NOTICE OF CHANGE

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MIL-STD-2525A
NOTICE 1
15 April 1997

DEPARTMENT OF DEFENSE
INTERFACE STANDARD

COMMON WARFIGHTING SYMBOLOGY

TO ALL HOLDERS OF MIL-STD-2525A:
1. THE FOLLOWING PAGES OF MIL-STD-2525A HAVE BEEN REVISED AND SUPERSEDE THE PAGES LISTED:

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4. GENERAL REQUIREMENTS

4.1 Objective. The display of warfighting symbology has evolved from a static, manual operation to include fully automated computer generation. This evolution has resulted in the fielding of many system-specific symbology implementations by the CINCs/Services/Agencies (C/S/As) to meet the mission requirements of the warfighter. The "C4I for the Warrior" concept, signed by the Chairman of the Joint Chiefs of Staff in June 1992, brings together C4I functions to provide the warfighter with a seamless, real-time, true representation of the battlespace. The standardization of warfighting symbology shall play an integral role in achieving interoperability during joint service operations. While the primary focus of this standardization is the electronic generation of symbology, this effort must also support those mission requirements where symbology is hand-drawn by the warfighter. In addition, this standard is designed so that all essential symbology information can be communicated to the warfighter on either a monochrome (i.e., black, white, or single color) or multicolor-capable display.

4.2 Organization. The purpose of warfighting symbology is to convey information about objects in the warfighter 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.

4.3 Icon-based symbols. An icon-based symbol is composed of a frame (geometric border), fill, and icon, as shown in figure 2.

4.3.1 Frame. The frame is the geometric border of a symbol which, when displayed, provides an indication of the affiliation, battle dimension, and status of a warfighting 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.

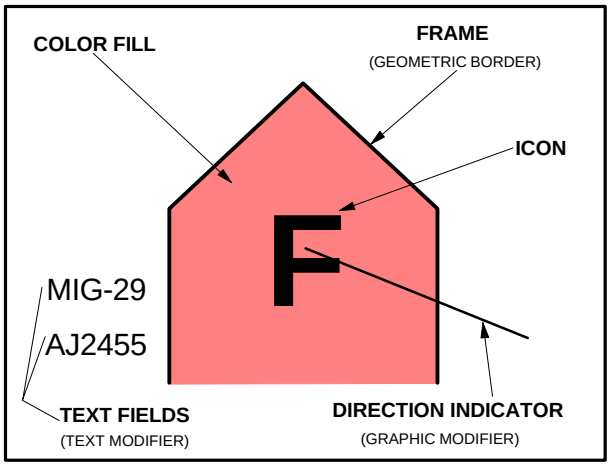

FIGURE 2. Symbol components.

4.3.2 Fill. The fill is the interior area within a symbol. If the fill is assigned a color, it provides redundant information about the affiliation of the object. If color is not used, the fill is transparent.

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

4.4 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 appendix E).

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

4.6 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 appendix B.

4.7 Use of special symbol sets. While the symbology provided in this standard is intended to address the C4I information needs of the warfighter, it is expected that information from other operational domains will need to be displayed in order to accurately portray the battlespace. Many of these other domains have published symbology standards or other documents addressing information requirements that parallel the ones addressed here. Although these other domains are outside the scope of the current document, it is desirable to make the symbology that they publish available with the current document. As a result, appendix F contains symbology of potential interest to the users of the document. The content of this appendix is maintained by an operational community other than the SSMC and is not under configuration management by this group. The symbology included in appendix F is not harmonized with the current standard and may be inconsistent with the requirements concerning warfighting symbology presented here.

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taxonomy was organized hierarchically, the detailed information it contained provided a logical structure from which to generate a set of icons representing warfighting objects. The information hierarchy is presented in appendix A, and the mapping of warfighting icons to the hierarchy is included in appendix D. The icons in appendix D shall be used whenever a system displays any of the warfighting 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. Appendix 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.

5.4. Tactical graphics. Tactical graphics include tasks, control measures, points, lines, areas, aviation maneuver graphics, deception graphics, offense maneuver graphics, special maneuver 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 appendix E. The graphics in this appendix shall be used whenever a system displays any of the operational information for which a graphic is provided. Default color for tactical graphics will be black or white, depending on display background.

5.5 Symbol modifiers. The field title, description, and maximum length of allowable modifiers are presented in table III, and the default placement of modifiers in fields around the symbol or tactical graphic is shown in figures 3a through 3c. Figure 3a addresses units, installations, and equipment; the placement of modifiers in this figure applies to all units regardless of battlespace dimension. Figure 3b applies to points, areas, lines, and boundaries. Figure 3c addresses NBC events. In figure 3b, certain fields can be displayed more than once within a graphic. The unnumbered fields should be filled before the numbered fields, (i.e., fields W, H, and T should be used before fields W1, H1, and T1). As indicated in table III, not all modifiers are applicable to all symbols or graphics. However, when any modifier is displayed, it shall be defined in accordance with the contents of this table and positioned in accordance with figures 3a through 3c. When transmitted to other systems, symbols and their modifiers can be exchanged using the USMTF GRAPHREP Message.

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TABLE III. Symbol modifier field definitions.

Field	Field Title	Description	Units	Equipment	Installations	Points	Areas	Lines	Boundary Lines	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
B	Size Indicator	A symbol that denotes the size of a unit (see table B-II) and nuclear detonation (in kilotons)	10	2	G	-	-	-	10	6	-	-	T/G
C	Quantity of Equipment	Indicates number of items present	-	9	-	-	-	-	-	-	-	-	T
D	Task Force Indicator	A bracket placed over the Size Indicator to denote a Task Force (see figure 3a and figure 4)	G	-	-	-	-	-	-	-	-	-	G
E	Suspect, Assumed Friend, Faker, Joker	**Question mark (?):** Suspect, Assumed Friend, **"J"**: Joker, **"K"**: Faker	1	1	1	-	-	-	-	-	-	-	T
F	Reinforced or Detached	(+) for reinforced, (-) for reduced, (±) reinforced and reduced	3	-	-	-	-	-	-	-	-	-	T
G	Staff Comments	Free text	20	20	20	-	-	-	-	-	-	-	T
H	Additional Information	Free text	20	20	20	20	20	-	-	20	20	20	T
J	Evaluation Rating	One letter and one number (see Note b below)	2	2	2	-	-	-	-	-	-	-	T
K	Combat Effectiveness	**Unit:** effectiveness **Installations:** capability	5	-	5	-	-	-	-	-	-	-	T
L	Signature Equipment	! for detectable electronic signatures (hostile equipment only)	-	1	-	-	-	-	-	-	-	-	T

TABLE III. Symbol modifier field definitions (cont'd).

Field	Field Title	Description	Units	Equipment	Installations	Points	Areas	Lines	Boundary Lines	Nuclear	Bio	Chem	Field Type
M	Higher Formation	Number or title of higher echelon command (corps are designated by Roman numerals)	21	-	-	-	-	-	-	-	-	-	T
N	Hostile (Enemy)	**Equipment, lines, areas, and boundaries:** indicate hostile by letters "ENY"	-	3	-	-	3	3	3	-	-	-	T
P	IFF/SIF	Identification modes and codes	5	5	5	-	-	-	-	-	-	-	T
Q	Direction of Movement Indicator	**Units, equipment, installations:** direction object is moving or will move **Nuclear:** downwind direction	4	4	4	-	-	-	-	4	4	4	T/G
R	Mobility Indicator	Pictorial representation of mobility	-	G	-	-	-	-	-	-	-	-	G
S	Headquarters Staff indicator/location offset indicator	Identifies unit as a headquarters or used to indicate location or to de-clutter	G	G	G	-	-	-	-	-	-	-	G
T	Unique Designation	An alphanumeric title that uniquely identifies a particular symbol; track number **Nuclear:** delivery unit (missile, aircraft, satellite, etc.)	21	21	21	-	-	-	35	15	-	-	T
V	Type of Equipment	**Equipment:** Identifies class or type rather than unique designation **Nuclear:** Weapon type	-	24	-	-	-	-	-	20	-	-	T
W	Date/Time Group (DTG)	Alphanumeric field for date/time (DDHHMMSSZMONYY) (MIL-STD-2500)	14	14	14	14	14	14	-	14	14	14	T

TABLE III. Symbol modifier field definitions (cont'd).

Field	Field Title	Description	Units	Equipment	Installations	Points	Areas	Lines	Boundary Lines	Nuclear	Bio	Chem	Field Type
X	Altitude/Depth	Altitude portion of GPS; Flight level for aircraft. Depth for submerged objects; Height in feet of equipment or structures on the ground	6	6	6	-	-	-	-	6	6	6	T
Y	Location	Latitude and longitude	19	19	19	19	19	19	19	19	19	19	T
Z	Speed	Speed (refer to MIL-STD-6040 for abbrevations)	8	8	8	-	-	-	-	-	-	-	T
AA	Special C^2 headquarters	Name of a special C^2 headquarters	9	-	-	-	-	-	-	-	-	-	T/G
AB	Feint/Dummy indicator	Bracket placed over a unit to show that it is a feint or dummy unit	G	G	G	-	-	-	-	-	-	-	G

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

b. Field J, Evaluation Rating: RELIABILITY RATINGS: **A**-completely reliable, **B**-usually reliable, **C**-fairly reliable, **D**-not usually reliable, **E**-unreliable, **F**-reliability cannot be judged. CREDIBILITY RATINGS: **1**-confirmed by other sources, **2**-probably true, **3**-possibly true, **4**-doubtfully true, **5**-improbable, **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, pages 2-13 through 2-17 for complete definitions of evaluation ratings.)

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.

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

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

5.5.1.2 Size/mobility. The size indicator provides a graphic representation of size, as shown in table IV. It is identified as field B in table III and positioned as shown in figures 3a, 3c, and 4. Size indicators are also used in tactical graphics, as discussed in appendix E. Indicator codes for size are listed in appendix B. The mobility indicator indicates the mobility of an object, as shown in figure 4, and is used for equipment only. This indicator identifies mobility other than that intrinsic to the equipment itself. For example, the symbol for a self-propelled howitzer moving by train would include a railway mobility indicator, while the symbol for a tank or other tracked vehicle would not contain any mobility indicator. The mobility indicator is identified in field R of table III and depicted as shown in figures 3A and 4.

TABLE IV. Size /mobility.

Indicator	Description
∅	Team/Crew
•	Squad
••	Section
•••	Platoon/Detachment
I	Company/Battery/Troop
I I	Battalion/Squadron
I I I	Regiment/Group
X	Brigade
X X	Division
X X X	Corps
X X X X	Army
X X X X X	Army Group/Front
X X X X X X	Region

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

Indicator	Description
	Installation
	Task Force
	Feint/Dummy
	Headquarters staff

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

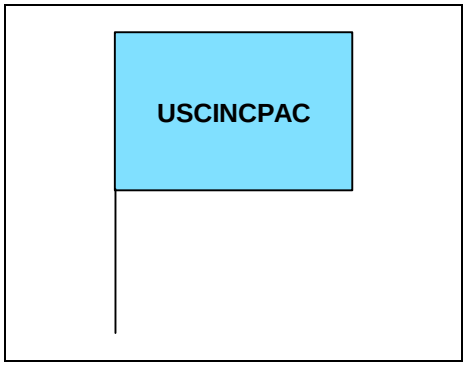

FIGURE 5. Special C^2 headquarters symbol.

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

5.5.1.5 Location. Objects shall be located in accordance with paragraph 5.6.3. The location offset indicator is used when placing an object away from its actual location. This indicator is a line extending downward from the left side of a frame or icon, with the end point of the line indicating the location of the symbol. This indicator is identified as field S in table III and positioned as shown in figures 3a and 4. Actual location (field Y) is given in latitude and longitude.

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

5.5.2 Text. Table III defines the specific content of each text-based symbol modifier. Air/space and sea track numbers are included in field T and positioned as shown in figures 3a through 3c. Staff comments and additional information are contained in fields G and H, with the content of these fields being implementation-specific so long as the maximum number of characters in each field is not exceeded.

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

5.6.1 Symbol display options. C4I systems differ in their operational requirements concerning the amount of information about a warfighting object that needs to be displayed. As a result, this document standardizes those symbology elements required to achieve interoperability in information presentation, but allows flexibility in the symbol components and modifiers that are displayed to the warfighter. Display options 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 color 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).

