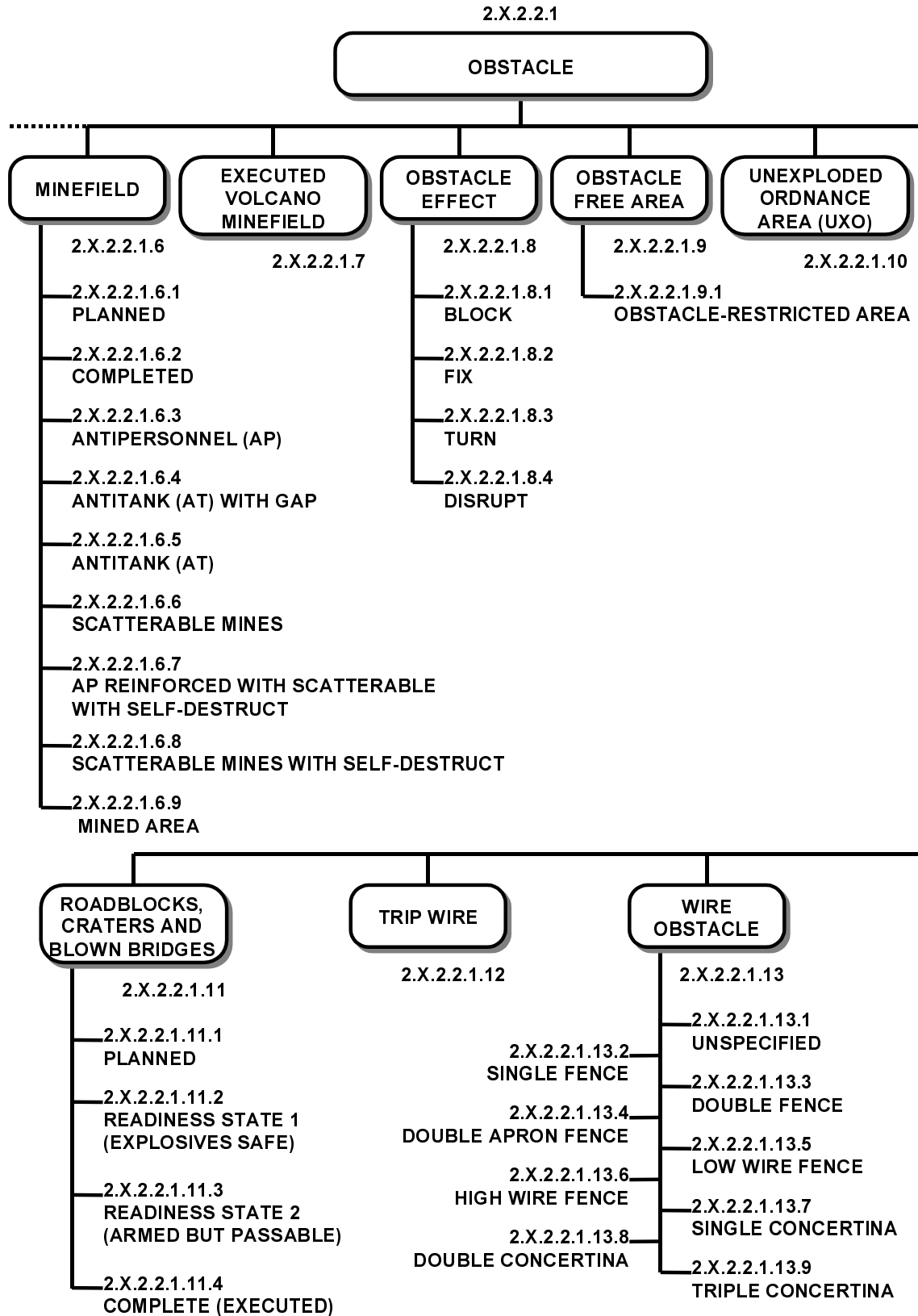


Figure A-46^{b54}. Obstacle Graphics (2)

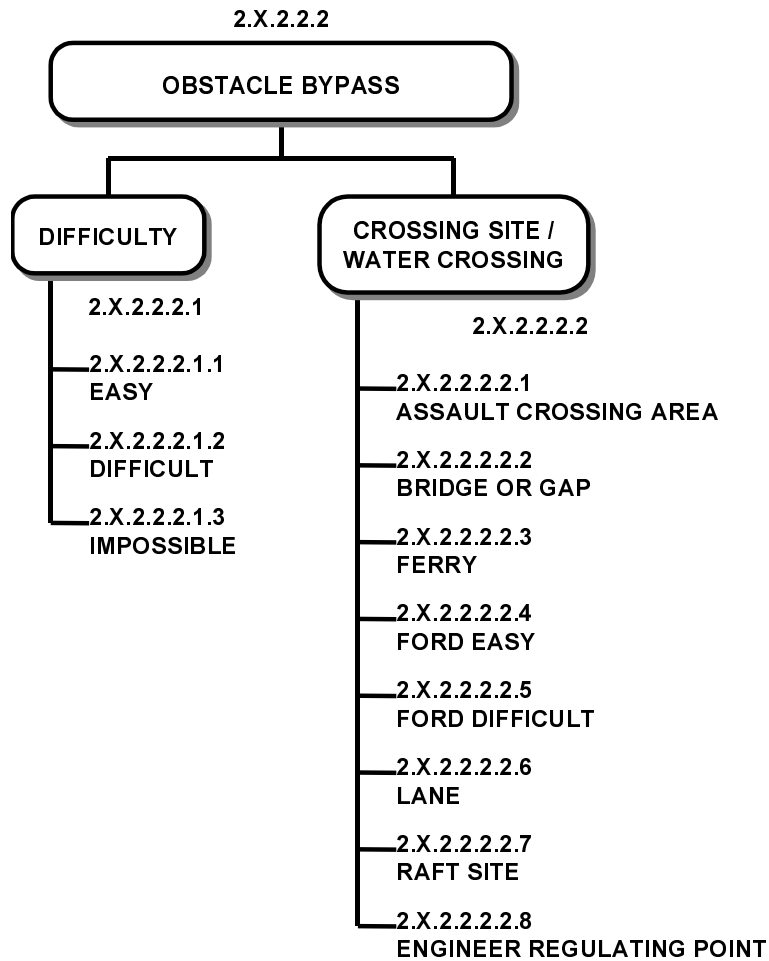


Figure A-47. Obstacle Bypass Graphics

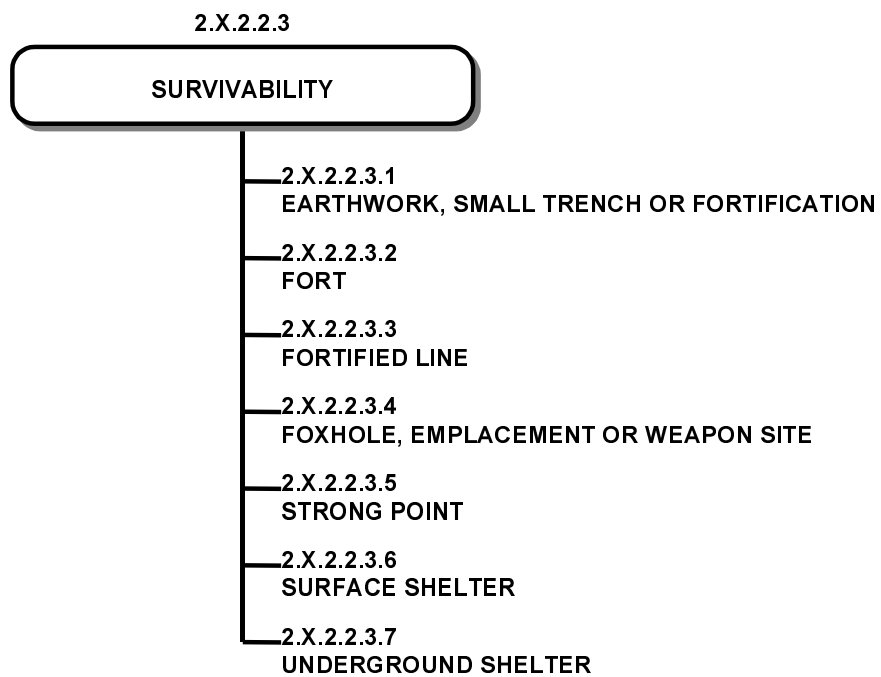


Figure A-48. Survivability Graphics

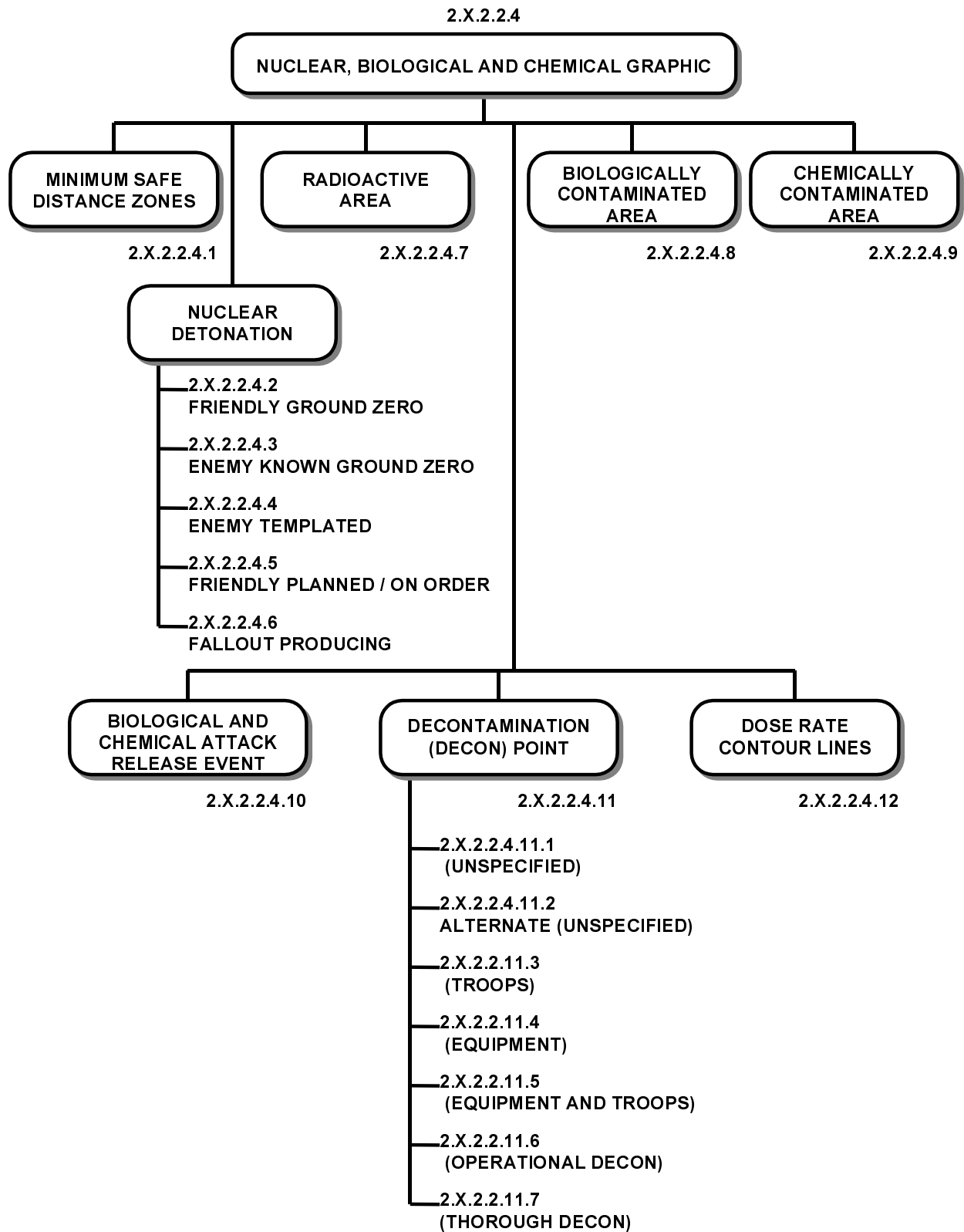


Figure A-49. Nuclear, Biological, and Chemical Graphics¹⁸⁰

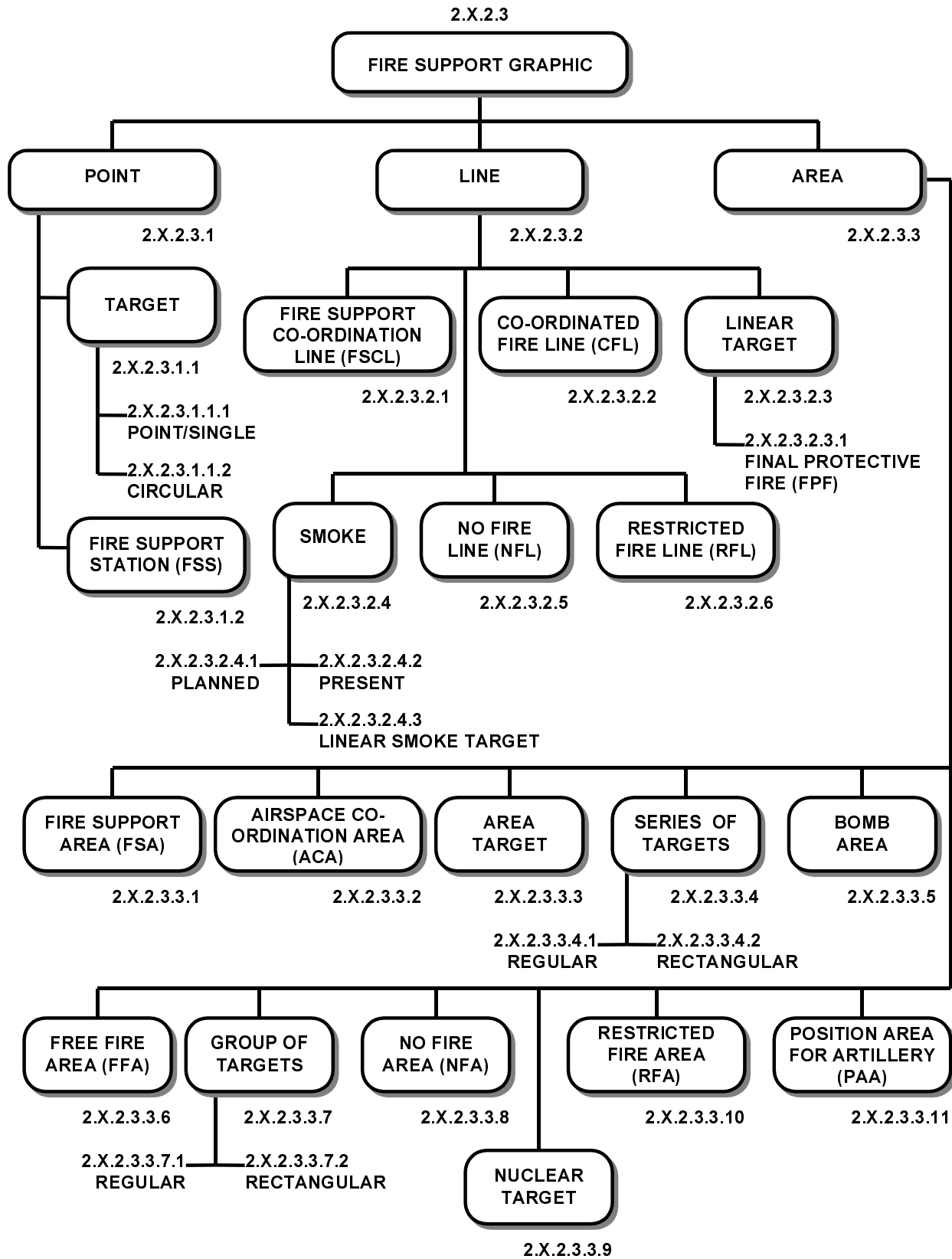


Figure A-50. Fire Support Graphics

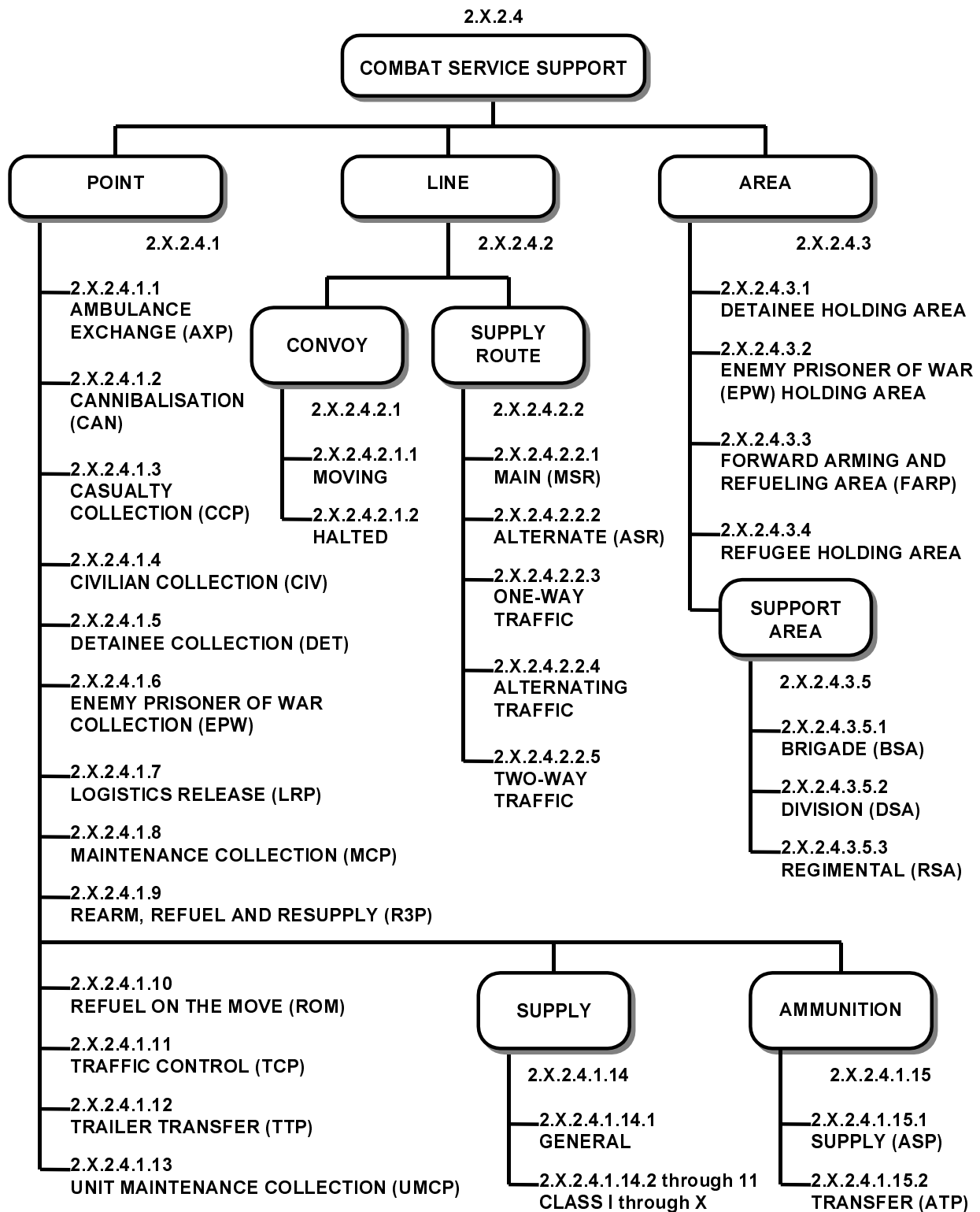


Figure A-51. Combat Service Support Graphics

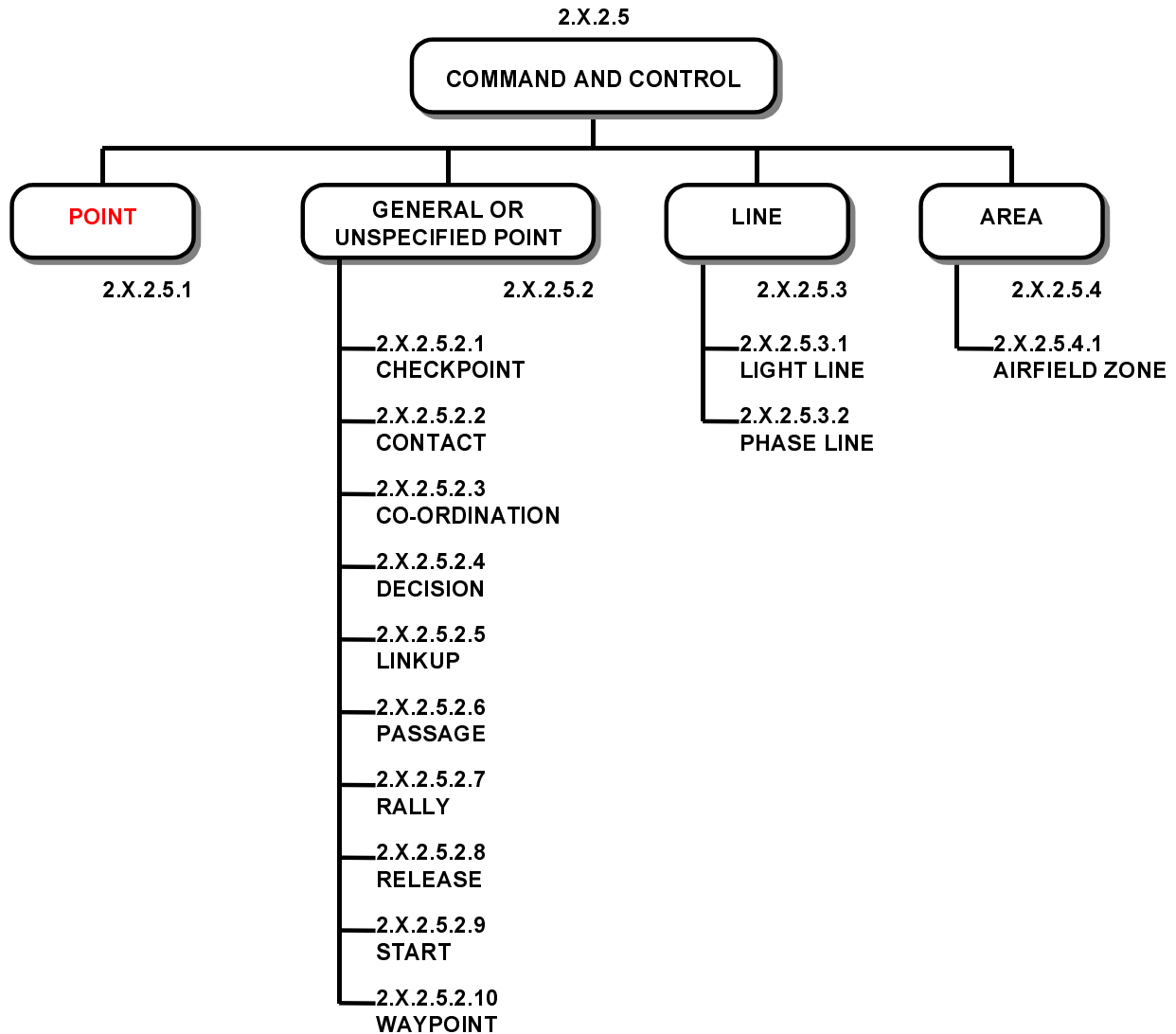


Figure A-52a⁵⁴. Command and Control Graphics¹⁸⁸

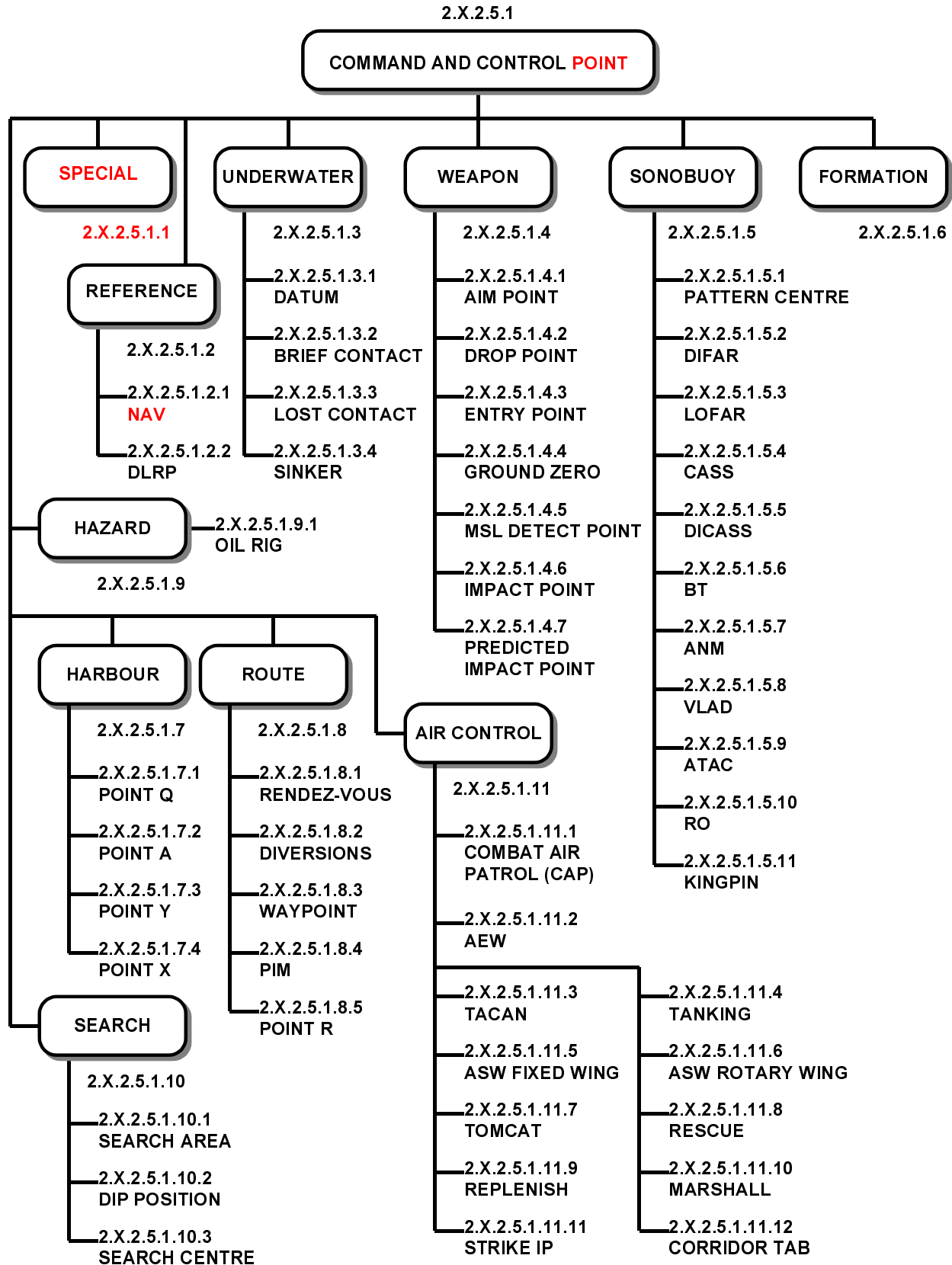


Figure A-52b⁵⁴. Command and Control Points

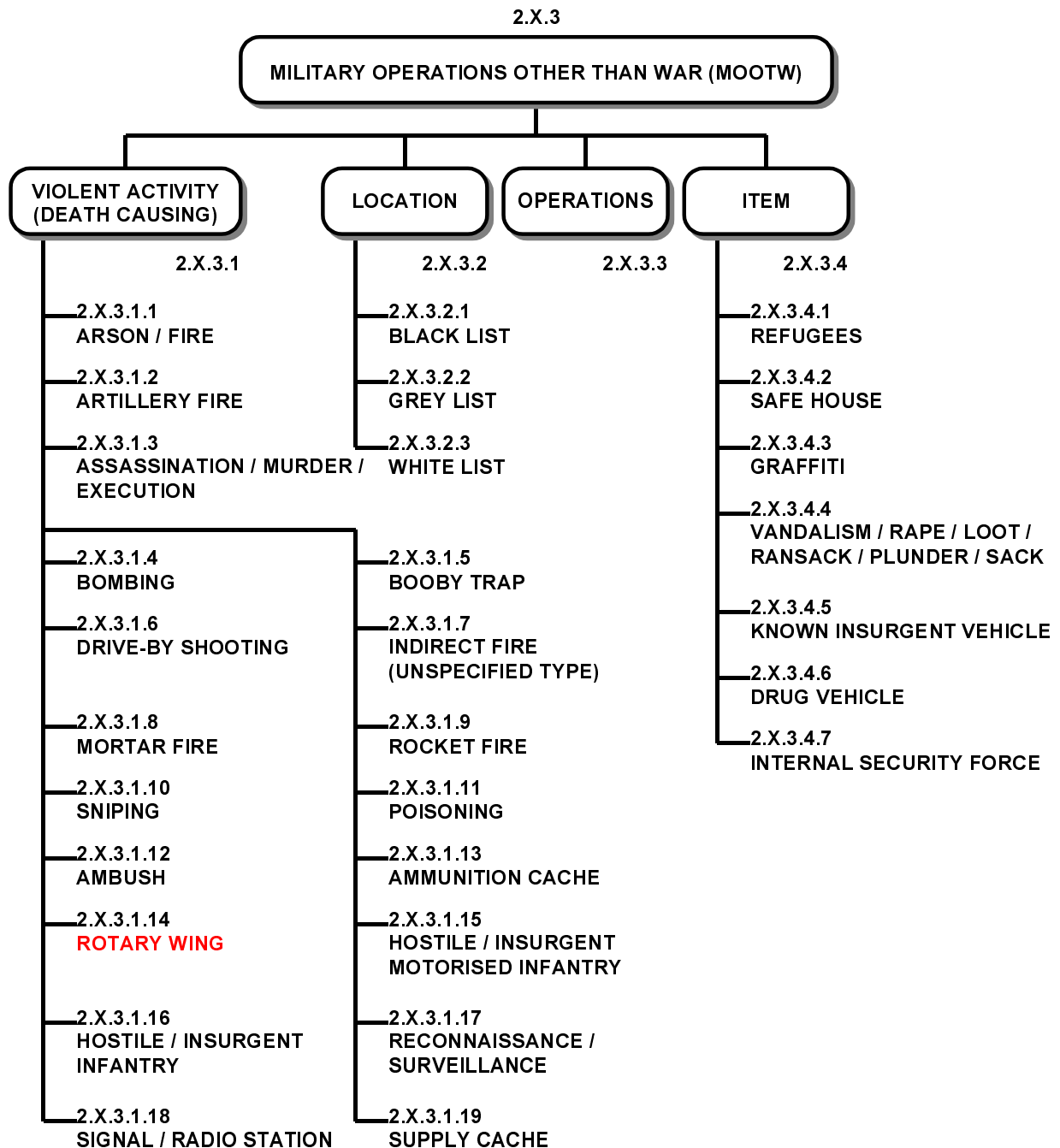


Figure A-53. Operations Other Than War¹⁹⁴

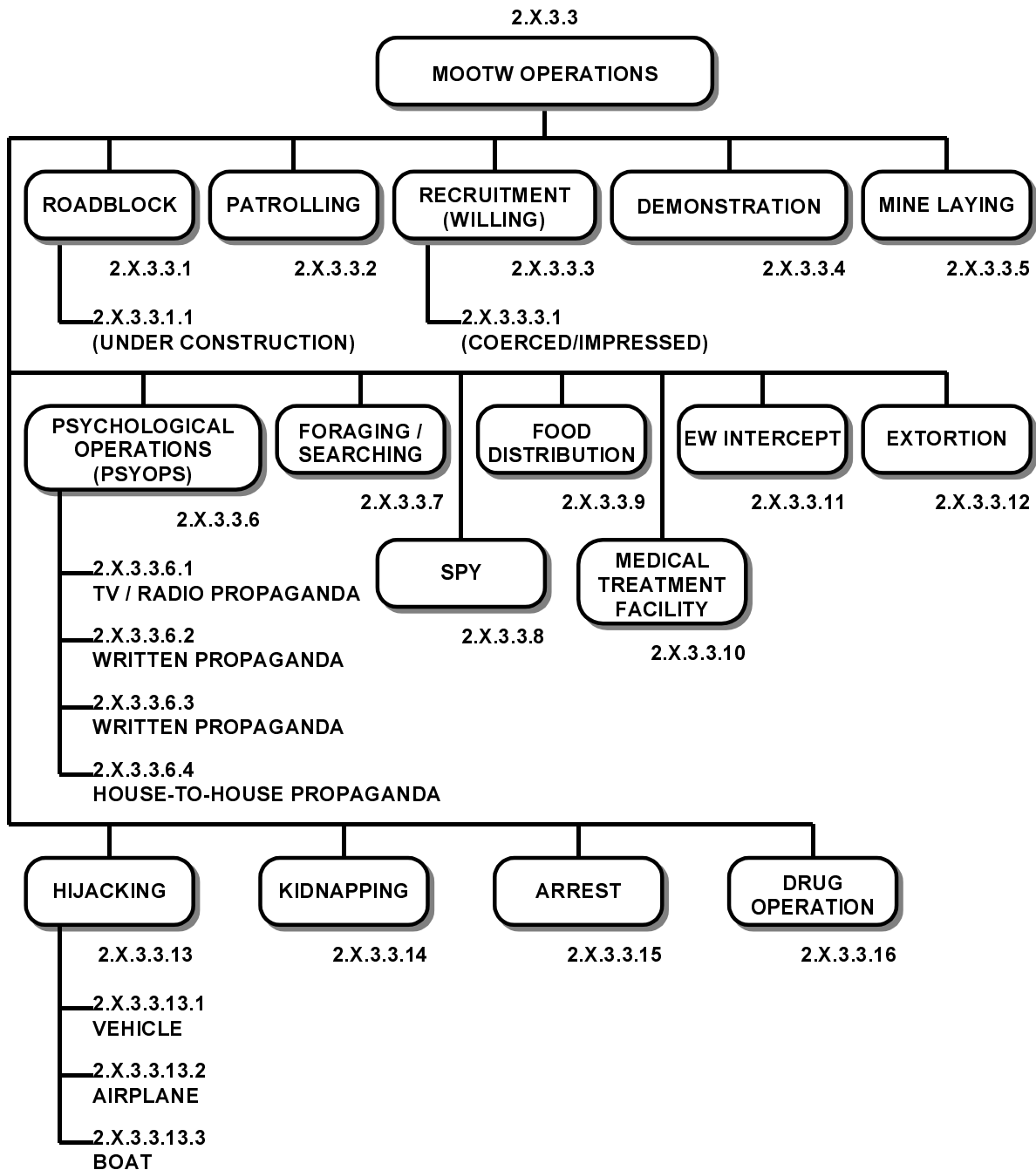


Figure A-54. **Operations Other Than War - Operations**

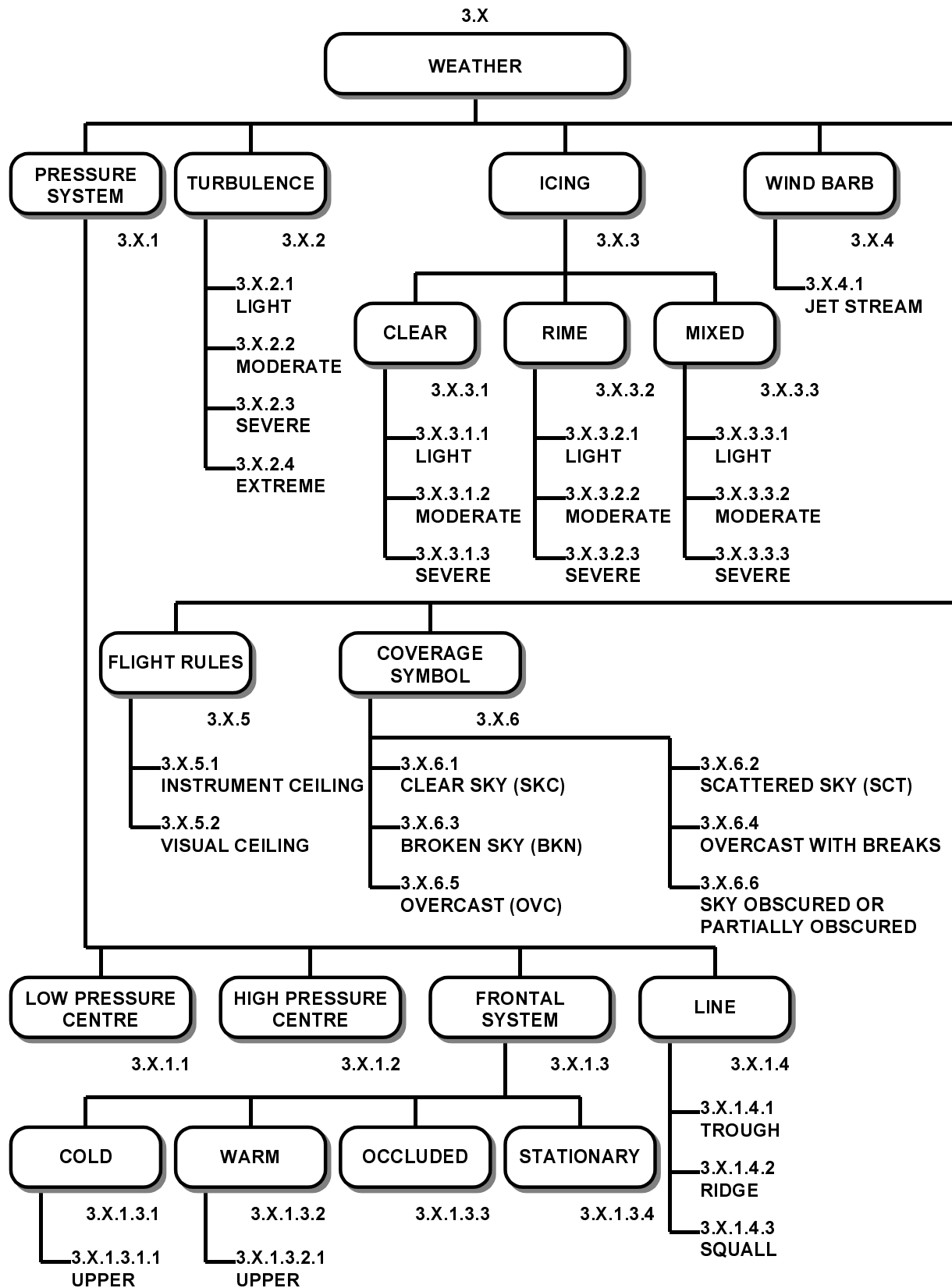


Figure A-55. Weather Graphics²¹⁴

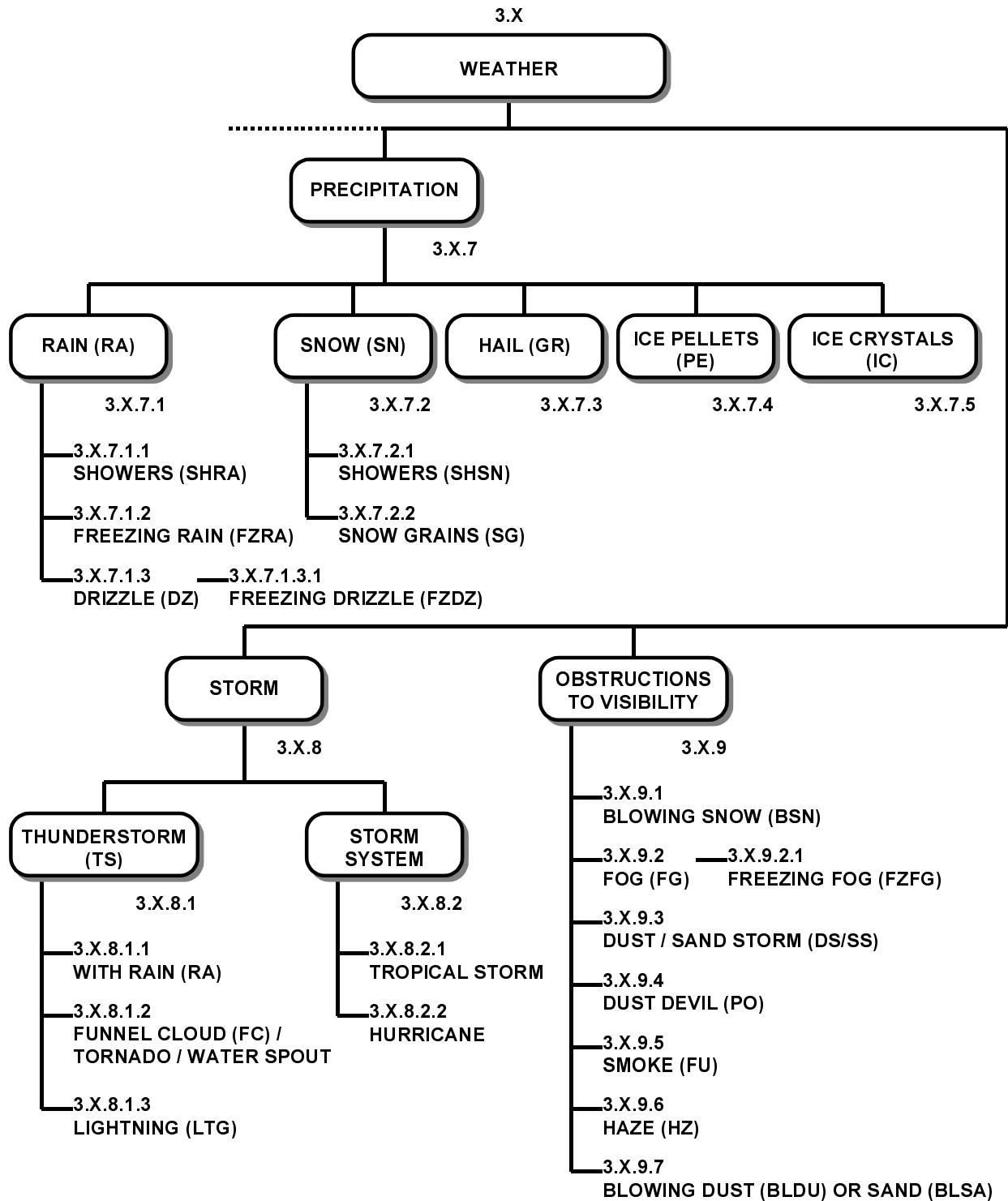


Figure A-56. Weather Graphics - Precipitation

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 ([Chapter 2](#)) is not applicable to this appendix.