5.6.2 Arrangement of symbol modifiers. When symbol modifiers are displayed, the symbol itself should be centered within field A (see figure 3a), and the position of all modifiers should remain the same whether the symbol is framed or unframed. While the relative placement of the fields should be maintained, implementation and size constraints within a system may require fields to be offset or not displayed. Text modifiers placed to the left of the symbol should be right justified, and text placed to the right should be left justified. When multiple text modifiers are displayed in a single field (e.g., E/F or J/K/L/N/P), they shall be ordered as shown in figure 3a and

separated by a single space, and the spaces assigned to unused modifiers shall be collapsed to bring the text as close to the symbol as possible. Text modifiers placed above the symbol should be bottom justified and centered. Text below a symbol should be top justified and centered.

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

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

TABLE V. Example of display option hierarchy.

Display Option Example	Attributes
	Frame: ON (black or white depending on background) Fill: ON (use default color indicating affiliation) Icon: ON (black or white)
	Frame: ON (use default color indicating affiliation) Fill: OFF Icon: ON (use default color 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 colors available in this implementation.
	Frame: OFF (none) Fill: OFF Icon: ON (use default color indicating affiliation)

TABLE V. Example of display option hierarchy.

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

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APPENDIX A

SYMBOL HIERARCHY

A.1 GENERAL

A.1.1 Scope. Appendices D, E, and F contain warrior icon, tactical graphic, and weather sets generated to support common warfighting symbology. These appendices are graphic representations of the symbol hierarchy of those sets. These appendices are a mandatory part of this standard. The information contained herein is intended for compliance.

A.2 APPLICABLE DOCUMENTS

This section is not applicable to this appendix.

A.3 DEFINITIONS

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

A.4 SYMBOL HIERARCHY

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

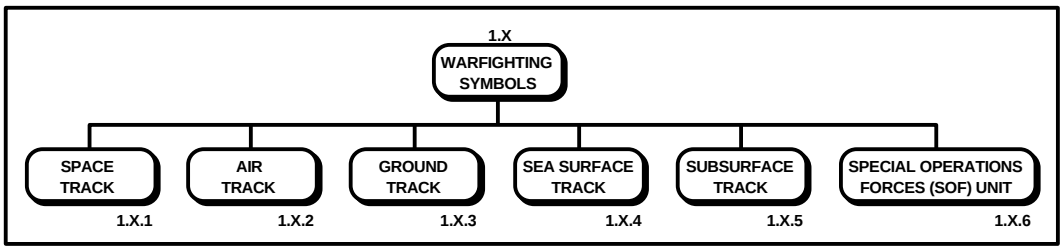

FIGURE A-1. Warfighting symbols.

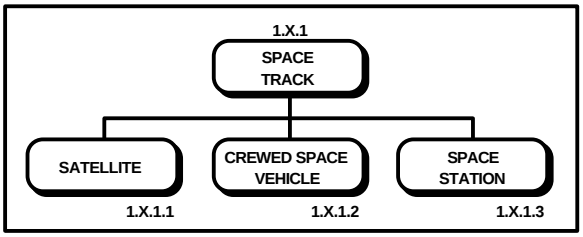

FIGURE A-2. Space track.

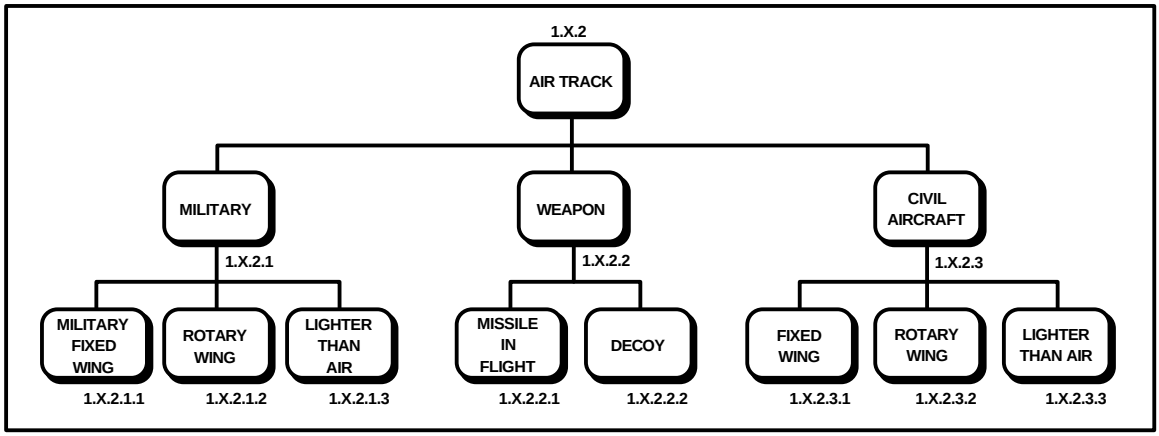

FIGURE A-3. Air track.

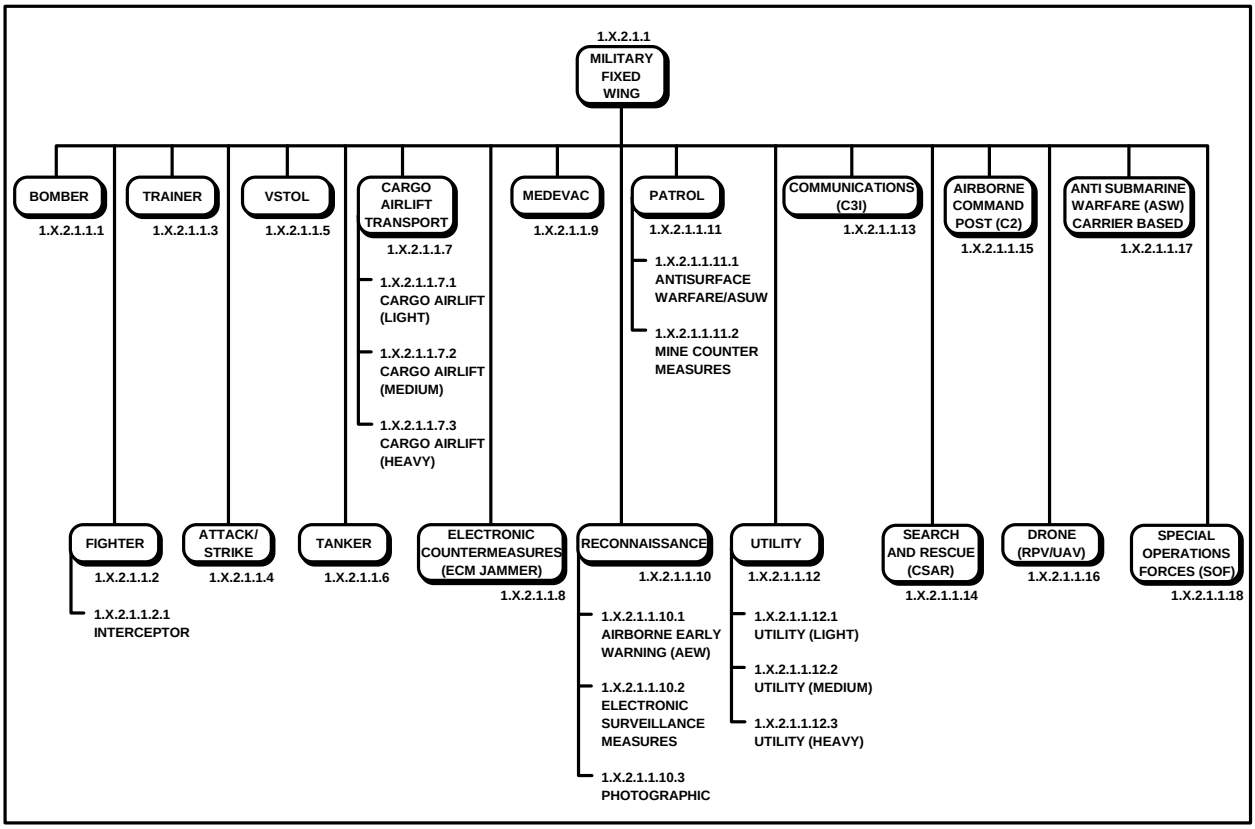

FIGURE A-4. Air track (military fixed wing).

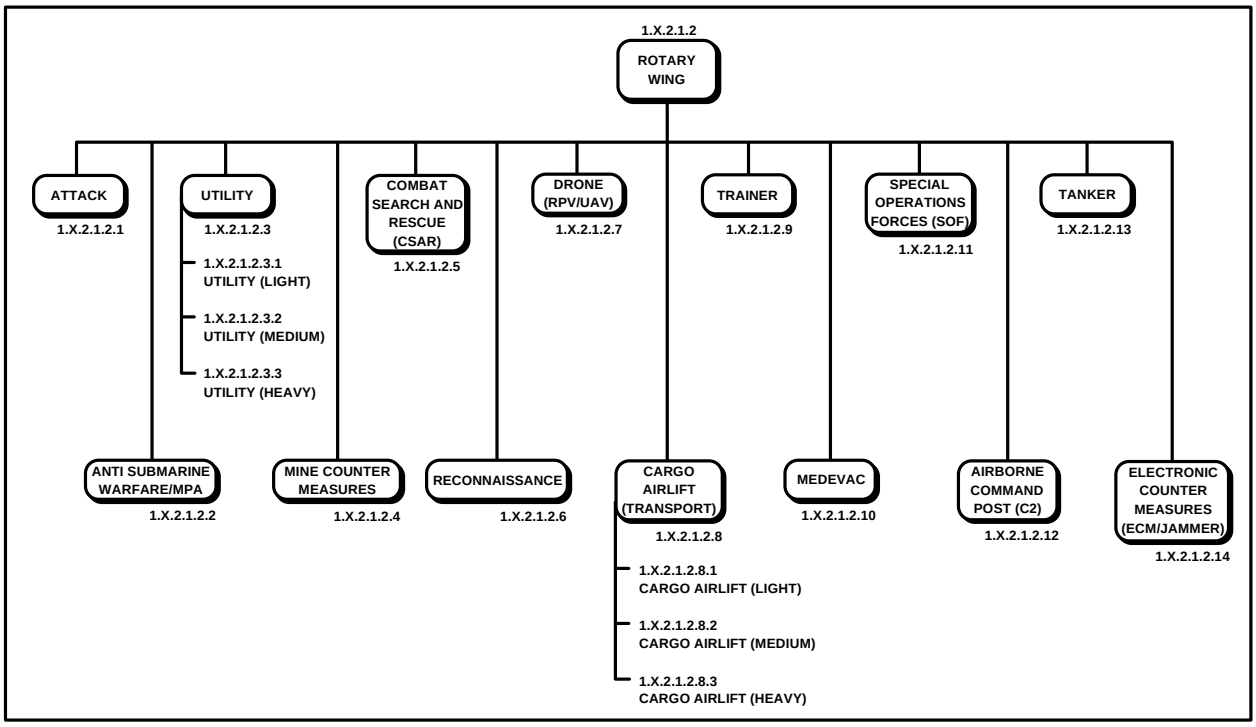

FIGURE A-5. Air track (rotary wing).

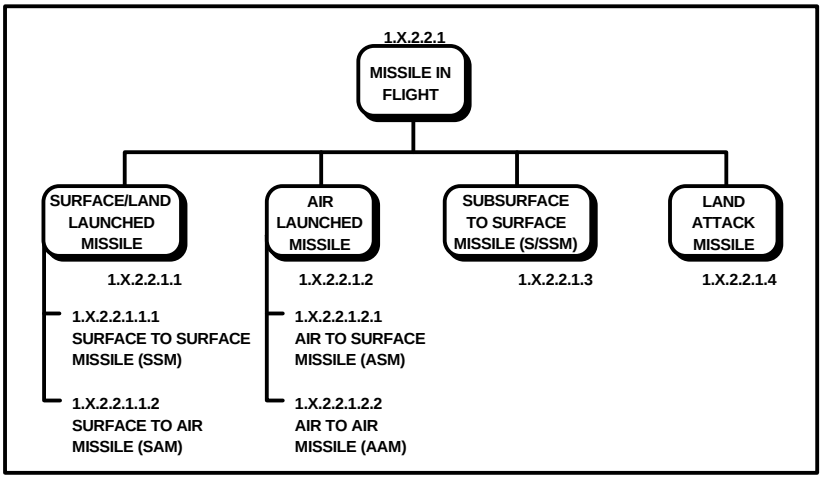

FIGURE A-6. Air track (missile in flight).