B.3 DEFINITIONS

The definitions in [Chapter 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 specialisation. 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 / EXERCISE AMPLIFYING DESCRIPTOR ⁵⁶ (1) (POSITION 2) ⁵⁷		BATTLE DIMENSION (1) (POSITION 3) ⁵⁸	STATUS (1) (POSITION 4)
S - WARFIGHTING G - C ² SYMBOLOGY: MILITARY OPERATIONS ⁵⁹ W - METOC ⁶⁰ I - SIGNALS INTELLIGENCE ⁶¹ M - MAPPING ⁶² (reserved - under development) ⁶³	P - PENDING U - UNKNOWN A - ASSUMED FRIEND F - FRIEND N - NEUTRAL ⁶⁴ S - SUSPECT H - HOSTILE ⁶⁵ G - EXERCISE PENDING W - EXERCISE UNKNOWN M - EXERCISE ASSUMED FRIEND D - EXERCISE FRIEND L - EXERCISE NEUTRAL J - JOKER (EXERCISE SUSPECT) K - FAKER (EXERCISE HOSTILE)		P - SPACE A - AIR G - GROUND S - SEA SURFACE U - SEA SUBSURFACE F - SOF X - OTHER ⁶⁶ T - TASKS C - CONTROL MEASURES ⁶⁷ O - OPERATIONS OTHER THAN WAR ⁶³ Z - UNKNOWN ⁶⁸	A - ANTICIPATED/PLANNED P - PRESENT
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

⁵⁷ In Mil-Std-2525B, the Weather hierarchy uses A - Atmospheric; O - Oceanic; S - Space here.

⁵⁸ Mil-Std-2525B's 5.X Military Operations Other Than War (MOOTW) hierarchy uses V - Violent Activity; L - Location; O - Operations and I - Item in position 3.

⁵⁹ Mil-Std-2525B uses «Tactical Graphics» three times and «C² Symbology: Military Operations» twice for the "G" coding scheme; Mil-Std-2525B Change Proposal Mil01-02 dissipates this ambiguity.

⁶⁰ The "W" originally stood for «Weather» but Mil-Std-2525B switched to METOC.

⁶¹ The 4.X Signals Intelligence hierarchy is first defined by Mil-Std-2525B; this value is unused in APP-6A. Mil-Std-2525B uses «Intelligence» three times and «Signals Intelligence» twice for the "I" coding scheme; Mil-Std-2525B Change Proposal Mil01-02 picks the former but the latter seems more pertinent.

⁶² The "M" value isn't used yet in APP-6A nor Mil-Std-2525B.

⁶³ Mil-Std-2525B moves "O" from position 3 to position 1 for its 5.X MOOTW hierarchy.

⁶⁴ "Assumed Neutral" and "Trickster (Exercise Assumed Neutral)" could be given the "V" and "T" symbol ID codes. See also footnote 34.

⁶⁵ Mil-Std-2525B Change Proposal Mil00-01a deletes the "O – NONE SPECIFIED" affiliation.

⁶⁶ There are no examples of "X" being used in either APP-6A or Mil-Std-2525B.

⁶⁷ Mil-Std-2525B replaces "C" with G - C² & General Manœuvre; M - Mobility/Survivability; F - Fire Support; S - Combat Service Support and O - Other.

⁶⁸ The Unknown Battle Dimension (Z) is added by Mil-Std-2525B Change Proposal Mil99-01c.

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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	BF	TF HQ BATTALION
- B	SQUAD	BG	TF HQ REGIMENT/GROUP
- C	SECTION	BH	TF HQ BRIGADE
- D	PLATOON	BI	TF HQ DIVISION
- E	COMPANY	BJ	TF HQ CORPS/MARINE EXPEDITIONARY FORCE (MEF)
- F	BATTALION	BK	TF HQ ARMY
- G	REGIMENT/GROUP	BL	TF HQ ARMY GROUP/FRONT
- H	BRIGADE	BM	TF HQ REGION
- I	DIVISION		
- J	CORPS/ MARINE EXPEDITIONARY FORCE (MEF)	C -	FEINT DUMMY (FD) HQ
- K	ARMY	CA	FD HQ TEAM/CREW
- L	ARMY GROUP/FRONT	CB	FD HQ SQUAD
- M	REGION	CC	FD HQ SECTION
- -	NULL	CD	FD HQ PLATOON
		CE	FD HQ COMPANY
A -	HEADQUARTERS (HQ)	CF	FD HQ BATTALION
AA	HQ TEAM/CREW	CG	FD HQ REGIMENT/GROUP
AB	HQ SQUAD	CH	FD HQ BRIGADE
AC	HQ SECTION	CI	FD HQ DIVISION
AD	HQ PLATOON	CJ	FD HQ CORPS/MARINE EXPEDITIONARY FORCE (MEF)
AE	HQ COMPANY	CK	FD HQ ARMY
AF	HQ BATTALION	CL	FD HQ ARMY GROUP/FRONT
AG	HQ REGIMENT/GROUP	CM	FD HQ REGION
AH	HQ BRIGADE		
AI	HQ DIVISION	D -	FEINT DUMMY/TASK FORCE (FD/TF) HQ
AJ	HQ CORPS/ MARINE EXPEDITIONARY FORCE (MEF)	DA	FD/TF HQ TEAM/CREW
AK	HQ ARMY	DB	FD/TF HQ SQUAD
AL	HQ ARMY GROUP/FRONT	DC	FD/TF HQ SECTION
AM	HQ REGION	DD	FD/TF HQ PLATOON
		DE	FD/TF HQ COMPANY
B -	TASK FORCE (TF) HQ	DF	FD/TF HQ BATTALION
BA	TF HQ TEAM/CREW	DG	FD/TF HQ REGIMENT/GROUP
BB	TF HQ SQUAD	DH	FD/TF HQ BRIGADE
BC	TF HQ SECTION	DI	FD/TF HQ DIVISION
BD	TF HQ PLATOON	DJ	FD/TF HQ CORPS/MARINE EXPEDITIONARY FORCE (MEF)
BE	TF HQ COMPANY	DK	FD/TF HQ ARMY

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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
DL	FD/TF HQ ARMY GROUP/FRONT	G-	FEINT DUMMY/TASK FORCE (FD/TF)
DM	FD/TF HQ REGION	GA	FD/TF TEAM/CREW
		GB	FD/TF SQUAD
E -	TASK FORCE (TF)	GC	FD/TF SECTION
EA	TF TEAM/CREW	GD	FD/TF PLATOON
EB	TF SQUAD	GE	FD/TF COMPANY
EC	TF SECTION	GF	FD/TF BATTALION
ED	TF PLATOON	GG	FD/TF REGIMENT/GROUP
EE	TF COMPANY	GH	FD/TF BRIGADE
EF	TF BATTALION	GI	FD/TF DIVISION
EG	TF REGIMENT/GROUP	GJ	FD/TF CORPS/MARINE EXPEDITIONARY FORCE (MEF)
EH	TF BRIGADE	GK	FD/TF ARMY
EI	TF DIVISION	GL	FD/TF ARMY GROUP/FRONT
EJ	TF CORPS/ MARINE EXPEDITIONARY FORCE (MEF)	GM	FD/TF REGION
EK	TF ARMY		
EL	TF ARMY GROUP/FRONT	H -	INSTALLATION
EM	TF REGION	HB	FEINT DUMMY INSTALLATION
F -	FEINT DUMMY (FD)	K -	NUCLEAR YIELD IN KILOTONS ⁶⁹ - Size value located in field modifier B.
FA	FD TEAM/CREW		
FB	FD SQUAD	M -	MOBILITY EQUIPMENT ⁶⁹
FC	FD SECTION	MO	MOBILITY WHEELED/LIMITED CROSS COUNTRY
FD	FD PLATOON	MP	MOBILITY CROSS COUNTRY
FE	FD COMPANY	MQ	MOBILITY TRACKED
FF	FD BATTALION	MR	MOBILITY WHEELED AND TRACKED COMBINATION
FG	FD REGIMENT/GROUP	MS	MOBILITY TOWED
FH	FD BRIGADE	MT	MOBILITY RAIL
FI	FD DIVISION	MU	MOBILITY OVER THE SNOW
FJ	FD CORPS/ MARINE EXPEDITIONARY FORCE (MEF)	MV	MOBILITY SLED
FK	FD ARMY	MW	MOBILITY PACK ANIMALS
FL	FD ARMY GROUP/FRONT	MX	MOBILITY BARGE
FM	FD REGION	MY	MOBILITY AMPHIBIOUS
		70	

69 Mil-Std-2525B Change Proposal Mil01-02 deletes this Symbol ID code from the table.

70 Mil-Std-2525B adds the values "NS" and "NL" for Towed Array Short and Long, respectively.

TABLE B-III. Warfighting Symbol ID Codes - Unknown.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X	S	*	Z	*	-- -- --	**	**	*	WARFIGHTING SYMBOL - UNKNOWN ⁷¹

TABLE B-III. Warfighting Symbol ID Codes⁷¹ - Space.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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

TABLE B-IV. Warfighting Symbol ID Codes - Air.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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- --	**	**	*	V/STOL
1.X.2.1.1.6	S	*	A	*	MF K- --	**	**	*	TANKER

⁷¹ The Mil-Std-2525B symbol IDs for the 1.X hierarchy are, for the most part, the same as in APP-6A. There are a few insertions (e.g. 1.X.3.3.4.3, footnote 144), re-organisations (e.g. 1.X.3.2.2.3.4.1, footnotes 53, 79 and 139), and outright changes (e.g. 1.X.3.2.2.1.1.1.1, footnote 78).

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TABLE B-IV. Warfighting Symbol ID Codes - Air (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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 --	**	**	*	ANTISURFACE WARFARE/ASUW
1.X.2.1.1.11.2	S	*	A	*	MF PM --	**	**	*	MINE COUNTERMEASURES (MCM)
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- --	**	**	*	COMBAT SEARCH AND RESCUE (CSAR)
1.X.2.1.1.15	S	*	A	*	MF D- --	**	**	*	AIRBORNE COMMAND POST (C ²)
1.X.2.1.1.16	S	*	A	*	MF Q- --	**	**	*	DRONE (RPV/UAV) ¹⁰³
1.X.2.1.1.17	S	*	A	*	MF S- --	**	**	* ¹⁰⁵	ANTISUBMARINE 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 (ASW)/MARITIME PATROL AIRCRAFT (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 COUNTERMEASURES (MCM)
1.X.2.1.2.5	S	*	A	*	MH H- --	**	**	*	COMBAT SEARCH AND RESCUE (CSAR)

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TABLE B-IV. Warfighting Symbol ID Codes - Air (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.2.1.2.6	S	*	A	*	MH R- --	**	**	*	RECONNAISSANCE
1.X.2.1.2.7	S	*	A	*	MH Q- --	**	**	*	DRONE (RPV/UAV) ¹⁰³
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 (C ²)
1.X.2.1.2.13	S	*	A	*	MH K- --	**	**	*	TANKER
1.X.2.1.2.14	S	*	A	*	MH J- --	**	**	*	ELECTRONIC COUNTERMEASURES (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)
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

TABLE B-V. Warfighting Symbol ID Codes - Ground.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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 DEFENCE
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.3.1.1.1.2	S	*	G	*	UC DS S-	**	**	*	STINGER
1.X.3.1.1.1.3	S	*	G	*	UC DS V-	**	**	*	VULCAN ¹⁰
1.X.3.1.1.2	S	*	G	*	UC DM --	**	**	*	AIR DEFENCE MISSILE
1.X.3.1.1.2.1	S	*	G	*	UC DM L-	**	**	*	AIR DEFENCE MISSILE LIGHT
1.X.3.1.1.2.1.1	S	*	G	*	UC DM LA	**	**	*	AIR DEFENCE MISSILE MOTORISED (AVENGER)
1.X.3.1.1.2.2	S	*	G	*	UC DM M-	**	**	*	AIR DEFENCE MISSILE MEDIUM
1.X.3.1.1.2.3	S	*	G	*	UC DM H-	**	**	*	AIR DEFENCE MISSILE HEAVY
1.X.3.1.1.2.4	S	*	G	*	UC DH --	**	**	*	H/MAD
1.X.3.1.1.2.4.1	S	*	G	*	UC DH H-	**	**	*	HAWK
1.X.3.1.1.2.4.2	S	*	G	*	UC DH P-	**	**	*	PATRIOT
1.X.3.1.1.3	S	*	G	*	UC DG --	**	**	*	GUN UNIT
1.X.3.1.1.4	S	*	G	*	UC DC --	**	**	*	COMPOSITE
1.X.3.1.1.5	S	*	G	*	UC DT --	**	**	*	TARGETING UNIT
1.X.3.1.1.6	S	*	G	*	UC DO --	**	**	*	THEATRE MISSILE DEFENCE UNIT
1.X.3.1.2	S	*	G	*	UC A- --	**	**	*	ARMOUR
1.X.3.1.2.1	S	*	G	*	UC AT --	**	**	*	ARMOUR TRACK ^{ED}
1.X.3.1.2.1.1	S	*	G	*	UC AT A-	**	**	*	ARMOUR TRACK ^{ED} AIRBORNE
1.X.3.1.2.1.2	S	*	G	*	UC AT W-	**	**	*	ARMOUR TRACK ^{ED} AMPHIBIOUS
1.X.3.1.2.1.2.1	S	*	G	*	UC AT WR	**	**	*	ARMOUR TRACK ^{ED} AMPHIBIOUS RECOVERY
1.X.3.1.2.1.3	S	*	G	*	UC AT L-	**	**	*	ARMOUR TRACK ^{ED} , LIGHT
1.X.3.1.2.1.4	S	*	G	*	UC AT M-	**	**	*	ARMOUR TRACK ^{ED} , MEDIUM
1.X.3.1.2.1.5	S	*	G	*	UC AT H-	**	**	*	ARMOUR TRACK ^{ED} , HEAVY
1.X.3.1.2.1.6	S	*	G	*	UC AT R-	**	**	*	ARMOUR TRACK ^{ED} , RECOVERY

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TABLE B-V. Warfighting Symbol ID Codes - Ground (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.1.1.2.2	S	*	G	*	UC AW --	**	**	*	ARMOUR, WHEELED
1.X.3.1.1.2.2.1	S	*	G	*	UC AW S-	**	**	*	ARMOUR, WHEELED AIR ASSAULT
1.X.3.1.1.2.2.2	S	*	G	*	UC AW A-	**	**	*	ARMOUR, WHEELED AIRBORNE
1.X.3.1.1.2.2.3	S	*	G	*	UC AW W-	**	**	*	ARMOUR, WHEELED AMPHIBIOUS
1.X.3.1.1.2.2.3.1	S	*	G	*	UC AW WR	**	**	*	ARMOUR, WHEELED AMPHIBIOUS RECOVERY
1.X.3.1.1.2.2.4	S	*	G	*	UC AW L-	**	**	*	ARMOUR, WHEELED LIGHT
1.X.3.1.1.2.2.5	S	*	G	*	UC AW M-	**	**	*	ARMOUR, WHEELED MEDIUM
1.X.3.1.1.2.2.6	S	*	G	*	UC AW H-	**	**	*	ARMOUR, WHEELED HEAVY
1.X.3.1.1.2.2.7	S	*	G	*	UC AW R-	**	**	*	ARMOUR, WHEELED RECOVERY
1.X.3.1.1.3	S	*	G	*	UC AA --	**	**	*	ANTI ARMOUR
1.X.3.1.1.3.1	S	*	G	*	UC AA D-	**	**	*	ANTI ARMOUR DISMOUNTED
1.X.3.1.1.3.2	S	*	G	*	UC AA L-	**	**	*	ANTI ARMOUR LIGHT
1.X.3.1.1.3.3	S	*	G	*	UC AA M-	**	**	*	ANTI ARMOUR AIRBORNE
1.X.3.1.1.3.4	S	*	G	*	UC AA S-	**	**	*	ANTI ARMOUR AIR ASSAULT
1.X.3.1.1.3.5	S	*	G	*	UC AA U-	**	**	*	ANTI ARMOUR MOUNTAIN
1.X.3.1.1.3.6	S	*	G	*	UC AA C-	**	**	*	ANTI ARMOUR ARCTIC
1.X.3.1.1.3.7	S	*	G	*	UC AA A-	**	**	*	ANTI ARMOUR ARMoured
1.X.3.1.1.3.7.1	S	*	G	*	UC AA AT	**	**	*	ANTI ARMOUR ARMoured TRACKED
1.X.3.1.1.3.7.2	S	*	G	*	UC AA AW	**	**	*	ANTI ARMOUR ARMoured WHEELED
1.X.3.1.1.3.7.3	S	*	G	*	UC AA AS	**	**	*	ANTI ARMOUR ARMoured AIR ASSAULT
1.X.3.1.1.3.8	S	*	G	*	UC AA O-	**	**	*	ANTI ARMOUR MOTORISED
1.X.3.1.1.3.8.1	S	*	G	*	UC AA OS	**	**	*	ANTI ARMOUR MOTORISED 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-	**	**	*	RECCE 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 (ASW) ROTARY WING

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TABLE B-V. Warfighting Symbol ID Codes - Ground (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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
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	**	**	*	C ² 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 COUNTERMEASURES (MCM) ROTARY WING
1.X.3.1.1.4.3	S	*	G	*	UC VS --	**	**	*	COMBAT SEARCH AND RESCUE (CSAR)
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 (UAV)
1.X.3.1.1.4.6.1	S	*	G	*	UC VU F-	**	**	*	UAV FIXED WING
1.X.3.1.1.4.6.2	S	*	G	*	UC VU R-	**	**	*	UAV 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 MOTORISED
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 MECHANISED
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

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TABLE B-V. Warfighting Symbol ID Codes - Ground (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.1.1.6.1.7	S	*	G	*	UC EC T-	**	**	*	ENGINEER COMBAT MECHANISED (TRACK ED)
1.X.3.1.1.6.1.8	S	*	G	*	UC EC W-	**	**	*	ENGINEER COMBAT MOTORISED
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 RECCE
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-	**	**	*	MULTIPLE ROCKET LAUNCHER (MRL)
1.X.3.1.1.7.2.2.1	S	*	G	*	UC FR MS	**	**	*	MRL SELF-PROPELLED
1.X.3.1.1.7.2.2.2	S	*	G	*	UC FR MR	**	**	*	MRL TRUCK
1.X.3.1.1.7.2.2.3	S	*	G	*	UC FR MT	**	**	*	MRL 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

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TABLE B-V. Warfighting Symbol ID Codes - Ground (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.1.1.7.3.5	S	*	G	*	UC FT A-	**	**	*	ANGLICO
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 ⁷²
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 ARMoured
1.X.3.1.1.8.2.2	S	*	G	*	UC RV M-	**	**	*	RECONNAISSANCE CAVALRY MOTORISED
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 RL --	**	**	*	RECONNAISSANCE LIGHT

⁷² In Mil-Std-2525B, the symbol ID becomes "S*G*UCFMW-*****".

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TABLE B-V. Warfighting Symbol ID Codes - Ground (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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 ARMoured 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-	**	**	*	MOTORISED GROUND
1.X.3.1.1.10.2.3	S	*	G	*	UC SG A-	**	**	*	MECHANISED GROUND
1.X.3.1.1.10.3	S	*	G	*	UC SM --	**	**	*	WHEELED MECHANISED
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	**	**	*	MECHANISED SMOKE/DECON
1.X.3.1.2.1.1.1.2	S	*	G	*	UU AC CM	**	**	*	MOTORISED 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	**	**	*	MOTORISED SMOKE
1.X.3.1.2.1.1.2.2	S	*	G	*	UU AC SA	**	**	*	ARMOUR SMOKE
1.X.3.1.2.1.1.3	S	*	G	*	UU AC R-	**	**	*	CHEMICAL RECCE
1.X.3.1.2.1.1.3.1	S	*	G	*	UU AC RW	**	**	*	CHEMICAL WHEELED ARMoured VEHICLE
1.X.3.1.2.1.1.3.2	S	*	G	*	UU AC RS	**	**	*	CHEMICAL WHEELED ARMoured VEHICLE RECONNAISSANCE SURVEILLANCE

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TABLE B-V. Warfighting Symbol ID Codes - Ground (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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-	**	**	*	RECCE 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 (EW)
1.X.3.1.2.2.2.1.1	S	*	G	*	UU MS EA	**	**	*	ARMOURED 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	**	**	*	THEATRE
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	**	**	*	SURFACE CONTAMINATION MODULE (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 CENTRE (JIC)
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 --	**	**	*	CRIMINAL INVESTIGATION DIVISION (CID) ⁷³

⁷³ This erroneously appeared as "CENTRAL INTELLIGENCE DIVISION (CID)".

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TABLE B-V. Warfighting Symbol ID Codes - Ground (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.1.2.4	S	*	G	*	UU S- --	**	**	*	SIGNAL UNIT
1.X.3.1.2.4.1	S	*	G	*	UU SA --	**	**	*	AREA
1.X.3.1.2.4.2	S	*	G	*	UU SC --	**	**	*	CONTINGENCY COMMUNICATIONS PACKAGE (CCP) ⁹
1.X.3.1.2.4.2.1	S	*	G	*	UU SC L-	**	**	*	LIGHT CONTINGENCY COMMUNICATIONS PACKAGE (LCCP) ⁹
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 CENTRE
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 CENTRE
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 ⁷⁴
1.X.3.1.2.7	S	*	G	*	UU E- --	**	**	*	EXPLOSIVE ORDNANCE 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 THEATRE
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 THEATRE
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 THEATRE
1.X.3.1.3.1.4.2	S	*	G	*	US AO C-	**	**	*	POSTAL CORPS

74 In Mil-Std-2525B, the symbol ID becomes "S*G*UUP---*****".

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TABLE B-V. Warfighting Symbol ID Codes - Ground (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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 THEATRE
1.X.3.1.3.1.5.2	S	*	G	*	US AF C-	**	**	*	FINANCE CORPS
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 THEATRE
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 THEATRE
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 THEATRE
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 THEATRE
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 THEATRE
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 THEATRE
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 THEATRE
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 --	**	**	*	LABOUR
1.X.3.1.3.1.11.1	S	*	G	*	US AL T-	**	**	*	LABOUR THEATRE
1.X.3.1.3.1.11.2	S	*	G	*	US AL C-	**	**	*	LABOUR CORPS
1.X.3.1.3.1.12	S	*	G	*	US AW --	**	**	*	MORALE, WELFARE, RECREATION (MWR)
1.X.3.1.3.1.12.1	S	*	G	*	US AW T-	**	**	*	MWR THEATRE
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) THEATRE
1.X.3.1.3.1.13.2	S	*	G	*	US AQ C-	**	**	*	QUARTERMASTER (SUPPLY) CORPS

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TABLE B-V. Warfighting Symbol ID Codes - Ground (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.1.3.2	S	*	G	*	US M- --	**	**	*	MEDICAL
1.X.3.1.3.2.1	S	*	G	*	US MT --	**	**	*	MEDICAL THEATRE
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 THEATRE
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 THEATRE
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 THEATRE
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 THEATRE
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 THEATRE
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 THEATRE
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 THEATRE
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 THEATRE
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 THEATRE
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 THEATRE
1.X.3.1.3.3.6.2	S	*	G	*	US S4 C-	**	**	*	SUPPLY CLASS IV CORPS

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TABLE B-V. Warfighting Symbol ID Codes - Ground (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.1.3.3.7	S	*	G	*	US S5 --	**	**	*	SUPPLY CLASS V
1.X.3.1.3.3.7.1	S	*	G	*	US S5 T-	**	**	*	SUPPLY CLASS V THEATRE
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 THEATRE
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 THEATRE
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 THEATRE
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 THEATRE
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 THEATRE
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 THEATRE
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 THEATRE
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 THEATRE
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 THEATRE
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 CENTRE (MCC)
1.X.3.1.3.4.3.1	S	*	G	*	US TM T-	**	**	*	MCC THEATRE
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	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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 THEATRE
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 THEATRE
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 THEATRE
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 THEATRE
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 THEATRE
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 THEATRE
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 THEATRE
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 --	**	**	*	ORDNANCE
1.X.3.1.3.5.5.1	S	*	G	*	US XO T-	**	**	*	ORDNANCE THEATRE
1.X.3.1.3.5.5.2	S	*	G	*	US XO C-	**	**	*	ORDNANCE CORPS
1.X.3.1.3.5.5.3	S	*	G	*	US XO M-	**	**	*	ORDNANCE MISSILE
1.X.3.1.3.5.5.3.1	S	*	G	*	US XO MT	**	**	*	ORDNANCE MISSILE THEATRE
1.X.3.1.3.5.5.3.2	S	*	G	*	US XO MC	**	**	*	ORDNANCE 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 THEATRE
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 C ² HEADQUARTERS COMPONENT

TABLE B-V. Warfighting Symbol ID Codes - Ground (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.2	S	*	G	*	E- -- --	**	**	*	GROUND TRACK EQUIPMENT
1.X.3.2.1	S	*	G	*	EW -- --	**	**	*	WEAPON
1.X.3.2.1.1	S	*	G	*	EW M- --	**	**	*	MISSILE LAUNCHER
1.X.3.2.1.1.1	S	*	G	*	EW MA --	**	**	*	AIR DEFENCE (AD) MISSILE LAUNCHER
1.X.3.2.1.1.1.1	S	*	G	*	EW MA S-	**	**	*	SHORT RANGE AD MISSILE LAUNCHER ⁷⁵
1.X.3.2.1.1.1.2	S	*	G	*	EW MA I-	**	**	*	INTERMEDIATE RANGE AD MISSILE LAUNCHER
1.X.3.2.1.1.1.3	S	*	G	*	EW MA L-	**	**	*	LONG RANGE AD MISSILE LAUNCHER
1.X.3.2.1.1.1.4	S	*	G	*	EW MA T-	**	**	*	AD MISSILE LAUNCHER THEATRE
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 S-	**	**	*	SHORT RANGE SS MISSILE LAUNCHER ⁷⁶
1.X.3.2.1.1.2.2	S	*	G	*	EW MS I-	**	**	*	INTERMEDIATE RANGE SS MISSILE LAUNCHER
1.X.3.2.1.1.2.3	S	*	G	*	EW MS L-	**	**	*	LONG RANGE SS MISSILE LAUNCHER
1.X.3.2.1.1.3	S	*	G	*	EW MT --	**	**	*	MISSILE LAUNCHER ANTI TANK (AT)
1.X.3.2.1.1.3.1	S	*	G	*	EW MT L-	**	**	*	MISSILE LAUNCHER 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

⁷⁵ The Mil-Std-2525B sequence of the siblings (Short-Intermediate-Long-Theatre) was reversed in table B-V whilst in Table D-I the entries were correct except for the symbol ID sequence, which was also reversed.

⁷⁶ The Mil-Std-2525B sequence of the siblings (Short-Intermediate-Long) was reversed in table B-V whilst in Table D-I the entries were correct except for the symbol ID sequence, which was also reversed.

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TABLE B-V. Warfighting Symbol ID Codes - Ground (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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
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 GL --	**	**	*	ANTITANK GUN LIGHT ⁷⁷
1.X.3.2.1.9.2	S	*	G	*	EW GM --	**	**	*	ANTITANK GUN MEDIUM
1.X.3.2.1.9.3	S	*	G	*	EW GH --	**	**	*	ANTITANK GUN HEAVY
1.X.3.2.1.9.4	S	*	G	*	EW GR --	**	**	*	ANTITANK GUN RECOILLESS
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

⁷⁷ In the original text, Table B-V puts the Recoilless AT Gun at 1.X.3.2.1.9.1 and the Light/Medium/Heavy AT Guns at 1.X.3.2.1.9.2 through 1.X.3.2.1.9.4 whereas Table D-I puts the Recoilless after L/M/H (but scrambles the function IDs). This was corrected in Mil-Std-2525B.

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TABLE B-V. Warfighting Symbol ID Codes - Ground (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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 DEFENCE GUN
1.X.3.2.1.11.1	S	*	G	*	EW AL --	**	**	*	AIR DEFENCE GUN LIGHT
1.X.3.2.1.11.2	S	*	G	*	EW AM --	**	**	*	AIR DEFENCE GUN MEDIUM
1.X.3.2.1.11.3	S	*	G	*	EW AH --	**	**	*	AIR DEFENCE GUN HEAVY
1.X.3.2.2	S	*	G	*	EV -- --	**	**	*	GROUND VEHICLE
1.X.3.2.2.1	S	*	G	*	EV A- --	**	**	*	ARMoured 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 ⁷⁸
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 ⁷⁸
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 ⁷⁸
1.X.3.2.2.1.2	S	*	G	*	EV AA --	**	**	*	ARMoured PERSONNEL CARRIER (APC) ¹³⁶
1.X.3.2.2.1.2.1	S	*	G	*	EV AA R-	**	**	*	APC RECOVERY
1.X.3.2.2.1.3	S	*	G	*	EV AI --	**	**	*	ARMoured INFANTRY
1.X.3.2.2.1.4	S	*	G	*	EV AC --	**	**	*	C ² V/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 ARMoured VEHICLE (LAV)
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

⁷⁸ In Mil-Std-2525B, the symbol IDs changed to reflect the hierarchy, positions 9-10 changing from W- / X- / Y- to LR / MR / HR.

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TABLE B-V. Warfighting Symbol ID Codes - Ground (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.2.2.3.4	S	*	G	*	EV EM --	**	**	*	MINE LAYING VEHICLE ⁷⁹
1.X.3.2.2.3.4.1	S	*	G	*	EV EM A-	**	**	*	ARMoured 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-	**	**	*	ARMoured 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
1.X.3.2.2.4	S	*	G	*	EV ST --	**	**	*	TRAIN LOCOMOTIVE ⁸⁰
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 MINE
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

79 Mil-Std-2525B inserts MINE CLEARING VEHICLE (symbol ID "S*G*EVEA--*****") before DOZER and moves the first two children of MINE LAYING VEHICLE ("EVEMA-" and "EVEMT-") underneath it (as "EVEAA-" and "EVEAT-"); the symbols are renumbered accordingly. See also footnotes 53 and 137 through 141.

80 In Mil-Std-2525B, the symbol ID becomes "S*G*EVT---*****".

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TABLE B-V. Warfighting Symbol ID Codes - Ground (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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 ¹⁴⁴
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 ⁸¹
1.X.3.3.5.2	S	*	G	*	IM A- --	H*	**	*	AIRCRAFT PRODUCTION & ASSEMBLY
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

81 Mil-Std-2525B replaces 1.X.3.3.5.1 by a generic NUCLEAR ENERGY symbol and inserts four sub-symbols: 1.X.3.3.5.1.1 NUCLEAR ENERGY REACTOR (symbol ID "IMFA--"), 1.X.3.3.5.1.2 NUCLEAR MATERIAL PRODUCTION ("IMFP--", itself with the child 1.X.3.3.5.1.2.1 WEAPONS GRADE ("IMFPW-")) and 1.X.3.3.5.1.3 NUCLEAR MATERIAL STORAGE ("IMFS--").

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TABLE B-VI. Warfighting Symbol ID Codes - Sea Surface.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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 --	**	**	*	MINE COUNTERMEASURES (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 --	**	**	*	ANTISUBMARINE WARFARE (ASW)
1.X.4.1.4.2	S	*	S	*	CP SU --	**	**	*	ANTISURFACE WARFARE (ASUW)
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- -- --	**	**	*	NON-COMBATANT
1.X.4.2.1	S	*	S	*	NR -- --	**	**	*	UNDERWAY REPLENISHMENT
1.X.4.2.2	S	*	S	*	NF -- --	**	**	*	FLEET SUPPORT

TABLE B-VI. Warfighting Symbol ID Codes - Sea Surface (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.4.2.3	S	*	S	*	NI -- --	**	**	*	INTELLIGENCE
1.X.4.2.4	S	*	S	*	NS -- --	**	**	*	SERVICE & SUPPORT HARBOUR
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 (RO/RO)
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 ¹⁴⁸
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 ¹⁴⁸
1.X.4.6.1	S	*	S	*	ZM -- --	**	**	*	SEA MINE-LIKE
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	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	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 ¹⁵⁰
1.X.5.1.4	S	*	U	*	SS -- --	**	**	*	STATION
1.X.5.1.4.1	S	*	U	*	SS A- --	**	**	*	ANTISUBMARINE WARFARE (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/NON-MINE MINE-LIKE BOTTOM OBJECT (NOMBO) ¹⁵³
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 ¹⁵⁴
1.X.5.4.3	S	*	U	*	NM -- --	**	**	*	MARINE LIFE ¹⁵³
1.X.5.4.4	S	*	U	*	NA -- --	**	**	*	SEA ANOMALY ¹⁵³

NATO UNCLASSIFIED

TABLE B-VIII. Warfighting Symbol ID Codes - Special Operations Forces.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.6	S	*	F	*	-- -- --	**	**	*	SPECIAL OPERATIONS FORCES (SOF) UNIT
1.X.6.1	S	*	F	*	A- -- --	**	**	*	AVIATION
1.X.6.1.1	S	*	F	*	AF -- --	**	**	*	FIXED WING
1.X.6.1.1.1	S	*	F	*	AF A- --	**	**	*	ATTACK
1.X.6.1.1.2	S	*	F	*	AF K- --	**	**	*	REFUEL
1.X.6.1.1.3	S	*	F	*	AF U- --	**	**	*	UTILITY
1.X.6.1.1.3.1	S	*	F	*	AF UL --	**	**	*	UTILITY (LIGHT)
1.X.6.1.1.3.2	S	*	F	*	AF UM --	**	**	*	UTILITY (MEDIUM)
1.X.6.1.1.3.3	S	*	F	*	AF UH --	**	**	*	UTILITY (HEAVY)
1.X.6.1.2	S	*	F	*	AV -- --	**	**	*	V/STOL
1.X.6.1.3	S	*	F	*	AH -- --	**	**	*	ROTARY WING
1.X.6.1.3.1	S	*	F	*	AH H- --	**	**	*	COMBAT SEARCH AND RESCUE (CSAR)
1.X.6.1.3.2	S	*	F	*	AH A- --	**	**	*	ATTACK
1.X.6.1.3.3	S	*	F	*	AH U- --	**	**	*	UTILITY
1.X.6.1.3.3.1	S	*	F	*	AH UL --	**	**	*	UTILITY (LIGHT)
1.X.6.1.3.3.2	S	*	F	*	AH UM --	**	**	*	UTILITY (MEDIUM)
1.X.6.1.3.3.3	S	*	F	*	AH UH --	**	**	*	UTILITY (HEAVY)
1.X.6.2	S	*	F	*	SN -- --	**	**	*	NAVAL ⁸²
1.X.6.2.1	S	*	F	*	SN S- --	**	**	*	SEA-AIR-LAND (SEAL)
1.X.6.2.2	S	*	F	*	SN U- --	**	**	*	UNDERWATER DEMOLITION TEAM
1.X.6.2.3	S	*	F	*	SN B- --	**	**	*	SPECIAL BOAT
1.X.6.2.4	S	*	F	*	SN N- --	**	**	*	SPECIAL SSNR ²¹
1.X.6.3	S	*	F	*	G- -- --	**	**	*	GROUND
1.X.6.3.1	S	*	F	*	GS -- --	**	**	*	SPECIAL FORCES
1.X.6.3.2	S	*	F	*	GS R- --	**	**	*	RANGER ¹⁵⁷
1.X.6.3.3	S	*	F	*	GS P- --	**	**	*	PSYCHOLOGICAL OPERATIONS (PSYOP) ¹⁵⁷
1.X.6.3.3.1	S	*	F	*	GS PA --	**	**	*	FIXED AVIATION ¹⁵⁷
1.X.6.3.4	S	*	F	*	GC A- --	**	**	*	CIVIL AFFAIRS ⁸³
1.X.6.4	S	*	F	*	GB -- --	**	**	*	SUPPORT ⁸⁴

⁸² In Mil-Std-2525B, the "S" in position 5 of the symbol ID is dropped; positions 6 through 10 are shuffled left accordingly. This also applies to the symbol's children.

⁸³ In Mil-Std-2525B, the symbol ID becomes "S*F*GC----*****".

⁸⁴ Mil-Std-2525B drops the "G" from position 5 of the symbol ID since it isn't a child of 1.X.6.3.

NATO UNCLASSIFIED

TABLE B-IX. Tactical Graphics Symbol ID Codes⁸⁵.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X	G	*	T	*	-- -- --	**	**	*	TACTICAL GRAPHIC ⁸⁶
2.X.1	G	*	T	*	-- -- --	**	**	*	TASK
2.X.1.1	G	*	T	*	G- -- --	**	**	*	TASK GRAPHIC
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 -- --	**	**	*	CANALISE
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 -- --	**	**	*	NEUTRALISE
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

⁸⁵ The entire 2.X hierarchy was extensively re-organised in Mil-Std-2525B. As a result, none of the symbol IDs survived.

⁸⁶ The symbol ID was originally given as "G-----", which is unnecessarily restrictive. Mil-Std-2525B changes all instances of position 15 (Order of Battle) to "X" instead of "*", a change made possible by the splitting off of the MOOTW symbols into their own hierarchy.

NATO UNCLASSIFIED

TABLE B-IX. Tactical Graphics Symbol ID Codes (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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)
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 MEASURE
2.X.2.1	G	*	C	*	M- -- --	**	**	*	MANŒUVRE GRAPHIC
2.X.2.1.1	G	*	C	*	MG -- --	**	**	*	GENERAL MANŒUVRE GRAPHIC
2.X.2.1.1.1	G	*	C	*	MG P- --	**	**	*	POINT
2.X.2.1.1.1.1	G	*	C	*	MG PI --	**	**	*	POINT OF INTEREST
2.X.2.1.1.2	G	*	C	*	MG L- --	**	**	*	LINE
2.X.2.1.1.2.1	G	*	C	*	MG LB --	**	**	*	BOUNDARY
2.X.2.1.1.2.1.1	G	*	C	*	MG LB G-	**	**	*	GENERAL BOUNDARY
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 OWN 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/CO-ORDINATION LINE (PL)
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

TABLE B-IX. Tactical Graphics Symbol ID Codes (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.2.1.1.3	G	*	C	*	MG A- --	**	**	*	AREA
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
2.X.2.1.1.3.1.2	G	*	C	*	MG AU B-	**	**	*	ASSEMBLY AREA (AA)
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 (EA)
2.X.2.1.1.3.2.8	G	*	C	*	MG AS F-	**	**	*	FORTIFIED AREA
2.X.2.1.2	G	*	C	*	MA -- --	**	**	*	AVIATION MANŒUVRE GRAPHIC
2.X.2.1.2.1	G	*	C	*	MA A- --	**	**	*	AVIATION POINT
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 --	**	**	*	PULL-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 LINE
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)

TABLE B-IX. Tactical Graphics Symbol ID Codes (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.2.1.2.3	G	*	C	*	MA V- --	**	**	*	AVIATION AREA
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 DEFENCE 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 (LOMEZ)
2.X.2.1.2.3.4.2	G	*	C	*	MA VM H-	**	**	*	HIGH ALTITUDE MEZ (HIMEZ)
2.X.2.1.2.3.5	G	*	C	*	MA VW --	**	**	*	WEAPONS FREE ZONE (WFZ)
2.X.2.1.3	G	*	C	*	MD -- --	**	**	*	DECEPTION GRAPHIC
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 -- --	**	**	*	DEFENCE MANŒUVRE GRAPHIC
2.X.2.1.4.1	G	*	C	*	MM P- --	**	**	*	DEFENCE 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	* 106	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)

TABLE B-IX. Tactical Graphics Symbol ID Codes (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.2.1.4.2	G	*	C	*	MM D- --	**	**	*	DEFENCE 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 --	**	**	*	PRINCIPAL DIRECTION OF FIRE (PDF)
2.X.2.1.4.3	G	*	C	*	MM A- --	**	**	*	DEFENCE AREA GRAPHIC
2.X.2.1.4.3.1	G	*	C	*	MM AE --	**	**	*	ENGAGEMENT AREA (EA)
2.X.2.1.5	G	*	C	*	MO -- --	**	**	*	OFFENCE MANŒUVRE GRAPHIC
2.X.2.1.5.1	G	*	C	*	MO P- --	**	**	*	OFFENCE POINT GRAPHIC
2.X.2.1.5.1.1	G	*	C	*	MO PD --	**	**	*	POINT OF DEPARTURE (PD)
2.X.2.1.5.2	G	*	C	*	MO L- --	**	**	*	OFFENCE 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 CO-ORDINATION LINE

TABLE B-IX. Tactical Graphics Symbol ID Codes (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.2.1.5.2.4	G	*	C	*	MO LI --	**	**	*	INFILTRATION LANE ⁸⁷
2.X.2.1.5.2.5	G	*	C	*	MO LL --	**	**	*	LIMIT OF ADVANCE (LOA)
2.X.2.1.5.2.6	G	*	C	*	MO LT --	**	**	*	LINE OF DEPARTURE (LD)
2.X.2.1.5.2.7	G	*	C	*	MO LC --	**	**	*	LINE OF DEPARTURE/LINE OF CONTACT (LD/LC)
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- --	**	**	*	OFFENCE 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 MANŒUVRE 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 --	**	**	*	AIRHEAD ⁸⁸
2.X.2.1.6.2.2	G	*	C	*	MS LB --	**	**	*	BRIDGEHEAD ⁸⁸
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 (RL)
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 (NAI)
2.X.2.1.6.3.3	G	*	C	*	MS AT --	**	**	*	TARGETED AREA OF INTEREST (TAI)

⁸⁷ Mil-Std-2525B Change Proposal Mil01-02 corrects the text, which used to read «Infiltration Line».

⁸⁸ These areas (see the descriptions) are misclassified as Lines. This is corrected in Mil-Std-2525B.