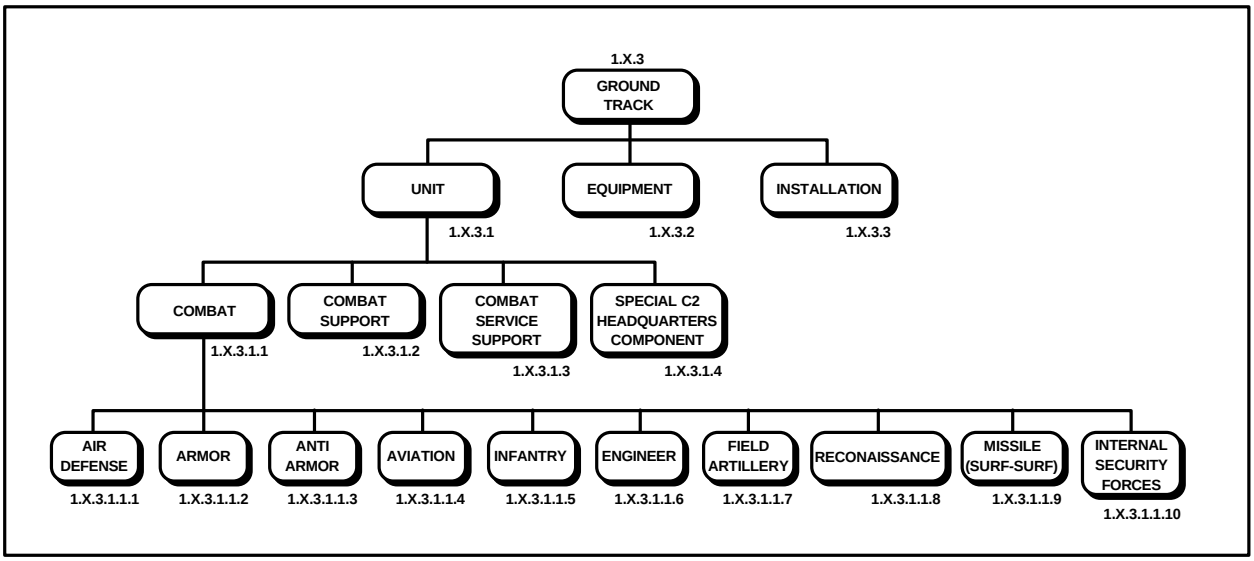

FIGURE A-7. Ground track.

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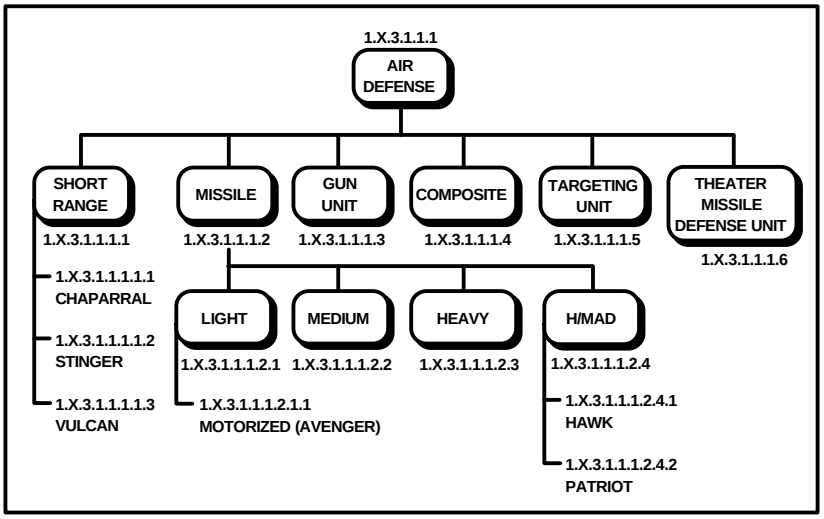

FIGURE A-8. Ground track (air defense).

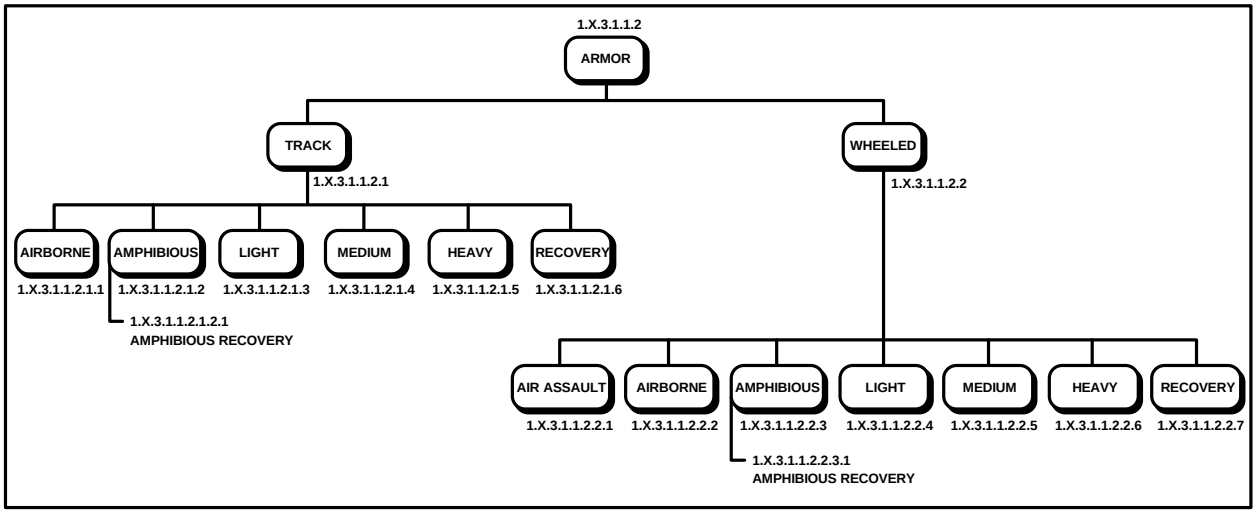

FIGURE A-9. Ground track (armor).

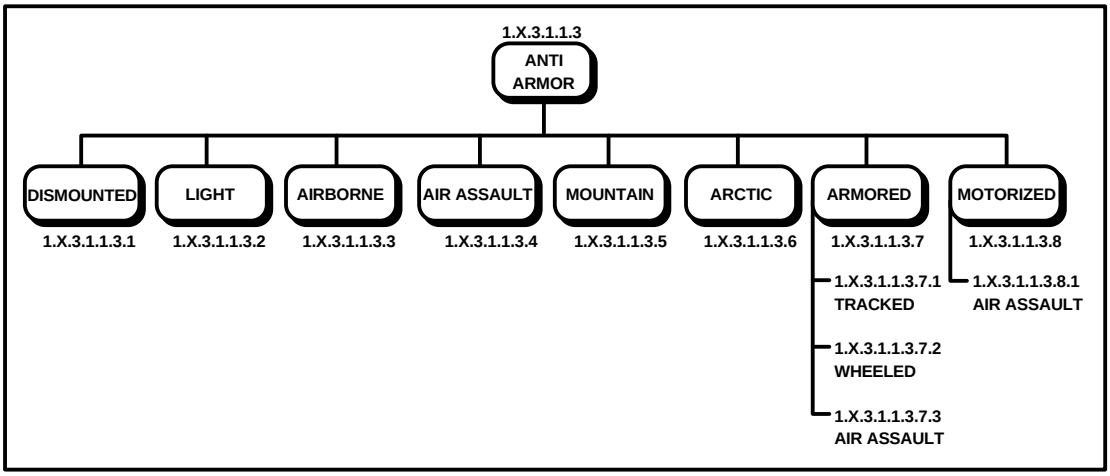

FIGURE A-10. Ground track (antiarmor).

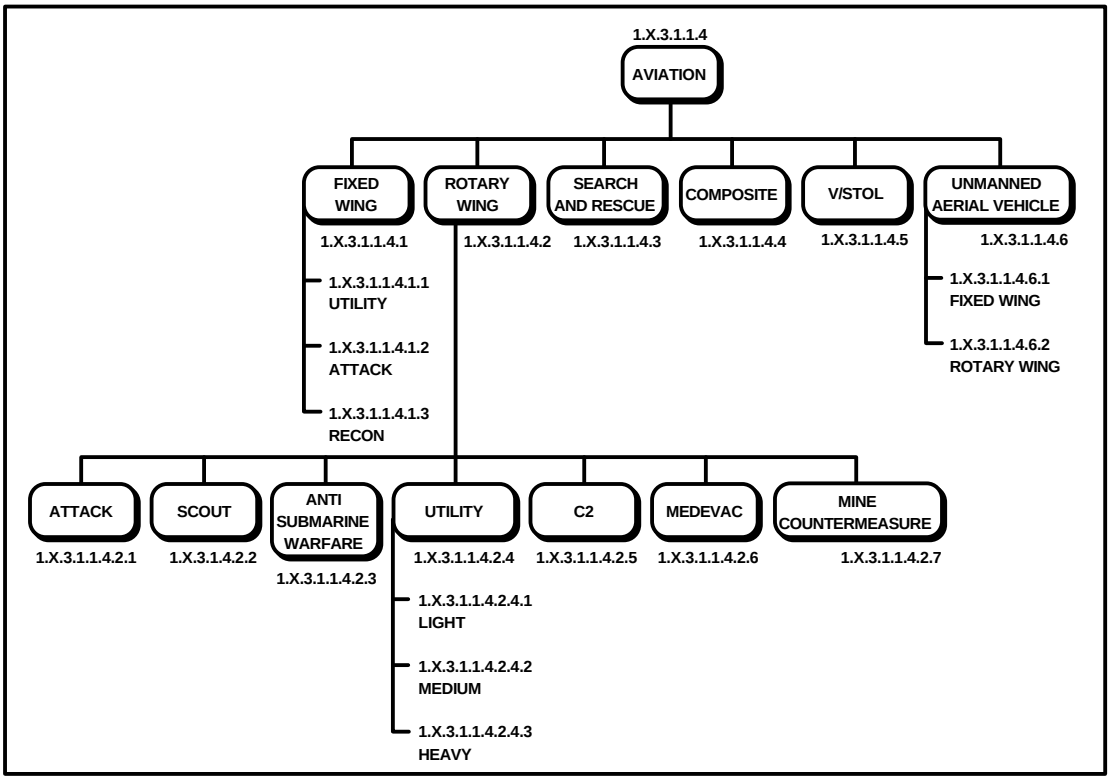

FIGURE A-11. Ground track (aviation).

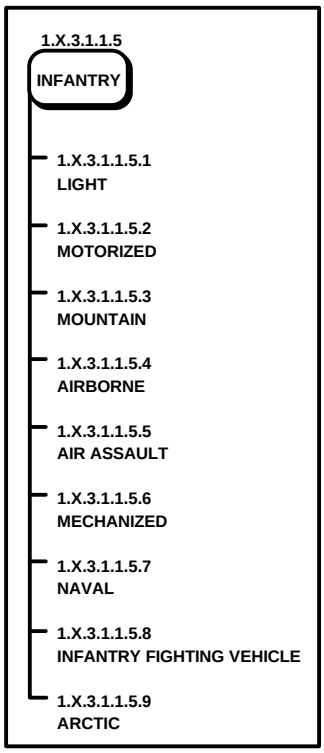

FIGURE A-12.
Ground track (infantry).

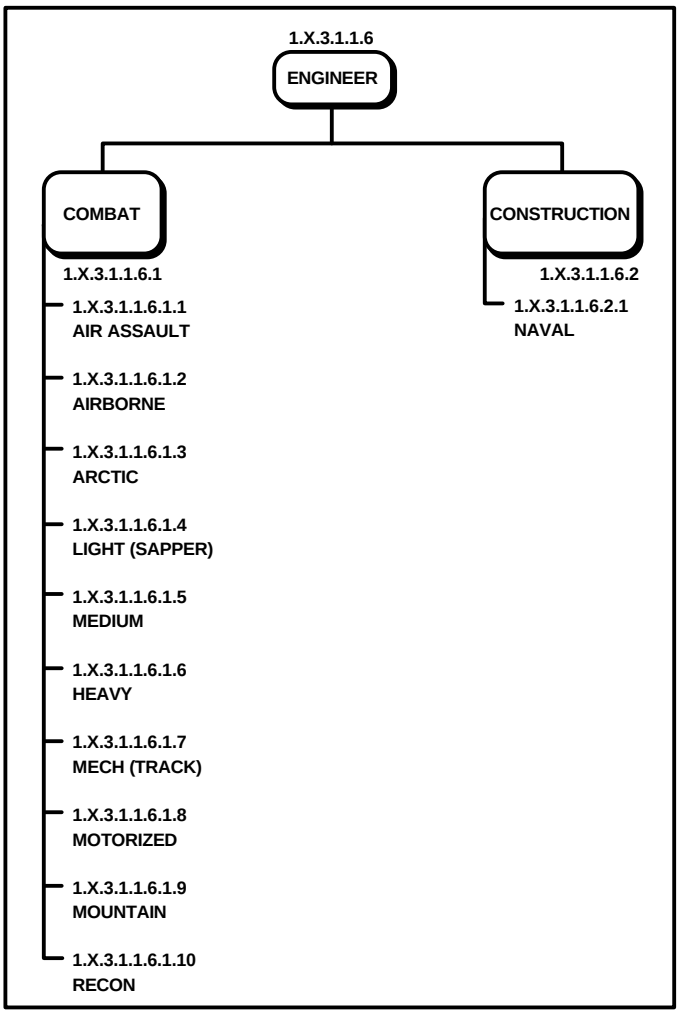

FIGURE A-13. Ground track (engineer).