TABLE B-IX. Tactical Graphics Symbol ID Codes (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.2.2	G	*	C	*	B- -- --	**	**	*	MOBILITY/SURVIVABILITY
2.X.2.2.1	G	*	C	*	BO -- --	**	**	*	OBSTACLE
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
2.X.2.2.1.3	G	*	C	*	BO AT --	**	**	*	ANTITANK OBSTACLE
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 --	**	**	*	MINE
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 ANTI-HANDLING 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 MINE
2.X.2.2.1.6	G	*	C	*	BO AI --	**	**	*	MINEFIELD
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

TABLE B-IX. Tactical Graphics Symbol ID Codes (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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
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 --	**	**	*	UNEXPLODED 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 OBSTACLE
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

TABLE B-IX. Tactical Graphics Symbol ID Codes (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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
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 (ERP)
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 GRAPHIC
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 DETONATION 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 EVENT

NATO UNCLASSIFIED

TABLE B-IX. Tactical Graphics Symbol ID Codes (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.2.2.4.11	G	*	C	*	BW D- --	**	**	*	DECONTAMINATION (DECON) POINT
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)
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 GRAPHIC
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 (FSS)
2.X.2.3.2	G	*	C	*	FL -- --	**	**	*	FIRE SUPPORT LINE
2.X.2.3.2.1	G	*	C	*	FL C- --	**	**	*	FIRE SUPPORT CO-ORDINATION LINE (FSCL)
2.X.2.3.2.2	G	*	C	*	FL F- --	**	**	*	CO-ORDINATED 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 (FPF)
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 (NFL)
2.X.2.3.2.6	G	*	C	*	FL R- --	**	**	*	RESTRICTED FIRE LINE (RFL)
2.X.2.3.3	G	*	C	*	FA -- --	**	**	*	AREA
2.X.2.3.3.1	G	*	C	*	FA S- --	**	**	*	FIRE SUPPORT AREA (FSA)
2.X.2.3.3.2	G	*	C	*	FA C- --	**	**	*	AIRSPACE CO-ORDINATION AREA (ACA)
2.X.2.3.3.3	G	*	C	*	FA T- --	**	**	*	AREA TARGET

TABLE B-IX. Tactical Graphics Symbol ID Codes (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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
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 (NFA)
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 (CSS)
2.X.2.4.1	G	*	C	*	SP -- --	**	**	*	POINT
2.X.2.4.1.1	G	*	C	*	SP A- ⁸⁹ --	**	**	*	AMBULANCE EXCHANGE POINT (AXP)
2.X.2.4.1.2	G	*	C	*	SP C- --	**	**	*	CANNIBALISATION POINT (CAN)
2.X.2.4.1.3	G	*	C	*	SP Y- --	**	**	*	CASUALTY COLLECTION POINT (CCP)
2.X.2.4.1.4	G	*	C	*	SP T- --	**	**	*	CIVILIAN COLLECTION POINT (CIV)
2.X.2.4.1.5	G	*	C	*	SP D- --	**	**	*	DETAINEE COLLECTION POINT (DET)
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- ⁸⁹ --	**	**	*	MAINTENANCE COLLECTION POINT (MCP)
2.X.2.4.1.9	G	*	C	*	SP R- --	**	**	*	REARM, REFUEL AND RESUPPLY POINT (R3P)
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 POINT (TCP)
2.X.2.4.1.12	G	*	C	*	SP I- --	**	**	*	TRAILER TRANSFER POINT (TTP)

⁸⁹ The symbol IDs of the Ammunition and Maintenance Collection Points are identical ("G*C*SPM---*****"). Following the example of Mil-Std-2525B, this can be resolved by changing the Ammunition Point to "G*C*SPA---*****" (and its children: ASP = "G*C*SPAS---*****", ATP = "G*C*SPAT---*****") and the Ambulance Exchange Point (AXP) to "G*C*SPX---*****".

TABLE B-IX. Tactical Graphics Symbol ID Codes (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.2.4.1.13	G	*	C	*	SP N- --	**	**	*	UNIT MAINTENANCE COLLECTION POINT (UMCP)
2.X.2.4.1.14	G	*	C	*	SP Q- --	**	**	*	SUPPLY POINT
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
2.X.2.4.1.14.11	G	*	C	*	SP QJ --	**	**	*	CLASS X
2.X.2.4.1.15	G	*	C	*	SP M- ⁸⁹ --	**	**	*	AMMUNITION POINT
2.X.2.4.1.15.1	G	*	C	*	SP MA --	**	**	*	AMMUNITION SUPPLY POINT (ASP)
2.X.2.4.1.15.2	G	*	C	*	SP MT --	**	**	*	AMMUNITION TRANSFER POINT (ATP)
2.X.2.4.2	G	*	C	*	SL -- --	**	**	*	LINE
2.X.2.4.2.1	G	*	C	*	SL C- --	**	**	*	CONVOY
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 ROUTE (SR)
2.X.2.4.2.2.1	G	*	C	*	SL RM --	**	**	*	MAIN SUPPLY ROUTE (MSR)
2.X.2.4.2.2.2	G	*	C	*	SL RA --	**	**	*	ALTERNATE SUPPLY ROUTE (ASR)
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 REFUELLING AREA (FARP)
2.X.2.4.3.4	G	*	C	*	SA H- --	**	**	*	REFUGEE HOLDING AREA

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TABLE B-IX. Tactical Graphics Symbol ID Codes (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.2.4.3.5	G	*	C	*	SA T- --	**	**	*	SUPPORT AREA
2.X.2.4.3.5.1	G	*	C	*	SA TB --	**	**	*	BRIGADE SUPPORT AREA (BSA)
2.X.2.4.3.5.2	G	*	C	*	SA TD --	**	**	*	DIVISION SUPPORT AREA (DSA)
2.X.2.4.3.5.3	G	*	C	*	SA TR --	**	**	*	REGIMENTAL SUPPORT AREA (RSA)
2.X.2.5	G	*	C	*	O- -- --	**	**	*	COMMAND AND CONTROL
2.X.2.5.1	G	*	C	*	OX -- --	**	**	*	POINT
2.X.2.5.1.1	G	*	C	*	OX E- --	**	**	*	SPECIAL POINT
2.X.2.5.1.2	G	*	C	*	OX R-⁹¹ --	**	**	*	REFERENCE POINT ⁹⁰
2.X.2.5.1.2.1	G	*	C	*	OX RN --	**	**	*	NAV REFERENCE
2.X.2.5.1.2.2	G	*	C	*	OX RD --	**	**	*	DATA LINK REFERENCE POINT (DLRP)⁹¹
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
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 --	**	**	*	MISSILE 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 CENTRE
2.X.2.5.1.5.2	G	*	C	*	OX YD --	**	**	*	DIRECTIONAL FREQUENCY ANALYSIS AND RECORDING (DIFAR)
2.X.2.5.1.5.3	G	*	C	*	OX YL --	**	**	*	LOW FREQUENCY ANALYSIS AND RECORDING (LOFAR)
2.X.2.5.1.5.4	G	*	C	*	OX YC --	**	**	*	COMMAND ACTIVATED SONOBUOY SYSTEM (CASS)
2.X.2.5.1.5.5	G	*	C	*	OX YS --	**	**	*	DIRECTIONAL COMMAND ACTIVATED SONOBUOY SYSTEM (DICASS)

⁹⁰ The symbol ID for 2.X.2.5.1.2 was given as "G*C*OXE---*****", which is erroneous if one considers its children. As explained in footnote 188, 2.X.2.5.1.1 was missing, so that's probably what the symbol ID was for.

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TABLE B-IX. Tactical Graphics Symbol ID Codes (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.2.5.1.5.6	G	*	C	*	OX YB --	**	**	*	BATHYTHERMOGRAPH (BT)
2.X.2.5.1.5.7	G	*	C	*	OX YA --	**	**	*	ACOUSTIC NOISE MONITOR (ANM)
2.X.2.5.1.5.8	G	*	C	*	OX YV --	**	**	*	VERTICAL LINE ARRAY DIFAR (VLAD)
2.X.2.5.1.5.9	G	*	C	*	OX YT --	**	**	*	AIR TRANSPORTABLE ACOUSTIC COMMUNICATIONS (ATAC)
2.X.2.5.1.5.10	G	*	C	*	OX YR --	**	**	*	RANGE ONLY (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- --	**	**	*	HARBOUR
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- ⁹¹ --	**	**	*	ROUTE
2.X.2.5.1.8.1	G	*	C	*	OX RR --	**	**	*	RENDEZVOUS ⁹¹
2.X.2.5.1.8.2	G	*	C	*	OX RD --	**	**	*	DIVERSION ⁹¹
2.X.2.5.1.8.3	G	*	C	*	OX RW --	**	**	*	WAYPOINT ⁹¹
2.X.2.5.1.8.4	G	*	C	*	OX RP --	**	**	*	PATH OF INTENDED MOTION (PIM) ⁹¹
2.X.2.5.1.8.5	G	*	C	*	OX RT --	**	**	*	POINT R ⁹¹
2.X.2.5.1.9	G	*	C	*	OX Z- --	**	**	*	HAZARD ¹⁹¹
2.X.2.5.1.9.1	G	*	C	*	OX ZO --	**	**	*	OIL RIG
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 CENTRE
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 --	**	**	*	TACTICAL AIR NAVIGATION (TACAN)
2.X.2.5.1.11.4	G	*	C	*	OX AK --	**	**	*	TANKING

91 The symbol IDs of the Reference Point (2.X.2.5.1.2) and Route (2.X.2.5.1.8) are identical ("G*C*OXR---*****"). Following the example of Mil-Std-2525B, this should be resolved by changing the Route to "G*C*OXO---*****". The Route's five children must be changed as well. This additionally resolves the collision between the symbol IDs of DLRP (2.X.2.5.1.2.2) and Diversion (2.X.2.5.1.8.2) —both "G*C*OXRD-*****".

TABLE B-IX. Tactical Graphics Symbol ID Codes (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.2.5.1.11.5	G	*	C	*	OX AF --	**	**	*	ANTISUBMARINE WARFARE (ASW) FIXED WING
2.X.2.5.1.11.6	G	*	C	*	OX AH --	**	**	*	ANTISUBMARINE WARFARE (ASW) 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 INITIAL POINT (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- --	**	**	*	CO-ORDINATION 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 (LU)
2.X.2.5.2.6	G	*	C	*	OG N- --	**	**	*	PASSAGE POINT (PP)
2.X.2.5.2.7	G	*	C	*	OG R- --	**	**	*	RALLY POINT (RLY)
2.X.2.5.2.8	G	*	C	*	OG S- --	**	**	*	RELEASE POINT (RP)
2.X.2.5.2.9	G	*	C	*	OG I- --	**	**	*	START POINT (SP)
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 (LL)
2.X.2.5.3.2	G	*	C	*	OL P- --	**	**	*	PHASE LINE (PL)
2.X.2.5.4	G	*	C	*	OA -- --	**	**	*	AREA
2.X.2.5.4.1	G	*	C	*	OA Z- --	**	**	*	AIRFIELD ZONE
2.X.3	G	*	O	*	-- -- --	**	**	*	MILITARY OPERATIONS OTHER THAN WAR (MOOTW) ⁹²
2.X.3.1	G	H ⁹³	O	*	V- -- --	**	**	*	VIOLENT ACTIVITY (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

⁹² In Mil-Std-2525B, the entire MOOTW hierarchy is split off into the 5.X hierarchy.

⁹³ In Mil-Std-2525B, the hard-wiring of affiliations which is here endemic to the entire 2.X.3 hierarchy was lifted.

TABLE B-IX. Tactical Graphics Symbol ID Codes (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.3.1.4	G	*	O	*	VB -- --	**	**	*	BOMB/BOMBING
2.X.3.1.5	G	H	O	*	VY -- --	**	**	*	BOOBY TRAP
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 -- --	**	**	*	ROTARY WING (CIVILIAN BEING USED BY HOSTILE OR INSURGENTS) ⁹⁴
2.X.3.1.15	G	H	O	*	VF -- --	**	**	*	HOSTILE OR INSURGENT MOTORISED 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- -- --	**	**	*	LOCATION
2.X.3.2.1	G	H	O	*	LB -- --	**	**	*	BLACK LIST LOCATION
2.X.3.2.2	G	H	O	*	LG -- --	**	**	*	GREY 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)
2.X.3.3.4	G	*	O	*	PD -- --	**	**	*	DEMONSTRATION
2.X.3.3.5	G	H	O	*	PM -- --	**	**	*	MINE-LAYING

⁹⁴ The text originally read "Helicopter". Table E-I lists the correct description.

TABLE B-IX. Tactical Graphics Symbol ID Codes (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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 -- --	**	**	*	KIDNAPPING
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- -- --	**	**	*	ITEM
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/SACK/PLUNDER
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

TABLE B-X. Weather Graphics Symbol ID Codes.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
3.X	W	*	A	*	-- -- --	**	**	*	WEATHER ²¹⁴
3.X.1	W	*	A	*	P- -- --	**	**	*	PRESSURE SYSTEM
3.X.1.1	W	*	A	*	PL -- --	**	**	*	LOW PRESSURE CENTRE
3.X.1.2	W	*	A	*	PH -- --	**	**	*	HIGH PRESSURE CENTRE
3.X.1.3	W	*	A	*	PF -- --	**	**	*	FRONTAL SYSTEM
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- --	**	**	*	OCCCLUDED FRONT
3.X.1.3.4	W	*	A	*	PF S- --	**	**	*	STATIONARY FRONT
3.X.1.4	W	*	A	*	PX -- --	**	**	*	LINE
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

NATO UNCLASSIFIED

TABLE B-X. Weather Graphics Symbol ID Codes (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
3.X.4	W	*	A	*	W- -- --	**	**	*	WIND BARB
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 SYMBOL
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 SHOWERS (SHRA)
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 (SHSN)
3.X.7.2.2	W	*	A	*	RS G- --	**	**	*	SNOW GRAINS (SG)
3.X.7.3	W	*	A	*	RH -- --	**	**	*	HAIL (GR)
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- -- --	**	**	*	STORM
3.X.8.1	W	*	A	*	ST -- --	**	**	*	THUNDERSTORM (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 SYSTEM
3.X.8.2.1	W	*	A	*	SS T- --	**	**	*	TROPICAL STORM
3.X.8.2.2	W	*	A	*	SS H- --	**	**	*	HURRICANE

TABLE B-X. Weather Graphics Symbol ID Codes (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
3.X.9	W	*	A	*	O- -- --	**	**	*	OBSTRUCTION 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 (DS/SS)
3.X.9.4	W	*	A	*	OD -- --	**	**	*	DUST DEVIL (PO)
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 (BLDU) OR SAND (BSA)

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 (Chapter 2) is not applicable to this appendix.

C.3 DEFINITIONS

The definitions in Chapter 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.
- 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.
- 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 centred relative to its associated field identifier text to maintain the relationship between the symbol and text.

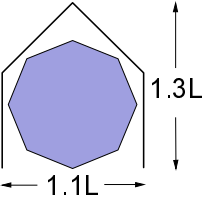
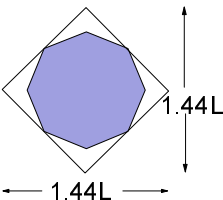
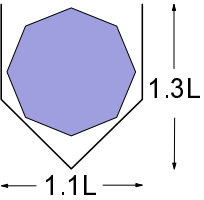
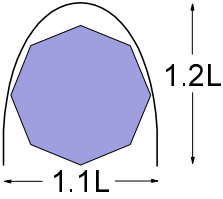
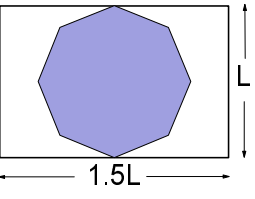
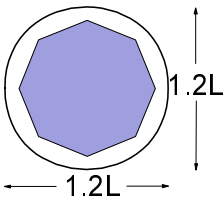
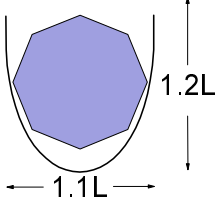
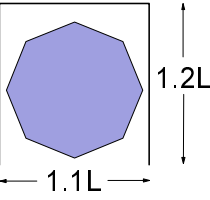
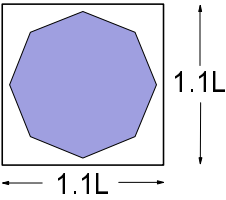
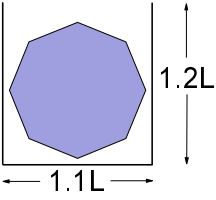
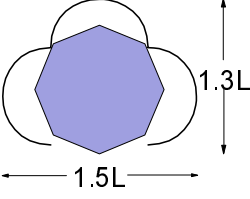
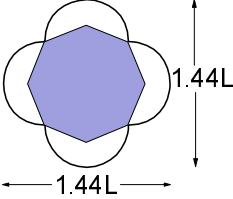
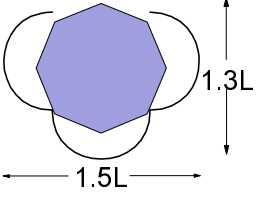
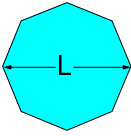
Air and Space	Surface Frames (units, equipment and installations)		Subsurface frames
			
	 Units and installations	 Equipment	
			
			
	Regular octagon forms the basis of frame sizing.		

FIGURE C-1. Symbol frame relative sizes

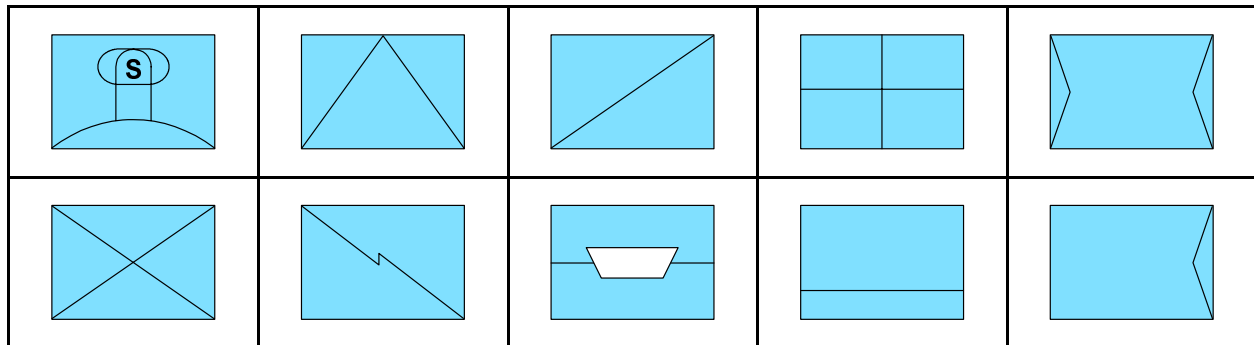


FIGURE C-2. Example exceptions to icon placement

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 colour 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 minutes⁹⁵, 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, implementers 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	20 arc min	30 arc min	40 arc min
40 cm (16 in)	2.33 mm (0.092 in)	3.49 mm (0.137 in)	4.65 mm (0.183 in)
50 cm (19 in)	2.91 mm (0.115 in)	4.36 mm (0.172 in)	5.82 mm (0.229 in)
60 cm (24 in)	3.49 mm (0.137 in)	5.24 mm (0.206 in)	6.98 mm (0.275 in)
70 cm (28 in)	4.07 mm (0.160 in)	6.11 mm (0.240 in)	8.14 mm (0.321 in)
80 cm (31 in)	4.65 mm (0.183 in)	6.98 mm (0.275 in)	9.31 mm (0.366 in)
90 cm (35 in)	5.24 mm (0.206 in)	7.85 mm (0.309 in)	10.47 mm (0.412 in)
100 cm (39 in)	5.82 mm (0.229 in)	8.73 mm (0.344 in)	11.64 mm (0.458 in)

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).

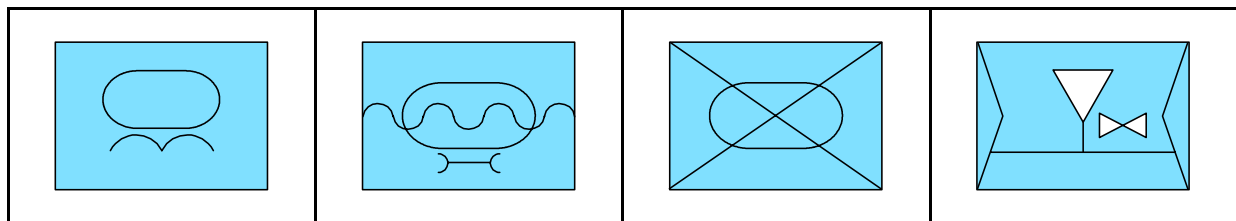


FIGURE C-3. Complex symbols with multiple icons⁹⁶

⁹⁵ When expressed in radians, the formula becomes, naturally: $L = (D)(VA)$. L has the same units of length as D. The exact value of the constant 57.3 can be obtained by dividing 180 by π : $180 \div \pi \approx 57.295\ 779\ 513\ 08...$

⁹⁶ The fourth example is odd; as 1.X.3.1.3.3.5.3.1 shows, the fuel glyph should be hollow (instead of white) and the aviation glyph filled in black.

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 maximise 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:

(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 colours defined in this standard to indicate affiliation. If differentiation is needed within an affiliation category, additional colours should be used (i.e., for the frame or colour fill) within that category, but the default colours 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 colour to the individual icon level. The intent is maximum operational flexibility in those situations where the basic default colours are not sufficient for ready discrimination (i.e. multiple hostiles which must be differentiated from each other) and to assign a specific colour 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.

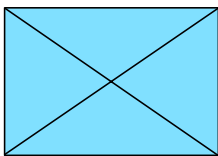
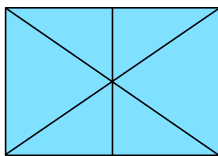
Basic symbol	Icon extender	Extended symbol
		
Infantry	Motorised modifier	Motorised infantry

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 colour or black/white. Usability testing should be performed to identify the optimum rendering for a given implementation.

C.4.6 Colour. It is important that implementations maximise 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 colour fill shall also display the appropriate icon from table D-I within the symbols. Implementers should select specific values (e.g., in CIÉ or RGB terms) for the default colours 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 colour (e.g., black, white, or one of the default colours indicating affiliation). Implementers should conduct sufficient usability testing to ensure effective operator performance when using the symbology. While colour coding shall be the same throughout an implementation, colour 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 colour fill in a symbol with a black frame and icon.

TABLE C-II. Default Colours.

Description	Hand-Drawn	Computer Generated	
		ICON (RGB Value)	FILL ⁹⁷ (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 ⁹⁸	Purple	Plum 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)
(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 colour depending on the background for boundaries, lines, areas, text, icons, and frames.

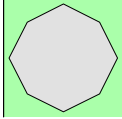
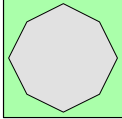
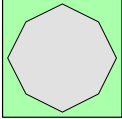
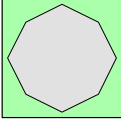
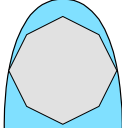
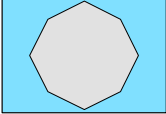
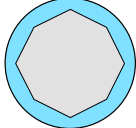
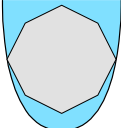
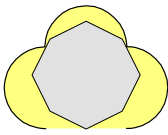
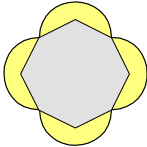
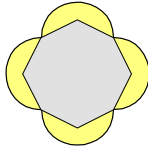
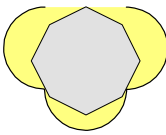
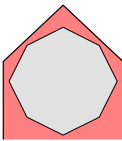
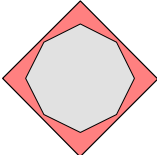
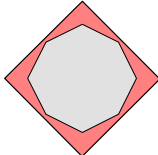
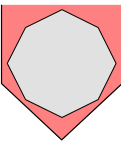
C.4.7 Icon placement within frames. The geometric centre of the icon should be placed at the geometric centre of the frame, as shown in table C-III, except in the hostile, friend, assumed friend, faker, joker, and suspect open frames. In these frames, the geometric centre of the icon should be placed one-third of the way down the vertical axis starting from the open end, as shown in table C-III⁹⁹.

97 Mil--Std-2525A and B are ambiguous as to when the "Fill" colour should be used when dealing with black- or white-filled icons, framed or unframed (e.g. 1.X.3.2.3.2, 1.X.4.3.1). The examples are inconsistent as well. The rules I've applied here (resulting in corrected renderings for a handful of icons) are as follows. No distinction is made between an icon's contour (constituting lines) and any eventual black fill. As a consequence, such an icon, when unframed, is entirely drawn (and filled) using the affiliation icon colour. An icon may have a white fill, however; when framed, it is filled using the fill off-white. When unframed, the icon's contours remain black but the white areas are filled using the affiliation fill colour. With these rendering rules in mind, icon designers should use white fill only when it dominates the icon's appearance. (Note that the only other icon fill colour used is Yellow, for 1.X.2.2 and its descendants)

98 Based on the samples provided, the Weather Symbol Sets use Blue (0, 0, 255) and Purple (194, 0, 255) along with Yellow, Neon Green, Red, Safari Brown and Black. There are no instances of Plum Red, Light Orchid or Khaki being used. This inconsistency is still unresolved in Mil-Std-2525B.

99 The examples clearly do not follow that rule. In any case, Mil-Std-2525B changes this to centre the octagon within the frame, offsetting the latter as necessary to contain the bounding octagon (to avoid clipping).

TABLE C-III. Icon Placement.

Dimension Affiliation	Air/space	Land	Sea Surface and Land equipment	Subsurface
Neutral				
Friend				
Unknown				
Hostile				

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	UNFRAMED	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
Wheeled (limited cross-country)					
Wheeled (cross-country)					
Tracked					
Wheeled and Tracked ¹⁰⁰					
Towed					
Railway					
Over-Snow (Prime Mover)					
Sled					

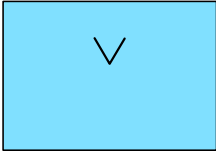
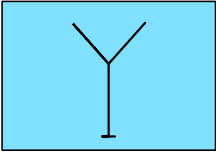
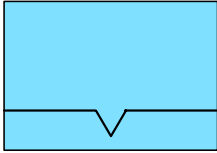
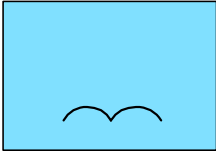
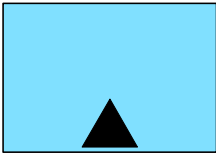
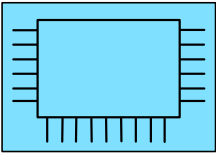
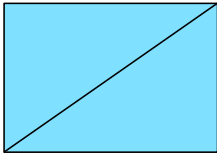
¹⁰⁰ This mobility indicator vanished from Mil-Std-2525B and was restored by Mil-Std-2525B Change Proposal Mil01-02.

TABLE C-IV. Equipment Mobility Indicators (cont'd).

DESCRIPTION					
MOBILITY SYMBOL	UNFRAMED	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
Pack Animals					
					
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. Organisations 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 Board¹⁰¹ 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
 Mountain	 Outpost (Combat)	 Reconnaissance	

¹⁰¹ Most of the references are to the CCB rather than the CMB.

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 (Chapter 2) is not applicable to this appendix.

D.3. DEFINITIONS

The definitions in Chapter 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 Organisation 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 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. Operational Icon Set - Unknown³⁷.

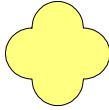
DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
WARFIGHTING SYMBOL - UNKNOWN	1.X	F	 U	 U	 U	 U
			SUZ*----- *****	SFZ*----- *****	SNZ*----- *****	SHZ*----- *****

TABLE D-I. Operational Icon Set - Space.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
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	F				
			SUP*T----- *****	SFP*T----- *****	SNP*T----- *****¹⁰²	SHP* T----- *****¹⁰²

¹⁰² The symbol IDs erroneously appeared as "S*P*V-----*****".

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Air.

DESCRIPTION	HIERARCHY	FRAME	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-- *****
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--- *****

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Air (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
AIR TRACK MILITARY FIXED WING VERTICAL/SHORT TAKEOFF AND LANDING (V/STOL)	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*MFK--- *****	SFA*MFK--- *****	SNA*MFK--- *****	SHA*MFK--- *****
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-- *****
AIR TRACK MILITARY FIXED WING CARGO AIRLIFT MEDIUM	1.X.2.1.1.7.2	F				
			SUA*MFCLM-- *****	SFA*MFCLM-- *****	SNA*MFCLM-- *****	SHA*MFCLM-- *****
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--- *****

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Air (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
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-- *****
AIR TRACK MILITARY FIXED WING RECONNAISSANCE ELECTRONIC SURVEILLANCE MEASURES (ESM)	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 ANTISURFACE 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 COUNTERMEASURES (MCM)	1.X.2.1.1.11.2	F				
			SUA*MFPM-- *****	SFA*MFPM-- *****	SNA*MFPM-- *****	SHA*MFPM-- *****

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Air (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
AIR TRACK MILITARY FIXED WING UTILITY	1.X.2.1.1.12	F				
			SUA*MFU--- *****	SFA*MFU--- *****	SNA*MFU--- *****	SHA*MFU--- *****
AIR TRACK MILITARY FIXED WING UTILITY LIGHT	1.X.2.1.1.12.1	F				
			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 COMBAT 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 (C ²)	1.X.2.1.1.15	F				
			SUA*MFD--- *****	SFA*MFD--- *****	SNA*MFD--- *****	SHA*MFD--- *****
AIR TRACK MILITARY FIXED WING DRONE (RPV/UAV) ¹⁰³	1.X.2.1.1.16	F				
			SUA*MFQ--- *****	SFA*MFQ--- *****	SNA*MFQ--- *****	SHA*MFQ--- *****

103 Mil-Std-2525B Change Proposal Mil98-05a changes the 1.X.2.1.1.16 description to "UAV" and creates nineteen children (Attack; Bomber; Cargo; Airborne Command Post; Fighter; CSAR; ECM; Tanker; V/STOL; SOF; MCM; ASuW; Patrol; Reconnaissance (itself with children AEW; ESM; Photographic); ASW; Trainer; Utility; C3I; MEDEVAC). A similar change is to be expected for 1.X.2.1.2.7.

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Air (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
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.2.1.1.18 ¹⁰⁴	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--- ***** ¹⁰⁵	SHA*MHA--- *****
AIR TRACK MILITARY ROTARY WING ANTISUBMARINE WARFARE (ASW) / MARITIME PATROL AIRCRAFT (MPA)	1.X.2.1.2.2	F				
			SUA*MHS--- *****	SFA*MHS--- *****	SNA*MHS--- *****	SHA*MHS--- *****

104 Mil-Std-2525B Change Proposal Mil98-06 changes the symbol to read "SOF" instead of "M".

105 There was one asterisk too many here.

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Air (cont'd).

DESCRIPTION	HIERARCHY	FRAME	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-- ***** ¹⁰⁶
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 COUNTERMEASURES (MCM)	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--- *****
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.2.1.2.7 ¹⁰³	F				
			SUA*MHQ--- *****	SFA*MHQ--- *****	SNA*MHQ--- *****	SHA*MHQ--- *****

¹⁰⁶ There was one asterisk missing here.

Note: White filled icon represents white opaque filled icon.

NATO UNCLASSIFIED

TABLE D-I. Operational Icon Set - Air (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
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-- *****
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.2.1.2.11 ¹⁰⁴	F				
			SUA*MHM--- *****	SFA*MHM--- *****	SNA*MHM--- *****	SHA*MHM--- *****
AIR TRACK MILITARY ROTARY WING AIRBORNE COMMAND POST (C ²)	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--- *****

Note: White filled icon represents white opaque filled icon.

NATO UNCLASSIFIED

TABLE D-I. Operational Icon Set - Air (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
AIR TRACK MILITARY ROTARY WING ELECTRONIC COUNTERMEASURES (ECM/JAMMER)	1.X.2.1.2.14	F				
			SUA*MHJ--- *****	SFA*MHJ--- *****	SNA*MHJ--- *****	SHA*MHJ--- *****
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 ¹⁰⁷	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-- *****
AIR TRACK WEAPON MISSILE IN FLIGHT AIR LAUNCHED MISSILE	1.X.2.2.1.2	F				
			SUA*WMA--- *****	SFA*WMA--- *****	SNA*WMA--- *****	SHA*WMA--- *****

107 Mil-Std-2525B Change Proposal Mil99-02a changes the designation to "Surface Launched Missile".

Note: White filled icon represents white opaque filled icon.

TABLE D-I. Operational Icon Set - Air (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
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--- ***** ¹⁰⁸	SNA*WMU--- ***** ¹⁰⁸	SHA*WMU--- ***** ¹⁰⁸
AIR TRACK WEAPON MISSILE IN FLIGHT LAND ATTACK MISSILE ¹⁰⁹	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---- *****

¹⁰⁸ There was one dash missing here.

¹⁰⁹ Mil-Std-2525B Change Proposal Mil99-02a changes the designation to "Cruise Missile". The symbol ID was also changed from "S*A*WML---" to "S*A*WMCM--".

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Air (cont'd).

DESCRIPTION	HIERARCHY	FRAME	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---- *****

Note: White filled icon represents white opaque filled icon.

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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	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 DEFENCE	1.X.3.1.1.1	F				
			SUG*UCD--- *****	SFG*UCD--- *****	SNG*UCD--- *****	SHG*UCD--- *****
GROUND TRACK UNIT COMBAT AIR DEFENCE SHORT RANGE	1.X.3.1.1.1.1	F				
			SUG*UCDS-- *****	SFG*UCDS-- *****	SNG*UCDS-- *****	SHG*UCDS-- *****
GROUND TRACK UNIT COMBAT AIR DEFENCE SHORT RANGE CHAPARRAL	1.X.3.1.1.1.1.1	F				
			SUG*UCDSC- *****	SFG*UCDSC- *****	SNG*UCDSC- *****	SHG*UCDSC- *****
GROUND TRACK UNIT COMBAT AIR DEFENCE 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 DEFENCE SHORT RANGE VULCAN ¹¹⁰	1.X.3.1.1.1.1.3	F				
			SUG*UCDSV- *****	SFG*UCDSV- ***** ¹¹¹	SNG*UCDSV- ***** ¹¹¹	SHG*UCDSV- ***** ¹¹¹

¹¹⁰ Current practice within the U.S. armed forces indicates there is a need for a few extra siblings here:
1.X.3.1.1.1.1.4 Bradley Stinger Fighting Vehicle (BSFV) (S*G*UCDSB-*****); 1.X.3.1.1.1.1.5 Linebacker (BSFV-E) (S*G*UCDSL-*****), 1.X.3.1.1.1.1.6 Light Armoured Vehicle-Air Defence (LAV-AD) (S*G*UCDSA-*****)) and possibly a few more.

¹¹¹ The symbol ID erroneously appeared as "SUG*UCDSV-*****".

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT AIR DEFENCE MISSILE	1.X.3.1.1.1.2	F				
			SUG*UCDM-- *****	SFG*UCDM-- *****	SNG*UCDM-- *****	SHG*UCDM-- *****
GROUND TRACK UNIT COMBAT AIR DEFENCE MISSILE LIGHT	1.X.3.1.1.1.2.1	F ¹¹²				
			SUG*UCDML- *****	SFG*UCDML- *****	SNG*UCDML- *****	SHG*UCDML- *****
GROUND TRACK UNIT COMBAT AIR DEFENCE MISSILE LIGHT ¹¹³ MOTORISED (AVENGER)	1.X.3.1.1.1.2.1.1	F ¹¹²				
			SUG*UCDML A*****	SFG*UCDML A*****	SNG*UCDML A*****	SHG*UCDML A*****
GROUND TRACK UNIT COMBAT AIR DEFENCE MISSILE MEDIUM	1.X.3.1.1.1.2.2	F ¹¹²				
			SUG*UCDMM _*****	SFG*UCDMM- *****	SNG*UCDMM _*****	SHG*UCDMM _*****
GROUND TRACK UNIT COMBAT AIR DEFENCE MISSILE HEAVY	1.X.3.1.1.1.2.3	F ¹¹²				
			SUG*UCDMH- *****	SFG*UCDMH- *****	SNG*UCDMH- *****	SHG*UCDMH- *****
GROUND TRACK UNIT COMBAT AIR DEFENCE H/MAD	1.X.3.1.1.1.2.4	F				
			SUG*UCDH-- *****	SFG*UCDH-- *****	SNG*UCDH-- *****	SHG*UCDH-- *****
GROUND TRACK UNIT COMBAT AIR DEFENCE H/MAD HAWK	1.X.3.1.1.1.2.4.1	F				
			SUG*UCDHH- *****	SFG*UCDHH- *****	SNG*UCDHH- *****	SHG*UCDHH- *****
GROUND TRACK UNIT COMBAT AIR DEFENCE H/MAD PATRIOT	1.X.3.1.1.1.2.4.2	F				
			SUG*UCDHP- *****	SFG*UCDHP- *****	SNG*UCDHP- *****	SHG*UCDHP- *****

¹¹² The symbols were incorrect in the original printing; they were each missing one crossbar (the correction appears in Mil-Std-2525B).

¹¹³ The Description erroneously appeared as "Air Defence - Missile - Motorised (Avenger)".

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT AIR DEFENCE GUN UNIT	1.X.3.1.1.1.3	F				
			SUG*UCDG-- *****	SFG*UCDG-- *****	SNG*UCDG-- *****	SHG*UCDG-- *****
GROUND TRACK UNIT COMBAT AIR DEFENCE COMPOSITE	1.X.3.1.1.1.4	F				
			SUG*UCDC-- *****	SFG*UCDC-- *****	SNG*UCDC-- *****	SHG*UCDC-- *****
GROUND TRACK UNIT COMBAT AIR DEFENCE TARGETING UNIT	1.X.3.1.1.1.5	F				
			SUG*UCDT-- *****	SFG*UCDT-- *****	SNG*UCDT-- *****	SHG*UCDT-- *****
GROUND TRACK UNIT COMBAT AIR DEFENCE THEATRE MISSILE DEFENCE UNIT	1.X.3.1.1.1.6	F				
			SUG*UCDO-- *****	SFG*UCDO-- *****	SNG*UCDO-- *****	SHG*UCDO-- *****
GROUND TRACK UNIT COMBAT ARMOUR	1.X.3.1.1.2	F				
			SUG*UCA--- *****	SFG*UCA--- *****	SNG*UCA--- *****	SHG*UCA--- *****
GROUND TRACK UNIT COMBAT ARMOUR TRACKED	1.X.3.1.1.2.1	F				
			SUG*UCAT-- *****	SFG*UCAT-- *****	SNG*UCAT-- *****	SHG*UCAT-- *****
GROUND TRACK UNIT COMBAT ARMOUR TRACKED AIRBORNE	1.X.3.1.1.2.1.1	F				
			SUG*UCATA- *****	SFG*UCATA- *****	SNG*UCATA- *****	SHG*UCATA- *****
GROUND TRACK UNIT COMBAT ARMOUR TRACKED AMPHIBIOUS	1.X.3.1.1.2.1.2	F				
			SUG*UCATW- *****	SFG*UCATW- *****	SNG*UCATW- *****	SHG*UCATW- *****

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT ARMOUR TRACK ^{ED} AMPHIBIOUS RECOVERY	1.X.3.1.1.2.1.2.1	F				
			SUG*UCATW R*****	SFG*UCATW R*****	SNG*UCATW R*****	SHG*UCATW R*****
GROUND TRACK UNIT COMBAT ARMOUR TRACK ^{ED} LIGHT	1.X.3.1.1.2.1.3	F				
			SUG*UCATL- *****	SFG*UCATL- *****	SNG*UCATL- *****	SHG*UCATL- *****
GROUND TRACK UNIT COMBAT ARMOUR TRACK ^{ED} MEDIUM	1.X.3.1.1.2.1.4	F				
			SUG*UCATM- *****	SFG*UCATM- *****	SNG*UCATM- *****	SHG*UCATM- *****
GROUND TRACK UNIT COMBAT ARMOUR TRACK ^{ED} HEAVY	1.X.3.1.1.2.1.5	F				
			SUG*UCATH- *****	SFG*UCATH- *****	SNG*UCATH- *****	SHG*UCATH- *****
GROUND TRACK UNIT COMBAT ARMOUR TRACK ^{ED} RECOVERY	1.X.3.1.1.2.1.6	F				
			SUG*UCATR- *****	SFG*UCATR- *****	SNG*UCATR- *****	SHG*UCATR- *****
GROUND TRACK UNIT COMBAT ARMOUR WHEELED	1.X.3.1.1.2.2	F				
			SUG*UCAW-- *****	SFG*UCAW-- *****	SNG*UCAW-- *****	SHG*UCAW-- *****
GROUND TRACK UNIT COMBAT ARMOUR WHEELED AIR ASSAULT	1.X.3.1.1.2.2.1	F				
			SUG*UCAWS- *****	SFG*UCAWS- *****	SNG*UCAWS- *****	SHG*UCAWS- *****
GROUND TRACK UNIT COMBAT ARMOUR WHEELED AIRBORNE	1.X.3.1.1.2.2.2	F				
			SUG*UCAWA _*****	SFG*UCAWA- *****	SNG*UCAWA _*****	SHG*UCAWA _*****

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT ARMOUR WHEELED AMPHIBIOUS	1.X.3.1.1.2.2.3	F				
			SUG*UCAWW _*****	SFG*UCAWW _*****	SNG*UCAWW _*****	SHG*UCAWW _*****
GROUND TRACK UNIT COMBAT ARMOUR WHEELED AMPHIBIOUS RECOVERY	1.X.3.1.1.2.2.3.1	F				
			SUG*UCAWW R*****	SFG*UCAWW R*****	SNG*UCAWW R*****	SHG*UCAWW R*****
GROUND TRACK UNIT COMBAT ARMOUR WHEELED LIGHT	1.X.3.1.1.2.2.4	F				
			SUG*UCAWL- *****	SFG*UCAWL- *****	SNG*UCAWL- *****	SHG*UCAWL- *****
GROUND TRACK UNIT COMBAT ARMOUR WHEELED MEDIUM	1.X.3.1.1.2.2.5	F				
			SUG*UCAWM _*****	SFG*UCAWM _*****	SNG*UCAWM _*****	SHG*UCAWM _*****
GROUND TRACK UNIT COMBAT ARMOUR WHEELED HEAVY	1.X.3.1.1.2.2.6	F				
			SUG*UCAWH _*****	SFG*UCAWH- *****	SNG*UCAWH _*****	SHG*UCAWH _*****
GROUND TRACK UNIT COMBAT ARMOUR WHEELED RECOVERY	1.X.3.1.1.2.2.7	F				
			SUG*UCAWR- *****	SFG*UCAWR- *****	SNG*UCAWR- *****	SHG*UCAWR- *****
GROUND TRACK UNIT COMBAT ANTI ARMOUR	1.X.3.1.1.3	F				
			SUG*UCAA-- *****	SFG*UCAA-- *****	SNG*UCAA-- *****	SHG*UCAA-- *****
GROUND TRACK UNIT COMBAT ANTI ARMOUR DISMOUNTED	1.X.3.1.1.3.1	F				
			SUG*UCAAD- *****	SFG*UCAAD- *****	SNG*UCAAD- *****	SHG*UCAAD- *****

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT ANTI ARMOUR LIGHT	1.X.3.1.1.3.2	F				
			SUG*UCAAL- *****	SFG*UCAAL- *****	SNG*UCAAL- *****	SHG*UCAAL- *****
GROUND TRACK UNIT COMBAT ANTI ARMOUR AIRBORNE	1.X.3.1.1.3.3	F				
			SUG*UCAAM- *****	SFG*UCAAM- *****	SNG*UCAAM- *****	SHG*UCAAM- *****
GROUND TRACK UNIT COMBAT ANTI ARMOUR AIR ASSAULT	1.X.3.1.1.3.4	F				
			SUG*UCAAS- *****	SFG*UCAAS- *****	SNG*UCAAS- *****	SHG*UCAAS- *****
GROUND TRACK UNIT COMBAT ANTI ARMOUR MOUNTAIN	1.X.3.1.1.3.5	F				
			SUG*UCAAU- *****	SFG*UCAAU- *****	SNG*UCAAU- *****	SHG*UCAAU- *****
GROUND TRACK UNIT COMBAT ANTI ARMOUR ARCTIC	1.X.3.1.1.3.6	F				
			SUG*UCAAC- *****	SFG*UCAAC- *****	SNG*UCAAC- *****	SHG*UCAAC- *****
GROUND TRACK UNIT COMBAT ANTI ARMOUR ARMoured	1.X.3.1.1.3.7	F				
			SUG*UCAAA- *****	SFG*UCAAA- *****	SNG*UCAAA- *****	SHG*UCAAA- *****
GROUND TRACK UNIT COMBAT ANTI ARMOUR ARMoured TRACKED	1.X.3.1.1.3.7.1	F				
			SUG*UCAAA T*****	SFG*UCAAA T*****	SNG*UCAAA T*****	SHG*UCAAA T*****
GROUND TRACK UNIT COMBAT ANTI ARMOUR ARMoured WHEELED	1.X.3.1.1.3.7.2	F				
			SUG*UCAAA W*****	SFG*UCAAA W*****	SNG*UCAAA W*****	SHG*UCAAA W*****

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT ANTI ARMOUR ARMoured AIR ASSAULT	1.X.3.1.1.3.7.3	F				
			SUG*UCAAA S*****	SFG*UCAAA *****	SNG*UCAAA S*****	SHG*UCAAA S*****
GROUND TRACK UNIT COMBAT ANTI ARMOUR MOTORISED	1.X.3.1.1.3.8	F				
			SUG*UCAAO- *****	SFG*UCAAO- *****	SNG*UCAAO- *****	SHG*UCAAO- *****
GROUND TRACK UNIT COMBAT ANTI ARMOUR MOTORISED AIR ASSAULT	1.X.3.1.1.3.8.1	F				
			SUG*UCAAO S*****	SFG*UCAAO *****	SNG*UCAAO S*****	SHG*UCAAO S*****
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- *****
GROUND TRACK UNIT COMBAT AVIATION FIXED WING ATTACK	1.X.3.1.1.4.1.2	F				
			SUG*UCVFA- *****	SFG*UCVFA- *****	SNG*UCVFA- *****	SHG*UCVFA- ***** ¹¹⁴
GROUND TRACK UNIT COMBAT AVIATION FIXED WING RECCE	1.X.3.1.1.4.1.3	F				
			SUG*UCVFR- *****	SFG*UCVFR- *****	SNG*UCVFR- *****	SHG*UCVFR- *****

¹¹⁴ The symbol ID erroneously appeared as "SNG*UCVFA-*****".

Note: White filled icon represents white opaque filled icon.

TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
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*UCVRA- *****	SFG*UCVRA- *****	SNG*UCVRA- *****	SHG*UCVRA- *****
GROUND TRACK UNIT COMBAT AVIATION ROTARY WING SCOUT	1.X.3.1.1.4.2.2	F				
			SUG*UCVRS- *****	SFG*UCVRS- *****	SNG*UCVRS- *****	SHG*UCVRS- *****
GROUND TRACK UNIT COMBAT AVIATION ROTARY WING ANTISUBMARINE WARFARE (ASW) ¹¹⁵	1.X.3.1.1.4.2.3	F				
			SUG*UCVRW- *****	SFG*UCVRW- *****	SNG*UCVRW- *****	SHG*UCVRW- *****
GROUND TRACK UNIT COMBAT AVIATION ROTARY WING UTILITY	1.X.3.1.1.4.2.4	F				
			SUG*UCVRU- *****	SFG*UCVRU- *****	SNG*UCVRU- *****	SHG*UCVRU- *****
GROUND TRACK UNIT COMBAT AVIATION ROTARY WING UTILITY LIGHT	1.X.3.1.1.4.2.4.1	F				
			SUG*UCVRU L *****	SFG*UCVRUL *****	SNG*UCVRU L *****	SHG*UCVRU L *****
GROUND TRACK UNIT COMBAT AVIATION ROTARY WING UTILITY MEDIUM	1.X.3.1.1.4.2.4.2	F				
			SUG*UCVRU M *****	SFG*UCVRU M *****	SNG*UCVRU M *****	SHG*UCVRU M *****
GROUND TRACK UNIT COMBAT AVIATION ROTARY WING UTILITY HEAVY	1.X.3.1.1.4.2.4.3	F				
			SUG*UCVRU H *****	SFG*UCVRUH *****	SNG*UCVRU H *****	SHG*UCVRU H *****

¹¹⁵ Comparing with 1.X.2.1.2.2, it is clear the unit actually is "Antisubmarine Warfare/Maritime Patrol Aircraft (ASW/MPA)".

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT AVIATION ROTARY WING C ²	1.X.3.1.1.4.2.5	F ¹¹⁶				
			SUG*UCVRU C*****	SFG*UCVRUC *****	SNG*UCVRU C*****	SHG*UCVRU C*****
GROUND TRACK UNIT COMBAT AVIATION ROTARY WING MEDEVAC	1.X.3.1.1.4.2.6	F				
			SUG*UCVRU E*****	SFG*UCVRUE *****	SNG*UCVRU E*****	SHG*UCVRU E*****
GROUND TRACK UNIT COMBAT AVIATION ROTARY WING MINE COUNTERMEASURES (MCM)	1.X.3.1.1.4.2.7	F				
			SUG*UCVRM- *****	SFG*UCVRM- *****	SNG*UCVRM- *****	SHG*UCVRM- *****
GROUND TRACK UNIT COMBAT AVIATION COMBAT SEARCH & RESCUE (CSAR)	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 (VSTOL)	1.X.3.1.1.4.5	F				
			SUG*UCVV-- *****	SFG*UCVV-- *****	SNG*UCVV-- *****	SHG*UCVV-- *****
GROUND TRACK UNIT COMBAT AVIATION UNMANNED AERIAL VEHICLE (UAV)	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*UCVUF- *****	SFG*UCVUF- *****	SNG*UCVUF- *****	SHG*UCVUF- *****

116 This symbol is either wrong (see 1.X.2.1.1.15 and 1.X.2.1.2.12; it should be "D" instead of "Y") or incorrectly classified (see 1.X.2.1.1.13).

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	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*UCVUR- *****	SFG*UCVUR- *****	SNG*UCVUR- *****	SHG*UCVUR- *****
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 MOTORISED	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-- *****
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 MECHANISED	1.X.3.1.1.5.6	F				
			SUG*UCIZ-- *****	SFG*UCIZ-- *****	SNG*UCIZ-- *****	SHG*UCIZ-- ***** ¹¹⁷

¹¹⁷ The symbol ID erroneously appeared as "SHGUCIZ--P*****".

Note: White filled icon represents white opaque filled icon.

NATO UNCLASSIFIED

TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
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-- *****
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*UCECA- *****	SFG*UCECA- *****	SNG*UCECA- *****	SHG*UCECA- *****
GROUND TRACK UNIT COMBAT ENGINEER COMBAT ARCTIC	1.X.3.1.1.6.1.3	F				
			SUG*UCECC- *****	SFG*UCECC- *****	SNG*UCECC- *****	SHG*UCECC- *****

Note: White filled icon represents white opaque filled icon.

NATO UNCLASSIFIED

TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT ENGINEER COMBAT LIGHT (SAPPER)	1.X.3.1.1.6.1.4	F				
			SUG*UCECL- *****	SFG*UCECL- *****	SNG*UCECL- *****	SHG*UCECL- *****
GROUND TRACK UNIT COMBAT ENGINEER COMBAT MEDIUM	1.X.3.1.1.6.1.5	F				
			SUG*UCECM- *****	SFG*UCECM- *****	SNG*UCECM- *****	SHG*UCECM- *****
GROUND TRACK UNIT COMBAT ENGINEER COMBAT HEAVY	1.X.3.1.1.6.1.6	F				
			SUG*UCECH- *****	SFG*UCECH- *****	SNG*UCECH- *****	SHG*UCECH- *****
GROUND TRACK UNIT COMBAT ENGINEER COMBAT MECHANISED (TRACKED)	1.X.3.1.1.6.1.7	F				
			SUG*UCECT- *****	SFG*UCECT- *****	SNG*UCECT- *****	SHG*UCECT- *****
GROUND TRACK UNIT COMBAT ENGINEER COMBAT MOTORISED	1.X.3.1.1.6.1.8	F				
			SUG*UCECW- *****	SFG*UCECW- *****	SNG*UCECW- *****	SHG*UCECW- *****
GROUND TRACK UNIT COMBAT ENGINEER COMBAT MOUNTAIN	1.X.3.1.1.6.1.9	F				
			SUG*UCECO- *****	SFG*UCECO- *****	SNG*UCECO- *****	SHG*UCECO- *****
GROUND TRACK UNIT COMBAT ENGINEER COMBAT RECCE	1.X.3.1.1.6.1.10	F				
			SUG*UCECR- *****	SFG*UCECR- *****	SNG*UCECR- *****	SHG*UCECR- *****
GROUND TRACK UNIT COMBAT ENGINEER CONSTRUCTION	1.X.3.1.1.6.2	F				
			SUG*UCEN-- *****	SFG*UCEN-- *****	SNG*UCEN-- *****	SHG*UCEN-- *****

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Ground (cont'd).

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*UCENN- *****	SFG*UCENN- *****	SNG*UCENN- *****	SHG*UCENN- *****
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*UCFHE- *****	SFG*UCFHE- *****	SNG*UCFHE- *****	SHG*UCFHE- *****
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*UCFHA- *****	SFG*UCFHA- *****	SNG*UCFHA- *****	SHG*UCFHA- *****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN ARCTIC	1.X.3.1.1.7.1.4	F				
			SUG*UCFHC- *****	SFG*UCFHC- *****	SNG*UCFHC- *****	SHG*UCFHC- *****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN MOUNTAIN	1.X.3.1.1.7.1.5	F				
			SUG*UCFHO- *****	SFG*UCFHO- *****	SNG*UCFHO- *****	SHG*UCFHO- *****

Note: White filled icon represents white opaque filled icon.

TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN LIGHT	1.X.3.1.1.7.1.6	F				
			SUG*UCFHL- *****	SFG*UCFHL- *****	SNG*UCFHL- *****	SHG*UCFHL- *****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN MEDIUM	1.X.3.1.1.7.1.7	F				
			SUG*UCFHM- *****	SFG*UCFHM- *****	SNG*UCFHM- *****	SHG*UCFHM- *****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN HEAVY	1.X.3.1.1.7.1.8	F				
			SUG*UCFHH- *****	SFG*UCFHH- *****	SNG*UCFHH- *****	SHG*UCFHH- *****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN AMPHIBIOUS	1.X.3.1.1.7.1.9	F				
			SUG*UCFHX- *****	SFG*UCFHX- *****	SNG*UCFHX- *****	SHG*UCFHX- *****
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 ¹¹⁸				
			SUG*UCFRS- *****	SFG*UCFRS- *****	SNG*UCFRS- *****	SHG*UCFRS- *****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET SINGLE ROCKET LAUNCHER SELF-PROPELLED	1.X.3.1.1.7.2.1.1	F				
			SUG*UCFRSS *****	SFG*UCFRSS* *****	SNG*UCFRSS *****	SHG*UCFRSS *****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET SINGLE ROCKET LAUNCHER TRUCK	1.X.3.1.1.7.2.1.2	F				
			SUG*UCFRSR *****	SFG*UCFRSR *****	SNG*UCFRSR *****	SHG*UCFRSR *****

¹¹⁸ The symbol was incorrect in the original printing; it was shown as identical with the self-propelled multiple rocket launcher.

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET SINGLE ROCKET LAUNCHER TOWED	1.X.3.1.1.7.2.1.3	F				
			SUG*UCFRST *****	SFG*UCFRST *****	SNG*UCFRST *****	SHG*UCFRST *****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET MULTIPLE ROCKET LAUNCHER (MRL)	1.X.3.1.1.7.2.2	F ¹¹⁹				
			SUG*UCFRM- *****	SFG*UCFRM- *****	SNG*UCFRM- *****	SHG*UCFRM- *****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET MRL SELF-PROPELLED	1.X.3.1.1.7.2.2.1	F				
			SUG*UCFRMS *****	SFG*UCFRMS *****	SNG*UCFRMS *****	SHG*UCFRMS *****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET MRL TRUCK	1.X.3.1.1.7.2.2.2	F				
			SUG*UCFRM R*****	SFG*UCFRMR *****	SNG*UCFRM R*****	SHG*UCFRM R*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET MRL TOWED	1.X.3.1.1.7.2.2.3	F				
			SUG*UCFRM T*****	SFG*UCFRMT *****	SNG*UCFRM T*****	SHG*UCFRM T*****
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- *****

¹¹⁹ The symbol was incorrect in the original printing; it was shown with a railroad mobility modifier.

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Ground (cont'd).

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*UCFTCD *****	SFG*UCFTCD *****	SNG*UCFTCD *****	SHG*UCFTCD *****
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*UCFTCM *****	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*UCFTA- *****	SFG*UCFTA- *****	SNG*UCFTA- *****	SHG*UCFTA- *****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR	1.X.3.1.1.7.4	F				
			SUG*UCFM-- *****	SFG*UCFM-- *****	SNG*UCFM-- *****	SHG*UCFM-- *****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR SELF-PROPELLED TRACKED	1.X.3.1.1.7.4.1	F				
			SUG*UCFMS- *****	SFG*UCFMS- *****	SNG*UCFMS- *****	SHG*UCFMS- *****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR SELF-PROPELLED WHEELED	1.X.3.1.1.7.4.2	F				
			SUG*UCFMS W***** ⁷²	SFG*UCFMS W***** ⁷²	SNG*UCFMS W***** ⁷²	SHG*UCFMS W***** ⁷²

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR TOWED	1.X.3.1.1.7.4.3	F				
			SUG*UCFMT- *****	SFG*UCFMT- *****	SNG*UCFMT- *****	SHG*UCFMT- *****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR TOWED AIRBORNE	1.X.3.1.1.7.4.3.1	F				
			SUG*UCFMT A*****	SFG*UCFMTA *****	SNG*UCFMT A*****	SHG*UCFMT A*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR TOWED AIR ASSAULT	1.X.3.1.1.7.4.3.2	F				
			SUG*UCFMTS *****	SFG*UCFMTS *****	SNG*UCFMTS *****	SHG*UCFMTS *****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR TOWED ARCTIC	1.X.3.1.1.7.4.3.3	F				
			SUG*UCFMT C*****	SFG*UCFMTC *****	SNG*UCFMT C*****	SHG*UCFMT C*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR TOWED MOUNTAIN	1.X.3.1.1.7.4.3.4	F				
			SUG*UCFMT O*****	SFG*UCFMTO *****	SNG*UCFMT O*****	SHG*UCFMT O*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR AMPHIBIOUS	1.X.3.1.1.7.4.4	F				
			SUG*UCFML- *****	SFG*UCFML- *****	SNG*UCFML- *****	SHG*UCFML- *****
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- *****

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
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- *****
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*UCFOA- *****	SFG*UCFOA- *****	SNG*UCFOA- *****	SHG*UCFOA- *****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY METEOROLOGICAL LIGHT	1.X.3.1.1.7.6.3	F				
			SUG*UCFOL- *****	SFG*UCFOL- *****	SNG*UCFOL- *****	SHG*UCFOL- *****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY METEOROLOGICAL MOUNTAIN	1.X.3.1.1.7.6.4	F				
			SUG*UCFOO- *****	SFG*UCFOO- *****	SNG*UCFOO- *****	SHG*UCFOO- *****

Note: White filled icon represents white opaque filled icon.

NATO UNCLASSIFIED

TABLE D-I. Operational Icon Set - Ground (cont'd).

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 ARMOURED	1.X.3.1.1.8.2.1	F				
			SUG*UCRVA- *****	SFG*UCRVA- *****	SNG*UCRVA- *****	SHG*UCRVA- *****
GROUND TRACK UNIT COMBAT RECONNAISSANCE CAVALRY MOTORISED	1.X.3.1.1.8.2.2	F				
			SUG*UCRVM- *****	SFG*UCRVM- *****	SNG*UCRVM- *****	SHG*UCRVM- *****
GROUND TRACK UNIT COMBAT RECONNAISSANCE CAVALRY GROUND	1.X.3.1.1.8.2.3	F				
			SUG*UCRVG- *****	SFG*UCRVG- *****	SNG*UCRVG- *****	SHG*UCRVG- *****
GROUND TRACK UNIT COMBAT RECONNAISSANCE CAVALRY AIR	1.X.3.1.1.8.2.4	F				
			SUG*UCRVO- *****	SFG*UCRVO- *****	SNG*UCRVO- *****	SHG*UCRVO- *****
GROUND TRACK UNIT COMBAT RECONNAISSANCE ARCTIC	1.X.3.1.1.8.3	F				
			SUG*UCRC-- *****	SFG*UCRC-- *****	SNG*UCRC-- *****	SHG*UCRC-- *****

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
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-- ***** ¹²⁰	SFG*UCRL-- ***** ¹²⁰	SNG*UCRL-- ***** ¹²⁰	SHG*UCRL-- ***** ¹²⁰
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 ¹²¹				
			SUG*UCRRD- *****	SFG*UCRRD- *****	SNG*UCRRD- *****	SHG*UCRRD- *****
GROUND TRACK UNIT COMBAT RECONNAISSANCE MARINE FORCE	1.X.3.1.1.8.8.2	F				
			SUG*UCRRF- *****	SFG*UCRRF- *****	SNG*UCRRF- *****	SHG*UCRRF- *****
GROUND TRACK UNIT COMBAT RECONNAISSANCE MARINE LIGHT ARMoured RECONNAISSANCE (LAR)	1.X.3.1.1.8.8.3	F				
			SUG*UCRRL- *****	SFG*UCRRL- *****	SNG*UCRRL- *****	SHG*UCRRL- *****

¹²⁰ The symbol IDs erroneously appeared as "S*G*UCRLL--*****".

¹²¹ The symbol was incorrect in the original printing; it was missing the small "D".

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
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--- *****
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*UCS--- ***** ¹²²	SFG*UCS--- *****	SNG*UCS--- *****	SHG*UCS--- *****
GROUND TRACK UNIT COMBAT INTERNAL SECURITY FORCES RIVERINE	1.X.3.1.1.10.1	F				
			SUG*UCSW-- *****	SFG*UCSW-- *****	SNG*UCSW-- *****	SHG*UCSW-- *****
GROUND TRACK UNIT COMBAT INTERNAL SECURITY FORCES GROUND	1.X.3.1.1.10.2	F				
			SUG*UCSG-- *****	SFG*UCSG-- *****	SNG*UCSG-- *****	SHG*UCSG-- *****
GROUND TRACK UNIT COMBAT INTERNAL SECURITY FORCES GROUND DISMOUNTED	1.X.3.1.1.10.2.1	F				
			SUG*UCSGD- *****	SFG*UCSGD- *****	SNG*UCSGD- *****	SHG*UCSGD- *****

¹²² The symbol IDs shown were "S*G*UCI---*****", which is already used by 1.X.3.1.1.5 and its descendants; all of the children also showed "I" instead of "S". This error was partially corrected in Mil-Std-2525B —it is still present in the latter's table A-XIII.

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT INTERNAL SECURITY FORCES GROUND MOTORISED	1.X.3.1.1.10.2.2	F				
			SUG*UCSGM- *****	SFG*UCSGM- *****	SNG*UCSGM- *****	SHG*UCSGM- *****
GROUND TRACK UNIT COMBAT INTERNAL SECURITY FORCES GROUND MECHANISED	1.X.3.1.1.10.2.3	F				
			SUG*UCSGA- *****	SFG*UCSGA- *****	SNG*UCSGA- *****	SHG*UCSGA- *****
GROUND TRACK UNIT COMBAT INTERNAL SECURITY FORCES WHEELED MECHANISED	1.X.3.1.1.10.3	F				
			SUG*UCSM-- *****	SFG*UCSM-- *****	SNG*UCSM-- *****	SHG*UCSM-- *****
GROUND TRACK UNIT COMBAT INTERNAL SECURITY FORCES RAILROAD	1.X.3.1.1.10.4	F				
			SUG*UCSR-- *****	SFG*UCSR-- *****	SNG*UCSR-- *****	SHG*UCSR-- *****
GROUND TRACK UNIT COMBAT INTERNAL SECURITY FORCES AVIATION	1.X.3.1.1.10.5	F				
			SUG*UCSA-- *****	SFG*UCSA-- *****	SNG*UCSA-- *****	SHG*UCSA-- *****

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SUPPORT	1.X.3.1.2	F				
			SUG*UU---- *****	SFG*UU---- *****	SNG*UU---- *****	SHG*UU---- *****
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*UUACC- *****	SFG*UUACC- *****	SNG*UUACC- *****	SHG*UUACC- *****
GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL SMOKE/DECON MECHANISED	1.X.3.1.2.1.1.1.1	F				
			SUG*UUACC K*****	SFG*UUACC K*****	SNG*UUACC K*****	SHG*UUACC K*****
GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL SMOKE/DECON MOTORISED	1.X.3.1.2.1.1.1.2	F				
			SUG*UUACC M*****	SFG*UUACC M*****	SNG*UUACC M*****	SHG*UUACC M*****
GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL SMOKE	1.X.3.1.2.1.1.2	F				
			SUG*UUACS- *****	SFG*UUACS- *****	SNG*UUACS- *****	SHG*UUACS- *****
GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL SMOKE MOTORISED	1.X.3.1.2.1.1.2.1	F				
			SUG*UUACS M*****	SFG*UUACS M*****	SNG*UUACS M*****	SHG*UUACS M*****

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL SMOKE ARMOUR	1.X.3.1.2.1.1.2.2	F				
			SUG*UUACS A*****	SFG*UUACSA *****	SNG*UUACS A*****	SHG*UUACS A*****
GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL RECCE	1.X.3.1.2.1.1.3	F				
			SUG*UUACR- *****	SFG*UUACR- *****	SNG*UUACR- *****	SHG*UUACR- *****
GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL RECCE WHEELED ARMoured VEHICLE	1.X.3.1.2.1.1.3.1	F ¹²³				
			SUG*UUACR W*****	SFG*UUACR W*****	SNG*UUACR W*****	SHG*UUACR W*****
GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL RECCE WHEELED ARMoured VEHICLE (RECONNAISSANCE/SURVEILLANCE)	1.X.3.1.2.1.1.3.2	F ¹²³				
			SUG*UUACRS *****	SFG*UUACRS *****	SNG*UUACRS *****	SHG*UUACRS *****
GROUND TRACK UNIT COMBAT SUPPORT NBC NUCLEAR	1.X.3.1.2.1.2	F				
			SUG*UUAN-- *****	SFG*UUAN-- *****	SNG*UUAN-- *****	SHG*UUAN-- *****
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 RECCE EQUIPPED	1.X.3.1.2.1.3.1	F ¹²³				
			SUG*UUABR- *****	SFG*UUABR- *****	SNG*UUABR- *****	SHG*UUABR- *****

¹²³ The "F" was missing.

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
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-- *****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE ELECTRONIC WARFARE (EW)	1.X.3.1.2.2.2.1	F				
			SUG*UUMSE- *****	SFG*UUMSE- *****	SNG*UUMSE- *****	SHG*UUMSE- *****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE ELECTRONIC WARFARE ARMOURED WHEELED VEHICLE	1.X.3.1.2.2.2.1.1	F				
			SUG*UUMSE A*****	SFG*UUMSEA *****	SNG*UUMSE A*****	SHG*UUMSE A*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE ELECTRONIC WARFARE DIRECTION FINDING	1.X.3.1.2.2.2.1.2	F				
			SUG*UUMSE D*****	SFG*UUMSED *****	SNG*UUMSE D*****	SHG*UUMSE D*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE ELECTRONIC WARFARE INTERCEPT	1.X.3.1.2.2.2.1.3	F				
			SUG*UUMSEI *****	SFG*UUMSEI *****	SNG*UUMSEI *****	SHG*UUMSEI *****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE ELECTRONIC WARFARE JAMMING	1.X.3.1.2.2.2.1.4	F				
			SUG*UUMSEJ *****	SFG*UUMSEJ *****	SNG*UUMSEJ *****	SHG*UUMSEJ *****

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE ELECTRONIC WARFARE THEATRE	1.X.3.1.2.2.2.1.5	F				
			SUG*UUMSE T***** ¹²⁴	SFG*UUMSET ***** ¹²⁴	SNG*UUMSE T***** ¹²⁴	SHG*UUMSE T***** ¹²⁴
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE ELECTRONIC WARFARE CORPS	1.X.3.1.2.2.2.1.6	F				
			SUG*UUMSE C***** ¹²⁵	SFG*UUMSEC ***** ¹²⁵	SNG*UUMSE C***** ¹²⁵	SHG*UUMSE C***** ¹²⁵
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*UUMRG- *****	SFG*UUMRG- *****	SNG*UUMRG- *****	SHG*UUMRG- ***** ¹²⁶
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SURVEILLANCE SENSOR	1.X.3.1.2.2.4.2	F				
			SUG*UUMRS- *****	SFG*UUMRS- *****	SNG*UUMRS- *****	SHG*UUMRS- *****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SURVEILLANCE SENSOR SURFACE CONTAMINATION MODULE (SCM)	1.X.3.1.2.2.4.2.1	F ¹²³				
			SUG*UUMRS S*****	SFG*UUMRSS *****	SNG*UUMRS S*****	SHG*UUMRS S*****

¹²⁴ The symbol IDs erroneously appeared as "S*G*UJET--*****".

¹²⁵ The symbol IDs erroneously appeared as "S*G*USEC--*****".

¹²⁶ The symbol ID erroneously appeared as "SGG*UUMRG-*****".

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Ground (cont'd).

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*UUMRX- *****	SFG*UUMRX- *****	SNG*UUMRX- *****	SHG*UUMRX- *****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SURVEILLANCE METEOROLOGICAL	1.X.3.1.2.2.4.4	F				
			SUG*UUMMO _*****	SFG*UUMMO _*****	SNG*UUMMO _*****	SHG*UUMMO _*****
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 EXPLOITATION	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 CENTRE (JIC)	1.X.3.1.2.2.8	F				
			SUG*UUMJ-- *****	SFG*UUMJ-- *****	SNG*UUMJ-- *****	SHG*UUMJ-- *****
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-- *****

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
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 CRIMINAL INVESTIGATION DIVISION (CID) ⁷³	1.X.3.1.2.3.5	F				
			SUG*UULD-- *****	SFG*UULD-- *****	SNG*UULD-- *****	SHG*UULD-- *****
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 CONTINGENCY COMMUNICATIONS PACKAGE (CCP) ⁹	1.X.3.1.2.4.2	F				
			SUG*UUSC-- *****	SFG*UUSC-- *****	SNG*UUSC-- *****	SHG*UUSC-- *****
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT CONTINGENCY COMMUNICATIONS PACKAGE LIGHT CONTINGENCY COMMUNICATIONS PACKAGE (LCCP) ⁹	1.X.3.1.2.4.2.1	F				
			SUG*UUSCL- *****	SFG*UUSCL- *****	SNG*UUSCL- *****	SHG*UUSCL- *****
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-- *****

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
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-- *****
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*UUSMS- *****	SFG*UUSMS- *****	SNG*UUSMS- *****	SHG*UUSMS- *****
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT MULTIPLE SUBSCRIBER ELEMENT LARGE EXTENSION NODE	1.X.3.1.2.4.5.2	F				
			SUG*UUSML- *****	SFG*UUSML- *****	SNG*UUSML- *****	SHG*UUSML- *****
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT MULTIPLE SUBSCRIBER ELEMENT NODE CENTRE	1.X.3.1.2.4.5.3	F				
			SUG*UUSMN- *****	SFG*UUSMN- *****	SNG*UUSMN- *****	SHG*UUSMN- *****
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- *****
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT RADIO UNIT TELETYPE CENTRE	1.X.3.1.2.4.6.2	F				
			SUG*UUSRT- *****	SFG*UUSRT- *****	SNG*UUSRT- *****	SHG*UUSRT- *****

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT RADIO UNIT RELAY	1.X.3.1.2.4.6.3	F				
			SUG*UUSRW- *****	SFG*UUSRW- *****	SNG*UUSRW- *****	SHG*UUSRW- *****
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT SIGNAL SUPPORT	1.X.3.1.2.4.7	F				
			SUG*UUSS-- *****	SFG*UUSS-- *****	SNG*UUSS-- *****	SHG*UUSS-- *****
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--- *****
GROUND TRACK UNIT COMBAT SUPPORT LANDING SUPPORT	1.X.3.1.2.6	F				
			SUG*UUX--- ***** ¹²⁷	SFG*UUX--- ***** ¹²⁷	SNG*UUX--- ***** ¹²⁷	SHG*UUX--- ***** ¹²⁷
GROUND TRACK UNIT COMBAT SUPPORT EXPLOSIVE ORDNANCE DISPOSAL	1.X.3.1.2.7	F				
			SUG*UUE--- *****	SFG*UUE--- *****	SNG*UUE--- *****	SHG*UUE--- *****

¹²⁷ The symbol IDs erroneously appeared as "S*G*UUL---*****". See also footnote 74.

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
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 THEATRE	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-- *****
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 THEATRE	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-- *****

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE POSTAL THEATRE	1.X.3.1.3.1.4.1	F				
			SUG*USAOT- *****	SFG*USAOT- *****	SNG*USAOT- *****	SHG*USAOT- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE POSTAL CORPS	1.X.3.1.3.1.4.2	F				
			SUG*USAOC- *****	SFG*USAOC- *****	SNG*USAOC- *****	SHG*USAOC- *****
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 THEATRE	1.X.3.1.3.1.5.1	F				
			SUG*USAF-- *****	SFG*USAF-- *****	SNG*USAF-- *****	SHG*USAF-- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE FINANCE CORPS	1.X.3.1.3.1.5.2	F				
			SUG*USAF-- *****	SFG*USAF-- *****	SNG*USAF-- *****	SHG*USAF-- *****
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 THEATRE	1.X.3.1.3.1.6.1	F				
			SUG*USAS-- *****	SFG*USAS-- *****	SNG*USAS-- *****	SHG*USAS-- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE PERSONNEL SERVICES CORPS	1.X.3.1.3.1.6.2	F				
			SUG*USAS-- *****	SFG*USAS-- *****	SNG*USAS-- *****	SHG*USAS-- *****

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Ground (cont'd).

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-- *****	SFG*USAM-- ***** ¹²⁸	SNG*USAM-- *****	SHG*USAM-- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE MORTUARY/GRAVES REGISTRY THEATRE	1.X.3.1.3.1.7.1	F				
			SUG*USAMT- *****	SFG*USAMT- *****	SNG*USAMT- *****	SHG*USAMT- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE MORTUARY/GRAVES REGISTRY CORPS	1.X.3.1.3.1.7.2	F				
			SUG*USAMC- *****	SFG*USAMC- *****	SNG*USAMC- *****	SHG*USAMC- *****
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 THEATRE	1.X.3.1.3.1.8.1	F				
			SUG* ¹²⁹ USART- ***** ¹²⁹	SFG* ¹²⁹ USART- ***** ¹²⁹	SNG* ¹²⁹ USART- ***** ¹²⁹	SHG* ¹²⁹ USART- ***** ¹²⁹
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE RELIGIOUS/CHAPLAIN CORPS	1.X.3.1.3.1.8.2	F				
			SUG*USARC- *****	SFG*USARC- *****	SNG*USARC- *****	SHG*USARC- *****
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 THEATRE	1.X.3.1.3.1.9.1	F				
			SUG*USAPT- *****	SFG*USAPT- *****	SNG*USAPT- *****	SHG*USAPT- *****

¹²⁸ The symbol ID erroneously appeared as "SUG*USAM--*****".

¹²⁹ The symbol IDs erroneously appeared as "S*G*ART-*****".

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
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 THEATRE	1.X.3.1.3.1.9.3.1	F				
			SUG*USAPBT *****	SFG*USAPBT *****	SNG*USAPBT *****	SHG*USAPBT *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE PUBLIC AFFAIRS BROADCAST CORPS	1.X.3.1.3.1.9.3.2	F				
			SUG*USAPBC *****	SFG*USAPBC *****	SNG*USAPBC *****	SHG*USAPBC *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE PUBLIC AFFAIRS JOINT INFORMATION BUREAU (JIB)	1.X.3.1.3.1.9.4	F				
			SUG*USAPM- *****	SFG*USAPM- *****	SNG*USAPM- *****	SHG*USAPM- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE PUBLIC AFFAIRS JOINT INFORMATION BUREAU THEATRE	1.X.3.1.3.1.9.4.1	F				
			SUG*USAPMT *****	SFG*USAPMT *****	SNG*USAPMT *****	SHG*USAPMT *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE PUBLIC AFFAIRS JOINT INFORMATION BUREAU CORPS	1.X.3.1.3.1.9.4.2	F				
			SUG*USAPM C*****	SFG*USAPMC *****	SNG*USAPM C*****	SHG*USAPM C*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE REPLACEMENT HOLDING UNIT (RHU)	1.X.3.1.3.1.10	F				
			SUG*USAX-- *****	SFG*USAX-- *****	SNG*USAX-- *****	SHG*USAX-- *****

Note: White filled icon represents white opaque filled icon.

NATO UNCLASSIFIED

TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE REPLACEMENT HOLDING UNIT THEATRE	1.X.3.1.3.1.10.1	F				
			SUG*USAXT- *****	SFG*USAXT- *****	SNG*USAXT- *****	SHG*USAXT- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE REPLACEMENT HOLDING UNIT CORPS	1.X.3.1.3.1.10.2	F				
			SUG*USAXC- *****	SFG*USAXC- *****	SNG*USAXC- *****	SHG*USAXC- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE LABOUR	1.X.3.1.3.1.11	F				
			SUG*USAL-- *****	SFG*USAL-- *****	SNG*USAL-- *****	SHG*USAL-- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE LABOUR THEATRE	1.X.3.1.3.1.11.1	F				
			SUG*USALT- *****	SFG*USALT- *****	SNG*USALT- *****	SHG*USALT- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE LABOUR CORPS	1.X.3.1.3.1.11.2	F				
			SUG*USALC- *****	SFG*USALC- *****	SNG*USALC- *****	SHG*USALC- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE MORALE, 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 MORALE, WELFARE, RECREATION THEATRE	1.X.3.1.3.1.12.1	F				
			SUG*USAWT- *****	SFG*USAWT- *****	SNG*USAWT- *****	SHG*USAWT- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE MORALE, WELFARE, RECREATION CORPS	1.X.3.1.3.1.12.2	F				
			SUG*USAWC- *****	SFG*USAWC- *****	SNG*USAWC- *****	SHG*USAWC- *****

Note: White filled icon represents white opaque filled icon.

TABLE D-I. Operational Icon Set - Ground (cont'd).

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) THEATRE	1.X.3.1.3.1.13.1	F				
			SUG*USAQT- *****	SFG*USAQT- *****	SNG*USAQT- *****	SHG*USAQT- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE QUARTERMASTER (SUPPLY) CORPS	1.X.3.1.3.1.13.2	F				
			SUG*USAQC- *****	SFG*USAQC- *****	SNG*USAQC- *****	SHG*USAQC- *****
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 THEATRE	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-- ***** ¹³⁰	SHG*USMC-- *****
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 THEATRE	1.X.3.1.3.2.3.1	F				
			SUG*USMMT- *****	SFG*USMMT- *****	SNG*USMMT- *****	SHG*USMMT- *****

¹³⁰ The symbol ID erroneously appeared as "SNG*USMCC--*****".

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Ground (cont'd).

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 CORPS	1.X.3.1.3.2.3.2	F				
			SUG*USMMC- *****	SFG*USMMC- *****	SNG*USMMC- *****	SHG*USMMC- *****
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 THEATRE	1.X.3.1.3.2.4.1	F				
			SUG*USMVT- *****	SFG*USMVT- *****	SNG*USMVT- *****	SHG*USMVT- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL VETERINARY CORPS	1.X.3.1.3.2.4.2	F				
			SUG*USMVC- *****	SFG*USMVC- *****	SNG*USMVC- *****	SHG*USMVC- *****
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 THEATRE	1.X.3.1.3.2.5.1	F				
			SUG*USMDT- *****	SFG*USMDT- *****	SNG*USMDT- *****	SHG*USMDT- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL DENTAL CORPS	1.X.3.1.3.2.5.2	F				
			SUG*USMDC- *****	SFG*USMDC- *****	SNG*USMDC- *****	SHG*USMDC- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL PSYCHOLOGICAL	1.X.3.1.3.2.6	F				
			SUG*USMP-- *****	SFG*USMP-- *****	SNG*USMP-- *****	SHG*USMP-- *****

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TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL PSYCHOLOGICAL THEATRE	1.X.3.1.3.2.6.1	F				
			SUG*USMPT- *****	SFG*USMPT- *****	SNG*USMPT- *****	SHG*USMPT- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL PSYCHOLOGICAL CORPS	1.X.3.1.3.2.6.2	F				
			SUG*USMPC- *****	SFG*USMPC- *****	SNG*USMPC- *****	SHG*USMPC- *****
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 THEATRE	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 THEATRE	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- *****

Note: White filled icon represents white opaque filled icon.

NATO UNCLASSIFIED

TABLE D-I. Operational Icon Set - Ground (cont'd).

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 THEATRE	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 THEATRE	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- *****
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 THEATRE	1.X.3.1.3.3.5.3.1	F				
			SUG*USS3AT *****	SFG*USS3AT* *****	SNG*USS3AT *****	SHG*USS3AT *****

Note: White filled icon represents white opaque filled icon.

NATO UNCLASSIFIED

TABLE D-I. Operational Icon Set - Ground (cont'd).

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 CORPS	1.X.3.1.3.3.5.3.2	F				
			SUG*USS3AC *****	SFG*USS3AC* *****	SNG*USS3AC *****	SHG*USS3AC *****
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 THEATRE	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- *****
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 THEATRE	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-- *****

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS VI THEATRE	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- *****
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 THEATRE	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 THEATRE	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- *****

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Ground (cont'd).

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 THEATRE	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 THEATRE	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- *****
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 THEATRE	1.X.3.1.3.3.13.1	F				
			SUG*USSLT- *****	SFG*USSLT- *****	SNG*USSLT- *****	SHG*USSLT- *****

Note: White filled icon represents white opaque filled icon.

NATO UNCLASSIFIED

TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
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 THEATRE	1.X.3.1.3.3.14.1	F				
			SUG*USSWT- *****	SFG*USSWT- *****	SNG*USSWT- *****	SHG*USSWT- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY WATER CORPS	1.X.3.1.3.3.14.2	F				
			SUG*USSWC- *****	SFG*USSWC- *****	SNG*USSWC- *****	SHG*USSWC- ***** ¹³¹
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY WATER PURIFICATION	1.X.3.1.3.3.14.3	F				
			SUG*USSWP- *****	SFG*USSWP- *****	SNG*USSWP- *****	SHG*USSWP- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY WATER PURIFICATION THEATRE	1.X.3.1.3.3.14.3.1	F				
			SUG*USSWPT *****	SFG*USSWPT *****	SNG*USSWPT *****	SHG*USSWPT *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY WATER PURIFICATION CORPS	1.X.3.1.3.3.14.3.2	F				
			SUG*USSWPC *****	SFG*USSWPC *****	SNG*USSWPC *****	SHG*USSWPC *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION	1.X.3.1.3.4	F				
			SUG*UST--- *****	SFG*UST--- *****	SNG*UST--- *****	SHG*UST--- *****

¹³¹ The symbol ID erroneously appeared as "SUG*USSWC-*****".

Note: White filled icon represents white opaque filled icon.

TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION THEATRE	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-- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION MOVEMENT CONTROL CENTRE (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 CENTRE (MCC) THEATRE	1.X.3.1.3.4.3.1	F				
			SUG*USTMT- *****	SFG*USTMT- *****	SNG*USTMT- *****	SHG*USTMT- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION MOVEMENT CONTROL CENTRE (MCC) CORPS	1.X.3.1.3.4.3.2	F				
			SUG*USTMC- *****	SFG*USTMC- *****	SNG*USTMC- *****	SHG*USTMC- *****
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 THEATRE	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- *****

Note: White filled icon represents white opaque filled icon.

NATO UNCLASSIFIED

TABLE D-I. Operational Icon Set - Ground (cont'd).

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 THEATRE	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 THEATRE	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*USTAC- *****	SFG*USTAC- *****	SNG*USTAC- *****	SHG*USTAC- *****
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 THEATRE	1.X.3.1.3.4.7.1	F				
			SUG*USTIT- *****	SFG*USTIT- *****	SNG*USTIT- *****	SHG*USTIT- *****

Note: White filled icon represents white opaque filled icon.

NATO UNCLASSIFIED

TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
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 THEATRE	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-- *****
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 THEATRE	1.X.3.1.3.5.3.1	F				
			SUG*USXHT- *****	SFG*USXHT- *****	SNG*USXHT- *****	SHG*USXHT- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE HEAVY CORPS	1.X.3.1.3.5.3.2	F				
			SUG*USXHC- *****	SFG*USXHC- *****	SNG*USXHC- *****	SHG*USXHC- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE RECOVERY	1.X.3.1.3.5.4	F				
			SUG*USXR-- *****	SFG*USXR-- *****	SNG*USXR-- *****	SHG*USXR-- *****

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE RECOVERY THEATRE	1.X.3.1.3.5.4.1	F				
			SUG*USXRT- *****	SFG*USXRT- *****	SNG*USXRT- *****	SHG*USXRT- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE RECOVERY CORPS	1.X.3.1.3.5.4.2	F				
			SUG*USXRC- *****	SFG*USXRC- *****	SNG*USXRC- *****	SHG*USXRC- *****
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 THEATRE	1.X.3.1.3.5.5.1	F				
			SUG*USXOT- *****	SFG*USXOT- *****	SNG*USXOT- *****	SHG*USXOT- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ORDNANCE CORPS	1.X.3.1.3.5.5.2	F				
			SUG*USXOC- *****	SFG*USXOC- *****	SNG*USXOC- *****	SHG*USXOC- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ORDNANCE MISSILE	1.X.3.1.3.5.5.3	F				
			SUG*USXOM- *****	SFG*USXOM- *****	SNG*USXOM- *****	SHG*USXOM- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ORDNANCE MISSILE THEATRE	1.X.3.1.3.5.5.3.1	F				
			SUG*USXOM T*****	SFG*USXOMT *****	SNG*USXOM T*****	SHG*USXOM T*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ORDNANCE MISSILE CORPS	1.X.3.1.3.5.5.3.2	F				
			SUG*USXOM C*****	SFG*USXOM C*****	SNG*USXOM C*****	SHG*USXOM C*****

Note: White filled icon represents white opaque filled icon.

TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	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 THEATRE	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*USXEC- *****	SFG*USXEC- *****	SNG*USXEC- *****	SHG*USXEC- ***** ¹³²
GROUND TRACK UNIT SPECIAL C ² HEADQUARTERS COMPONENT NOTE: Refer to paragraph C.4.4.2 for construction of Special C ² Headquarters symbols.	1.X.3.1.4	F				
			SUG*UH---- *****	SFG*UH---- *****	SNG*UH---- *****	SHG*UH---- *****

¹³² The symbol ID erroneously appeared as "SNG*USXEC-*****".

Note: White filled icon represents white opaque filled icon.

NATO UNCLASSIFIED

TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	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 WEAPON	1.X.3.2.1	133				
			SUG*EW---- *****	SFG*EW---- *****	SNG*EW---- *****	SHG*EW---- *****
GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER	1.X.3.2.1.1	F O				
						
			SUG*EWM--- *****	SFG*EWM--- *****	SNG*EWM--- *****	SHG*EWM--- *****
GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER AIR DEFENCE (AD) MISSILE LAUNCHER	1.X.3.2.1.1.1	F O				
						
			SUG*EWMA-- *****	SFG*EWMA-- *****	SNG*EWMA-- *****	SHG*EWMA-- *****
GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER AIR DEFENCE MISSILE LAUNCHER SHORT RANGE AD	1.X.3.2.1.1.1.1	F O				
						
			SUG*EWMA S- ***** ⁷⁵	SFG*EWMA S- ***** ⁷⁵	SNG*EWMA S- ***** ⁷⁵	SHG*EWMA S- ***** ⁷⁵
GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER AIR DEFENCE MISSILE LAUNCHER INTERMEDIATE RANGE AD	1.X.3.2.1.1.1.2	F O				
						
			SUG*EWMA I- ***** ⁷⁵	SFG*EWMA I- ***** ⁷⁵	SNG*EWMA I- ***** ⁷⁵	SHG*EWMA I- ***** ⁷⁵

133 Although there are no symbols for this object, symbol IDs do exist, as shown here.

Note: White filled icon represents white opaque filled icon.

TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER AIR DEFENCE MISSILE LAUNCHER LONG RANGE AD	1.X.3.2.1.1.1.3	F O				
						
			SUG*EWMAL _***** ⁷⁵	SFG*EWMAL- ***** ⁷⁵	SNG*EWMAL _***** ⁷⁵	SHG*EWMAL _***** ⁷⁵
GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER AIR DEFENCE MISSILE LAUNCHER THEATRE	1.X.3.2.1.1.1.4	F O				
						
			SUG*EWMA ^T _***** ⁷⁵	SFG*EWMA ^T - ***** ⁷⁵	SNG*EWMA ^T _***** ⁷⁵	SHG*EWMA ^T _***** ⁷⁵
GROUND TRACK ¹³⁴ EQUIPMENT WEAPON MISSILE LAUNCHER SURF-SURF (SS)	1.X.3.2.1.1.2	F O ¹³⁵				
						
			SUG*EWMS-- *****	SFG*EWMS-- *****	SNG*EWMS-- *****	SHG*EWMS-- *****
GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER SURF-SURF SHORT RANGE SS	1.X.3.2.1.1.2.1	F O ¹³⁵				
						
			SUG*EWMS ^S - ***** ⁷⁶	SFG*EWMS ^S - ***** ⁷⁶	SNG*EWMS ^S - ***** ⁷⁶	SHG*EWMS ^S - ***** ⁷⁶
GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER SURF-SURF INTERMEDIATE RANGE SS	1.X.3.2.1.1.2.2	F O ¹³⁵				
						
			SUG*EWMSI- *****	SFG*EWMSI- *****	SNG*EWMSI- *****	SHG*EWMSI- *****

134 The Description erroneously appeared as "GROUND TRACK - WEAPONS - EQUIPMENT [...]".

135 These symbols are closed at the bottom in Mil-Std-2525B.

Note: White filled icon represents white opaque filled icon.

NATO UNCLASSIFIED

TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER SURF-SURF LONG RANGE SS	1.X.3.2.1.1.2.3	F O 135				
			SUG*EWMSL- *****76	SFG*EWMSL- *****76	SNG*EWMSL- *****76	SHG*EWMSL- *****76
GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER ANTITANK (AT)	1.X.3.2.1.1.3	F O				
			SUG*EWMT-- *****	SFG*EWMT-- *****	SNG*EWMT-- *****	SHG*EWMT-- *****
GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER ANTITANK LIGHT	1.X.3.2.1.1.3.1	F O				
			SUG*EWMTL- *****	SFG*EWMTL- *****	SNG*EWMTL- *****	SHG*EWMTL- *****
GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER ANTITANK MEDIUM	1.X.3.2.1.1.3.2	F O				
			SUG*EWMTM _*****	SFG*EWMTM _*****	SNG*EWMTM _*****	SHG*EWMTM _*****
GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER ANTITANK HEAVY	1.X.3.2.1.1.3.3	F O				
			SUG*EWMTH _*****	SFG*EWMTH- *****	SNG*EWMTH _*****	SHG*EWMTH _*****

Note: White filled icon represents white opaque filled icon.

TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPON SINGLE ROCKET LAUNCHER	1.X.3.2.1.2	F O				
						
			SUG*EWS--- *****	SFG*EWS--- *****	SNG*EWS--- *****	SHG*EWS--- *****
GROUND TRACK EQUIPMENT WEAPON SINGLE ROCKET LAUNCHER LIGHT	1.X.3.2.1.2.1	F O				
						
			SUG*EWSL-- *****	SFG*EWSL-- *****	SNG*EWSL-- *****	SHG*EWSL-- *****
GROUND TRACK EQUIPMENT WEAPON SINGLE ROCKET LAUNCHER MEDIUM	1.X.3.2.1.2.2	F O				
						
			SUG*EWSM-- *****	SFG*EWSM-- *****	SNG*EWSM-- *****	SHG*EWSM-- *****
GROUND TRACK EQUIPMENT WEAPON SINGLE ROCKET LAUNCHER HEAVY	1.X.3.2.1.2.3	F O				
						
			SUG*EWSH-- *****	SFG*EWSH-- *****	SNG*EWSH-- *****	SHG*EWSH-- *****

Note: White filled icon represents white opaque filled icon.

NATO UNCLASSIFIED

TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPON MULTIPLE ROCKET LAUNCHER	1.X.3.2.1.3	F O				
						
			SUG*EWX--- *****	SFG*EWX--- *****	SNG*EWX--- *****	SHG*EWX--- *****
GROUND TRACK EQUIPMENT WEAPON MULTIPLE ROCKET LAUNCHER LIGHT	1.X.3.2.1.3.1	F O				
						
			SUG*EWXL-- *****	SFG*EWXL-- *****	SNG*EWXL-- *****	SHG*EWXL-- *****
GROUND TRACK EQUIPMENT WEAPON MULTIPLE ROCKET LAUNCHER MEDIUM	1.X.3.2.1.3.2	F O				
						
			SUG*EWXM-- *****	SFG*EWXM-- *****	SNG*EWXM-- *****	SHG*EWXM-- *****
GROUND TRACK EQUIPMENT WEAPON MULTIPLE ROCKET LAUNCHER HEAVY	1.X.3.2.1.3.3	F O				
						
			SUG*EWXH-- *****	SFG*EWXH-- *****	SNG*EWXH-- *****	SHG*EWXH-- *****

Note: White filled icon represents white opaque filled icon.

NATO UNCLASSIFIED

TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPON ANTITANK ROCKET LAUNCHER	1.X.3.2.1.4	F O				
						
			SUG*EWT--- *****	SFG*EWT--- *****	SNG*EWT--- *****	SHG*EWT--- *****
GROUND TRACK EQUIPMENT WEAPON ANTITANK ROCKET LAUNCHER LIGHT	1.X.3.2.1.4.1	F O				
						
			SUG*EWTL-- *****	SFG*EWTL-- *****	SNG*EWTL-- *****	SHG*EWTL-- *****
GROUND TRACK EQUIPMENT WEAPON ANTITANK ROCKET LAUNCHER MEDIUM	1.X.3.2.1.4.2	F O				
						
			SUG*EWTM-- *****	SFG*EWTM-- *****	SNG*EWTM-- *****	SHG*EWTM-- *****
GROUND TRACK EQUIPMENT WEAPON ANTITANK ROCKET LAUNCHER HEAVY	1.X.3.2.1.4.3	F O				
						
			SUG*EWTH-- *****	SFG*EWTH-- *****	SNG*EWTH-- *****	SHG*EWTH-- *****

Note: White filled icon represents white opaque filled icon.

TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPON RIFLE/AUTOMATIC WEAPON	1.X.3.2.1.5	F O				
						
			SUG*EWR--- *****	SFG*EWR--- *****	SNG*EWR--- *****	SHG*EWR--- *****
GROUND TRACK EQUIPMENT WEAPON RIFLE/AUTOMATIC WEAPON RIFLE	1.X.3.2.1.5.1	F O				
						
			SUG*EWRR-- *****	SFG*EWRR-- *****	SNG*EWRR-- *****	SHG*EWRR-- *****
GROUND TRACK EQUIPMENT WEAPON 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 WEAPON RIFLE/AUTOMATIC WEAPON HEAVY MACHINE GUN	1.X.3.2.1.5.3	F O				
						
			SUG*EWRH-- *****	SFG*EWRH-- *****	SNG*EWRH-- *****	SHG*EWRH-- *****

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPON GRENADE LAUNCHER	1.X.3.2.1.6	F O				
						
			SUG*EWZ--- *****	SFG*EWZ--- *****	SNG*EWZ--- *****	SHG*EWZ--- *****
GROUND TRACK EQUIPMENT WEAPON GRENADE LAUNCHER LIGHT	1.X.3.2.1.6.1	F O				
						
			SUG*EWZL-- *****	SFG*EWZL-- *****	SNG*EWZL-- *****	SHG*EWZL-- *****
GROUND TRACK EQUIPMENT WEAPON GRENADE LAUNCHER MEDIUM	1.X.3.2.1.6.2	F O				
						
			SUG*EWZM-- *****	SFG*EWZM-- *****	SNG*EWZM-- *****	SHG*EWZM-- *****
GROUND TRACK EQUIPMENT WEAPON GRENADE LAUNCHER HEAVY	1.X.3.2.1.6.3	F O				
						
			SUG*EWZH-- *****	SFG*EWZH-- *****	SNG*EWZH-- *****	SHG*EWZH-- *****

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPON MORTAR	1.X.3.2.1.7	F O				
			SUG*EWO--- *****	SFG*EWO--- *****	SNG*EWO--- *****	SHG*EWO--- *****
GROUND TRACK EQUIPMENT WEAPON MORTAR LIGHT	1.X.3.2.1.7.1	F O				
			SUG*EWOL-- *****	SFG*EWOL-- *****	SNG*EWOL-- *****	SHG*EWOL-- ***** ¹⁰⁵
GROUND TRACK EQUIPMENT WEAPON MORTAR MEDIUM	1.X.3.2.1.7.2	F O				
			SUG*EWOM-- *****	SFG*EWOM-- *****	SNG*EWOM-- *****	SHG*EWOM-- *****
GROUND TRACK EQUIPMENT WEAPON MORTAR HEAVY	1.X.3.2.1.7.3	F O				
			SUG*EWOH-- *****	SFG*EWOH-- *****	SNG*EWOH-- *****	SHG*EWOH-- *****

Note: White filled icon represents white opaque filled icon.

TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPON HOWITZER	1.X.3.2.1.8	F O				
			SUG*EWH--- *****	SFG*EWH--- *****	SNG*EWH--- *****	SHG*EWH--- *****
GROUND TRACK EQUIPMENT WEAPON HOWITZER LIGHT	1.X.3.2.1.8.1	F O				
			SUG*EWHL-- *****	SFG*EWHL-- *****	SNG*EWHL-- *****	SHG*EWHL-- *****
GROUND TRACK EQUIPMENT WEAPON HOWITZER LIGHT SELF-PROPELLED	1.X.3.2.1.8.1.1	F O				
			SUG*EWHLS- *****	SFG*EWHLS- *****	SNG*EWHLS- *****	SHG*EWHLS- *****
GROUND TRACK EQUIPMENT WEAPON HOWITZER MEDIUM	1.X.3.2.1.8.2	F O				
			SUG*EWHM-- *****	SFG*EWHM-- *****	SNG*EWHM-- *****	SHG*EWHM-- *****
GROUND TRACK EQUIPMENT WEAPON HOWITZER MEDIUM SELF-PROPELLED	1.X.3.2.1.8.2.1	F O				
			SUG*EWHMS- *****	SFG*EWHMS- *****	SNG*EWHMS- *****	SHG*EWHMS- *****

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPON HOWITZER HEAVY	1.X.3.2.1.8.3	F O				
						
			SUG*EWHH-- *****	SFG*EWHH-- *****	SNG*EWHH-- *****	SHG*EWHH-- *****
GROUND TRACK EQUIPMENT WEAPON HOWITZER HEAVY SELF-PROPELLED	1.X.3.2.1.8.3.1	F O				
						
			SUG*EWHHS- *****	SFG*EWHHS- *****	SNG*EWHHS- *****	SHG*EWHHS- *****

Note: White filled icon represents white opaque filled icon.

TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPON ANTITANK GUN	1.X.3.2.1.9	F O				
						
			SUG*EWG--- *****	SFG*EWG--- *****	SNG*EWG--- *****	SHG*EWG--- *****
GROUND TRACK EQUIPMENT WEAPON ANTITANK GUN LIGHT	1.X.3.2.1.9.1	F O				
						
			SUG*EWGL-- *****	SFG*EWGL-- *****	SNG*EWGL-- *****	SHG*EWGL-- *****
GROUND TRACK EQUIPMENT WEAPON ANTITANK GUN MEDIUM	1.X.3.2.1.9.2	F O				
						
			SUG*EWGM-- *****	SFG*EWGM-- ***** ¹⁰⁵	SNG*EWGM-- *****	SHG*EWGM-- *****
GROUND TRACK EQUIPMENT WEAPON ANTITANK GUN HEAVY	1.X.3.2.1.9.3	F O				
						
			SUG*EWGH-- *****	SFG*EWGH-- *****	SNG*EWGH-- *****	SHG*EWGH-- *****
GROUND TRACK EQUIPMENT WEAPON ANTITANK GUN RECOILLESS ⁷⁷	1.X.3.2.1.9.4	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 (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPON DIRECT FIRE GUN	1.X.3.2.1.10	F O				
						
			SUG*EWD--- *****	SFG*EWD--- *****	SNG*EWD--- *****	SHG*EWD--- *****
GROUND TRACK EQUIPMENT WEAPON DIRECT FIRE GUN LIGHT	1.X.3.2.1.10.1	F O				
						
			SUG*EWDL-- *****	SFG*EWDL-- *****	SNG*EWDL-- *****	SHG*EWDL-- *****
GROUND TRACK EQUIPMENT WEAPON DIRECT FIRE GUN LIGHT SELF-PROPELLED	1.X.3.2.1.10.1.1	F O				
						
			SUG*EWDLS- *****	SFG*EWDLS- *****	SNG*EWDLS- *****	SHG*EWDLS- *****
GROUND TRACK EQUIPMENT WEAPON DIRECT FIRE GUN MEDIUM	1.X.3.2.1.10.2	F O				
						
			SUG*EWDMS- *****	SFG*EWDMS- *****	SNG*EWDMS- *****	SHG*EWDMS- *****
GROUND TRACK EQUIPMENT WEAPON DIRECT FIRE GUN MEDIUM SELF-PROPELLED	1.X.3.2.1.10.2.1	F O				
						
			SUG*EWDMS- *****	SFG*EWDMS- *****	SNG*EWDMS- *****	SHG*EWDMS- *****

Note: White filled icon represents white opaque filled icon.

TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPON DIRECT FIRE GUN HEAVY	1.X.3.2.1.10.3	F O				
						
			SUG*EWDH-- *****	SFG*EWDH-- *****	SNG*EWDH-- *****	SHG*EWDH-- *****
GROUND TRACK EQUIPMENT WEAPON DIRECT FIRE GUN HEAVY SELF-PROPELLED	1.X.3.2.1.10.3.1	F O				
						
			SUG*EWDHS- *****	SFG*EWDHS- *****	SNG*EWDHS- *****	SHG*EWDHS- *****

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPON AIR DEFENCE GUN	1.X.3.2.1.11	F O				
						
			SUG*EWA--- *****	SFG*EWA--- *****	SNG*EWA--- *****	SHG*EWA--- *****
GROUND TRACK EQUIPMENT WEAPON AIR DEFENCE GUN LIGHT	1.X.3.2.1.11.1	F O				
						
			SUG*EWAL-- *****	SFG*EWAL-- *****	SNG*EWAL-- *****	SHG*EWAL-- *****
GROUND TRACK EQUIPMENT WEAPON AIR DEFENCE GUN MEDIUM	1.X.3.2.1.11.2	F O				
						
			SUG*EWAM-- *****	SFG*EWAM-- *****	SNG*EWAM-- *****	SHG*EWAM-- *****
GROUND TRACK EQUIPMENT WEAPON AIR DEFENCE GUN HEAVY	1.X.3.2.1.11.3	F O				
						
			SUG*EWAH-- *****	SFG*EWAH-- *****	SNG*EWAH-- *****	SHG*EWAH-- *****

Note: White filled icon represents white opaque filled icon.

TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
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 ARMoured	1.X.3.2.2.1	F O				
						
			SUG*EVA--- *****	SFG*EVA--- *****	SNG*EVA--- *****	SHG*EVA--- *****
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMoured TANK	1.X.3.2.2.1.1	F O				
						
			SUG*EVAT-- *****	SFG*EVAT-- *****	SNG*EVAT-- *****	SHG*EVAT-- *****
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMoured TANK LIGHT	1.X.3.2.2.1.1.1	F O				
						
			SUG*EVATL- *****	SFG*EVATL- *****	SNG*EVATL- *****	SHG*EVATL- *****
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMoured TANK LIGHT RECOVERY	1.X.3.2.2.1.1.1.1	F O				
						
			SUG*EVATW- ***** ⁷⁸	SFG*EVATW- ***** ⁷⁸	SNG*EVATW- ***** ⁷⁸	SHG*EVATW- ***** ⁷⁸

Note: White filled icon represents white opaque filled icon.

TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMoured TANK MEDIUM	1.X.3.2.2.1.1.2	F O				
						
			SUG*EVATM- *****	SFG*EVATM- *****	SNG*EVATM- *****	SHG*EVATM- *****
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMoured TANK MEDIUM RECOVERY	1.X.3.2.2.1.1.2.1	F O				
						
			SUG*EVATX- ***** ⁷⁸	SFG*EVATX- ***** ⁷⁸	SNG*EVATX- ***** ⁷⁸	SHG*EVATX- ***** ⁷⁸
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMoured TANK HEAVY	1.X.3.2.2.1.1.3	F O				
						
			SUG*EVATH- *****	SFG*EVATH- *****	SNG*EVATH- *****	SHG*EVATH- *****
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMoured TANK HEAVY RECOVERY	1.X.3.2.2.1.1.3.1	F O				
						
			SUG*EVATY- ***** ⁷⁸	SFG*EVATY- ***** ⁷⁸	SNG*EVATY- ***** ⁷⁸	SHG*EVATY- ***** ⁷⁸

Note: White filled icon represents white opaque filled icon.

TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMoured ARMoured PERSONNEL CARRIER (APC) ¹³⁶	1.X.3.2.2.1.2	F O				
						
			SUG*EVAA-- *****	SFG*EVAA-- *****	SNG*EVAA-- *****	SHG*EVAA-- *****
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMoured APC RECOVERY	1.X.3.2.2.1.2.1	F O				
						
			SUG*EVAAR- *****	SFG*EVAAR- *****	SNG*EVAAR- *****	SHG*EVAAR- *****
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMoured ARMoured INFANTRY	1.X.3.2.2.1.3	F O				
						
			SUG*EVAI-- *****	SFG*EVAI-- *****	SNG*EVAI-- *****	SHG*EVAI-- *****
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMoured C ² V/ACV	1.X.3.2.2.1.4	F O				
						
			SUG*EVAC-- *****	SFG*EVAC-- *****	SNG*EVAC-- *****	SHG*EVAC-- *****
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMoured COMBAT SERVICE SUPPORT VEHICLE	1.X.3.2.2.1.5	F O				
						
			SUG*EVAS-- *****	SFG*EVAS-- *****	SNG*EVAS-- *****	SHG*EVAS-- *****

¹³⁶ It may be useful to insert Light/Medium/Heavy symbols as siblings of Recovery. I suggest 1.X.3.2.2.1.2.1 APC Light (SUG*EVAAL-*****), 1.X.3.2.2.1.2.2 APC Medium (SUG*EVAAM-*****) and 1.X.3.2.2.1.2.3 APC Heavy (SUG*EVAAH-*****), displacing APC Recovery to 1.X.3.2.2.1.2.4.

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMoured LIGHT ARMoured VEHICLE (LAV)	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-- *****
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-- *****

Note: White filled icon represents white opaque filled icon.

TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
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--- *****
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-- *****

Note: White filled icon represents white opaque filled icon.

TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
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-- *****
GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE MINE LAYING VEHICLE ARMOURED VEHICLE MOUNTED	1.X.3.2.2.3.4.1	F O 137				
						
			SUG*EVEMA- *****	SFG*EVEMA- *****	SNG*EVEMA- *****	SHG*EVEMA- *****
GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE MINE LAYING VEHICLE TRAILER MOUNTED	1.X.3.2.2.3.4.2	F O 138				
						
			SUG*EVEMT- *****	SFG*EVEMT- *****	SNG*EVEMT- *****	SHG*EVEMT- *****

137 The symbol is incorrectly classified; it should be MINE CLEARING VEHICLE - ARMOURED VEHICLE MOUNTED (the correction appears in Mil-Std-2525B as 1.X.3.2.2.3.5.1, symbol ID "S*G*EVEAA-*****"). See also footnotes 53 and 79.

138 The symbol is incorrectly classified; it should be MINE CLEARING VEHICLE - TRAILER MOUNTED (the correction appears in Mil-Std-2525B as 1.X.3.2.2.3.5.2, symbol ID "S*G*EVEAT-*****"). See also footnotes 53 and 79.

Note: White filled icon represents white opaque filled icon.

TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE MINE LAYING VEHICLE ARMoured CARRIER WITH VOLCANO	1.X.3.2.2.3.4.3	F O 139				
						
			SUG*EVMV- *****	SFG*EVMV- *****	SNG*EVMV- *****	SHG*EVMV- *****
GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE MINE LAYING VEHICLE TRUCK MOUNTED WITH VOLCANO	1.X.3.2.2.3.4.4	F O 140				
						
			SUG*EVEML- *****	SFG*EVEML- *****	SNG*EVEML- *****	SHG*EVEML- *****
GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE DOZER	1.X.3.2.2.3.5	F O 141				
						
			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-- ***** ⁸⁰	SFG*EVST-- ***** ⁸⁰	SNG*EVST-- ***** ⁸⁰	SHG*EVST-- ***** ⁸⁰
GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE	1.X.3.2.2.5	F O				
						
			SUG*EVC--- *****	SFG*EVC--- *****	SNG*EVC--- *****	SHG*EVC--- *****

139 The symbol becomes 1.X.3.2.2.3.4.1 in Mil-Std-2525B. See also footnotes 53 and 79.

140 The symbol becomes 1.X.3.2.2.3.4.2 in Mil-Std-2525B. See also footnotes 53 and 79.

141 The symbol becomes 1.X.3.2.2.3.6 in Mil-Std-2525B because of the insertion of 1.X.3.2.2.3.5 MINE CLEARING VEHICLE. See also footnotes 53 and 79.

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT SENSOR	1.X.3.2.3	F O				
						
			SUG*ES--- *****	SFG*ES--- *****	SNG*ES--- *****	SHG*ES--- *****
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	133				
			SUG*EX--- *****	SFG*EX--- *****	SNG*EX--- *****	SHG*EX--- *****
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				
						
			SUG*EXN--- *****	SFG*EXN--- *****	SNG*EXN--- *****	SHG*EXN--- *****

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
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 MINE	1.X.3.2.4.4	F O				
						
			SUG*EXM--- *****	SFG*EXM--- *****	SNG*EXM--- *****	SHG*EXM--- *****
GROUND TRACK EQUIPMENT SPECIAL LAND MINE CLAYMORE	1.X.3.2.4.4.1	F O				
						
			SUG*EXMC-- *****	SFG*EXMC-- *****	SNG*EXMC-- *****	SHG*EXMC-- *****
GROUND TRACK EQUIPMENT SPECIAL LAND MINE LESS THAN LETHAL	1.X.3.2.4.4.2	F O				
						
			SUG*EXML-- *****	SFG*EXML-- *****	SNG*EXML-- *****	SHG*EXML-- *****

Note: White filled icon represents white opaque filled icon.

TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK INSTALLATION NOTE ¹⁴² : The installation indicator on top of the symbol appears as modifier "b" and is not part of the basic symbol.	1.X.3.3	F				
			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				
			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				
			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				
			SUG*IRP--- H****	SFG*IRP--- H****	SNG*IRP--- H****	SHG*IRP--- H****
GROUND TRACK INSTALLATION RAW MATERIAL PRODUCTION/STORAGE NBC	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	1.X.3.3.1.3.1	F				
			SUG*IRNB-- H**** ¹⁴³	SFG*IRNB-- H**** ¹⁴³	SNG*IRNB-- H**** ¹⁴³	SHG*IRNB-- H**** ¹⁴³
GROUND TRACK INSTALLATION RAW MATERIAL PRODUCTION/STORAGE NBC CHEMICAL	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	1.X.3.3.1.3.3	F				
			SUG*IRNN-- H****	SFG*IRNN-- H****	SNG*IRNN-- H****	SHG*IRNN-- H****

142 The original text read «The following symbol shows an installation indicator on top of the symbol; this indicator appears as modifier "c" (sic) and is not part of the basic symbol» and appeared with *each* installation symbol; it has been corrected, edited for brevity and moved to the footer.

143 The symbol IDs erroneously appeared as "S*GIRNB--H****".

Note: White filled icon represents white opaque filled icon.

The installation indicator on top of the symbols appears as modifier "b" and is not part of the basic symbols.

TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK INSTALLATION PROCESSING FACILITY	1.X.3.3.2	F				
			SUG*IP--- H****	SFG*IP--- H****	SNG*IP--- H****	SHG*IP--- H****
GROUND TRACK INSTALLATION PROCESSING FACILITY DECON	1.X.3.3.2.1	F				
			SUG*IPD--- H****	SFG*IPD--- H****	SNG*IPD--- H****	SHG*IPD--- H****
GROUND TRACK INSTALLATION EQUIPMENT MANUFACTURE	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	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	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	1.X.3.3.4.2	F				
			SUG*IUT--- H****	SFG*IUT--- H****	SNG*IUT--- H****	SHG*IUT--- H****
GROUND TRACK INSTALLATION SERVICE, RESEARCH, UTILITY FACILITY ELECTRIC POWER FACILITY ¹⁴⁴	1.X.3.3.4.3	F				
			SUG*IUE--- H****	SFG*IUE--- H****	SNG*IUE--- H****	SHG*IUE--- H**** ¹⁴⁵
GROUND TRACK INSTALLATION SERVICE, RESEARCH, UTILITY FACILITY PUBLIC WATER SERVICES	1.X.3.3.4.4	F				
			SUG*IUP--- H****	SFG*IUP--- H****	SNG*IUP--- H****	SHG*IUP--- H****

144 Three sub-symbols are added to 1.X.3.3.4.3 by Mil-Std-2525B: 1.X.3.3.4.3.1 NUCLEAR PLANT, 1.X.3.3.4.3.2 DAM and 1.X.3.3.4.3.3 FOSSIL FUEL.

145 The symbol ID erroneously appeared as "SUG*IUE---H****".

Note: White filled icon represents white opaque filled icon.

The installation indicator on top of the symbols appears as modifier "b" and is not part of the basic symbols.

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TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY	1.X.3.3.5	133				
			SUG*IM---- H****	SFG*IM---- H****	SNG*IM---- H****	SHG*IM---- H****
GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY NUCLEAR ENERGY REACTOR ⁸¹	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 PRODUCTION & ASSEMBLY	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	1.X.3.3.5.3	F				
			SUG*IME--- H****	SFG*IME--- H****	SNG*IME--- H****	SHG*IME--- H****
GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY ARMAMENT PRODUCTION	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	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	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	1.X.3.3.5.6.1	F				
			SUG*IMNB-- H****	SFG*IMNB-- H****	SNG*IMNB-- H****	SHG*IMNB-- H****

Note: White filled icon represents white opaque filled icon.

The installation indicator on top of the symbols appears as modifier "b" and is not part of the basic symbols.

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TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY CHEMICAL & BIOLOGICAL WARFARE PRODUCTION	1.X.3.3.5.7	F				
			SUG*IMC--- H****	SFG*IMC--- H****	SNG*IMC--- H****	SHG*IMC--- H****
GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY SHIP CONSTRUCTION	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	1.X.3.3.5.9	F				
			SUG*IMM--- H****	SFG*IMM--- H****	SNG*IMM--- H****	SHG*IMM--- H****
GROUND TRACK INSTALLATION GOVERNMENT LEADERSHIP	1.X.3.3.6	F				
			SUG*IG--- H****	SFG*IG--- H****	SNG*IG--- H****	SHG*IG--- H****
GROUND TRACK INSTALLATION MILITARY BASE/FACILITY	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	1.X.3.3.7.1	F				
			SUG*IBA--- H****	SFG*IBA--- H****	SNG*IBA--- H****	SHG*IBA--- H****
GROUND TRACK INSTALLATION MILITARY BASE/FACILITY SEAPORT/NAVAL BASE	1.X.3.3.7.2	F				
			SUG*IBN--- H****	SFG*IBN--- H****	SNG*IBN--- H****	SHG*IBN--- H****
GROUND TRACK INSTALLATION TRANSPORT FACILITY	1.X.3.3.8	F				
			SUG*IT--- H****	SFG*IT--- H****	SNG*IT--- H****	SHG*IT--- H****

Note: White filled icon represents white opaque filled icon.

The installation indicator on top of the symbols appears as modifier "b" and is not part of the basic symbols.

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TABLE D-I. Operational Icon Set - Ground (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK INSTALLATION MEDICAL FACILITY	1.X.3.3.9	F				
			SUG*IX--- H****	SFG*IX--- H****	SNG*IX--- H****	SHG*IX--- H****
GROUND TRACK INSTALLATION MEDICAL FACILITY HOSPITAL	1.X.3.3.9.1	F				
			SUG*IXH--- H****	SFG*IXH--- H****	SNG*IXH--- H****	SHG*IXH--- H****

Note: White filled icon represents white opaque filled icon.

The installation indicator on top of the symbols appears as modifier "b" and is not part of the basic symbols.

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TABLE D-I. Operational Icon Set - Sea Surface.

DESCRIPTION	HIERARCHY	FRAME	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-- *****
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-- *****

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Sea Surface (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
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-- ***** ¹⁰⁶	SFS*CALC-- ***** ¹⁰⁶	SNS*CALC-- ***** ¹⁰⁶	SHS*CALC-- ***** ¹⁰⁶
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-- *****

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TABLE D-I. Operational Icon Set - Sea Surface (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK COMBATANT MINE WARFARE MINE COUNTERMEASURES (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-- *****
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 (ASW)	1.X.4.1.4.1	F				
			SUS*CPSB-- *****	SFS*CPSB-- *****	SNS*CPSB-- *****	SHS*CPSB-- *****
SEA SURFACE TRACK COMBATANT PATROL ANTISURFACE WARFARE (ASUW)	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---- *****

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Sea Surface (cont'd).

DESCRIPTION	HIERARCHY	FRAME	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---- ***** ¹⁴⁶	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---- *****
SEA SURFACE TRACK NON-COMBATANT	1.X.4.2	F				
			SUS*N----- *****	SFS*N----- ***** ¹⁴⁶	SNS*N----- ***** ¹⁴⁶	SHS*N----- ***** ¹⁴⁶
SEA SURFACE TRACK NON-COMBATANT UNDERWAY REPLENISHMENT (OILER/TANKER, STORES, AMMUNITION, TROOP TRANSPORT)	1.X.4.2.1	F				
			SUS*NR---- *****	SFS*NR---- *****	SNS*NR---- *****	SHS*NR---- *****

¹⁴⁶ The symbol IDs erroneously appeared as "SUS*N-----*****".

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Sea Surface (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK NON-COMBATANT FLEET SUPPORT (TENDER, TUG)	1.X.4.2.2	F				
			SUS*NF---- *****	SFS*NF---- *****	SNS*NF---- *****	SHS*NF---- *****
SEA SURFACE TRACK NON-COMBATANT INTELLIGENCE (OCEANOGRAPHIC, AUXILIARY GROUP INTELLIGENCE (AGI))	1.X.4.2.3	F				
			SUS*NI---- *****	SFS*NI---- *****	SNS*NI---- *****	SHS*NI---- *****
SEA SURFACE TRACK NON-COMBATANT SERVICE & SUPPORT HARBOUR (YARDCRAFT, BARGE, HARBOUR, TUG)	1.X.4.2.4	F				
			SUS*NS---- *****	SFS*NS---- *****	SNS*NS---- *****	SHS*NS---- *****
SEA SURFACE TRACK NON-COMBATANT HOSPITAL SHIP	1.X.4.2.5	F				
			SUS*NM---- *****	SFS*NM---- *****	SNS*NM---- *****	SHS*NM---- *****
SEA SURFACE TRACK NON-COMBATANT HOVERCRAFT	1.X.4.2.6	F				
			SUS*NH---- *****	SFS*NH---- *****	SNS*NH---- *****	SHS*NH---- *****
SEA SURFACE TRACK NON-COMBATANT STATION	1.X.4.2.7	F				
			SUS*NN---- *****	SFS*NN---- *****	SNS*NN---- *****	SHS*NN---- *****
SEA SURFACE TRACK NON-COMBATANT STATION RESCUE	1.X.4.2.7.1	F				
			SUS*NNR--- *****	SFS*NNR--- *****	SNS*NNR--- *****	SHS*NNR--- *****

Note: White filled icon represents white opaque filled icon.

TABLE D-I. Operational Icon Set - Sea Surface (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK NON-MILITARY	1.X.4.3	F O 133				
			SUS*X----- *****	SFS*X----- *****	SNS*X----- *****	SHS*X----- *****
SEA SURFACE TRACK NON-MILITARY MERCHANT	1.X.4.3.1	F O				
						
			SUS*XM---- *****	SFS*XM---- *****	SNS*XM---- *****	SHS*XM---- *****
SEA SURFACE TRACK NON-MILITARY MERCHANT CARGO	1.X.4.3.1.1	F O				
						
			SUS*XMC--- *****	SFS*XMC--- *****	SNS*XMC--- *****	SHS*XMC--- *****
SEA SURFACE TRACK NON-MILITARY 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 NON-MILITARY MERCHANT OILER/TANKER	1.X.4.3.1.3	F O				
						
			SUS*XMO--- *****	SFS*XMO--- *****	SNS*XMO--- *****	SHS*XMO--- *****

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Sea Surface (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK NON-MILITARY MERCHANT TUG	1.X.4.3.1.4	F O				
						
			SUS*XMTU-- *****	SFS*XMTU-- *****	SNS*XMTU-- *****	SHS*XMTU-- *****
SEA SURFACE TRACK NON-MILITARY MERCHANT FERRY	1.X.4.3.1.5	F O				
						
			SUS*XMF--- *****	SFS*XMF--- *****	SNS*XMF--- *****	SHS*XMF--- *****
SEA SURFACE TRACK NON-MILITARY MERCHANT PASSENGER	1.X.4.3.1.6	F O				
						
			SUS*XMP--- *****	SFS*XMP--- *****	SNS*XMP--- *****	SHS*XMP--- *****
SEA SURFACE TRACK NON-MILITARY MERCHANT HAZARDOUS MATERIALS (HAZMAT)	1.X.4.3.1.7	F O				
						
			SUS*XMH--- *****	SFS*XMH--- *****	SNS*XMH--- *****	SHS*XMH--- *****
SEA SURFACE TRACK NON-MILITARY MERCHANT TOWING VESSEL	1.X.4.3.1.8	F O				
						
			SUS*XMTO-- *****	SFS*XMTO-- *****	SNS*XMTO-- *****	SHS*XMTO-- *****

Note: White filled icon represents white opaque filled icon.

TABLE D-I. Operational Icon Set - Sea Surface (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK NON-MILITARY FISHING	1.X.4.3.2	F O				
			SUS*XF---- *****	SFS*XF---- *****	SNS*XF---- *****	SHS*XF---- *****
SEA SURFACE TRACK NON-MILITARY FISHING DRIFTER	1.X.4.3.2.1	F O				
			SUS*XFDF-- *****	SFS*XFDF-- *****	SNS*XFDF-- *****	SHS*XFDF-- *****
SEA SURFACE TRACK NON-MILITARY FISHING DREDGE	1.X.4.3.2.2	F O				
			SUS*XFDR-- *****	SFS*XFDR-- *****	SNS*XFDR-- *****	SHS*XFDR-- *****
SEA SURFACE TRACK NON-MILITARY FISHING TRAWLER	1.X.4.3.2.3	F O				
			SUS*XFTR-- *****	SFS*XFTR-- *****	SNS*XFTR-- *****	SHS*XFTR-- *****
SEA SURFACE TRACK NON-MILITARY LEISURE CRAFT	1.X.4.3.3	F O				
			SUS*XR---- *****	SFS*XR---- *****	SNS*XR---- *****	SHS*XR---- *****

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Sea Surface (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK NON-MILITARY LAW ENFORCEMENT VESSEL	1.X.4.3.4	F O				
						
			SUS*XL---- *****	SFS*XL---- *****	SNS*XL---- *****	SHS*XL---- *****
SEA SURFACE TRACK NON-MILITARY HOVERCRAFT	1.X.4.3.5	F O				
						
			SUS*XH---- *****	SFS*XH---- *****	SNS*XH---- *****	SHS*XH---- *****

Note: White filled icon represents white opaque filled icon.

TABLE D-I. Operational Icon Set - Sea Surface (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK ¹⁴⁷ OWN TRACK	1.X.4.4	U F	 SUS*O---- *****	 SFS*O---- *****	 SNS*O---- *****	 SHS*O---- *****
SEA SURFACE TRACK ¹⁴⁷ EMERGENCY ¹⁴⁸	1.X.4.5	U F				
			SUS*E---- *****	SFS*E---- *****	SNS*E---- *****	SHS*E---- *****
SEA SURFACE TRACK ¹⁴⁷ EMERGENCY DITCHED AIRCRAFT	1.X.4.5.1	U F	 SUS*ED---- *****	 SFS*ED---- *****	 SNS*ED---- *****	 SHS*ED---- *****
SEA SURFACE TRACK ¹⁴⁷ EMERGENCY PERSON IN WATER	1.X.4.5.2	U F	 SUS*EP---- *****	 SFS*EP---- *****	 SNS*EP---- *****	 SHS*EP---- *****
SEA SURFACE TRACK ¹⁴⁷ EMERGENCY DISTRESSED VESSEL	1.X.4.5.3	U F	 SUS*EV---- *****	 SFS*EV---- *****	 SNS*EV---- *****	 SHS*EV---- *****
SEA SURFACE TRACK ¹⁴⁷ HAZARD ¹⁴⁸	1.X.4.6	U F				
			SUS*Z----- *****	SFS*Z----- *****	SNS*Z----- *****	SHS*Z----- *****
SEA SURFACE TRACK ¹⁴⁷ HAZARD SEA MINE-LIKE	1.X.4.6.1	U F	 SUS*ZM---- *****	 SFS*ZM---- *****	 SNS*ZM---- *****	 SHS*ZM---- *****
SEA SURFACE TRACK ¹⁴⁷ HAZARD NAVIGATIONAL	1.X.4.6.2	U F	 SUS*ZN---- *****	 SFS*ZN---- *****	 SNS*ZN---- *****	 SHS*ZN---- *****
SEA SURFACE TRACK ¹⁴⁷ HAZARD ICEBERG	1.X.4.6.3	U F	 SUS*ZI---- *****	 SFS*ZI---- *****	 SNS*ZI---- *****	 SHS*ZI---- *****

¹⁴⁷ The Description erroneously appeared as "SEA SURFACE TRACK - NON-MILITARY - OWN TRACK", "SEA SURFACE TRACK - NON-MILITARY - EMERGENCY", and "SEA SURFACE TRACK - NON-MILITARY - HAZARD". It is also unclear under which circumstances one's "own track" could possibly be anything else than Friendly.

¹⁴⁸ 1.X.4.5, 1.X.4.6 and their descendants move to the 2.X.6 TACTICAL GRAPHIC - OTHER hierarchy in Mil-Std-2525B, where they lose their affiliation attribute.

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Subsurface.

DESCRIPTION	HIERARCHY	FRAME	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, ATTACK, GUIDED MISSILE)	1.X.5.1.2	F				
			SUU*SC---- *****	SFU*SC---- ***** ¹⁴⁹	SNU*SC---- ***** ¹⁴⁹	SHU*SC---- ***** ¹⁴⁹
SUBSURFACE TRACK SUBMARINE OTHER SUBMERSIBLE (RESCUE, RESEARCH, UNDERWATER TUG) ¹⁵⁰	1.X.5.1.3	F				
			SUU*SO---- *****	SFU*SO---- ***** ¹⁴⁹	SNU*SO---- ***** ¹⁴⁹	SHU*SO---- ***** ¹⁴⁹
SUBSURFACE TRACK SUBMARINE STATION	1.X.5.1.4	F				
			SUU*SS---- ***** ¹⁵¹	SFU*SS---- ***** ¹⁵¹	SNU*SS---- ***** ¹⁵¹	SHU*SS---- ***** ¹⁵¹
SUBSURFACE TRACK SUBMARINE STATION ANTISUBMARINE WARFARE (ASW) SUBMARINE	1.X.5.1.4.1	F				
			SUU*SSA--- ***** ¹⁵¹	SFU*SSA--- ***** ¹⁵¹	SNU*SSA--- ***** ¹⁵¹	SHU*SSA--- ***** ¹⁵¹

¹⁴⁹ The symbol IDs were missing the third position.