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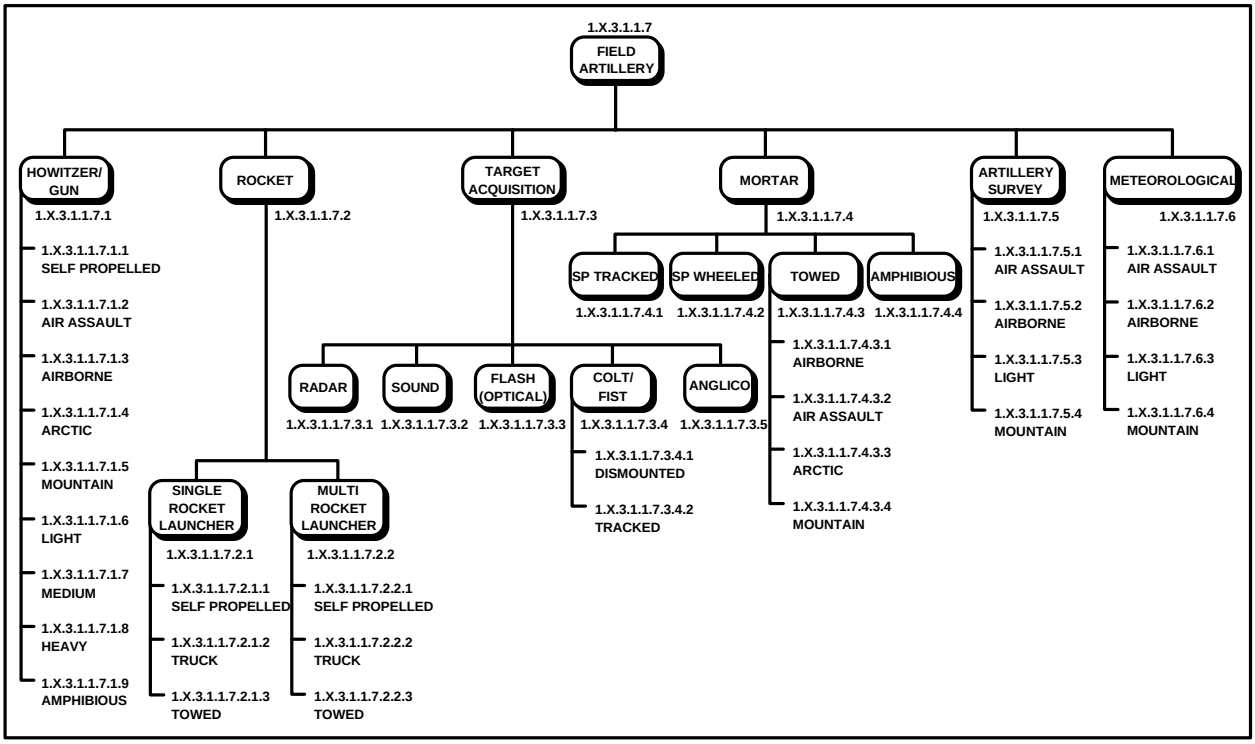

FIGURE A-14. Ground track (field artillery).

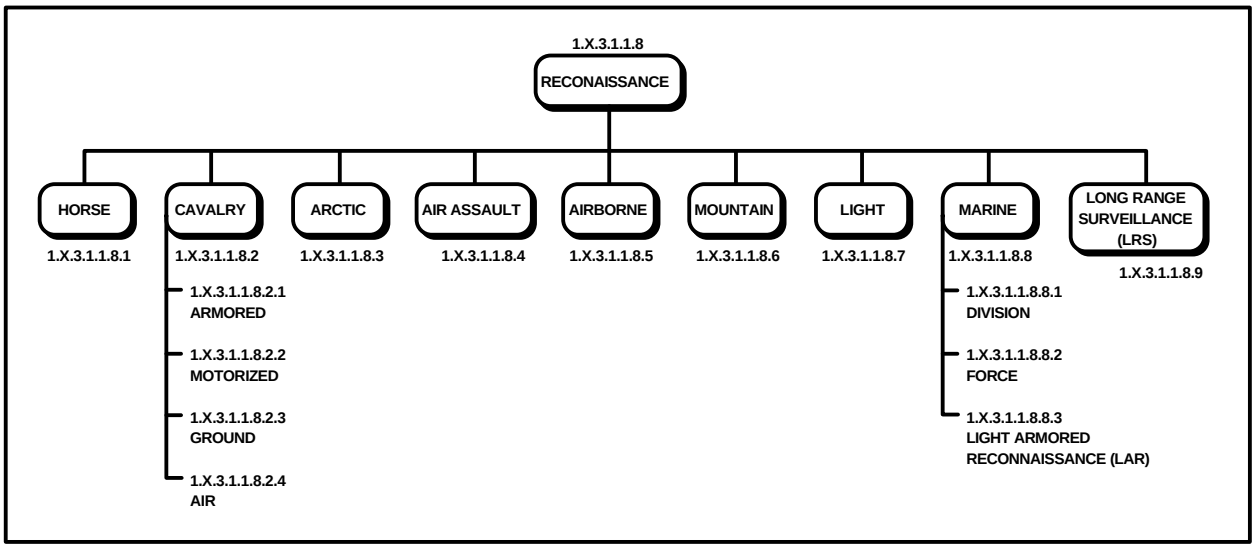

FIGURE A-15. Ground track (reconnaissance).

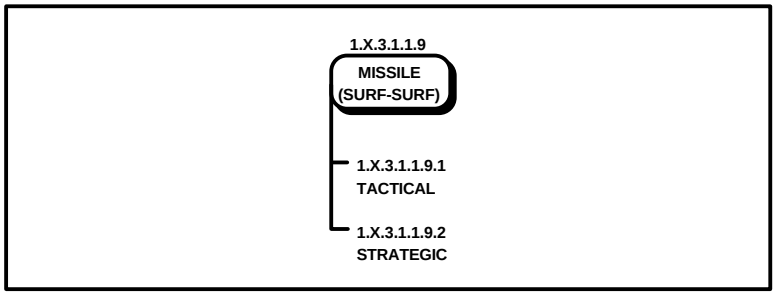

FIGURE A-16. Ground track (missile surf-surf).

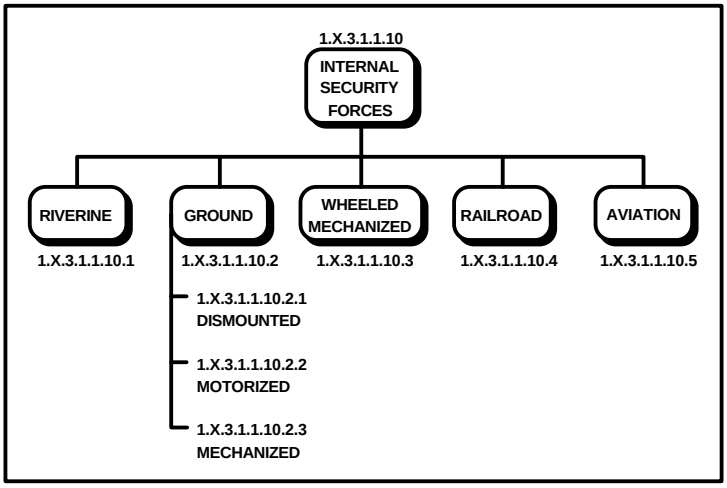

FIGURE A-17. Ground track (internal security forces).

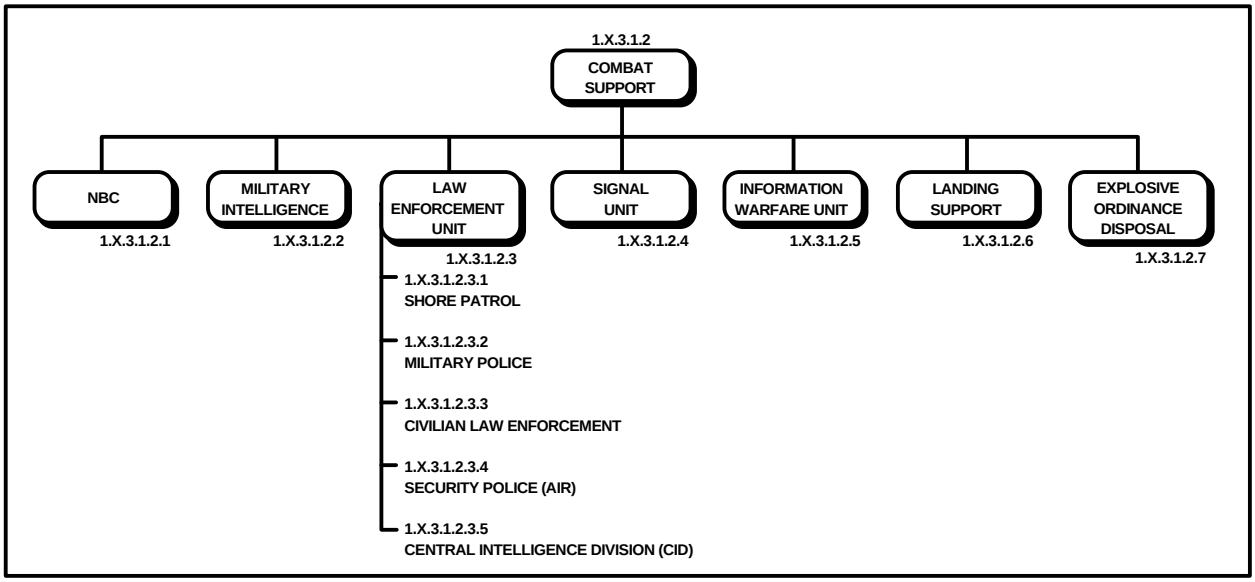

FIGURE A-18. Ground track (combat support).

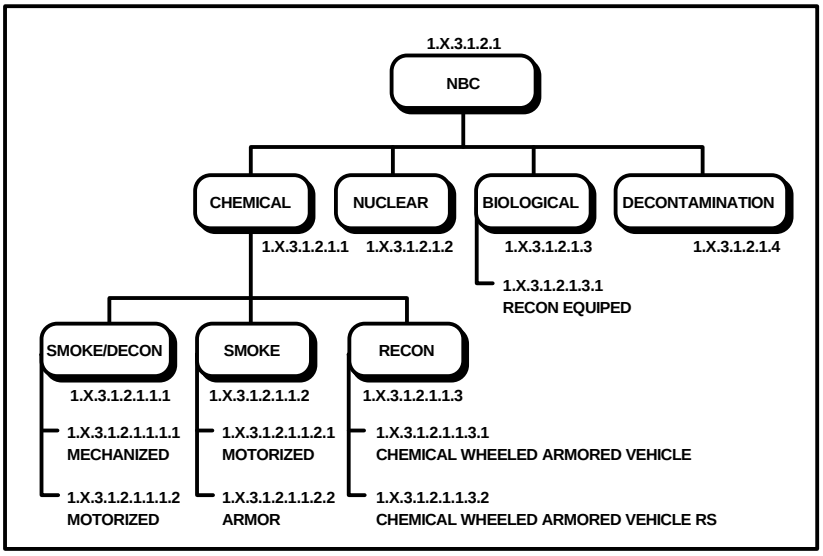

FIGURE A-19. Ground track (NBC).

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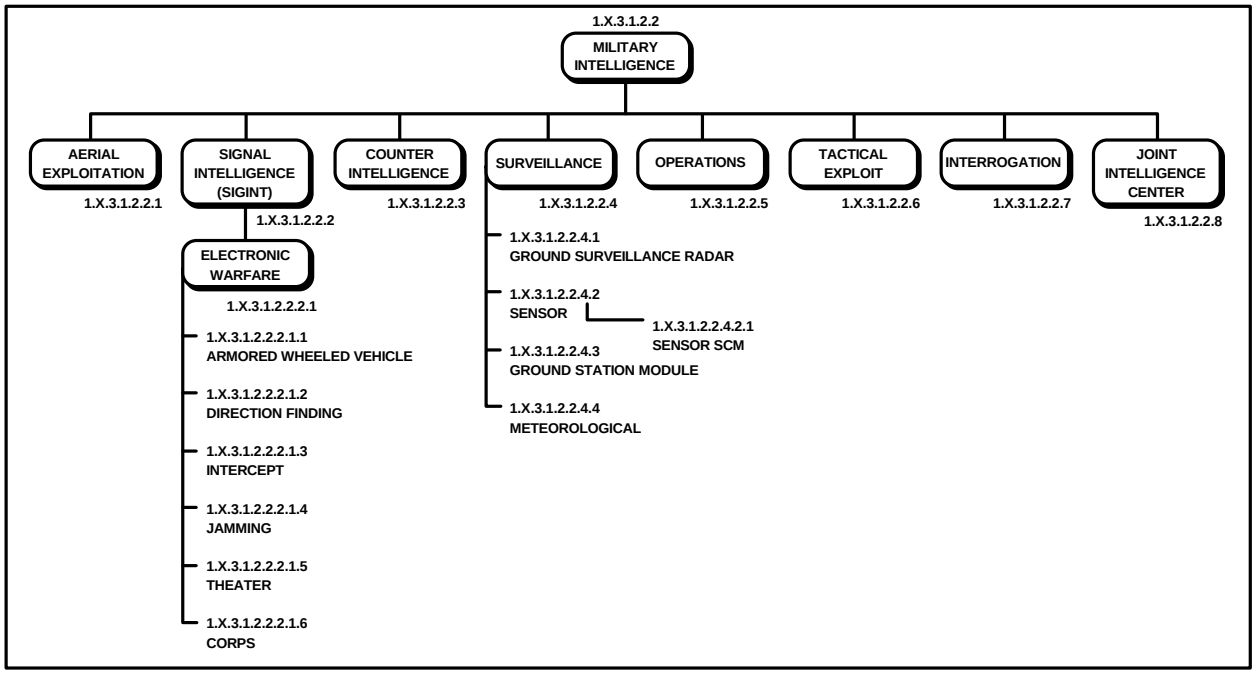

FIGURE A-20. Ground track (military intelligence).

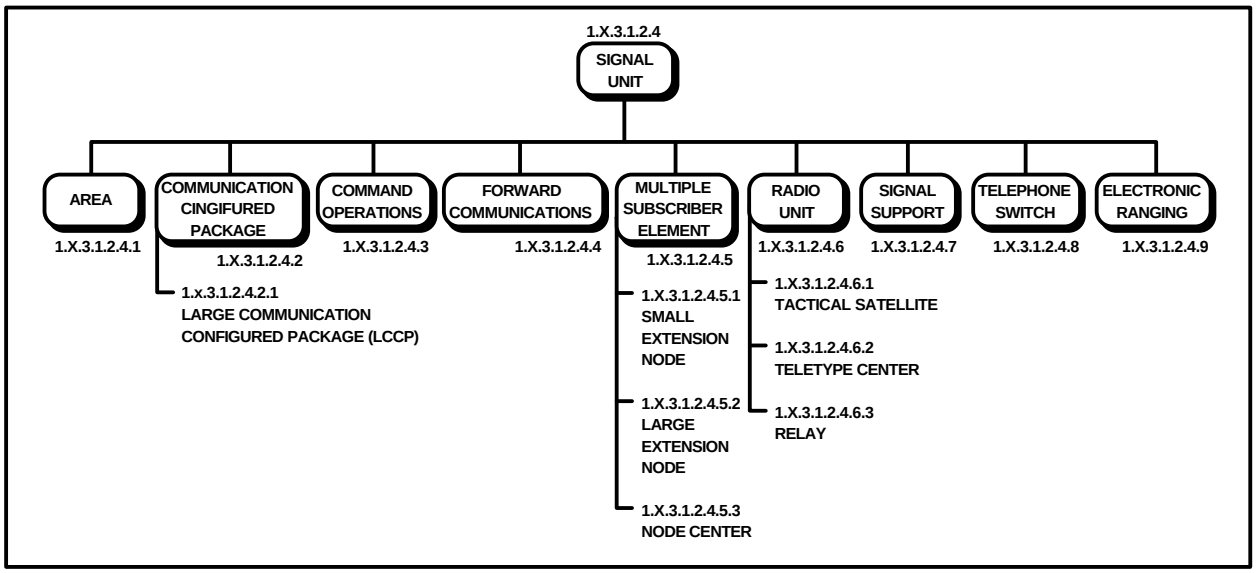

FIGURE A-21. Ground track (signal unit).

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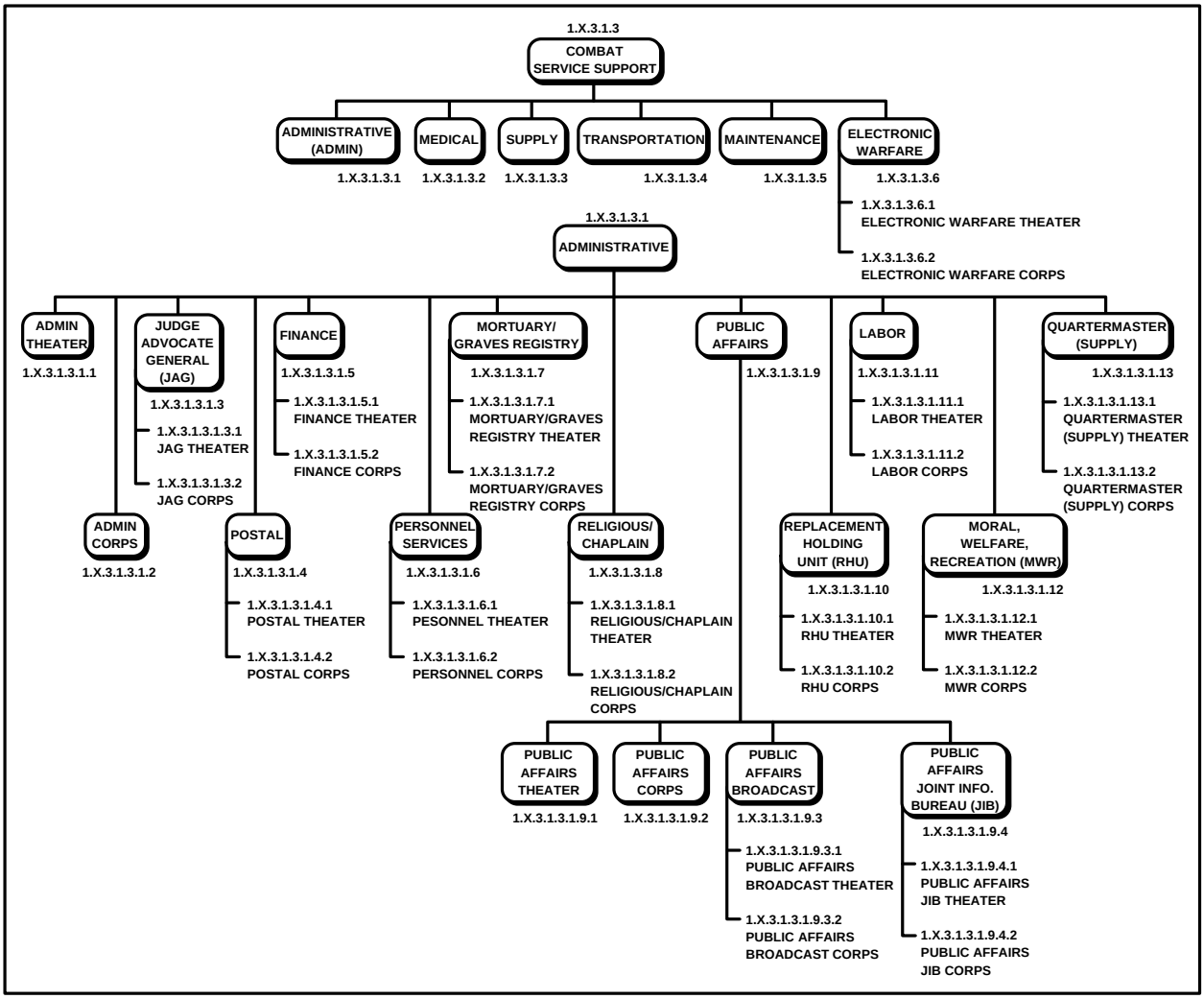

FIGURE A-22. Ground track (combat service support).

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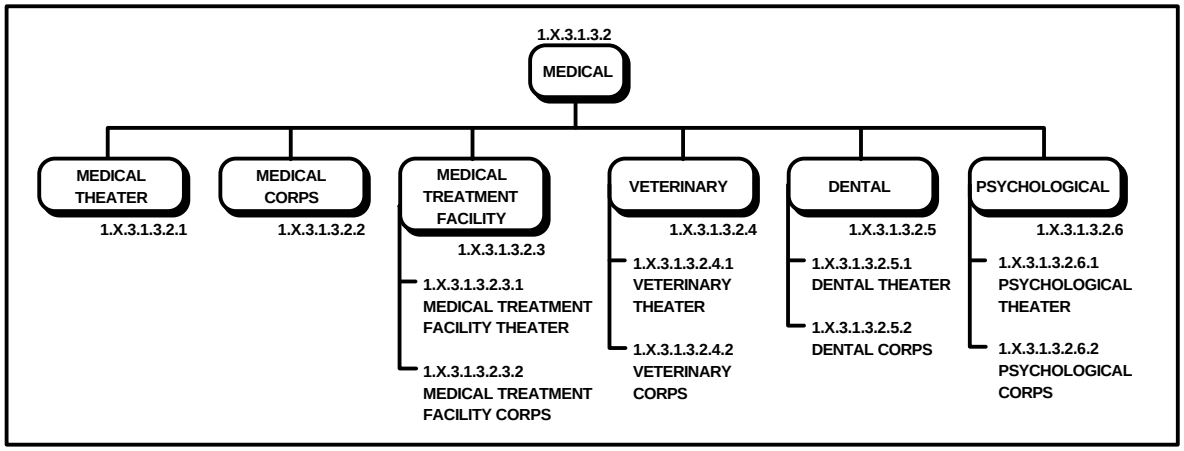

FIGURE A-23. Ground track (medical).