¹⁵⁰ In Mil-Std-2525B, 1.X.5.1.3.1 UNMANNED UNDERWATER VEHICLE (UUV) is inserted right after 1.X.5.1.3.

¹⁵¹ The symbol IDs erroneously appeared with an "S" in the third position.

Note: White filled icon represents white opaque filled icon.

TABLE D-I. Operational Icon Set - Subsurface (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
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--- *****	SFU*WT--- ***** ¹⁴⁹	SNU*WT--- ***** ¹⁴⁹	SHU*WT--- ***** ¹⁴⁹
SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE	1.X.5.2.2	U F				
			SUU*WM--- *****	SFU*WM--- ***** ¹⁴⁹	SNU*WM--- ***** ¹⁴⁹	SHU*WM--- ***** ¹⁴⁹
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--- *****
SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (GROUND) DEALT	1.X.5.2.2.2.1	U F				
			SUU*WMGD-- *****	SFU*WMGD-- *****	SNU*WMGD-- *****	SHU*WMGD-- *****
SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (MOORED)	1.X.5.2.2.3 ¹⁵²	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*WMMD- _*****	SFU*WMMD-- *****	SNU*WMMD- _*****	SHU*WMMD- _*****

¹⁵² Visually, one expects the location of the moored sea mine to be the bottom centre of the icon. Tactical graphics have this flexibility (as Mil-Std-2525B makes even clearer) but tactical symbols are expected to be centred over the object's actual location (see paragraph 506.3). A number of other unframed symbols raise this issue as well. Note: White filled icon represents white opaque filled icon.

TABLE D-I. Operational Icon Set - Subsurface (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
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-- *****106	SFU*WMFD-- *****106	SNU*WMFD-- *****106	SHU*WMFD-- *****106
SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (OTHER POSITION)	1.X.5.2.2.5	U F				
			SUU*WMO--- *****	SFU*WMO--- *****149	SNU*WMO--- *****149	SHU*WMO--- *****149
SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (OTHER POSITION) DEALT	1.X.5.2.2.5.1	U F				
			SUU*WMOD-- *****	SFU*WMOD-- *****	SNU*WMOD-- *****	SHU*WMOD-- *****
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--- *****

Note: White filled icon represents white opaque filled icon.

TABLE D-I. Operational Icon Set - Subsurface (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SUBSURFACE TRACK NON-SUBMARINE	1.X.5.4	¹³³				
			SUU*N----- *****	SFU*N----- *****	SNU*N----- *****	SHU*N----- *****
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/Non-MINE MINE-LIKE BOTTOM OBJECT (NOMBO) ¹⁵³	1.X.5.4.2	U F				
			SUU*NB--- *****	SFU*NB--- *****	SNU*NB--- *****	SHU*NB--- *****
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 ¹⁵⁴	1.X.5.4.2.3	U F				
			SUU*NBW--- *****	SFU*NBW--- *****	SNU*NBW--- *****	SHU*NBW--- *****
SUBSURFACE TRACK NON-SUBMARINE MARINE LIFE ¹⁵³	1.X.5.4.3	U F				
			SUU*NM--- *****	SFU*NM--- *****	SNU*NM--- *****	SHU*NM--- *****
SUBSURFACE TRACK NON-SUBMARINE SEA ANOMALY (WAKE, KNUCKLE, CURRENT) ¹⁵³	1.X.5.4.4	U F				
			SUU*NA--- *****	SFU*NA--- *****	SNU*NA--- *****	SHU*NA--- *****

¹⁵³ Mil-Std-2525B moves 1.X.5.4.2 through 1.X.5.4.4 (and their children) to the 2.X.6 TACTICAL GRAPHIC - OTHER hierarchy.

¹⁵⁴ Mil-Std-2525B Change Proposal Mil01-01a adds the "Non-Dangerous" and "Dangerous" children to this symbol; the first is identical to the Wreck, the second adds a tight dotted ellipse around it.

Note: White filled icon represents white opaque filled icon.

TABLE D-I. Operational Icon Set - Special Operations Forces.

DESCRIPTION	HIERARCHY	FRAME	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--- *****

Note: White filled icon represents white opaque filled icon.

TABLE D-I. Operational Icon Set - Special Operations Forces (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SOF UNIT AVIATION FIXED WING UTILITY	1.X.6.1.1.3	F				
			SUF*AFU--- *****	SFF*AFU--- *****	SNF*AFU--- *****	SHF*AFU--- *****
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 ¹⁵⁵	1.X.6.1.3	F				
			SUF*AH---- *****	SFF*AH---- *****	SNF*AH---- *****	SHF*AH---- *****
SOF UNIT AVIATION ROTARY WING COMBAT SEARCH AND RESCUE (CSAR)	1.X.6.1.3.1	F				
			SUF*AAH--- *****	SFF*AAH--- *****	SNF*AAH--- *****	SHF*AAH--- *****
SOF UNIT AVIATION ROTARY WING ATTACK	1.X.6.1.3.2	F				
			SUF*AAH--- *****	SFF*AAH--- *****	SNF*AAH--- *****	SHF*AAH--- *****

155 The description erroneously added "Special Operations Forces (SOF) Unit" below "Rotary Wing".

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Special Operations Forces (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
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---- ***** ⁸²	SFF*SN---- ***** ⁸²	SNF*SN---- ***** ⁸²	SHF*SN---- ***** ⁸²
SOF UNIT NAVAL SEA-AIR-LAND (SEAL) UNIT	1.X.6.2.1	F				
			SUF*SNS--- ***** ⁸²	SFF*SNS--- ***** ⁸²	SNF*SNS--- ***** ⁸²	SHF*SNS--- ***** ⁸²
SOF UNIT NAVAL UNDERWATER DEMOLITION TEAM	1.X.6.2.2	F				
			SUF*SNU--- ***** ⁸²	SFF*SNU--- ***** ⁸²	SNF*SNU--- ***** ⁸²	SHF*SNU--- ***** ⁸²
SOF UNIT NAVAL SPECIAL BOAT	1.X.6.2.3	F				
			SUF*SNB--- ***** ⁸²	SFF*SNB--- ***** ⁸²	SNF*SNB--- ***** ⁸²	SHF*SNB--- ***** ⁸²
SOF UNIT NAVAL SPECIAL SSNR ²¹	1.X.6.2.4	F				
			SUF*SNN--- ***** ⁸²	SFF*SNN--- ***** ⁸²	SNF*SNN--- ***** ⁸²	SHF*SNN--- ***** ⁸²

Note: White filled icon represents white opaque filled icon.

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TABLE D-I. Operational Icon Set - Special Operations Forces (cont'd).

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
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----- *****	SHF*GS----- ***** ¹⁵⁶
SOF UNIT GROUND RANGER ¹⁵⁷	1.X.6.3.2	F				
			SUF*GSR--- *****	SFF*GSR--- *****	SNF*GSR--- *****	SHF*GSR--- *****
SOF UNIT GROUND PSYCHOLOGICAL OPERATIONS (PSYOP) ¹⁵⁷	1.X.6.3.3	F				
			SUF*GSP--- *****	SFF*GSP--- *****	SNF*GSP--- *****	SHF*GSP--- *****
SOF UNIT GROUND PSYOP FIXED WING AVIATION ¹⁵⁷	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--- ***** ⁸³	SFF*GCA--- ***** ⁸³	SNF*GCA--- ***** ⁸³	SHF*GCA--- ***** ⁸³
SOF UNIT SUPPORT	1.X.6.4	F				
			SUF*GB----- ***** ⁸⁴	SFF*GB----- ***** ⁸⁴	SNF*GB----- ***** ⁸⁴	SHF*GB----- ***** ⁸⁴

¹⁵⁶ The symbol ID erroneously appeared as "SHHF*GS-----".

¹⁵⁷ Mil-Std-2525B drops the "S" from position 6 of the symbol ID codes of 1.X.6.3.2 through 1.X.6.3.3.1 since they aren't children of 1.X.6.3.1.

Note: White filled icon represents white opaque filled icon.

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 (Chapter 2) is not applicable to this appendix.

E.3 DEFINITIONS

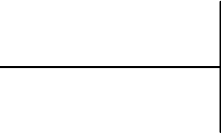
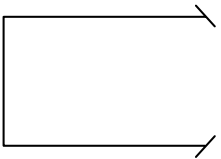
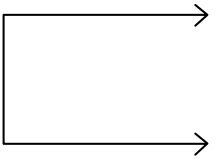
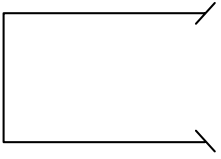
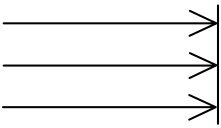
The definitions in Chapter 3 of this standard apply to this appendix.

E.4 OPERATIONAL SYMBOLOGY

E.4.1 Battlespace geometry. Battlespace geometry includes tasks, control measures, points, areas, lines, aviation manoeuvre graphics, deception graphics, offence manoeuvre 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 colour, 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. Tactical Graphics.

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Tactical Graphic	2.X ¹⁵⁸ G*_*-----*****	133
Task	2.X.1 G*T*-----*****	133
Task Graphic	2.X.1.1 G*T*G-----*****	133
Block 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----*****	
Breach A tactical task where any means available are employed to break through or secure a passage through an enemy defence, obstacle, minefield, or fortification.	2.X.1.1.2 G*T*GH----*****	
Bypass A tactical task which involves manoeuvring 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----*****	
Canalise 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 manoeuvring or positioning.	2.X.1.1.4 G*T*GC----*****	
Clear 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 neutralisation 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----*****	

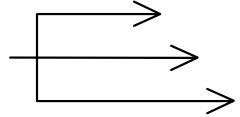
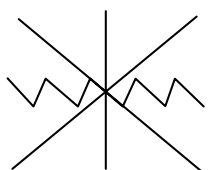
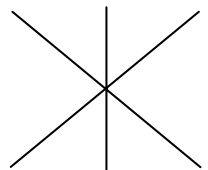
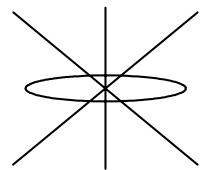
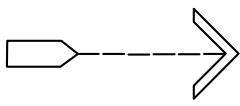
158 The entire 2.X hierarchy has been re-organised and extensively revised in Mil-Std-2525B. Anchor points, control points, orientation instructions and field place holders were defined. Nearly all symbol IDs changed, some symbols disappeared and some new ones were added. The changes are too extensive to be described here.

TABLE E-I. Tactical Graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Contain To stop, hold, or surround the forces of the enemy or to cause the enemy to centre 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----*****	
Counterattack (CATK) 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. Note: The dashed lines in this graphic shall be displayed in present and anticipated status. ^{38, 159}	2.X.1.1.7 G*T*GK----*****	
Counterattack By Fire Note: The dashed lines in this graphic shall be displayed in present and anticipated status. ^{38, 159}	2.X.1.1.7.1 G*T*GKF--- *****	
Delay 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----*****	
Delay (until a specified time)	2.X.1.1.8.1 G*T*GLT--- *****	
Destroy 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. Note: The dashed lines in this graphic shall be displayed in present and anticipated status. ^{38, 159}	2.X.1.1.9 G*T*GD----*****	

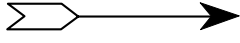
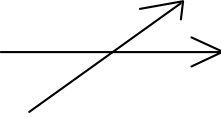
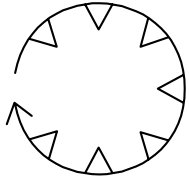
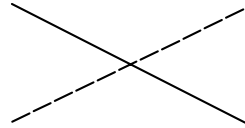
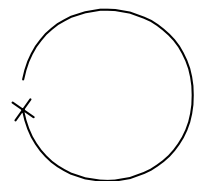
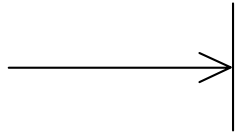
159 Since this symbol is drawn dashed when its status is "Existing/Present", there is currently no way of indicating "Anticipated/Planned" status. The addition of a W date/time group field could be a solution.

TABLE E-I. Tactical Graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Disrupt 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----*****	
Fix 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----*****	
Electro-Magnetic	2.X.1.1.11.1 ¹⁶⁰	
	G*T*GFE--- *****	
Acoustic	2.X.1.1.11.2 ¹⁶⁰	
	G*T*GFA--- *****	
Electro-Optical	2.X.1.1.11.3 ¹⁶⁰	
	G*T*GFO--- *****	
Follow and Assume 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. Note: The dashed lines in this graphic shall be displayed in present and anticipated status. ³⁸	2.X.1.1.12	
	G*T*GA----*****	

¹⁶⁰ These symbols are erroneously classified (apparently because of the first part of the "Fix" definition); they ought to appear as 2.X.2.1.1.1.2 (generic sensor Fix, currently missing) children, similar to the 2.X.2.1.1.2.5 bearing lines. This is corrected in Mil-Std-2525B.

TABLE E-I. Tactical Graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Follow and Support 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.	2.X.1.1.12.1	
	G*T*GAS--- *****	
Interdict 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 manoeuvre forces; 1. To seal off an area by any means; to deny use of a route or approach. 2. To carry out a tactical task to prevent, hinder, or delay the use of an area or route by enemy forces.	2.X.1.1.13	
	G*T*GI----*****	
Isolate 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.	2.X.1.1.14	
	G*T*GE----*****	
Neutralise As pertains to military operations, to render ineffective or unusable. (Army)--1. To render enemy personnel or materiel incapable of interfering with a particular operation. 2. To render safe mines, bombs, missiles, and booby traps. 3. To make harmless anything contaminated with a chemical agent. Note: The dashed lines in this graphic shall be displayed in present and anticipated status. ^{38, 161}	2.X.1.1.15	
	G*T*GN----*****	
Occupy 1. 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. 2. To remain in an area and retain control of that area.	2.X.1.1.16	
	G*T*GO----*****	
Penetrate In land operations, the breaking through of the enemy's defence and disrupting the defensive system.	2.X.1.1.17	
	G*T*GP----*****	

161 The standard method of indicating "Anticipated/Planned" status renders this symbol indistinguishable from 2.X.1.1.9. The addition of a W date/time group field could be a solution.

TABLE E-I. Tactical Graphics (cont'd).

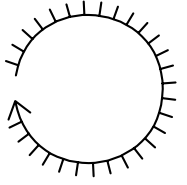
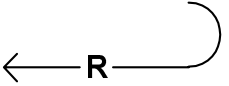
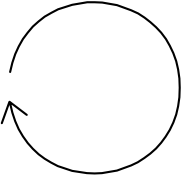
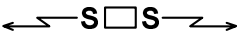
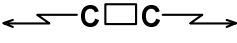
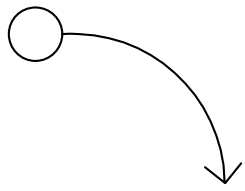
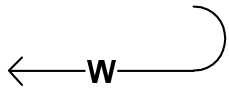
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Relief In Place (RIP) An operation in which, by direction of higher authority, all or part of a unit is replaced in an area by the incoming unit. The responsibilities of the replaced elements for the mission and the assigned zone of operations are transferred to the incoming unit. The incoming unit continues the operation as ordered.	2.X.1.1.18	
	G*T*GR----*****	
Retain 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----*****	
Retirement 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----*****	
Secure 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----*****	
Security (Screen)	2.X.1.1.21.1	
	G*T*GSS---*****	
Security (Guard)	2.X.1.1.21.2	
	G*T*GSG---*****	
Security (Cover)	2.X.1.1.21.3	
	G*T*GSC---*****	

TABLE E-I. Tactical Graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Seize A tactical task to clear a designated area and obtain control of it.	2.X.1.1.22	
	G*T*GZ----***** 162	
Withdraw 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---- *****	
Withdraw Under Pressure	2.X.1.1.23.1	
	G*T*GWP--- *****	
Control Measure Directive given graphically or orally by a commander to subordinate commands in order to assign responsibilities, co-ordinate fires and manoeuvre, and control combat operations.	2.X.2	133
	G*C*-----*****	
Manoeuvre Graphic	2.X.2.1	133
	G*C*M-----*****	
General Manoeuvre Graphic	2.X.2.1.1	133
	G*C*MG---- *****	
Point	2.X.2.1.1.1	133
	G*C*MGP--- *****	
Point of Interest	2.X.2.1.1.1.1	
	G*C*MGPI-- *****	

162 The symbol ID erroneously appeared as "G*T*GZ---*****".

TABLE E-I. Tactical Graphics (cont'd).

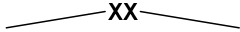
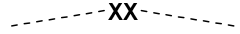
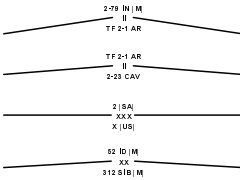
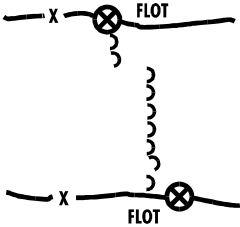
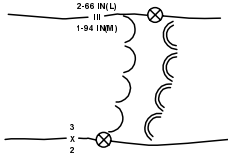
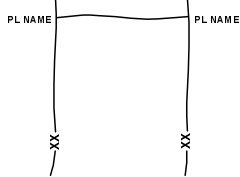
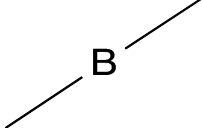
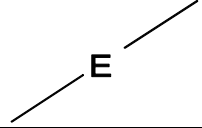
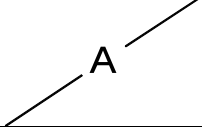
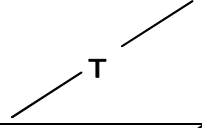
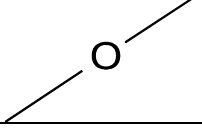
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Line	2.X.2.1.1.2	133
	G*C*MGL--- *****	
Boundary 1. A line which delineates surface areas (or airspace) for the purpose of facilitating co-ordination and deconfliction of operations between adjacent units, formations or areas. 2. A control measure 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	133
	G*C*MGLB-- *****	
General Boundary	2.X.2.1.1.2.1.1	133
	G*C*MGLBG- *****	
Friendly Present	2.X.2.1.1.2.1.1.1	
	GFC*MGLBGF** ***	
Friendly Planned or On Order	2.X.2.1.1.2.1.1.2	
	GFC*MGLBGO* ****	
Enemy Known	2.X.2.1.1.2.1.1.3	
	GHC*MGLBGK* ****	
Enemy Suspected or Templated	2.X.2.1.1.2.1.1.4	
	GHC*MGLBGS* ****	
Lateral Boundary Control measure which defines the left and right limits of a unit's zone of action or sector. Together with the rear and forward boundary and a co-ordinating altitude, lateral boundaries define the area of operations for a commander.	2.X.2.1.1.2.1.2	
	G*C*MGLBL- *****	

TABLE E-I. Tactical Graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Forward Boundary The farthest limit, in the direction of the enemy, of an organisation's responsibility. It is responsible for deep operations to that limit. The next higher headquarters is responsible for co-ordinating 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- *****	
Rear Boundary 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 co-ordinated with that commander.	2.X.2.1.1.2.1.4 G*C*MGLBR- *****	
Forward Line of Own Troops (FLOT) 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	2.X.2.1.1.2.2 G*C*MGLF-- *****	
Friendly Present		
Friendly Planned or On Order		
Enemy Known or Confirmed		
Enemy Suspected or Templated		

TABLE E-I. Tactical Graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Example of a Forward Line of Own Troops (FLOT)	Example	
Line of Contact A general trace delineating the location where two opposing forces are engaged.	2.X.2.1.1.2.3	
	G*C*MGLL-- *****	
Phase/Co-ordination Line (PL) A line used for control and co-ordination of military operations, usually a terrain feature extending across the zone of action. Army-- A line used for control and co-ordination of military operations. It is usually along a recognisable terrain feature extending across the sector or zone of action. Units normally report crossing PLs, but do not halt unless specifically directed.	2.X.2.1.1.2.4 ¹⁶³	
	G*C*MGLP-- *****	
Bearing Line	2.X.2.1.1.2.5	
	G*C*MGLE-- *****	
Electronic	2.X.2.1.1.2.5.1	
	G*C*MGLEE-- *****	
Acoustic	2.X.2.1.1.2.5.2	
	G*C*MGLEA-- *****	
Torpedo	2.X.2.1.1.2.5.3	
	G*C*MGLET-- *****	
Electro-Optical Intercept	2.X.2.1.1.2.5.4	
	G*C*MGLEO-- *****	

163 2.X.2.1.1.2.4 seems redundant with 2.X.2.5.3.2; Mil-Std-2525B only has one instance of the Phase Line.

TABLE E-I. Tactical Graphics (cont'd).

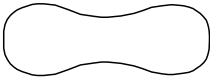
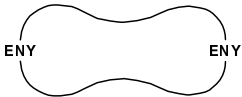
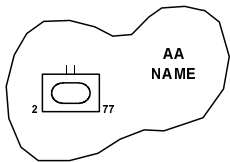
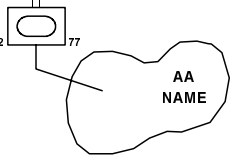
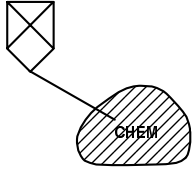
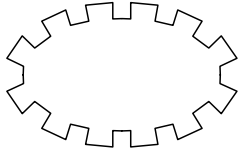
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Area	2.X.2.1.1.3	133
	G*  *MGA--- *****	
Unspecified Area	2.X.2.1.1.3.1	133
	G*  *MGAU-- *****	
General Area	2.X.2.1.1.3.1.1	133
	G*  *MGAUA- *****	
Friendly	2.X.2.1.1.3.1.1.1	
	GFC*MGAUAF* ****	
Friendly Planned/On Order	2.X.2.1.1.3.1.1.2	
	GFC*MGAUAP* ****	
Enemy Known/Confirmed	2.X.2.1.1.3.1.1.3	
	GHC*MGAUAE* ****	
Enemy Suspected/Templated	2.X.2.1.1.3.1.1.4	
	GHC*MGAUAS* ****	
Assembly Area (AA) 1. An area in which a command is assembled preparatory to further action. 2. 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*  *MGAUB- *****	
Occupied	2.X.2.1.1.3.1.2.1	
	G*  *MGAUBO* ****	

TABLE E-I. Tactical Graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Occupied by Multiple Units	2.X.2.1.1.3.1.2.2	
	G*C*MGAUBM* *****	
Proposed/ On Order	2.X.2.1.1.3.1.2.3	
	G*C*MGAUBR* *****	
Specified Area	2.X.2.1.1.3.2	133
	G*C*MGAS-- *****	
Drop Zone (DZ) 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- *****	
Extraction Zone (EZ) A specified drop zone (DZ) 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- *****	
Landing Zone (LZ) A specified area used for landing aircraft.	2.X.2.1.1.3.2.3	
	G*C*MGASL- *****	
Pickup Zone (PZ) A geographic area used to pick up troops and/or equipment by helicopter.	2.X.2.1.1.3.2.4	
	G*C*MGASP- *****	
Search Area/Reconnaissance Area 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- *****	

TABLE E-I. Tactical Graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Limited Access Area 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- *****	
Engagement Area (EA) ¹⁶⁴	2.X.2.1.1.3.2.7	
	G*C*MGASG- *****	
Fortified Area	2.X.2.1.1.3.2.8	
	G*C*MGASF- *****	

¹⁶⁴ 2.X.2.1.1.3.2.7 seems redundant with 2.X.2.1.4.3.1; note that both still appear in Mil-Std-2525B.

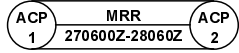
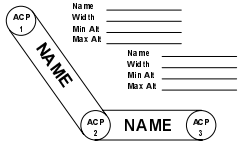
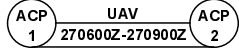
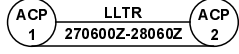
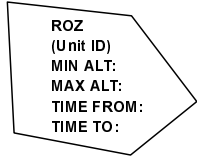
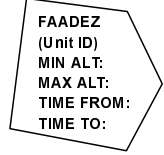
TABLE E-I. Tactical Graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Aviation Manœuvre Graphic	2.X.2.1.2	133
	G*C*MA---- *****	
Aviation Point	2.X.2.1.2.1	133
	G*C*MAA--- *****	
Air Control Point (ACP) 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-- *****	
Communications Checkpoint (CCP) 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-- *****	
Pull-Up Point (PUP) ¹⁶⁵ The location at which aircraft quickly gain altitude for target acquisition and engagement.	2.X.2.1.2.1.3	
	G*C*MAAU-- *****	
Downed Aircrew Pickup Point 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-- *****	
Aviation Line	2.X.2.1.2.2	133
	G*C*MAL--- *****	
Air Corridor The Air Corridor is punctuated with Air Control Points (ACPs) at the appropriate places.	2.X.2.1.2.2.1	
	G*C*MALC-- *****	
Example of an Air Corridor ¹⁶⁶		

¹⁶⁵ This originally read «Pop-Up Point»; the error is partially corrected in Mil-Std-2525B. Amongst other sources, see FM 6-20-30, *Tactics, Techniques, and Procedures for Fire Support for Corps and Division Operations* (Oct 1989).

¹⁶⁶ Mil-Std-2525B Change Proposal Mil01-09 corrects the symbol example. Deleting the two outer segments and the "NAME 2" and "NAME 3" labels leaves an example consisting of three ACPs linked by two Air Corridors.

TABLE E-I. Tactical Graphics (cont'd).

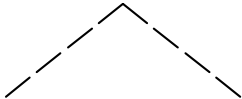
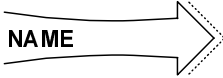
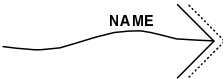
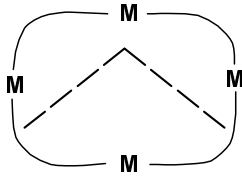
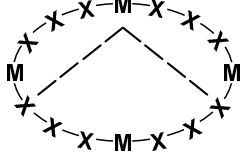
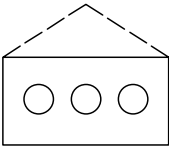
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Minimum Risk Route (MRR) A temporary corridor of defined dimensions recommended for use by high-speed, fixed-wing aircraft that presents the minimum known hazards to low-flying aircraft transiting the combat zone. Army--An MRR is a temporary flight route recommended for aviation ¹⁶⁷ 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 defence weapons, landing zones, pick-up zones, FARPs, and Army airfields.	2.X.2.1.2.2.2	
	G*C*MALM-- *****	
Standard-Use Army Aircraft Flight Route (SAAFR) Routes which are established below the co-ordinating 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-- *****	
Unmanned Aerial Vehicle (UAV) Route 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-- *****	
Low Level Transit Route (LLTR) A temporary corridor of defined dimensions established in the forward area to minimise the risk to friendly aircraft from friendly air defences or surface forces.	2.X.2.1.2.2.5	
	G*C*MALL-- *****	
Aviation Area	2.X.2.1.2.3	133
	G*C*MAV--- *****	
Restricted Operations Zone (ROZ) A volume of airspace of defined dimensions designated for a specific operational mission. Entry into that zone is authorised only by the originating headquarters.	2.X.2.1.2.3.1	
	G*C*MAVR-- *****	
Forward Area Air Defence Zone (FAADEZ)	2.X.2.1.2.3.2	
	G*C*MAVF-- *****	

167 The text originally read "[...] for USAF use".

TABLE E-I. Tactical Graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
High Density Airspace Control Zone (HIDACZ) 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 manoeuvre commander. The manoeuvre 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-- *****	
Missile Engagement Zone (MEZ) 1. High-Altitude Missile Engagement Zone (HIMEZ). In air defence, 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 defence, 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 defence, that airspace of defined dimensions within which the responsibility for engagement of air threats normally rests with short-range air defence weapons. It may be established within a low or high altitude missile engagement. 4. Joint Engagement Zone (JEZ). In air defence, that airspace of defined dimensions within which multiple air defence systems (surface-to-air missiles and aircraft) are simultaneously employed to engage air threats.	2.X.2.1.2.3.4 G*C*MAVM-- *****	
Low Altitude MEZ (LOMEZ)	2.X.2.1.2.3.4.1 G*C*MAVML- *****	
High Altitude MEZ (HIMEZ)	2.X.2.1.2.3.4.2 G*C*MAVMH- *****	
Weapons Free Zone (WFZ)	2.X.2.1.2.3.5 G*C*MAVW-- *****	

TABLE E-I. Tactical Graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Deception Graphic 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, manoeuvre, and operations of his enemy).	2.X.2.1.3	133
	G* C *MD---- *****	
Dummy (Deception) (Decoy) Note: The dashed lines in this graphic shall be displayed in present and anticipated status. ^{38, 168}	2.X.2.1.3.1	
	G* C *MDD--- *****	
Axis of Advance for Feint Note: The dashed lines in this graphic shall be displayed in present and anticipated status. ³⁸	2.X.2.1.3.2	
	G* C *MDA--- *****	
Direction of Attack for Feint Note: The dashed lines in this graphic shall be displayed in present and anticipated status. ³⁸	2.X.2.1.3.3	
	G* C *MDF--- *****	
Decoy Mined Area Note: The dashed lines in this graphic shall be displayed in present and anticipated status. ³⁸	2.X.2.1.3.4	
	G* C *MDM--- *****	
Decoy Mined Area, Fenced ¹⁶⁹ Note: The dashed lines in this graphic shall be displayed in present and anticipated status. ³⁸	2.X.2.1.3.5	
	G* C *MDY--- *****	
Dummy Minefield A minefield containing no live mines and presenting only a psychological threat. Note: The dashed lines in this graphic shall be displayed in present and anticipated status. ³⁸	2.X.2.1.3.6	
	G* C *MDN--- ***** ¹⁰⁵	

168 There is no way of distinguishing between "Existing/Present" and "Anticipated/Planned" status, but this may be moot —this symbol is never used alone.

169 There is currently no single symbol for "MINED AREA, FENCED". This inconsistency has yet to be corrected in Mil-Std-2525B.

TABLE E-I. Tactical Graphics (cont'd).

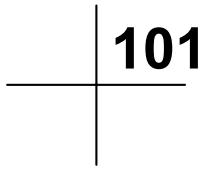
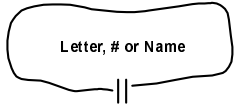
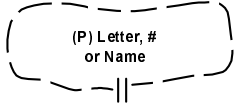
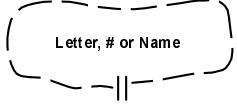
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Defence Manœuvre Graphic	2.X.2.1.4	133
	G* C *MM--- *****	
Defence Point Graphic	2.X.2.1.4.1	133
	G* C *MMP--- *****	
Target Reference Point (TRP) An easily recognisable point on the ground (either natural or man-made) used to initiate, distribute, and control fires. TRPs can also designate the centre 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-- *****	
Battle Position	2.X.2.1.4.1.2	133
	G* C *MMPB-- *****	
Occupied (Battalion sized unit)	2.X.2.1.4.1.2.1	
	G* C *MMPBO- *****	
Prepared "(P)" but not occupied Note: The dashed lines in this graphic shall be displayed in present and anticipated status. ³⁸	2.X.2.1.4.1.2.2	
	G* C *MMPBP- *****	
Planned	2.X.2.1.4.1.2.3	
	G* C *MMPBL- *****	

TABLE E-I. Tactical Graphics (cont'd).

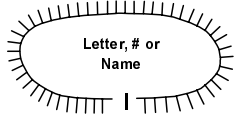
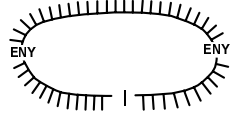
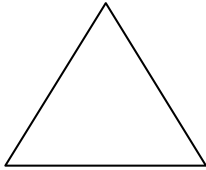
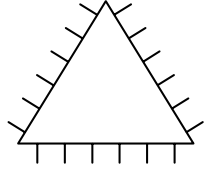
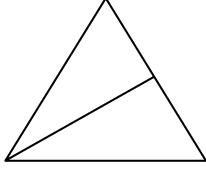
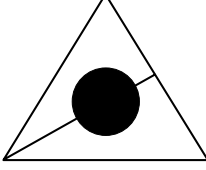
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Strong Point (SP) A defensive position, usually strongly fortified and heavily armed with automatic weapons around which other positions are grouped for its protection. Army--A position requiring extensive engineering effort for obstacles and survivability 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	133
	G*C*MMPS-- *****	
Friendly	2.X.2.1.4.1.3.1	
	GFC*MMPSF- *****	
Enemy Known and Confirmed	2.X.2.1.4.1.3.2	
	GHC*MMPS- *****	
Observation Post/Outpost	2.X.2.1.4.1.4	
	G*C*MMPO-- *****	
Combat Outpost	2.X.2.1.4.1.4.1	
	G*C*MMPOC- *****	
Observation Post Occupied by Dismounted Scouts or Reconnaissance	2.X.2.1.4.1.4.2	
	G*C*MMPOR- *****	
Forward Observer Position	2.X.2.1.4.1.4.3	
	G*C*MMPOF- *****	

TABLE E-I. Tactical Graphics (cont'd).

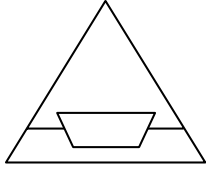
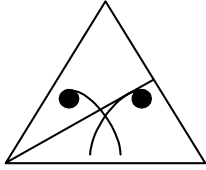
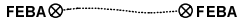
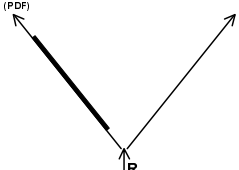
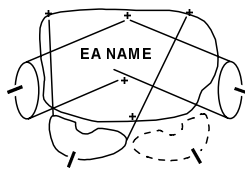
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Sensor Outpost/Listening Post (OP/LP)	2.X.2.1.4.1.4.4	
	G*C*MMPOS- *****	
NBC Observation Post (Dismounted)	2.X.2.1.4.1.4.5	
	G*C*MMPON- *****	
Defence Line Graphic	2.X.2.1.4.2	133
	G*C*MMD--- *****	
Forward Edge of the Battle Area (FEBA) The foremost 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 co-ordinate fire support, the positioning of forces, or the manoeuvre of units.	2.X.2.1.4.2.1	
	G*C*MMDF-- *****	
Actual Trace of the FEBA	2.X.2.1.4.2.1.1	
	G*C*MMDFA- *****	
Proposed or On Order Trace of the FEBA	2.X.2.1.4.2.1.2	
	G*C*MMDFP- ***** 10.5	
Principal Direction of Fire (PDF) 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-- *****	

TABLE E-I. Tactical Graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Defence Area Graphic	2.X.2.1.4.3 G*C*MMA--- *****	133
Engagement Area (EA) ¹⁷⁰ 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-- *****	
Offence Manœuvre Graphics	2.X.2.1.5 G*C*MO---- *****	133
Offensive Point Graphic	2.X.2.1.5.1 G*C*MOP--- *****	133
Point of Departure (PD) ¹⁷¹ 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-- ***** ¹⁰⁵	
Offence Line Graphic	2.X.2.1.5.2 G*C*MOL--- *****	133
Axis of Advance A line of advance assigned for purposes of control; often a road or a group of roads, or a designated series of locations, extending in the direction of the enemy. 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 manœuvre 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 manœuvre of adjacent units without prior approval of the higher commander. Enemy forces that do not threaten security or jeopardise 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 G*C*MOLA-- *****	133

170 2.X.2.1.4.3.1 seems redundant with 2.X.2.1.1.3.2.7; note that both still appear in Mil-Std-2525B.

171 Mil-Std-2525B puts the T unique designation field (shown here as "#") outside the graphic, top and right. It also introduces an error in the graphic's rendition which was corrected by Mil-Std-2525B Change Proposal Mil01-02.

NATO UNCLASSIFIED

TABLE E-I. Tactical Graphics (cont'd).

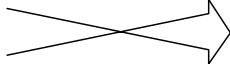
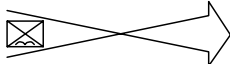
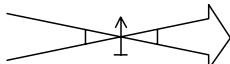
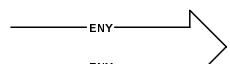
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Friendly Aviation	2.X.2.1.5.2.1.1	
	GFC*MOLAF- *****	
Friendly Airborne	2.X.2.1.5.2.1.2	
	GFC*MOLAA- *****	
Friendly Attack Helicopter	2.X.2.1.5.2.1.3	
	GFC*MOLAH- *****	
Friendly Ground Axis of Supporting Attack	2.X.2.1.5.2.1.4	
	GFC*MOLAS- *****	
Friendly Ground Axis of Main Attack	2.X.2.1.5.2.1.5	
	GFC*MOLAM- *****	
Friendly Ground Axis On Order with Date and Time (if known) Effective	2.X.2.1.5.2.1.6	
	GFC*MOLAO- *****	
Enemy Confirmed	2.X.2.1.5.2.1.7	
	GHC*MOLAE- *****	

TABLE E-I. Tactical Graphics (cont'd).

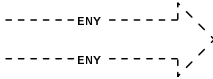
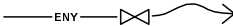
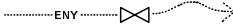
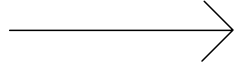
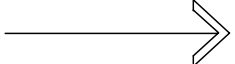
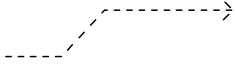
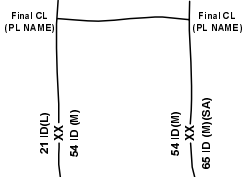
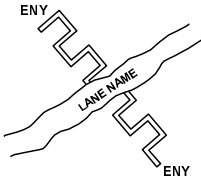
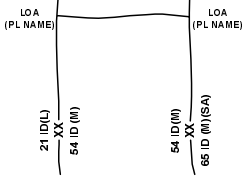
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Enemy Templated	2.X.2.1.5.2.1.8	
	GHC*MOLAT- *****	
Direction of Attack A specific direction or route that the main attack or the centre of mass of the unit main body of the force will follow. The unit is restricted, required to attack as indicated, 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 manoeuvre off the assigned route. It usually is associated with infantry units conducting nights.	2.X.2.1.5.2.2	133 
	G*C*MOLD-- *****	
Friendly Aviation	2.X.2.1.5.2.2.1	
	GFC*MOLDF- *****	
Friendly Aviation Planned or On Order	2.X.2.1.5.2.2.2	
	GFC*MOLDY- *****	
Enemy Known/Confirmed Aviation	2.X.2.1.5.2.2.3	
	GHC*MOLDE- *****	
Templated Enemy Aviation	2.X.2.1.5.2.2.4	
	GHC*MOLDT- *****	
Enemy Confirmed/Known Ground	2.X.2.1.5.2.2.5	
	GHC*MOLDG- *****	

TABLE E-I. Tactical Graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Templated Enemy Ground	2.X.2.1.5.2.2.6	
	GHC*MOLDR- *****	
Friendly Direction of Supporting Attack	2.X.2.1.5.2.2.7	
	GFC*MOLDS- *****	
Friendly Direction of Main Attack	2.X.2.1.5.2.2.8	
	GFC*MOLDM- *****	
Friendly Planned or On Order	2.X.2.1.5.2.2.9	
	GFC*MOLDO- *****	
Final Co-ordination Line A line close to the enemy position used to co-ordinate the lifting and/or shifting of supporting fires with the final deployment of manoeuvre elements. It should be recognisable on the ground. It is not a fire support co-ordination measure.	2.X.2.1.5.2.3	
	G*C*MOLF-- *****	
Infiltration Lane ^{87,172}	2.X.2.1.5.2.4	
	G*C*MOLI-- *****	
Limit of Advance (LOA) An easily recognised terrain feature beyond which attacking elements will not advance.	2.X.2.1.5.2.5	
	G*C*MOLL-- *****	

¹⁷² Presumably the enemy line shown in the example is a Fortified Line (2.X.2.2.3.3), drawn in the now-obsolete APP-6 "double-boxing" style. Enemy tactical graphics are marked using field N in APP-6A.

TABLE E-I. Tactical Graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Line of Departure (LD) 1. In land warfare, a line designated to co-ordinate the departure of attack elements (commitment of attacking units or scouting elements at a specific time). 2. In amphibious warfare, a suitably marked offshore co-ordinating line to assist assault craft to land on designated beaches at scheduled times.	2.X.2.1.5.2.6	
	G* ^C *MOLT-- *****	
Line of Departure/Line of Contact (LD/LC) 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-- *****	
Probable Line of Deployment (PLD) A line selected on the ground, usually the last covered and concealed position prior to the objective and forward of the line of departure, where attacking units deploy prior to beginning an assault; it is generally used under conditions of limited visibility. Note: The dashed lines in this graphic shall be displayed in present and anticipated status. ^{38, 189}	2.X.2.1.5.2.8	
	G* ^C *MOLP-- *****	
Offence Area Graphic	2.X.2.1.5.3	133
	G* ^C *MOO--- *****	
Assault Position 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-- *****	
Attack Position 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	133
	G* ^C *MOOT-- *****	
Friendly Attack Position	2.X.2.1.5.3.2.1	
	GFC*MOOTF- *****	
Friendly Occupied (only if a unit must stop in the attack position)	2.X.2.1.5.3.2.2	
	GFC*MOOTC- *****	

TABLE E-I. Tactical Graphics (cont'd).

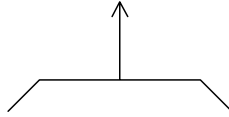
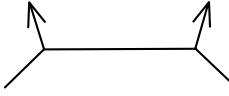
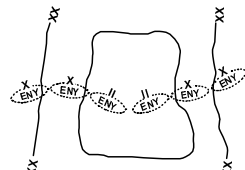
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Friendly Planned, Proposed, or On Order	2.X.2.1.5.3.2.3	
	G*C*MOOTP-- *****	
Attack By Fire Position Fires employed to destroy the enemy from a distance, normally used when the mission does not dictate or support occupation of the objective. This 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-- *****	
Support By Fire Position A tactical task by which a manoeuvre element moves to a position on the battlefield where it can engage the enemy by direct fire. The manoeuvre element does not attempt to manoeuvre to capture enemy forces or terrain.	2.X.2.1.5.3.4	
	G*C*MOOS-- *****	
Objective 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. Army--1. The physical object of the action taken (for example, a definite terrain feature, the seizure and/or holding of which is essential to the commander's plan, or the destruction of an enemy force without regard to terrain features). 2. 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-- *****	
Penetration Box	2.X.2.1.5.3.6	
	G*C*MOOX-- *****	

TABLE E-I. Tactical Graphics (cont'd).