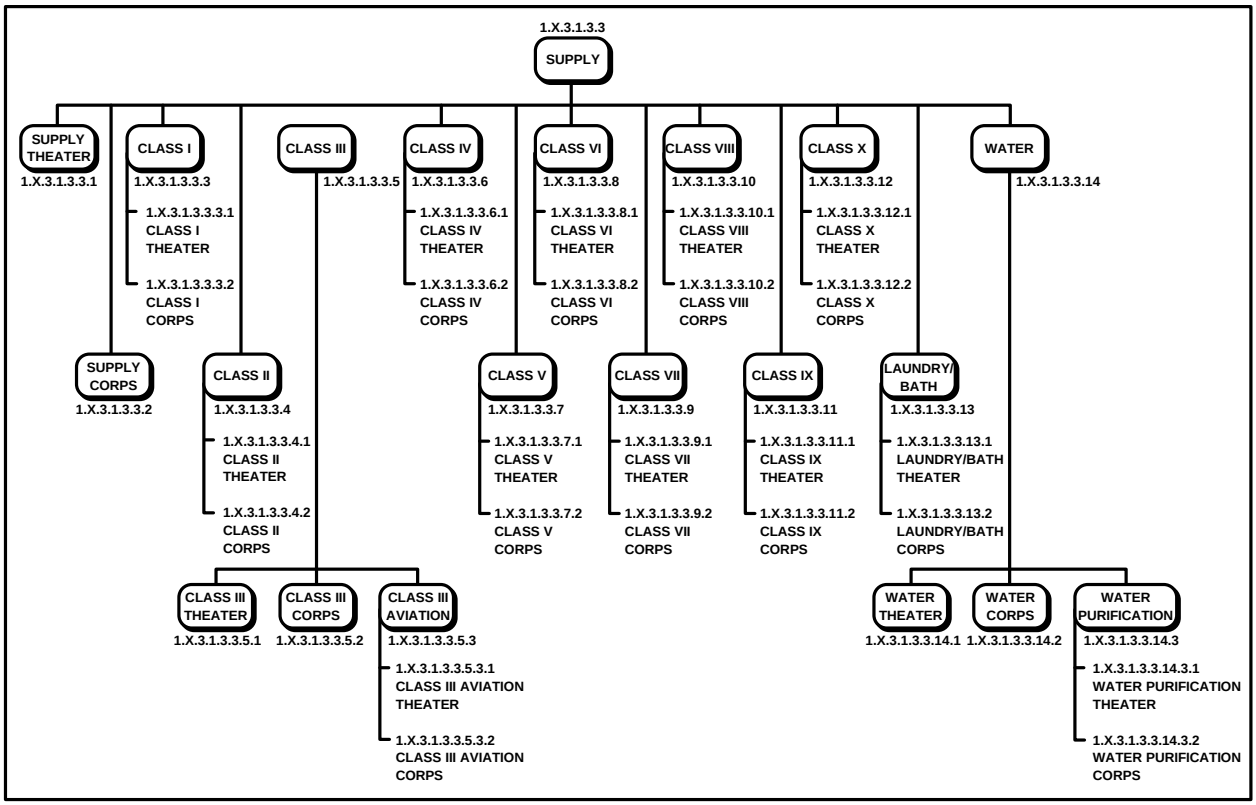

FIGURE A-24. Ground track (supply).

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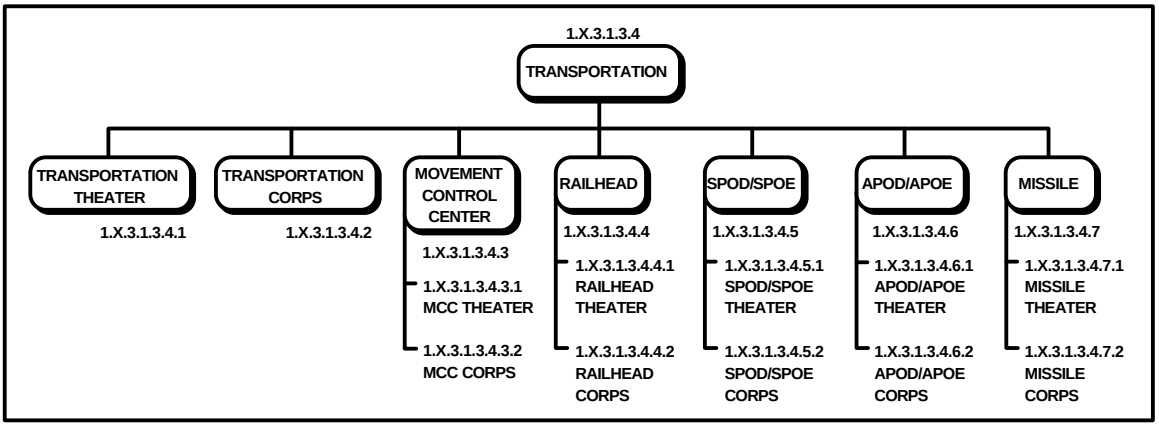

FIGURE A-25. Ground track (transportation).

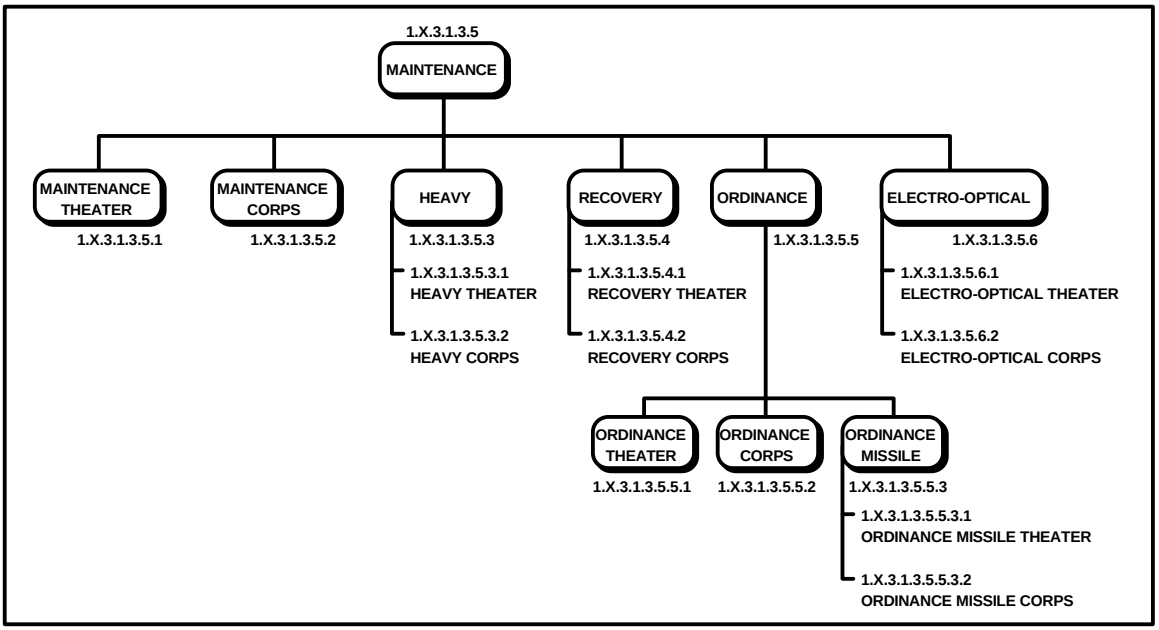

FIGURE A-26. Ground track (maintenance).

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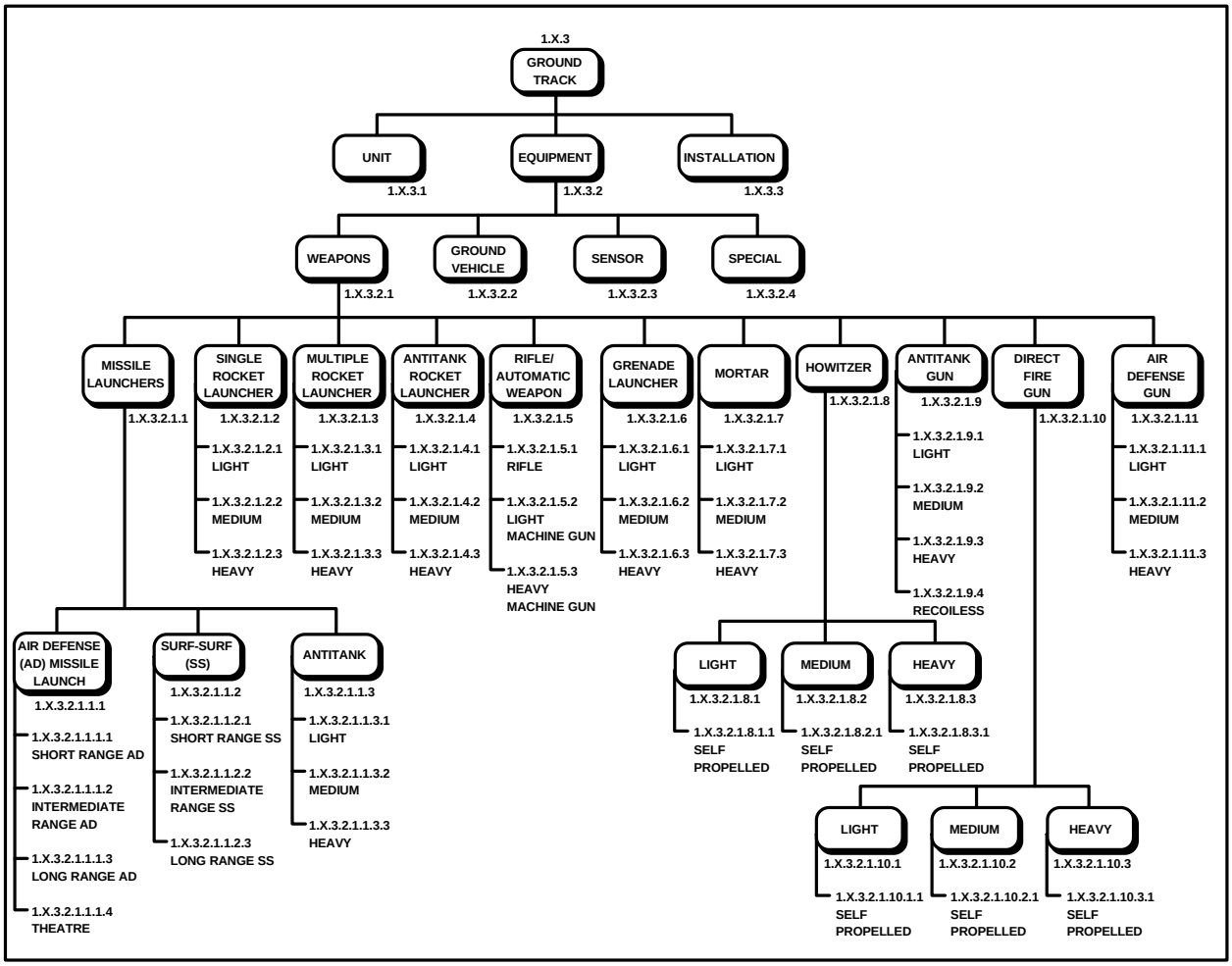

FIGURE A-27. Ground track (weapons).

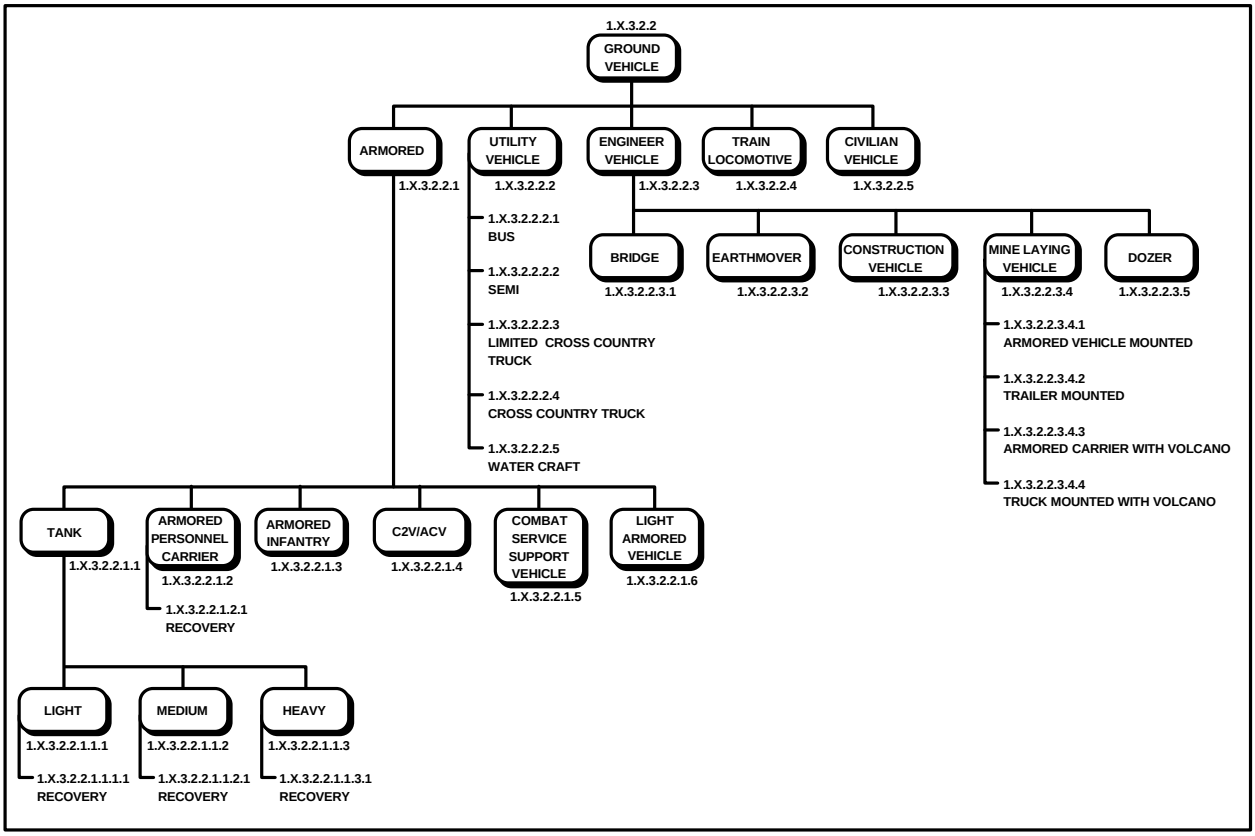

FIGURE A-28. Ground track (ground vehicle).

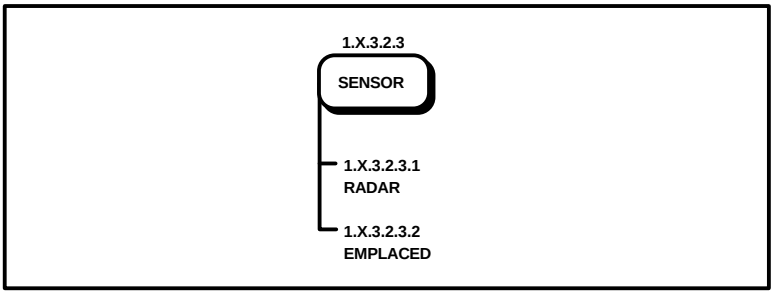

FIGURE A-29. Ground track (sensor).

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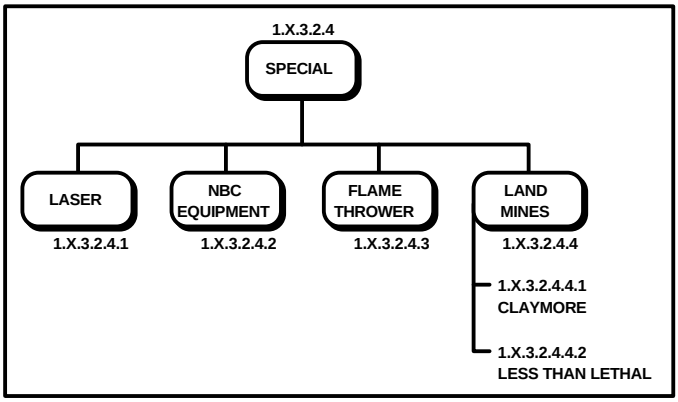

FIGURE A-30. Ground track (special).

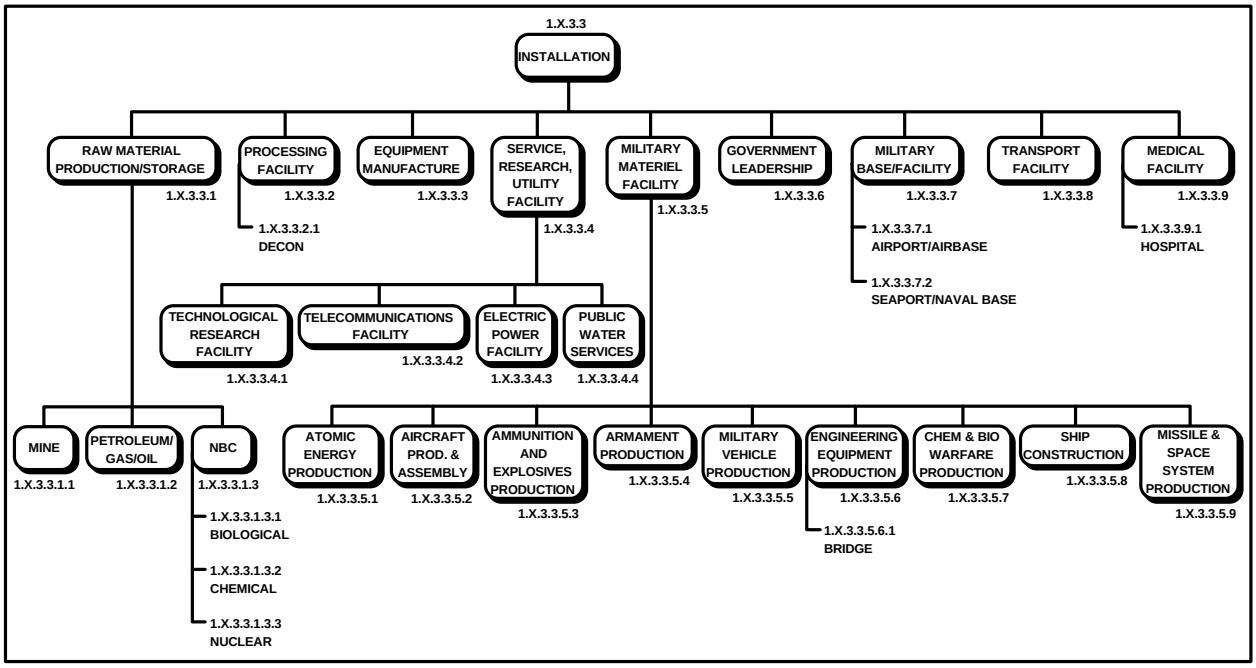

FIGURE A-31. Ground track (installation).

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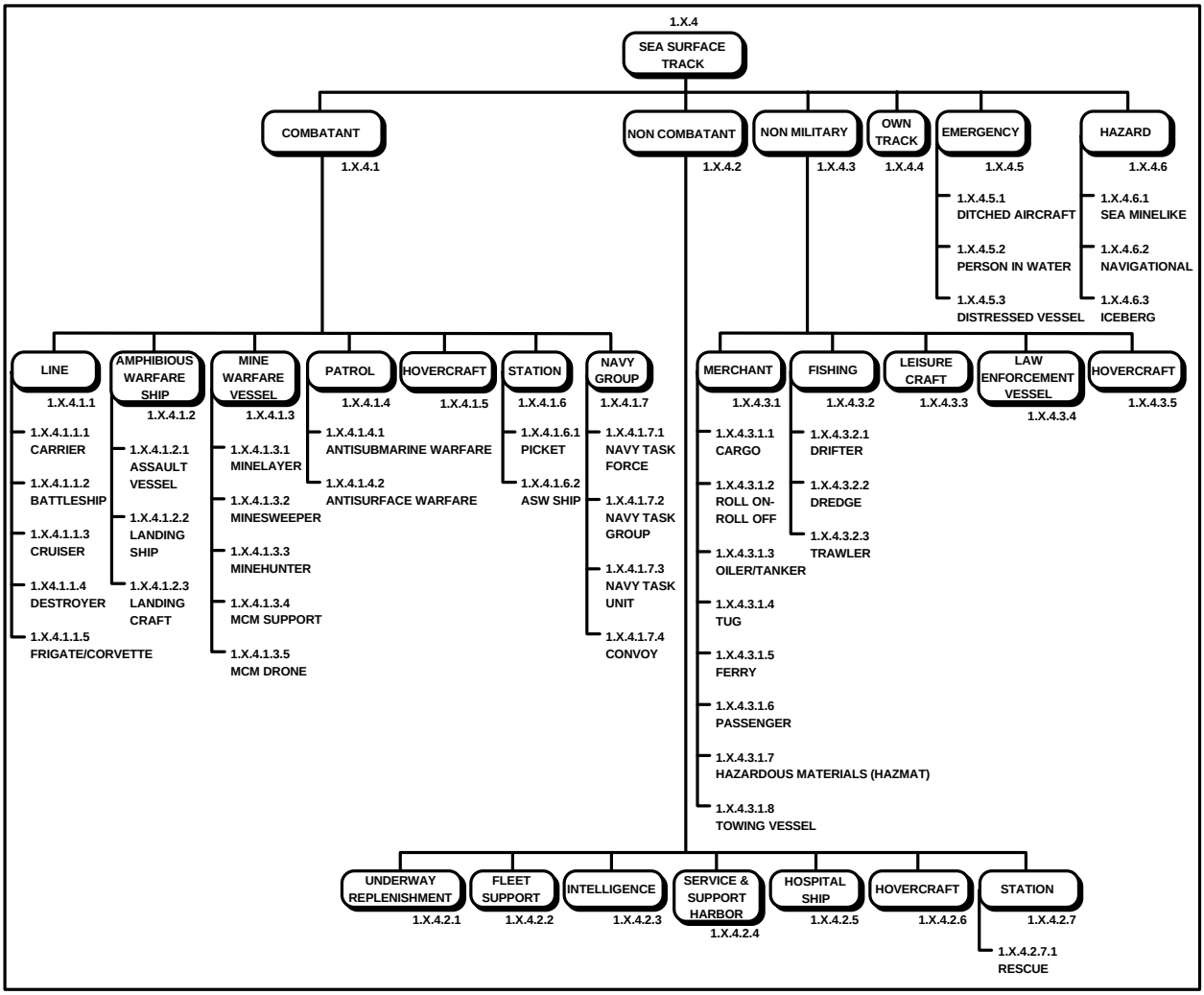

FIGURE A-32. Surface track.

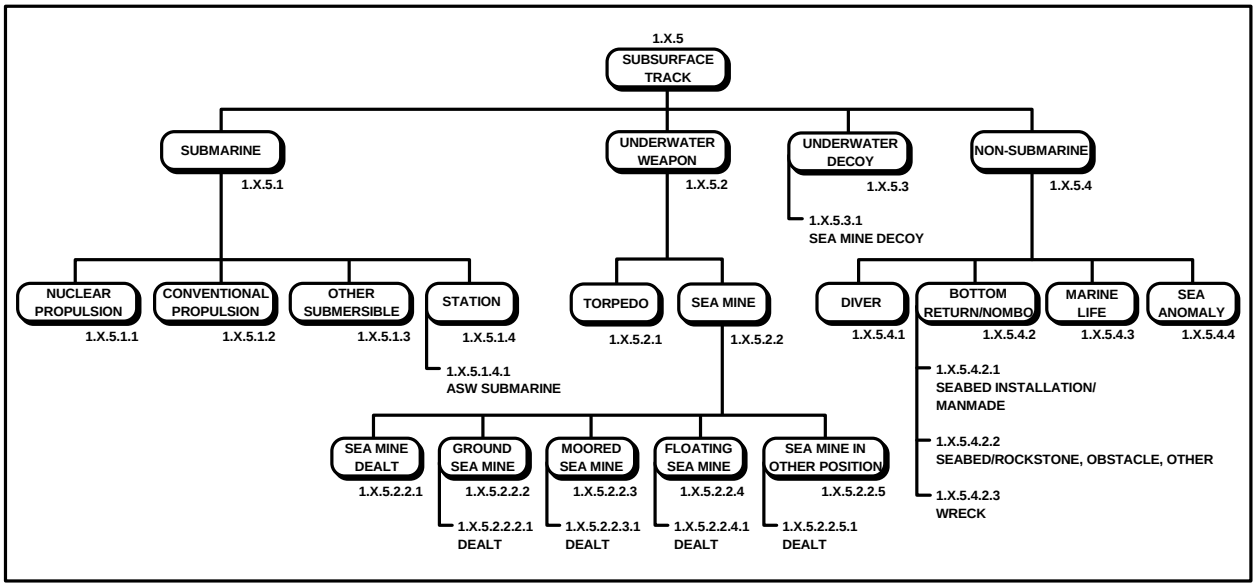

FIGURE A-33. Sea subsurface track.