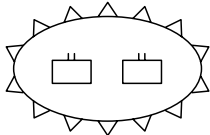
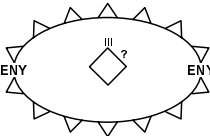
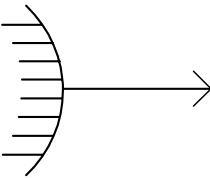
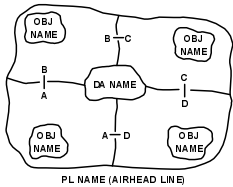
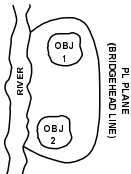
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Special Manoeuvre Graphic	2.X.2.1.6 G*C*MS---- *****	133
General	2.X.2.1.6.1 G*C*MSG--- *****	133
Encirclement The loss of freedom of manoeuvre to one force resulting from an enemy force's control of all routes of egress and reinforcement.	2.X.2.1.6.1.1 G*C*MSGE-- *****	133
Friendly	2.X.2.1.6.1.1.1 GFC*MSGEF- *****	
Enemy	2.X.2.1.6.1.1.2 GHC*MSGFY- *****	
Ambush A surprise attack by fire from concealed positions on a moving or temporarily halted enemy.	2.X.2.1.6.1.2 G*C*MSGF-- *****	
Line	2.X.2.1.6.2 G*C*MSL--- *****	133
Airhead 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 manoeuvre 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 defence in depth.	2.X.2.1.6.2.1 ⁸⁸ G*C*MSLA-- *****	
Bridgehead 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 defence of the crossing sites, and provides a base for continuing the attack.	2.X.2.1.6.2.2 ⁸⁸ G*C*MSLB-- *****	

TABLE E-I. Tactical Graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Holding Line 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-- *****	
Release Line (RL) 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-- *****	
Area	2.X.2.1.6.3 G*C*MSA--- *****	133
Area of Operations (AO) 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-- *****	
Named Area of Interest (NAI) 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-- *****	
Targeted Area of Interest (TAI) 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 specialised 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 (HPTs) 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-- *****	

TABLE E-I. Tactical Graphics (cont'd).

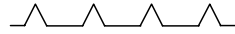
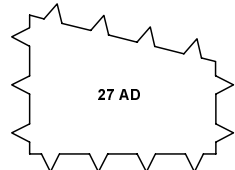
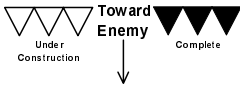
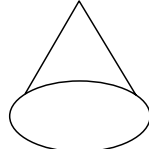
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Mobility/Survivability A battlefield operating system (BOS) which preserves the freedom of manoeuvre of friendly forces (includes breaching enemy obstacles, increasing battlefield circulation, improving existing routes, etc.) and protects them from the effects of enemy weapon systems and from natural occurrences (includes hardening of facilities and fortification of battle positions).	2.X.2.2	133
	G*C*B-----*****	
Obstacle 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	133
	G*C*BO-----*****	
General	2.X.2.2.1.1	133
	G*C*BOG--- *****	
Belt 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-- *****	
Line	2.X.2.2.1.1.2	
	G*C*BOGL-- *****	
Zone 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-- *****	
Abatis A vehicular obstacle constructed by felling trees (leaving a 1-2 metre 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 metres in depth to be most effective.	2.X.2.2.1.2	
	G*C*BOA--- *****	

TABLE E-I. Tactical Graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Antitank Obstacle	2.X.2.2.1.3	133
	G*C*BOAT-- *****	
Antitank Ditch	2.X.2.2.1.3.1	
	G*C*BOATO- *****	
Antitank Ditch Reinforced with Antitank Mines	2.X.2.2.1.3.2	
	G*C*BOATM- *****	
Antitank Obstacles, Tetrahedrons, Dragon's Teeth and Other Similar Obstacles	2.X.2.2.1.3.3	Fixed and Prefabricated  Movable  Movable and Prefabricated 
	G*C*BOATD- *****	
Antitank Wall ¹⁷³	2.X.2.2.1.3.4	
	G*C*BOATW- *****	
Booby Trap An explosive or non-explosive 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-- *****	

173 This graphic is indistinguishable from 2.X.2.2.1.1.2 (Obstacle Line); this problem is still present in Mil-Std-2525B. The old APP-6 Antitank Wall line (Chapter 3, Part 1, Section 0309, Paragraph 3c) may be preferable:

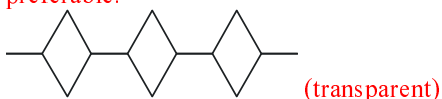
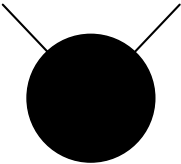
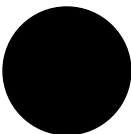
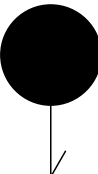
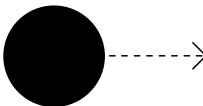
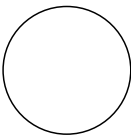


TABLE E-I. Tactical Graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Mine ¹⁷⁴	2.X.2.2.1.5 G*C*BOAM-- *****	¹³³
Antipersonnel (AP) Mine	2.X.2.2.1.5.1 G*C*BOAMA- *****	
Antitank Mine (AT)	2.X.2.2.1.5.2 G*C*BOAMT- *****	
Antitank Mine with Anti Handling Device	2.X.2.2.1.5.3 G*C*BOAMD- *****	
Antitank Mine (Arrow Shows Effects) "Claymore Mine"	2.X.2.2.1.5.4 G*C*BOAMC- *****	
Unspecified Mine	2.X.2.2.1.5.5 G*C*BOAMU- *****	
Mine Cluster Note: The dashed lines in this graphic shall be displayed in present and anticipated status. ^{38, 159}	2.X.2.2.1.5.6 G*C*BOAMN- *****	

¹⁷⁴ The Mine symbols would benefit from "Dealt" versions as in the 1.X.5.2.2 (Sea Mine) hierarchy. For example, this would be useful in MOOTW when reporting mines that were struck by vehicles and similar incidents.

TABLE E-I. Tactical Graphics (cont'd).

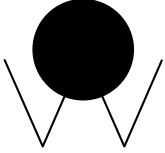
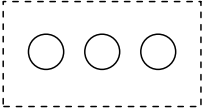
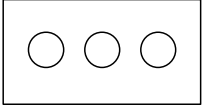
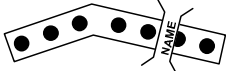
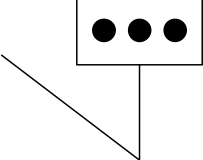
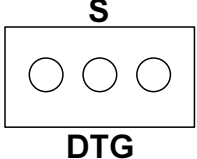
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Wide Area Mine	2.X.2.2.1.5.7	
	G*C*BOAMW- *****	
Minefield An area of ground containing mines laid with or without pattern.	2.X.2.2.1.6	133
	G*C*BOAII-- *****	
Planned Minefield	2.X.2.2.1.6.1	
	G*C*BOAIP- *****	
Completed Minefield	2.X.2.2.1.6.2	
	G*C*BOAIC- *****	
Antipersonnel (AP) Minefield	2.X.2.2.1.6.3	
	G*C*BOAIL- *****	
Antitank (AT) Minefield with Gap	2.X.2.2.1.6.4	 272100Z SEP - 300400Z SEP
	G*C*BOAIG- *****	
Antitank (AT) Minefield	2.X.2.2.1.6.5	
	G*C*BOAIN- *****	
Scatterable Mines	2.X.2.2.1.6.6	
	G*C*BOAIS- *****	

TABLE E-I. Tactical Graphics (cont'd).

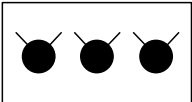
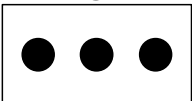
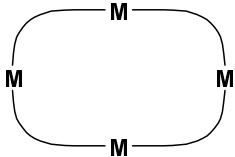
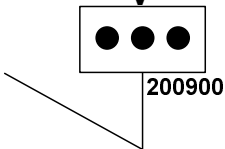
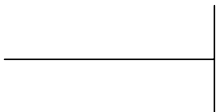
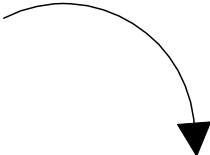
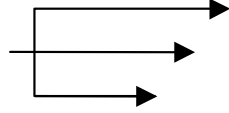
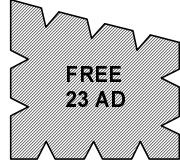
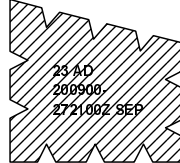
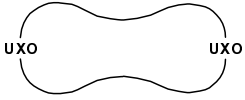
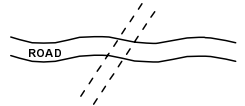
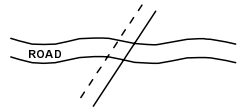
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Antipersonnel (AP) Minefield Reinforced with Scatterable with Self-Destruct Date-Time-Group	2.X.2.2.1.6.7	+S  DTG
	G*C*BOAIH- *****	
Scatterable Minefield (Antitank Mines) with Self-Destruct Date-Time-Group	2.X.2.2.1.6.8	S  101200Z
	G*C*BOAID- *****	
Mined Area	2.X.2.2.1.6.9	
	G*C*BOAIM- *****	
Executed Volcano Minefield	2.X.2.2.1.7	V 
	G*C*BOAV-- *****	
Obstacle Effect	2.X.2.2.1.8	133
	G*C*BOAE-- *****	
Block	2.X.2.2.1.8.1	
	G*C*BOAEB- *****	
Fix	2.X.2.2.1.8.2	
	G*C*BOAEF- *****	
Turn	2.X.2.2.1.8.3	
	G*C*BOAET- *****	

TABLE E-I. Tactical Graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Disrupt	2.X.2.2.1.8.4 G*C*BOAED- *****	
Obstacle Free Area 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-- *****	
Obstacle-Restricted Area 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- *****	
Unexploded Ordnance Area (UXO) 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-- *****	
Roadblocks, Craters, and Blown Bridges A barrier or obstacle (usually covered by fire) used to block or limit the section of the road.	2.X.2.2.1.11 G*C*BOAR-- *****	133
Planned (usually used to close a lane through an antitank ditch or other obstacles) ¹⁷⁵	2.X.2.2.1.11.1 G*C*BOARP- *****	
Explosives, State of Readiness 1 (Safe) Note: The dashed lines in this graphic shall be displayed in present and anticipated status. ^{38, 176}	2.X.2.2.1.11.2 G*C*BOARE- *****	

¹⁷⁵ Mil-Std-2525B Change Proposal Mil01-02 adds the same Note as 2.X.2.2.1.11.2, which seems poorly thought out since this symbol's status can never be "Existing/Present".

¹⁷⁶ The standard method of indicating "Anticipated/Planned" status renders this symbol indistinguishable from 2.X.2.2.1.11.1. The addition of a W date/time group field could be a solution.

TABLE E-I. Tactical Graphics (cont'd).

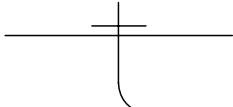
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Explosives, State of Readiness 2 (Armed but Passable)	2.X.2.2.1.11.3	
	G*C*BOARS- *****	
Roadblock Complete (Executed)	2.X.2.2.1.11.4	
	G*C*BOARC- *****	
Trip Wire	2.X.2.2.1.12	
	G*C*BOAP-- *****	
Wire Obstacle	2.X.2.2.1.13	133
	G*C*BOAW-- *****	
Unspecified	2.X.2.2.1.13.1	XXXXXXXXXX
	G*C*BOAWU- *****	
Single Fence	2.X.2.2.1.13.2	X—X—X
	G*C*BOAWS- *****	
Double Fence	2.X.2.2.1.13.3	XX—XX—XX
	G*C*BOAWD- *****	
Double Apron Fence	2.X.2.2.1.13.4	XXXXXXXXXX
	G*C*BOAWA- *****	

TABLE E-I. Tactical Graphics (cont'd).

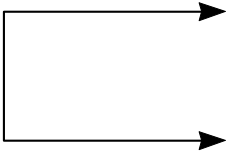
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Low Wire Fence	2.X.2.2.1.13.5	XXXXXXXXXX
	G*C*BOAWL- *****	
High Wire Fence	2.X.2.2.1.13.6	XXXXXXXXXX
	G*C*BOAWH- *****	
Single Concertina	2.X.2.2.1.13.7	000000000
	G*C*BOAWC- *****	
Double Strand Concertina	2.X.2.2.1.13.8	000000000
	G*C*BOAWB- *****	
Triple Strand Concertina	2.X.2.2.1.13.9	000000000
	G*C*BOAWR- *****	
Obstacle Bypass A tactical task which involves manoeuvring around an obstacle, position, or enemy force to maintain the momentum of advance.	2.X.2.2.2 G*C*BY----*****	133
Obstacle Bypass Difficulty	2.X.2.2.2.1 G*C*BYO--- *****	133
Bypass Easy	2.X.2.2.2.1.1	
	G*C*BYOE-- *****	

TABLE E-I. Tactical Graphics (cont'd).

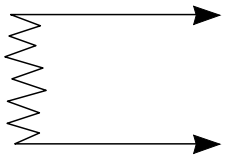
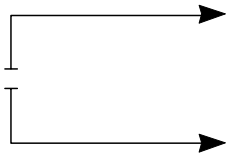
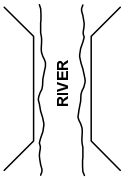
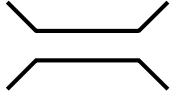
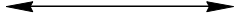
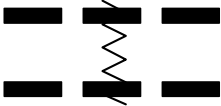
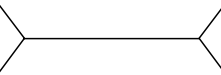
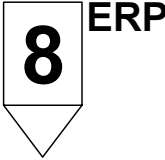
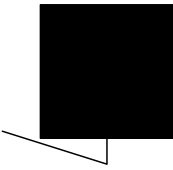
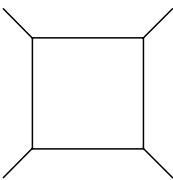
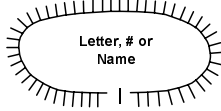
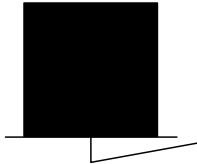
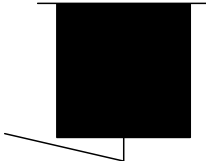
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Bypass Difficult	2.X.2.2.2.1.2	
	G*C*BYOD-- *****	
Bypass Impossible	2.X.2.2.2.1.3	
	G*C*BYOI-- *****	
Crossing Site/Water Crossing The location along a water obstacle where the crossing can be made using amphibious vehicles, assault boats, rafts, bridges, or fording vehicles.	2.X.2.2.2.2	133
	G*C*BYC--- *****	
Assault Crossing Area	2.X.2.2.2.2.1	
	G*C*BYCA-- *****	
Bridge or Gap An area within a minefield or obstacle belt, free of live mines or obstacles, whose width and direction will allow a friendly force to pass through in tactical formation. Army--1. Any break or breach in the continuity of tactical dispositions or formations beyond effective small arms coverage. 2. 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. 3. A ravine, mountain pass, or river that presents an obstacle that must be bridged.	2.X.2.2.2.2.2	
	G*C*BYCB-- *****	
Ferry	2.X.2.2.2.2.3	
	G*C*BYCF-- *****	
Ford/Ford Easy 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-- *****	

TABLE E-I. Tactical Graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Ford Difficult	2.X.2.2.2.5	
	G*C*BYCD-- *****	
Lane 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.2.2.2.6	
	G*C*BYCL-- *****	
Raft Site	2.X.2.2.2.7	
	G*C*BYCR-- *****	
Engineer Regulating Point (ERP) ¹⁷⁷ 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.2.2.2.8	
	G*C*BYCG-- *****	
Survivability 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, analysing terrain and construction materials, selecting excavation methods, and countering the effects of direct fire weapons.	2.X.2.2.3	
	G*C*BS----*****	
Earthwork, Small Trench, or Fortification (line points to exact location)	2.X.2.2.3.1	
	G*C*BSE--- *****	
Fort	2.X.2.2.3.2	
	G*C*BSF--- *****	

¹⁷⁷ In Mil-Std-2525B, this graphic is harmonised with the CSS points by swapping the positions of the "ERP" identifier and the number place holder.

TABLE E-I. Tactical Graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Fortified Line	2.X.2.2.3.3	
	G*C*BSL--- *****	
Foxhole, Emplacement, or Weapon Site	2.X.2.2.3.4	
	G*C*BSW--- ***** ¹⁷⁸	
Strong Point 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--- *****	
Surface Shelter	2.X.2.2.3.6	
	G*C*BSH--- *****	
Underground Shelter	2.X.2.2.3.7	
	G*C*BSU--- *****	

¹⁷⁸ The symbol ID erroneously appeared as "G*C*BSE---*****".

TABLE E-I. Tactical Graphics (cont'd).

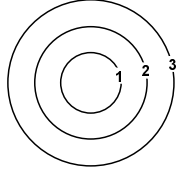
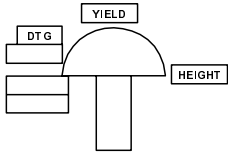
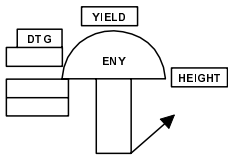
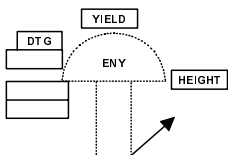
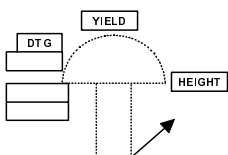
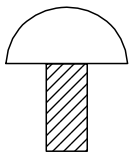
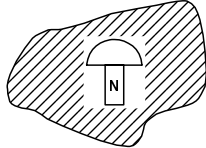
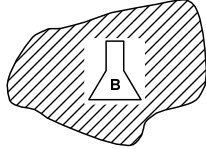
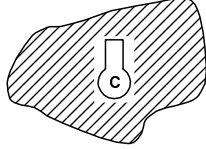
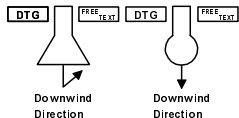
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Nuclear, Biological, and Chemical Graphic	2.X.2.2.4 G*C*BW---- *****	133
Minimum Safe Distance Zones	2.X.2.2.4.1 G*C*BWM--- *****	
Nuclear Detonation Friendly Ground Zero	2.X.2.2.4.2 G*C*BWN--- *****	
Enemy Known Ground Zero	2.X.2.2.4.3 GHC*BWE--- *****	
Enemy Templated	2.X.2.2.4.4 GHC*BWI--- *****	
Friendly Planned or On-Order	2.X.2.2.4.5 GFC*BWF--- *****	
Fallout Producing 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--- *****	

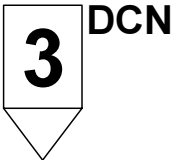
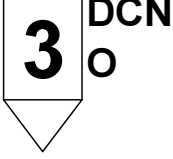
TABLE E-I. Tactical Graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Radioactive Area	2.X.2.2.4.7	 Shown in Yellow (if Available)
	G*C*BWA--- ***** ¹⁷⁹	
Biologically Contaminated Area	2.X.2.2.4.8	 Shown in Yellow (if Available)
	G*C*BWC--- *****	
Chemically Contaminated Area	2.X.2.2.4.9	 Shown in Yellow (if Available)
	G*C*BWH--- *****	
Biological and Chemical Attack, Release Event	2.X.2.2.4.10 ¹⁸⁰	
	G*C*BWK--- *****	

¹⁷⁹ The symbol ID erroneously appeared as "G*C*BWR---*****".

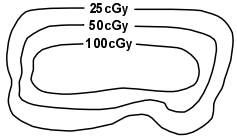
¹⁸⁰ In Mil-Std-2525B, 2.X.2.2.4.10 is properly broken down into separate BIOLOGICAL RELEASE EVENT and CHEMICAL RELEASE EVENT symbols.

TABLE E-I. Tactical Graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Decontamination (Decon) Point	2.X.2.2.4.11	133
	G* C *BWD--- *****	
Decon Site/Point (Unspecified) ¹⁸¹	2.X.2.2.4.11.1	
	G* C *BWDP-- *****	
Alternate Decon Site/Point (Unspecified) ¹⁸¹	2.X.2.2.4.11.2	
	G* C *BWDA-- *****	
Decon Site/Point (Troops) ¹⁸¹	2.X.2.2.4.11.3	
	G* C *BWDT-- *****	
Decon Site/Point (Equipment) ¹⁸¹	2.X.2.2.4.11.4	
	G* C *BWDE-- *****	
Decon Site/Point (Equipment and Troops) ¹⁸¹	2.X.2.2.4.11.5	
	G* C *BWDS-- *****	
Decon Site/Point (Operational Decontamination) ¹⁸¹	2.X.2.2.4.11.6	
	G* C *BWDO-- *****	

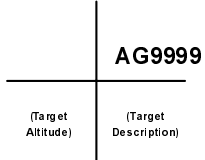
¹⁸¹ In Mil-Std-2525B, these graphics are harmonised with the CSS points by swapping the positions of the identifiers (e.g. "DCN") and the number place holders.

TABLE E-I. Tactical Graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Decon Site/Point (Thorough Decontamination) ¹⁸¹	2.X.2.2.4.11.7	
	G*C*BWDG-- *****	
Dose Rate Contour Lines	2.X.2.2.4.12	
	G*C*BWR--- *****	

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TABLE E-I. Tactical Graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Fire Support Graphic	2.X.2.3	133
	G*C*F-----*****	
Fire Support Point	2.X.2.3.1	133
	G*C*FS-----*****	
Target 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	133
	G*C*FST---*****	
Point/Single Target	2.X.2.3.1.1.1	
	G*C*FSTP-- *****	
Circular Target ¹⁸²	2.X.2.3.1.1.2	
	G*C*FSTC-- *****	
Fire Support Station (FSS)	2.X.2.3.1.2	
	G*C*FSS---*****	

¹⁸² Mil-Std-2525B Change Proposal Mil01-06 moves this symbol to the Area hierarchy by adding a radius parameter.

TABLE E-I. Tactical Graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Fire Support Line	2.X.2.3.2 G*C*FL----*****	133
Fire Support Co-ordination Line (FSCL) Designated by a line extending across the assigned areas of the establishing headquarters. The indicator of the establishing headquarters is shown before the letters FSCL. The illustration depicts an FSCL effective from 202100Z SEP .	2.X.2.3.2.1 G*C*FLC--- *****	
Co-ordinated Fire Line (CFL) Note: The dashed lines in this graphic shall be displayed in present and anticipated status. ^{183, 184}	2.X.2.3.2.2 G*C*FLF---*****	
Linear Target	2.X.2.3.2.3 G*C*FLT--- *****	
Final Protective Fire (FPF) ¹⁸⁴	2.X.2.3.2.3.1 G*C*FLTP-- *****	

183 Although there is no way of distinguishing between "Existing/Present" and "Anticipated/Planned" status, this is moot since the symbol includes W and W1 date/time group fields.

184 Mil-Std-2525B Change Proposal Mil01-08 corrects the symbol's rendering: it is identical to the Linear Target except for the additional text fields.

TABLE E-I. Tactical Graphics (cont'd).

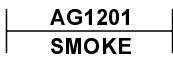
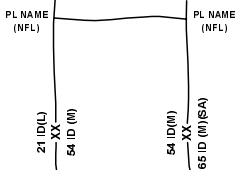
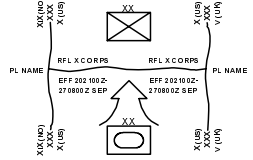
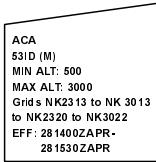
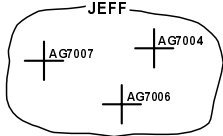
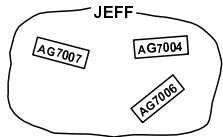
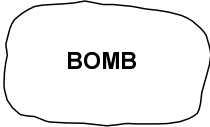
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Smoke	2.X.2.3.2.4 G*C*FLK--- *****	133
Planned with Designated Time Shown	2.X.2.3.2.4.1 G*C*FLKP-- *****	
Smoke (Actually in Place)	2.X.2.3.2.4.2 G*C*FLKS-- *****	
Linear Smoke Target	2.X.2.3.2.4.3 G*C*FLKT-- *****	
No Fire Line (NFL) A line short 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--- *****	
Restrictive Fire Line (RFL) A line established between converging friendly forces (one or both may be moving) that prohibits fires or effects from fires across the line without co-ordination with the affected force. It is established by the commander of the converging forces.	2.X.2.3.2.6 G*C*FLR--- *****	

TABLE E-I. Tactical Graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Area	2.X.2.3.3 G*C*FA----*****	133
Fire Support Area (FSA)	2.X.2.3.3.1 G*C*FAS--- *****	
Airspace Co-ordination Area (ACA) The airspace co-ordination area is represented by the general ACA symbol outlined by a rectangle.	2.X.2.3.3.2 G*C*FAC--- *****	
Area Target	2.X.2.3.3.3 G*C*FAT--- *****	
Series Target In fire support, a number of targets and/or groups of targets planned in a predetermined time sequence to support a manoeuvre phase. A series of targets is indicated by a code name or nickname.	2.X.2.3.3.4 G*C*FAR--- *****	133
Series of Targets Using Regular Targets	2.X.2.3.3.4.1 G*C*FARS-- *****	
Series of Targets Using Rectangular Targets ¹⁸⁵	2.X.2.3.3.4.2 G*C*FARU-- *****	
Bomb Area	2.X.2.3.3.5 G*C*FAB--- *****	

¹⁸⁵ Oddly, the Rectangular Target is actually omitted from APP-6A. It appears in Mil-Std-2525B as a point; Mil-Std-2525B Change Proposal Mil01-07 corrects this, changing it into an Area.

TABLE E-I. Tactical Graphics (cont'd).

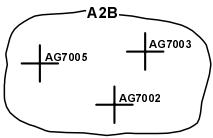
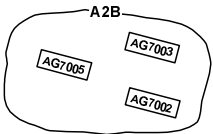
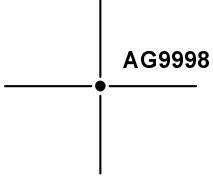
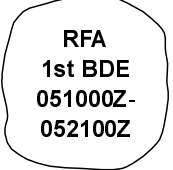
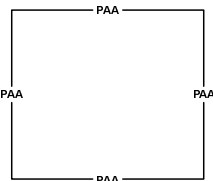
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Free Fire Area (FFA) A specific designated area into which any weapon system may fire without additional co-ordination with the establishing headquarters. Normally, it is established on identifiable terrain by division or higher headquarters.	2.X.2.3.3.6 G*C*FAI---*****	
Group of Targets 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 G*C*FAZ---*****	133
Group of Targets Using Regular Targets	2.X.2.3.3.7.1 G*C*FAZT---*****	
Group of Targets Using Rectangular Targets¹⁸⁵	2.X.2.3.3.7.2 G*C*FAZU---*****	
No Fire Area (NFA) 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---*****	
Nuclear Target	2.X.2.3.3.9 G*C*FAU---*****	
Restricted Fire Area (RFA) An area in which specific restrictions are imposed and into which fires that exceed those restrictions may not be delivered without prior co-ordination with the establishing headquarters.	2.X.2.3.3.10 G*C*FAD---*****	
Position Area for Artillery (PAA) An area assigned to an M109A6 "Paladin" platoon and other artillery units for terrain management purposes in which the artillery manoeuvred.	2.X.2.3.3.11 G*C*FAP---*****	

TABLE E-I. Tactical Graphics (cont'd).

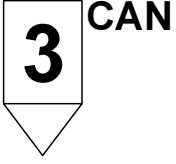
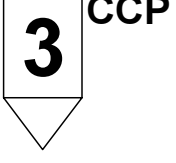
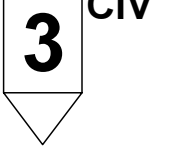
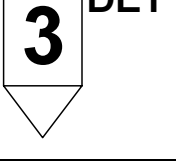
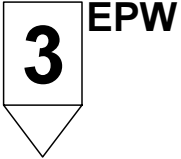
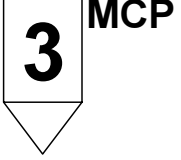
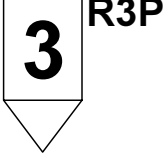
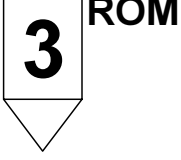
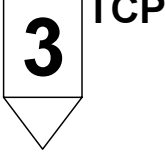
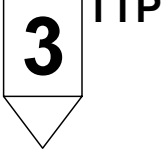
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Combat Service Support (CSS) The essential capabilities, functions, activities, and tasks necessary to sustain all elements of operating forces in theatre at all levels of war. Within the national and theatre logistic systems, it includes, but is 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	133
	G*C*S-----*****	
Point	2.X.2.4.1	133
	G*C*SP-----*****	
Ambulance Exchange Point (AXP) ¹⁸¹ 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--- ***** ⁸⁹	
Cannibalisation Point (CAN) ¹⁸¹ To remove serviceable parts from one item of equipment in order to install them on another item of equipment. Army--The authorised 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--- *****	
Casualty Collection Point (CCP) ¹⁸¹	2.X.2.4.1.3	
	G*C*SPY--- *****	
Civilian Collection Point (CIV) ¹⁸¹	2.X.2.4.1.4	
	G*C*SPT---*****	
Detainee Collection Point (DET) ¹⁸¹	2.X.2.4.1.5	
	G*C*SPD--- *****	

TABLE E-I. Tactical Graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Enemy Prisoner of War (EPW) Collection Point ¹⁸¹	2.X.2.4.1.6	
	G*C*SPE--- ***** ¹⁸⁶	
Logistics Release Point (LRP) ¹⁸¹ 1. The point along the supply route (SR) where unit first sergeant or unit guide takes control of a company LOGPAC. 2. 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---*****	
Maintenance Collection Point (MCP) ¹⁸¹ A point established to collect equipment awaiting repair, controlled exchange, cannibalisation or evacuation. May be operated by the user or by intermediate maintenance units.	2.X.2.4.1.8	
	G*C*SPM--- ***** ⁸⁹	
Rearm, Refuel, and Resupply Point (R3P) ¹⁸¹ 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--- *****	
Refuel on the Move (ROM) Point ¹⁸¹ 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--- *****	
Traffic Control Point (TCP) ¹⁸¹ A place at which traffic is controlled either by military police or by mechanical means.	2.X.2.4.1.11	
	G*C*SPO--- *****	
Trailer Transfer Point (TTP) ¹⁸¹ A location where trailers are transferred from one carrier to another while en route.	2.X.2.4.1.12	
	G*C*SPI---*****	

¹⁸⁶ The symbol ID erroneously appeared as "GHC*SPE---*****".

TABLE E-I. Tactical Graphics (cont'd).

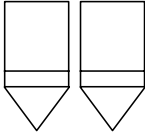
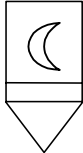
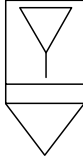
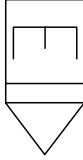
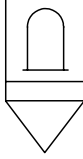
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Unit Maintenance Collection Point (UMCP) ¹⁸¹	2.X.2.4.1.13	 UMCP
	G*C*SPN--- *****	
Supply Point (US Only) Any point where supplies are issued in detail.	2.X.2.4.1.14	133
	G*C*SPQ--- *****	
General	2.X.2.4.1.14.1	 I/V/IX
	G*C*SPQT-- *****	
Class I	2.X.2.4.1.14.2	
	G*C*SPQA-- *****	
Class II	2.X.2.4.1.14.3	
	G*C*SPQB-- *****	
Class III	2.X.2.4.1.14.4	
	G*C*SPQC-- *****	
Class IV	2.X.2.4.1.14.5	
	G*C*SPQD-- *****	
Class V	2.X.2.4.1.14.6	
	G*C*SPQE-- *****	

TABLE E-I. Tactical Graphics (cont'd).

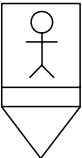
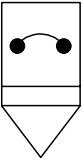
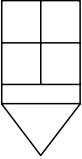
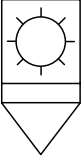
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Class VI	2.X.2.4.1.14.7	
	G*C*SPQF-- *****	
Class VII	2.X.2.4.1.14.8	
	G*C*SPQG-- *****	
Class VIII	2.X.2.4.1.14.9	
	G*C*SPQH-- *****	
Class IX	2.X.2.4.1.14.10	
	G*C*SPQI-- *****	
Class X	2.X.2.4.1.14.11	
	G*C*SPQJ-- *****	
Ammunition Point	2.X.2.4.1.15	133
	G*C*SPM--- ***** ⁸⁹	
Ammunition Supply Point (ASP) ¹⁸¹	2.X.2.4.1.15.1	 ASP
	G*C*SPMA-- ***** ⁸⁹	
Ammunition Transfer Point (ATP) ¹⁸¹	2.X.2.4.1.15.2	 ATP
	G*C*SPMT-- ***** ⁸⁹	

TABLE E-I. Tactical Graphics (cont'd).

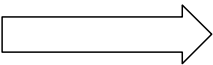
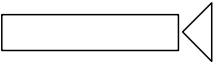
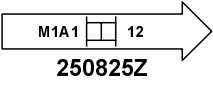
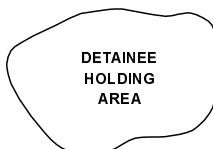
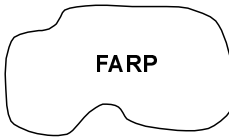
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Line	2.X.2.4.2 G*C*SL----*****	133
Convoy A group of vehicles organised for the purpose of control and orderly movement with or without escort protection. Army--A group of vehicles that move over the same route at the same time and under one commander.	2.X.2.4.2.1 G*C*SLC--- *****	133
Moving Convoy	2.X.2.4.2.1.1 G*C*SLCM-- ***** ^{10 5}	
Halted Convoy	2.X.2.4.2.1.2 G*C*SLCH-- ***** ^{10 5}	
A column of 12 Medium Tanks at 0825 on the 25th	Example	
Supply Route (SR)	2.X.2.4.2.2 G*C*SLR--- *****	133
Main Supply Route (MSR) 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-- *****	<u>MSR NAME</u>
Alternate Supply Route (ASR) A route or routes designated within an area of operations to provide for the movement of traffic when main supply routes become disabled or congested.	2.X.2.4.2.2.2 G*C*SLRA-- *****	<u>ASR NAME</u>

TABLE E-I. Tactical Graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
One-Way Traffic	2.X.2.4.2.2.3	
	G*C*SLRO-- *****	
Alternating Traffic	2.X.2.4.2.2.4	
	G*C*SLRT-- *****	
Two-Way Traffic	2.X.2.4.2.2.5	
	G*C*SLRW-- *****	
Area	2.X.2.4.3	133
	G*C*SA----*****	
Detainee Holding Area	2.X.2.4.3.1	
	G*C*SAD--- *****	
Enemy Prisoner of War (EPW) Holding Area	2.X.2.4.3.2	
	G*C*SAP--- ***** ¹⁸⁷	
Forward Arming and Refuelling Point (FARP) A temporary facility that is organised, 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 manoeuvre units in combat. It permits combat aircraft to rapidly refuel and rearm simultaneously.	2.X.2.4.3.3	
	G*C*SAR--- *****	

¹⁸⁷ The symbol ID erroneously appeared as "GHC*SAP---*****".

TABLE E-I. Tactical Graphics (cont'd).

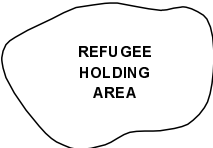
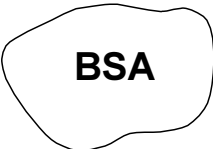
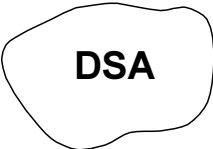
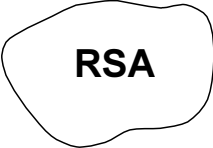
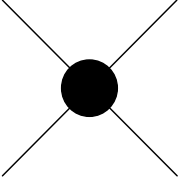
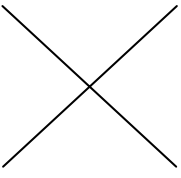
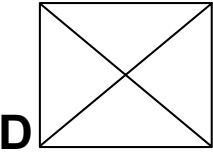
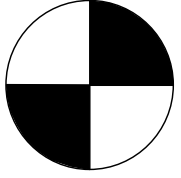
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Refugee Holding Area	2.X.2.4.3.4 G*C*SAH--- *****	
Support Area A designated area in which combat services support (CSS) elements and some staff elements locate to support a unit.	2.X.2.4.3.5 G*C*SAT--- *****	133
Brigade Support Area (BSA) A designated 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-- *****	
Division Support Area (DSA) 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 COSCOM units supporting the division.	2.X.2.4.3.5.2 G*C*SATD-- *****	
Regimental Support Area (RSA)	2.X.2.4.3.5.3 G*C*SATR-- *****	

TABLE E-I. Tactical Graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Command and Control 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, co-ordinating, and controlling forces and operations in the accomplishment of a mission.	2.X.2.5	133
	G*C*O-----*****	
Point	2.X.2.5.1 ¹⁸⁸	
	G*C*OX---- *****	
Special Point	2.X.2.5.1.1	
	G*C*OXE--- *****	
Reference Point	2.X.2.5.1.2	133
	G*C*OXR--- ***** ^{90, 91}	
NAV Reference	2.X.2.5.1.2.1	
	G*C*OXRN-- *****	
Data Link Reference Point (DLRP)	2.X.2.5.1.2.2	
	G*C*OXRD-- ***** ⁹¹	
Underwater	2.X.2.5.1.3	133
	G*C*OXU--- *****	
Datum	2.X.2.5.1.3.1	
	G*C*OXUD-- *****	

¹⁸⁸ In the original text, 2.X.2.5.1.1 is anomalously absent and 2.X.2.5.1 is the SPECIAL POINT. See also footnote 90. In Mil-Std-2525B, the SPECIAL POINT is regrouped with NAV REFERENCE, DLRP and POINT OF INTEREST under the REFERENCE POINT heading.

TABLE E-I. Tactical Graphics (cont'd).

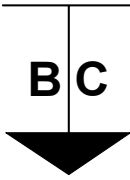
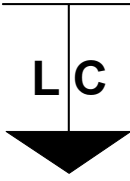
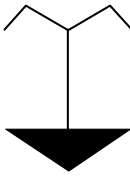
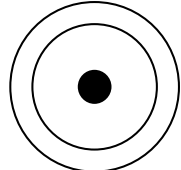
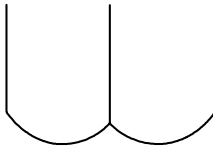
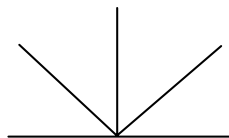
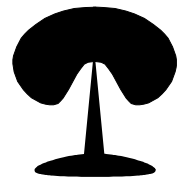
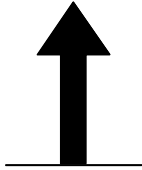
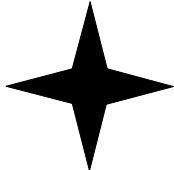
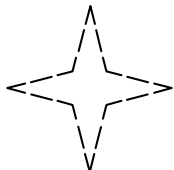
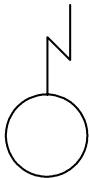
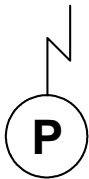
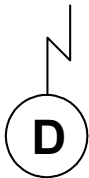
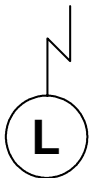
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Brief Contact	2.X.2.5.1.3.2	
	G*C*OXUB-- *****	
Lost Contact	2.X.2.5.1.3.3	
	G*C*OXUL-- *****	
Sinker	2.X.2.5.1.3.4	
	G*C*OXUS-- *****	
Weapon	2.X.2.5.1.4	133
	G*C*OXW--- *****	
Aim Point	2.X.2.5.1.4.1	
	G*C*OXWA-- *****	
Drop Point	2.X.2.5.1.4.2	
	G*C*OXWD-- *****	
Entry Point	2.X.2.5.1.4.3	
	G*C*OXWE-- *****	
Ground Zero	2.X.2.5.1.4.4	
	G*C*OXWG-- *****	

TABLE E-I. Tactical Graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Missile Detect Point	2.X.2.5.1.4.5	
	G*C*OXWM-- *****	
Impact Point	2.X.2.5.1.4.6	
	G*C*OXWI-- *****	
Predicted Impact Point Note: The dashed lines in this graphic shall be displayed in present and anticipated status.^{38, 189}	2.X.2.5.1.4.7	
	G*C*OXWP-- *****	
Sonobuoy	2.X.2.5.1.5	
	G*C*OXY--- *****	
Pattern Centre	2.X.2.5.1.5.1	
	G*C*OXYP-- *****	
Directional Frequency Analysis and Recording (DIFAR)	2.X.2.5.1.5.2	
	G*C*OXYD-- *****	
Low Frequency Analysis and Recording (LOFAR)	2.X.2.5.1.5.3	
	G*C*OXYL-- *****	

¹⁸⁹ There is no way of distinguishing between "Existing/Present" and "Anticipated/Planned" status, but this may be moot in the particular case of this symbol —strictly speaking, its status can never be "Existing/Present".

TABLE E-I. Tactical Graphics (cont'd).

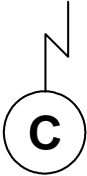
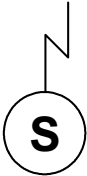
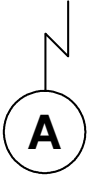
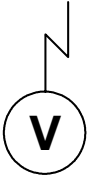
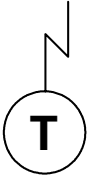
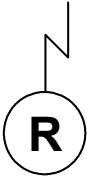
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Command Activated Sonobuoy System (CASS)	2.X.2.5.1.5.4	
	G*C*OXYC-- *****	
Directional Command Activated Sonobuoy System (DICASS)	2.X.2.5.1.5.5	
	G*C*OXYC-- *****	
Bathymograph (BT)	2.X.2.5.1.5.6	
	G*C*OXYB-- *****	
Acoustic Noise Monitor (ANM)	2.X.2.5.1.5.7	
	G*C*OXYA-- *****	
Vertical Line Array DIFAR (VLAD)	2.X.2.5.1.5.8	
	G*C*OXYV-- *****	
Air Transportable Acoustic Communications (ATAC)	2.X.2.5.1.5.9	
	G*C*OXYT-- *****	
Range Only (RO)	2.X.2.5.1.5.10	
	G*C*OXYR-- *****	

TABLE E-I. Tactical Graphics (cont'd).

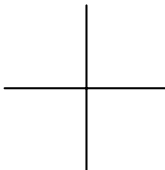
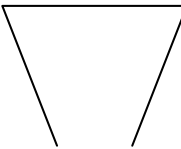
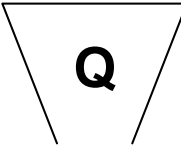
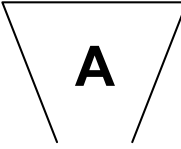
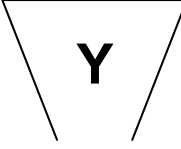
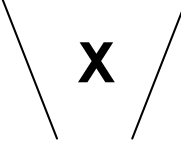
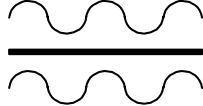
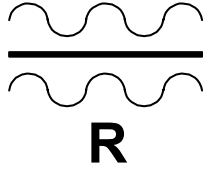
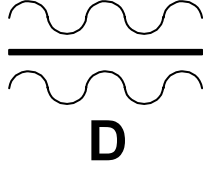
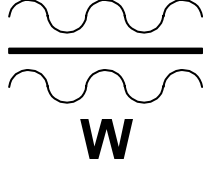
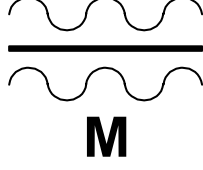
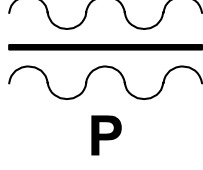
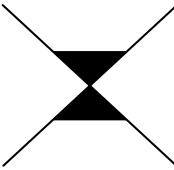
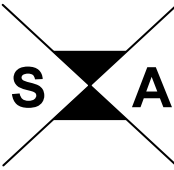
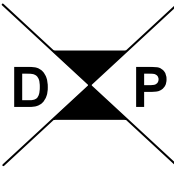
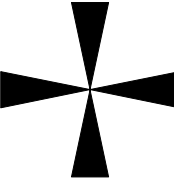
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Kingpin	2.X.2.5.1.5.11	
	G*C*OXYK-- *****	
Formation	2.X.2.5.1.6	
	G*C*OXN--- *****	
Harbour	2.X.2.5.1.7	
	G*C*OXH--- *****	
Point Q	2.X.2.5.1.7.1	
	G*C*OXHQ-- *****	
Point A	2.X.2.5.1.7.2	
	G*C*OXHA-- *****	
Point Y	2.X.2.5.1.7.3	
	G*C*OXHY-- *****	
Point X	2.X.2.5.1.7.4	
	G*C*OXHX-- *****	

TABLE E-I. Tactical Graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Route	2.X.2.5.1.8	
	G*C*OXR--- ***** ⁹¹	
Rendezvous	2.X.2.5.1.8.1	
	G*C*OXRR-- *****	
Diversion	2.X.2.5.1.8.2	
	G*C*OXRD-- ***** ⁹¹	
Waypoint	2.X.2.5.1.8.3	
	G*C*OXRW-- *****	
Path of Intended Motion (PIM)	2.X.2.5.1.8.4	
	G*C*OXRP-- *****	
Point R ¹⁹⁰	2.X.2.5.1.8.5	
	G*C*OXRT-- *****	

¹⁹⁰ This choice of symbol is rather unfortunate. Presumably because the "R" is taken by the Rendez-Vous (2.X.2.5.1.8.1), the symbol shows a "P" for "Point". This is bound to cause confusion. It may be better to show an "R" for Point R and "RV" for Rendez-Vous. This problem is still unresolved in Mil-Std-2525B.

TABLE E-I. Tactical Graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Hazard	2.X.2.5.1.9 ¹⁹¹	133
	G*C*OXZ--- *****	
Oil Rig	2.X.2.5.1.9.1	
	G*C*OXZO-- *****	
Search	2.X.2.5.1.10	
	G*C*OXS--- *****	
Search Area	2.X.2.5.1.10.1	
	G*C*OXSA-- *****	
DIP Position	2.X.2.5.1.10.2	
	G*C*OXSD-- *****	
Search Centre	2.X.2.5.1.10.3	
	G*C*OXSC-- *****	

191 This symbol merges with 1.X.4.6 to become 2.X.6.2 in Mil-Std-2525B.

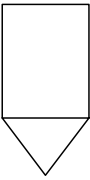
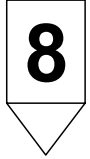
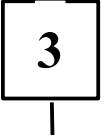
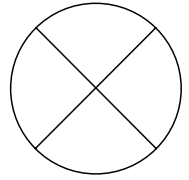
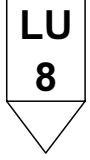
TABLE E-I. Tactical Graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Air Control	2.X.2.5.1.11	133
	G*C*OXA--- *****	
Combat Air Patrol (CAP)	2.X.2.5.1.11.1	C
	G*C*OXAC-- *****	
Airborne Early Warning (AEW)	2.X.2.5.1.11.2	W
	G*C*OXAA-- *****	
Tactical Air Navigation (TACAN)	2.X.2.5.1.11.3	● T
	G*C*OXAT-- *****	
Tanking	2.X.2.5.1.11.4	● K
	G*C*OXAK-- *****	
Antisubmarine Warfare/Fixed Wing (ASW F/W)	2.X.2.5.1.11.5	● F
	G*C*OXAF-- *****	
Antisubmarine Warfare/Rotary Wing (ASW R/W)	2.X.2.5.1.11.6	● H
	G*C*OXAH-- *****	
Tomcat	2.X.2.5.1.11.7	● O
	G*C*OXAO-- *****	

TABLE E-I. Tactical Graphics (cont'd).

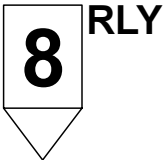
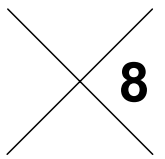
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Rescue	2.X.2.5.1.11.8	● R
	G*C*OXAR-- *****	
Replenish	2.X.2.5.1.11.9	● P
	G*C*OXAP-- *****	
Marshall	2.X.2.5.1.11.10	● M
	G*C*OXAM-- *****	
Strike Initial Point (IP)	2.X.2.5.1.11.11	● S
	G*C*OXAS-- *****	
Corridor Tab	2.X.2.5.1.11.12	● C
	G*C*OXAD-- *****	

TABLE E-I. Tactical Graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
General or Unspecified Command and Control Point	2.X.2.5.2	
	G*C*OG---- *****	
Checkpoint ¹⁹² 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. Centre of impact; a burst centre. 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--- *****	
Contact Point 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--- *****	
Co-ordination Point Designated point at which, in all types of combat, adjacent units/formations must make contact for purposes of control and co-ordination. Army--A control measure that indicates a specific location for the co-ordination of fires and manoeuvre 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--- *****	
Decision Point 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--- *****	
Linkup Point (LU) 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--- *****	
	G*C*OGN--- *****	

¹⁹² In Mil-Std-2525B, this graphic is harmonised with the CSS points and the other C² points by swapping the number place holder out of the pentagon and putting a "CKP" identifier inside.

TABLE E-I. Tactical Graphics (cont'd).

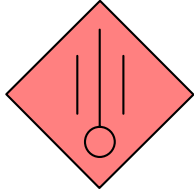
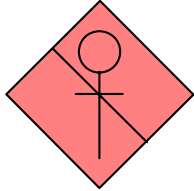
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Passage Point (PP) A specifically designated place where units will pass through one another either in an advance or withdrawal. It is located where the commander desires subordinate units to physically execute a passage of lines.	2.X.2.5.2.6	
Rally Point (RLY)¹⁹³ An easily identifiable point on the ground at which units can reassemble/reorganise if they become disbursed or aircrews/passengers can assemble and reorganise following an incident requiring a forced landing.	2.X.2.5.2.7	
	G*C*OGR--- *****	
Release Point (RP) 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.	2.X.2.5.2.8	
	G*C*OGS--- *****	
Start Point (SP) 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.	2.X.2.5.2.9	
	G*C*OGI--- *****	
Waypoint 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.	2.X.2.5.2.10	
	G*C*OGW--- *****	

¹⁹³ In Mil-Std-2525B, this graphic is harmonised with the CSS points and the other C² points by swapping the position of the "RLY" identifier and the number place holder.

TABLE E-I. Tactical Graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Line	2.X.2.5.3 G*C*OL-----*****	133
Light Line (LL) 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--- *****	
Phase Line (PL) A line used for control and co-ordination of military operations, usually a terrain feature extending across the zone of action. Army--A line used for control and co-ordination of military operations. It is usually along recognisable terrain feature extending across the sector or zone of action. Units normally report crossing PLs, but do not halt unless specifically directed.	2.X.2.5.3.2 ¹⁶³ G*C*OLP--- *****	
Area	2.X.2.5.4 G*C*OA----- *****	133
Airfield Zone	2.X.2.5.4.1 G*C*OAZ--- *****	

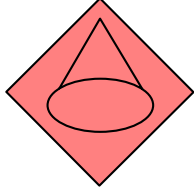
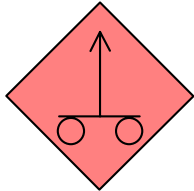
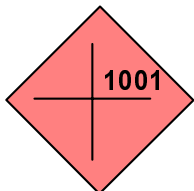
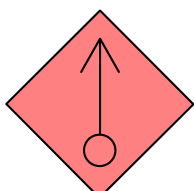
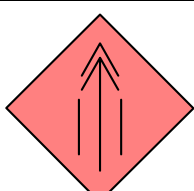
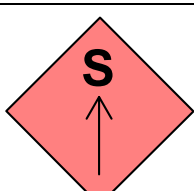
TABLE E-I. Tactical Graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Military Operations Other Than War (MOOTW)	2.X.3 ¹⁹⁴	133
	G*(O)*-----*****	
Violent Activity (Death Causing) ⁹³	2.X.3.1	133
	GHO*V-----*****	
Arson/Fire Arson -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. Fire -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---- *****	
Artillery/Artillery Fire Artillery -Large-calibre firing weapons, as howitzers and cannon, that are mounted and manned by crews. Artillery Fire -The discharge of artillery weapons against designated targets.	2.X.3.1.2 ¹⁹⁷	
	GHO*VR---- *****	
Assassination/Murder/Execution Assassination -To murder a prominent person. Murder -The unlawful killing of one human being by another, especially with premeditated malice. Execution -Putting a person to death, especially as a legal penalty.	2.X.3.1.3	
	GHO*VE---- ***** ¹⁹⁵	
Bomb/Bombing (Hostile) Bomb - An explosive weapon detonated by a predetermined means, as impact, or proximity to an object, or a timing mechanism. Bombing - To attack, damage, or destroy with or as if with bombs.	2.X.3.1.4	
	GHO*VB---- *****	
Bomb/Bombing (Unknown)	2.X.3.1.4	
	GUO*VB---- *****	

¹⁹⁴ The entire 2.X.3 hierarchy is split off into its own (as 5.X) in Mil-Std-2525B. See also footnotes 196 to 213.

¹⁹⁵ The symbol ID erroneously appeared as "GHO*VM-----*****".

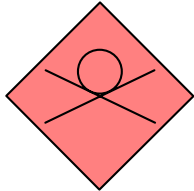
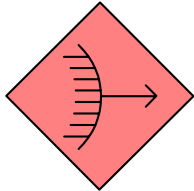
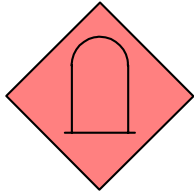
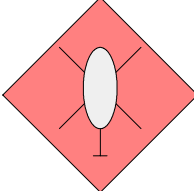
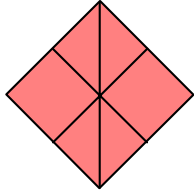
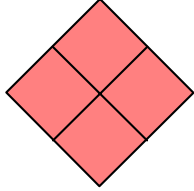
TABLE E-I. Tactical Graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Booby Trap An explosive or non-explosive 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---- *****	
Drive-by Shooting	2.X.3.1.6	
	GHO*VD---- *****	
Indirect Fire (Unspecified Type) Fire delivered on a target that is not itself used as a point of aim for the weapons or the director.	2.X.3.1.7 ¹⁹⁶	
	GHO*VI----*****	
Mortar/Mortar Fire	2.X.3.1.8 ¹⁹⁷	
	GHO*VM---- ***** ¹⁰⁶	
Rocket/Rocket Fire	2.X.3.1.9 ¹⁹⁷	
	GHO*VK---- *****	
Sniping	2.X.3.1.10	
	GHO*VS---- *****	

¹⁹⁶ Presumably because it is redundant with 2.X.2.3.1.1.1, this symbol is deleted from Mil-Std-2525B.

¹⁹⁷ Presumably because it is too easily confused with the corresponding equipment symbol, this symbol is deleted from Mil-Std-2525B. A descendant of 2.X.2.3.1.1.1 should probably be used instead.

TABLE E-I. Tactical Graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Poisoning To injure or kill with poison.	2.X.3.1.11	
	GHO*VP---- *****	
Ambush	2.X.3.1.12 ¹⁹⁸	
	GHO*VU---- *****	
Ammunition Cache	2.X.3.1.13 ¹⁹⁹	
	GHO*VC---- *****	
Rotary Wing (civilian being used by hostiles or insurgents)	2.X.3.1.14 ²⁰⁰	
	GHO*VH---- *****	
Hostile or Insurgent Motorised Infantry	2.X.3.1.15 ²⁰¹	
	GHO*VF---- *****	
Hostile or Insurgent Infantry	2.X.3.1.16 ²⁰²	
	GHO*VO---- *****	

198 Presumably because it is redundant with 2.X.2.1.6.1.2, this symbol is deleted from Mil-Std-2525B.

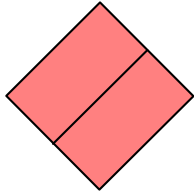
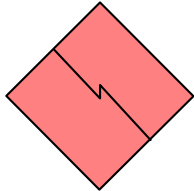
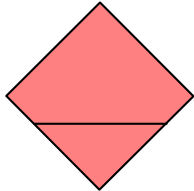
199 Presumably because it is redundant with 2.X.2.4.1.14.6, this symbol is deleted from Mil-Std-2525B.

200 Because it is essentially redundant with 1.X.2.3.2, this symbol is deleted from Mil-Std-2525B.

201 Because it is redundant with 1.X.3.1.1.5.2, this symbol is deleted from Mil-Std-2525B.

202 Because it is redundant with 1.X.3.1.1.5, this symbol is deleted from Mil-Std-2525B.

TABLE E-I. Tactical Graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Reconnaissance/Surveillance	2.X.3.1.17 ²⁰³	
	GHO*VL---- *****	
Signal/Radio Station	2.X.3.1.18 ²⁰⁴	
	GHO*VX---- *****	
Supply Cache	2.X.3.1.19 ²⁰⁵	
	GHO*VZ---- *****	
Location	2.X.3.2	133
	GHO*L-----*****	
Black List Location The location of the official counter-intelligence listing of actual or potential enemy collaborators, sympathisers, intelligence suspects, and other persons whose presence menaces the security of friendly forces.	2.X.3.2.1	
	GHO*LB---- *****	
Grey List Location The location that identifies and locates those personalities whose inclinations and attitudes toward the political and military objectives of the US ²⁰⁶ are obscure. May be listed on grey lists when they are known to possess information or particular skills required by US ²⁰⁶ forces.	2.X.3.2.2	
	GHO*LG---- *****	

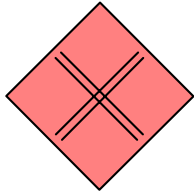
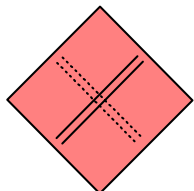
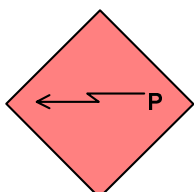
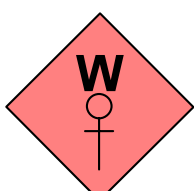
203 Because it is redundant with 1.X.3.1.1.8, this symbol is deleted from Mil-Std-2525B.

204 Because it is redundant with 1.X.3.3.4.2, this symbol is deleted from Mil-Std-2525B.

205 Presumably because it is redundant with the descendants of 2.X.2.4.1.14, this symbol is deleted from Mil-Std-2525B.

206 Presumably this should have been replaced by "allies" or "allied" depending on the context.

TABLE E-I. Tactical Graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
White List Location 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 favourably inclined toward, US ²⁰⁶ policies. Contributions are based on a voluntary and co-operative attitude.	2.X.3.2.3 GHO* L W---- *****	
Operations 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, defence, and manoeuvres needed to gain the objectives of any hassle or any battle or campaign. Army--A broad category of related tactical activities, i.e., offence, defence, retrograde, etc.	2.X.3.3 GHO* P ----- *****	¹³³ 
Roadblock (completed/in-place) A barrier or obstacle (usually covered by fire) used to block, or limit the movement of, hostile vehicles along a route.	2.X.3.3.1 ²⁰⁷ GHO* PR ---- *****	
Roadblock (under construction) 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.3.3.1.1 ²⁰⁷ GHO* PRB --- *****	
Patrolling 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 ---- *****	
Recruitment (willing)	2.X.3.3.3 GHO* PC ---- *****	

²⁰⁷ Presumably because they are redundant with the descendants of 2.X.2.2.1.11, these symbols are deleted from Mil-Std-2525B.

TABLE E-I. Tactical Graphics (cont'd).

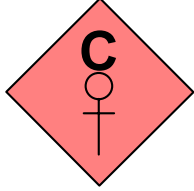
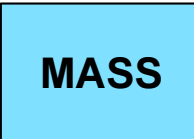
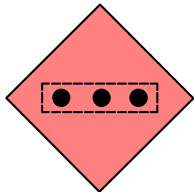
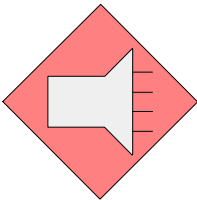
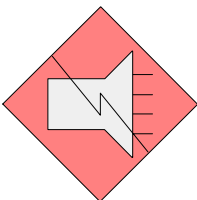
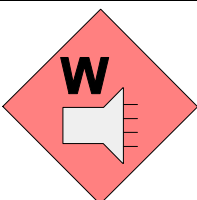
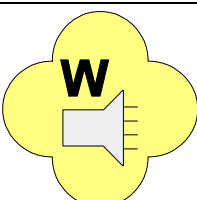
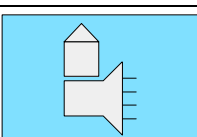
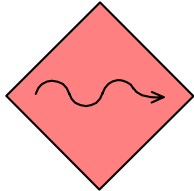
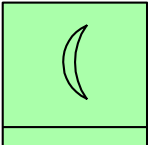
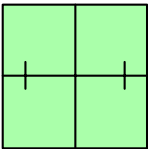
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Recruitment (coerced/impressed)	2.X.3.3.3.1	
	GHO*PCU--- *****	
Demonstration (Hostile) A form of offensive operation which is an attack or show of force on a front where a decision is not sought, made with the aim of deceiving the enemy. It is similar 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---- *****	
Demonstration (Unknown)	2.X.3.3.4	
	GUO*PD---- *****	
Demonstration (Friendly)	2.X.3.3.4	
	GFO*PD----*****	
Mine Laying	2.X.3.3.5	
	GHO*PM---- *****	

TABLE E-I. Tactical Graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Psychological Operations (PSYOP) Planned operations to convey selected information and indicators to foreign audiences to influence their emotions, motives, objective reasoning, and ultimately the behaviour of foreign governments, organisations, groups, and individuals. The purpose of psychological operations is to induce or reinforce foreign attitudes and behaviour favourable to the originator's objectives.	2.X.3.3.6	
	GHO*PH--- *****	
PSYOP (TV and Radio Propaganda) Planned operations to convey selected information and indicators to foreign audiences to influence their emotions, motives, objective reasoning, and ultimately the behaviour of foreign governments, organisations, groups, and individuals. The purpose of psychological operations is to induce or reinforce foreign attitudes and behaviour favourable to the originator's objectives.	2.X.3.3.6.1	
	GHO*PHY--- *****	
PSYOP (Written Propaganda) (Hostile) Planned operations to convey selected information and indicators to foreign audiences to influence their emotions, motives, objective reasoning, and ultimately the behaviour of foreign governments, organisations, groups, and individuals. The purpose of psychological operations is to induce or reinforce foreign attitudes and behaviour favourable to the originator's objectives.	2.X.3.3.6.2	
	GHO*PHW--- *****	
PSYOP (Written) (Unknown)	2.X.3.3.6.2	
	GUO*PHW--- *****	
Written Propaganda ²⁰⁸	2.X.3.3.6.3	
	GFO*PHG--- *****	
House-to-House Propaganda	2.X.3.3.6.4	
	GFO*PHT--- *****	

²⁰⁸ There is no good reason for giving the Friendly symbol an ID different from the Unknown and Hostile variants. This error is corrected in Mil-Std-2525B.

TABLE E-I. Tactical Graphics (cont'd).

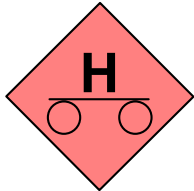
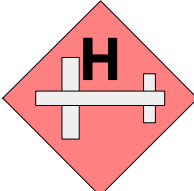
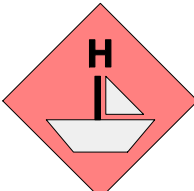
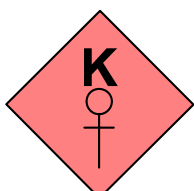
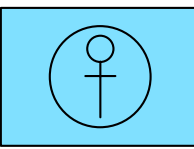
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Foraging/Searching To search for provisions, to make a raid as for food.	2.X.3.3.7	
	GHO*P ^G ---- ***** ²⁰⁹	
Spy 1. A clandestine agent employed by a state to obtain intelligence relating to its actual or potential enemies at home or abroad. 2. The act of watching secretly or covertly.	2.X.3.3.8	
	GHO*PS----*****	
Food Distribution	2.X.3.3.9	
	GNO*PF----*****	
Medical Treatment Facility A facility established for the purpose of furnishing medical and/or dental care to eligible individuals.	2.X.3.3.10 ²¹⁰	
	GNO*PI----*****	
Electronic Warfare Intercept	2.X.3.3.11 ²¹¹	
	GHO*PE---- *****	
Extortion Illegal use of one's official position or powers to obtain property, funds, or patronage.	2.X.3.3.12	
	GHO*PX---- *****	

209 The symbol ID erroneously appeared as "GHO*PF----*****".

210 Because it is redundant with 1.X.3.3.9, this symbol is deleted from Mil-Std-2525B.

211 Because it is redundant with 1.X.3.1.2.2.2.1.3, this symbol is deleted from Mil-Std-2525B.

TABLE E-I. Tactical Graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Hijacking 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	133
	GHO*PJ----*****	
Hijacking (Vehicle)	2.X.3.3.13.1	
	GHO*PJV--- *****	
Hijacking (Airplane) ²¹²	2.X.3.3.13.2	
	GHO*PJA--- *****	
Hijacking (Boat)	2.X.3.3.13.3	
	GHO*PJB--- *****	
Kidnapping To seize and detain a person unlawfully, usually for ransom.	2.X.3.3.14	
	GHO*PK---- *****	
Arrest 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----*****	
Drug Operation	2.X.3.3.16	
	GHO*PO---- *****	

²¹² It is unclear why the icon used for the aircraft isn't the same as that of 1.X.2.3.1.

TABLE E-I. Tactical Graphics (cont'd).

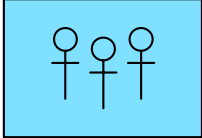
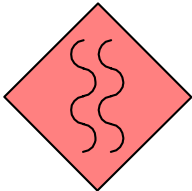
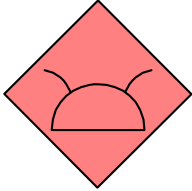
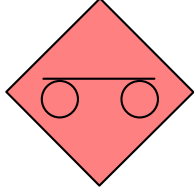
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Item	2.X.3.4 G*(O)*I-----*****	133
Refugees (friendly) Civilians, who by reason of real or imagined danger, have left home to seek safety elsewhere.	2.X.3.4.1	
	GFO*IR-----*****	
Refugees (neutral)	2.X.3.4.1	
	GNO*IR-----*****	
Safe House (hostile) An innocent-appearing house or premises established by an organisation for the purpose of conducting clandestine or covert activity in relative security.	2.X.3.4.2	
	GHO*IS-----*****	
Safe House (friendly)	2.X.3.4.2	
	GFO*IS-----*****	
Graffiti 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-----*****	
Vandalism/Rape/Loot/Ransack/Plunder/Sack	2.X.3.4.4	
	GHO*IV-----*****	

TABLE E-I. Tactical Graphics (cont'd).

DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Known Insurgent Vehicle	2.X.3.4.5	
	GHO*IK-----*****	
Drug Vehicle	2.X.3.4.6	
	GHO*ID-----*****	
Internal Security Force ²¹³	2.X.3.4.7	
	GFO*IF-----*****	

²¹³ This symbol is inconsistent with 1.X.3.1.1.10.

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 ([Chapter 2](#)) is not applicable to this appendix.

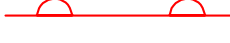
F.3 DEFINITIONS

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](#).

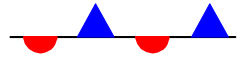
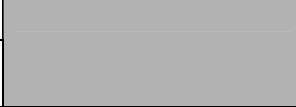
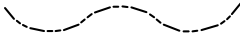
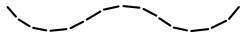
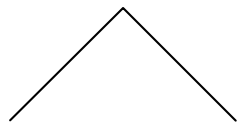
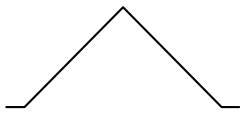
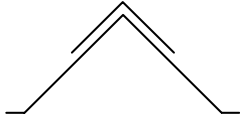
TABLE F-I. Weather Graphics.

DESCRIPTION	HIERARCHY	WEATHER GRAPHIC
	SYMBOL ID	
Weather ²¹⁴	3.X	
	W*A*-----*****	
Pressure System	3.X.1	
	W*A*P-----*****	
Low Pressure Centre 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---- *****	
High Pressure Centre 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---- *****	
Frontal System	3.X.1.3	
	W*A*PF-----*****	
Cold Front	3.X.1.3.1	
	W*A*PFC--- *****	
Upper Cold Front 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-- *****	
Warm Front 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--- *****	
Upper Warm Front Occurs when the 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-- *****	
Occluded Front The line along which a cold front has overtaken a warm front at ground level.	3.X.1.3.3	
	W*A*PFO--- *****	

214 Mil-Std-2525B inserts the siblings Atmospheric, Oceanic and Space right underneath the root Weather symbol; as a result, all of the remaining APP-6A symbols move down one level in the hierarchy and their IDs change accordingly. The Oceanic and Space Weather hierarchies have yet to be filled out. Mil-Std-2525B also drops the ".X" (because weather has no affiliation) and corrects some colour information (as noted here).

Note: White filled icon represents white opaque filled icon.

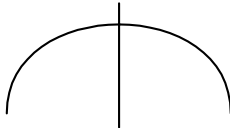
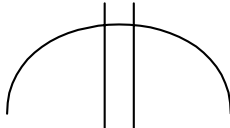
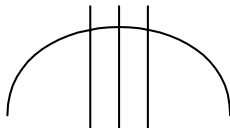
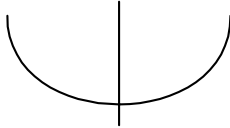
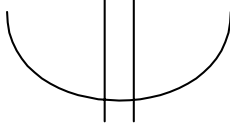
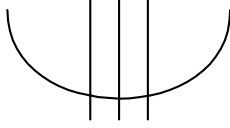
TABLE F-I. Weather Graphics (cont'd).

DESCRIPTION	HIERARCHY	WEATHER GRAPHIC
	SYMBOL ID	
Stationary Front 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--- *****	
Line	3.X.1.4	
	W*A*PX--- *****	
Trough Line An elongated region of low atmospheric pressure.	3.X.1.4.1	
	W*A*PXT--- *****	
Ridge Line An elongated region of high atmospheric pressure.	3.X.1.4.2	
	W*A*PXR--- *****	
Squall Line 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 kilometres in length and is sometimes called a pseudofront. It is associated with line thunderstorms, the shear lines 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--- *****	
Turbulence 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-----*****	
Light Turbulence Description is dependent on associated aircraft type.	3.X.2.1 ²¹⁵	
	W*A*TL---- *****	
Moderate Turbulence Description is dependent on associated aircraft type.	3.X.2.2 ²¹⁵	
	W*A*TM---- *****	
Severe Turbulence Description is dependent on associated aircraft type.	3.X.2.3 ²¹⁵	
	W*A*TS---- *****	
Extreme Turbulence Description is dependent on associated aircraft type.	3.X.2.4 ²¹⁵	
	W*A*TE---- *****	

215 Mil-Std-2525B changes the colour of this symbol to Blue (see Table C-II and footnote 98).

Note: White filled icon represents white opaque filled icon.

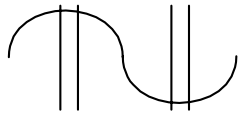
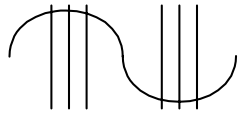
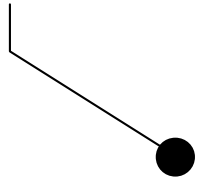
TABLE F-I. Weather Graphics (cont'd).

DESCRIPTION	HIERARCHY	WEATHER GRAPHIC
	SYMBOL ID	
Icing	3.X.3 W*A*I-----*****	
Clear Icing 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-----*****	
Light Clear Icing Description is dependent on associated aircraft type.	3.X.3.1.1 ²¹⁶ W*A*ICL--- *****	
Moderate Clear Icing Description is dependent on associated aircraft type.	3.X.3.1.2 ²¹⁶ W*A*ICM--- *****	
Severe Clear Icing Description is dependent on associated aircraft type.	3.X.3.1.3 ²¹⁶ W*A*ICS--- *****	
Rime Icing 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-----*****	
Light Rime Icing Description is dependent on associated aircraft type.	3.X.3.2.1 ²¹⁶ W*A*IRL--- *****	
Moderate Rime Icing Description is dependent on associated aircraft type.	3.X.3.2.2 ²¹⁶ W*A*IRM--- *****	
Severe Rime Icing Description is dependent on associated aircraft type.	3.X.3.2.3 ²¹⁶ W*A*IRS--- *****	

216 Mil-Std-2525B changes the colour of this symbol to safari brown (see Table C-II).

Note: White filled icon represents white opaque filled icon.

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

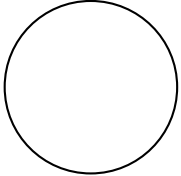
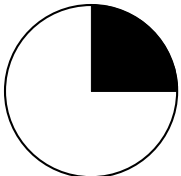
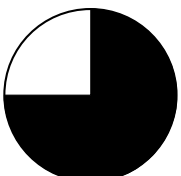
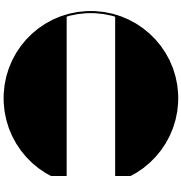
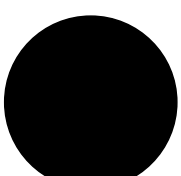
DESCRIPTION	HIERARCHY	WEATHER GRAPHIC
	SYMBOL ID	
Mixed Icing A hard rough conglomerate of ice which can cause very rough accumulation and severe loss of lift.	3.X.3.3	
	W*A*IM---- *****	
Light Mixed Icing Description is dependent on associated aircraft type.	3.X.3.3.1 ²¹⁶	
	W*A*IML--- *****	
Moderate Mixed Icing Description is dependent on associated aircraft type.	3.X.3.3.2 ²¹⁶	
	W*A*IMM--- *****	
Severe Mixed Icing Description is dependent on associated aircraft type.	3.X.3.3.3 ²¹⁶	
	W*A*IMS--- *****	
Wind Barb Used, in different variations, to represent wind speeds.	3.X.4	
	W*A*W---- *****	
Jet Stream A narrow belt of strong winds, with speeds of 90 to 370 km/h (50 to 200 knots ²¹⁷), in the upper troposphere. In the northern Hemisphere these winds usually have a westerly component.	3.X.4.1 ²¹⁸	
	W*A*WJ---- *****	
Flight Rules	3.X.5	
	W*A*F-----*****	
Instrument Ceiling Evaluation of ceiling height by cloud measuring equipment.	3.X.5.1	
	W*A*FI----*****	
Visual Ceiling The height above the earth's surface of the lowest (thin or opaque) layer reported as broken (5-7 oktas (eighths)) or overcast (8 oktas), or the vertical visibility into an indefinite ceiling.	3.X.5.2	
	W*A*FV---- *****	

217 The knot is defined as one nautical mile per hour; thus 1 kn = 1.852 km/h (exactly) ≈ 1.15 mph.

218 Mil-Std-2525B changes the colour of this symbol to red.

Note: White filled icon represents white opaque filled icon.

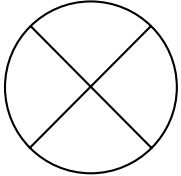
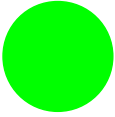
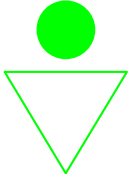
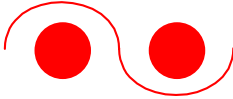
TABLE F-I. Weather Graphics (cont'd).

DESCRIPTION	HIERARCHY	WEATHER GRAPHIC
	SYMBOL ID	
Coverage Symbol	3.X.6 W*A*C-----*****	
Clear Sky (SKC) ²¹⁹ The absence of layers of clouds or other obscuring phenomena.	3.X.6.1 W*A*CC---- *****	
Scattered Sky (SCT) A summation sky cover of three-eighths through four-eighths.	3.X.6.2 W*A*CS---- *****	
Broken Sky (BKN) A summation sky cover of five-eighths through less than eight-eighths.	3.X.6.3 W*A*CB---- *****	
Overcast with Breaks A condition in which an overcast layer has discernible break(s) totalling less than 1 okta (eighth).	3.X.6.4 W*A*CW---- *****	
Overcast (OVC) A summation sky cover of eight-eighths.	3.X.6.5 W*A*CO---- *****	

²¹⁹ The abbreviations appearing throughout the Weather hierarchy are taken from the synoptic code (international meteorological codes FM 12-IX SYNOP, FM 13-IX SHIP and especially FM 15-IX EXT. METAR (Aviation Routine Weather Report)) established by the [World Meteorological Organisation](#) in *WMO Publication No. 306, Manual on Codes, Volumes I and II*. Absent from the Weather hierarchy are BR (Mist), GS (Snow Pellets), SQ (Squalls) and VA (Volcanic Ash).

Note: White filled icon represents white opaque filled icon.

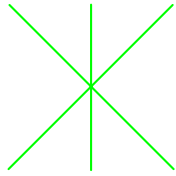
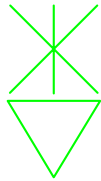
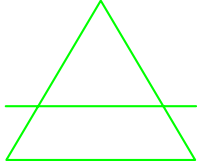
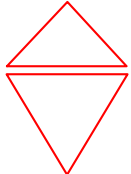
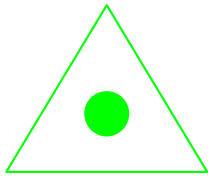
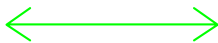
TABLE F-I. Weather Graphics (cont'd).

DESCRIPTION	HIERARCHY	WEATHER GRAPHIC
	SYMBOL ID	
Sky Obscured or Partially Obscured 1. Obscured. 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. Partially Obscured. 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---- *****	
Precipitation	3.X.7	
	W*A*R---- ***** ²²⁰	
Rain (RA) Precipitation, either in the form of drops larger than 0.5 mm (0.02 in), or smaller drops, which in contrast to drizzle, are widely separated.	3.X.7.1	
	W*A*RR---- *****	
Rain Showers (SHRA) The rain changes intensity or starts and stops abruptly. These showers fall exclusively from cumuliform clouds.	3.X.7.1.1	
	W*A*RRS--- *****	
Freezing Rain (FZRA) 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*RRF--- *****	
Drizzle (DZ) Fairly uniform precipitation composed exclusively of fine drops (diameter less than 0.5 mm or 0.02 in) 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*RRD--- *****	
Freezing Drizzle (FZDZ) 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*RRDF-- *****	

220 The symbol ID shown was "W*A*P-----*****"; all of the children also showed "P" instead of "R".

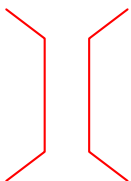
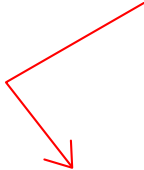
Note: White filled icon represents white opaque filled icon.

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

DESCRIPTION	HIERARCHY	WEATHER GRAPHIC
	SYMBOL ID	
Snow (SN) 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* RS ---- *****	
Snow Showers (SHSN) Snow changes intensity or starts and stops abruptly. These showers fall exclusively from cumuliform clouds.	3.X.7.2.1 W*A* RSS --- ***** ¹⁰⁶	
Snow Grains (SG) 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 1 mm (0.04 in) . 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* RSG --- *****	
Hail (GR) 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* RH ---- *****	
Ice Pellets (PE) Precipitation of transparent or translucent pellets of ice, which are round or irregular, rarely conical, and have a diameter of 5 mm (0.2 in) 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.7.4 ²¹⁸ W*A* RI -----*****	
Ice Crystals (IC) 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* RC ---- *****	

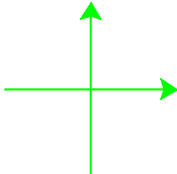
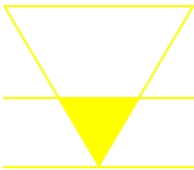
Note: White filled icon represents white opaque filled icon.

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

DESCRIPTION	HIERARCHY	WEATHER GRAPHIC
	SYMBOL ID	
Storm	3.X.8 W*A*S-----*****	
Thunderstorm (TS) 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 kilometres in both horizontal and vertical dimensions, extending from the ground up to 6, 12 or even 18 km (20 000, 40 000, or even 60 000 ft) in the most vigorous examples.	3.X.8.1	
	W*A*ST---- *****	
Thunderstorm (TS) and Rain (RA) A local storm produced by a cumulonimbus cloud accompanied by lightning and/or thunder and precipitation, either in the form of drops larger than 0.5 mm (0.02 in), or smaller drops, which in contrast to drizzle, are widely separated.	3.X.8.1.1	
	W*A*STR--- *****	
Funnel Cloud (FC) / Tornado/Waterspout 1. Funnel Cloud (FC). A violent, rotating column of air which does not touch the ground, usually appended to a cumulonimbus cloud. Also called a Tuba. 2. Tornado (+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. 3. Waterspout (+FC). 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--- *****	
Lightning (LTG) 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--- *****	
Storm System	3.X.8.2	
	W*A*SS-----*****	
Tropical Storm A tropical cyclone having winds ranging from approximately 50 to 120 km/h (25 to 65 knots).	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	
Hurricane Tropical cyclones, especially in the West Indies, in which the wind velocity equals or exceeds 120 km/h (65 knots²¹⁷) .	3.X.8.2.2 W*A*SSH--- *****	
Obstructions To Visibility	3.X.9 W*A*O-----*****	
Blowing Snow (BLSN) Snow particles raised and stirred violently by the wind to moderate or great heights. Prevailing visibility is reduced to less than 10 km (7 mi) and the sky may become obscured when the particles are raised to great heights.	3.X.9.1 W*A*OS---- *****	
Fog (FG) 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 1 km (5/8 mi)²²¹ . When fog is further described by the descriptors MI (shallow - eye level (1.8 m) visibility not appreciably reduced) , BC (patches - covering less than 50% of the ground) , or PR (partial - covering more than 50% of the ground) , the prevailing visibility may be equal to or greater than 1 km (5/8 mi) . Unlike drizzle, fog does not fall to the ground.	3.X.9.2 W*A*OF---- *****	
Freezing Fog (FZFG) 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 1.8 m (6 ft) . Freezing fog reduces prevailing visibility to less than 1 km (5/8 mi) 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.9.2.1 ²¹⁸ W*A*OFF--- *****	
Dust or Sand Storm (DS, SS) 1. Dust Storm (DS). An unusual, frequently severe weather condition characterised by strong winds and dust-filled air over an extensive area. Report a dust storm if the prevailing visibility is reduced to less than 1 km (5/8 mi) , but not less than 500 m (5/16 mi) . Report a heavy (severe) dust storm (+DS) if the visibility is reduced to less than 500 m (5/16 mi) . 2. Sandstorm (SS). Particles of sand ranging in diameter from 0.2 to 1 mm (0.008 to 0.04 in) carried aloft by a strong wind. The sand particles are mostly confined to the lowest 3 m (10 ft) , and rarely rise more than 15 m (50 ft) above the ground. A sandstorm is reported if the prevailing visibility is reduced to less than 1 km (5/8 mi) , but not less than 500 m (5/16 mi) . Report a heavy (severe) sandstorm (+SS) if the visibility is reduced to less than 500 m (5/16 mi) .	3.X.9.3 W*A*OT---- *****	

221 **Mist (BR)** is less dense fog, reducing prevailing visibility to between 1 and 10 km.

Note: White filled icon represents white opaque filled icon.

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

DESCRIPTION	HIERARCHY	WEATHER GRAPHIC
	SYMBOL ID	
Dust Devil (PO) 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---- *****	
Smoke (FU) A suspension in the air of small particles produced by combustion. A transition to haze may occur when smoke particles have travelled great distances (40 to 160 km 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 greyish or bluish appearance.	3.X.9.5	
	W*A*OK---- *****	
Haze (HZ) 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 colours. 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---- *****	
Blowing Dust (BLDU) or Sand (BLSA) Dust or sand raised by the wind to a height of 1.8 m (6 ft) or more ²²² .	3.X.9.7	
	W*A*OB---- *****	

223

222 When snow (SN), dust (DU) or sand (SA) is confined to the first two metres (six feet) off the ground, the descriptor used is "drifting" (DR); thus DRSN, DRDU or DRSA.

223 Mil-Std-2525A Change 1 introduces an entire hierarchy (4.X) of Signals Intelligence symbols at this point. Note: White filled icon represents white opaque filled icon.

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224 The indices were entirely rebuilt; ground track Equipment and Installation indices were also added.

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