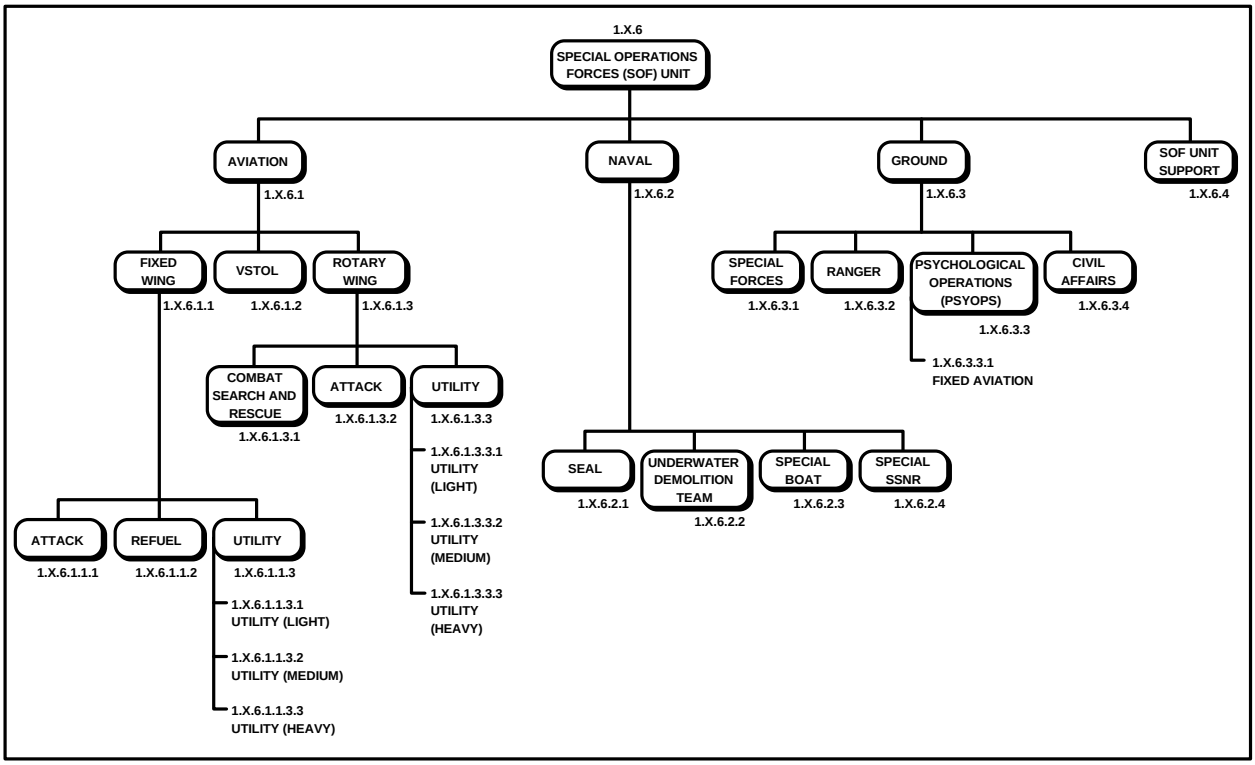

FIGURE A-34. Special operations forces (SOF) unit.

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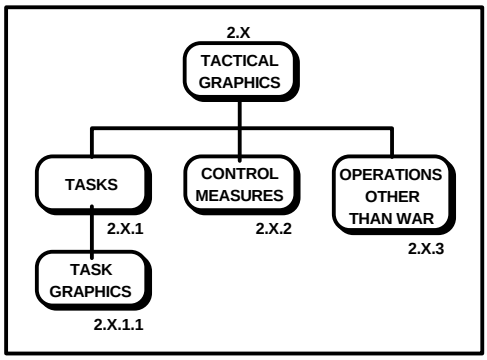

FIGURE A-35. Tactical graphics.

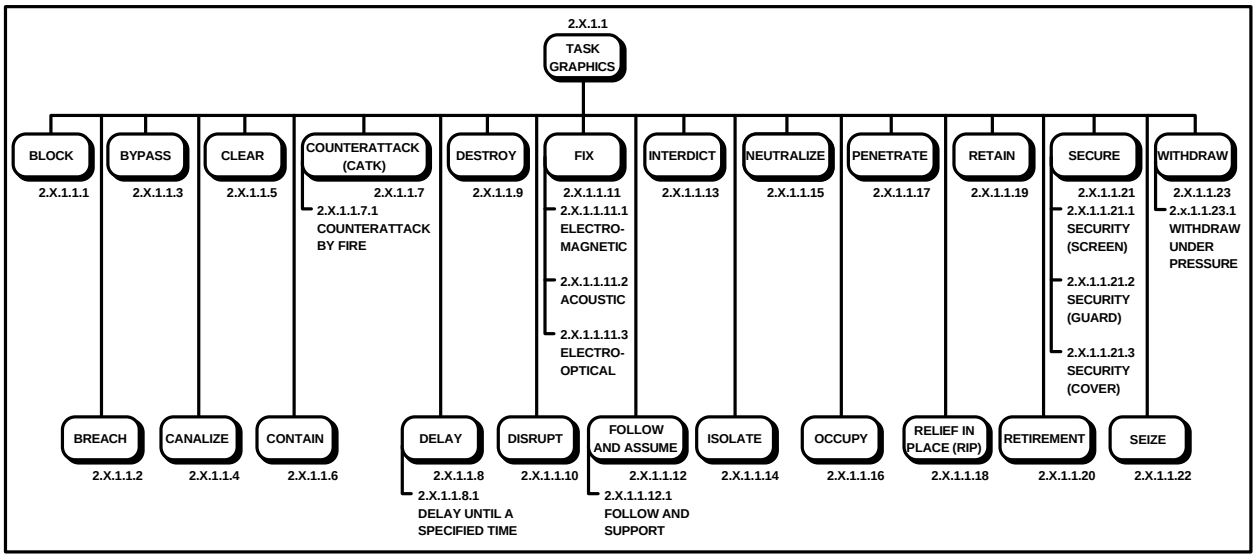

FIGURE A-36. Task graphics.

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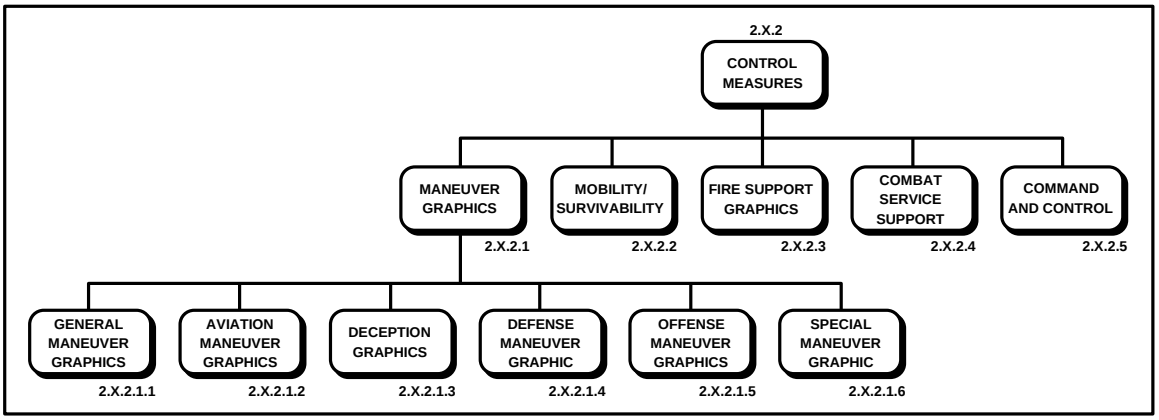

FIGURE A-37. Control measures.

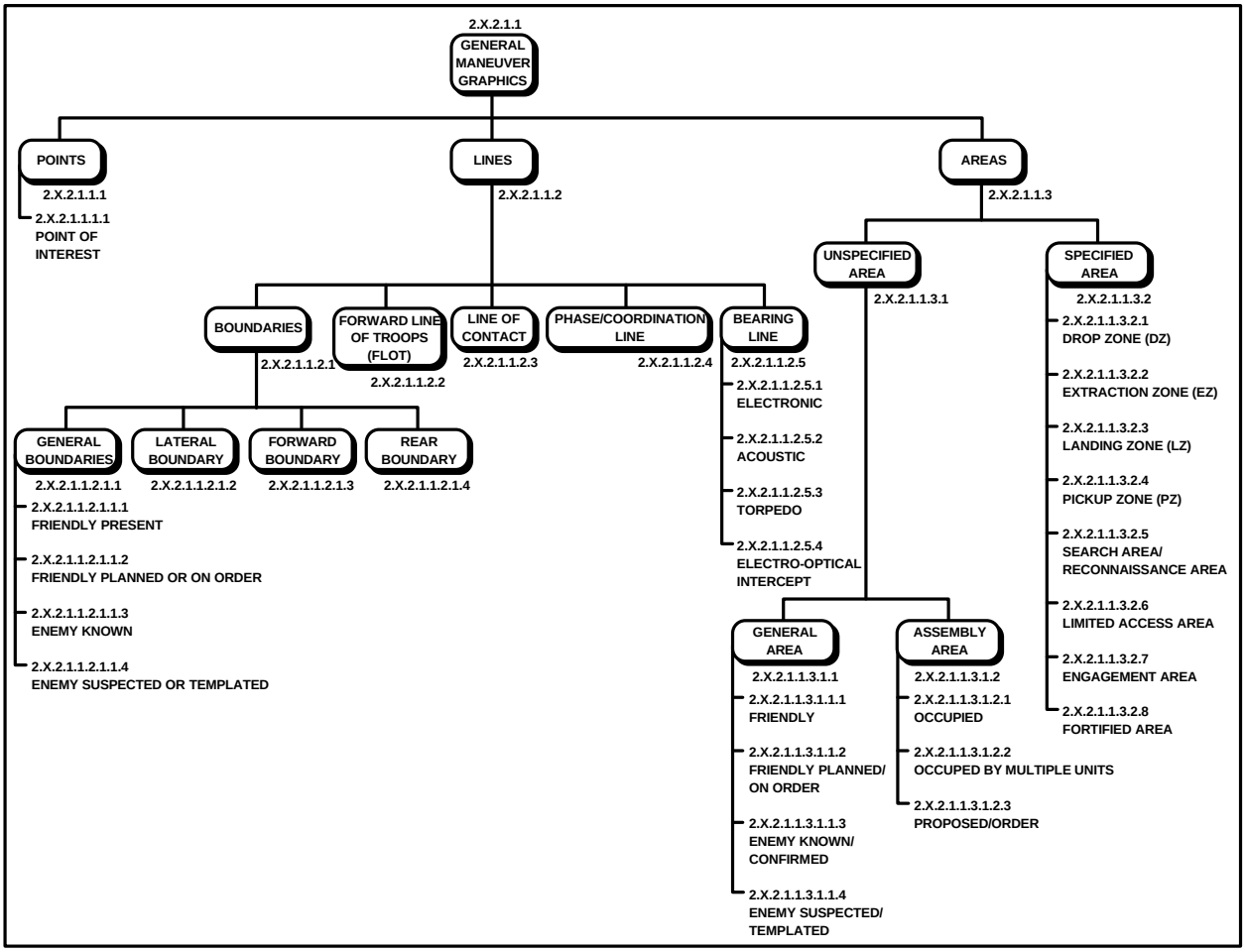

FIGURE A-38. General maneuver graphics.

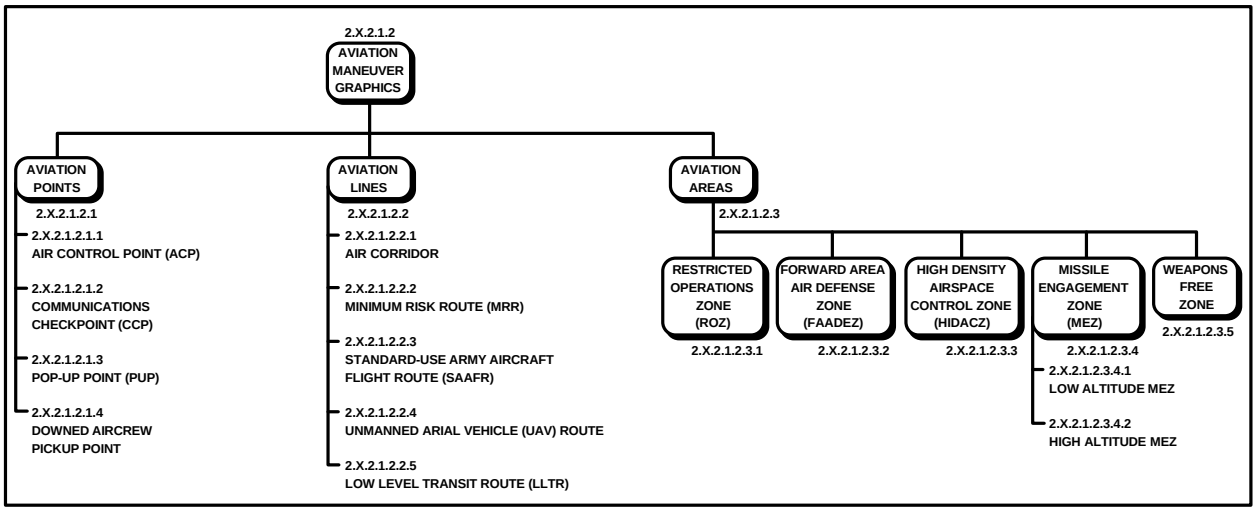

FIGURE A-39. Aviation maneuver graphics.

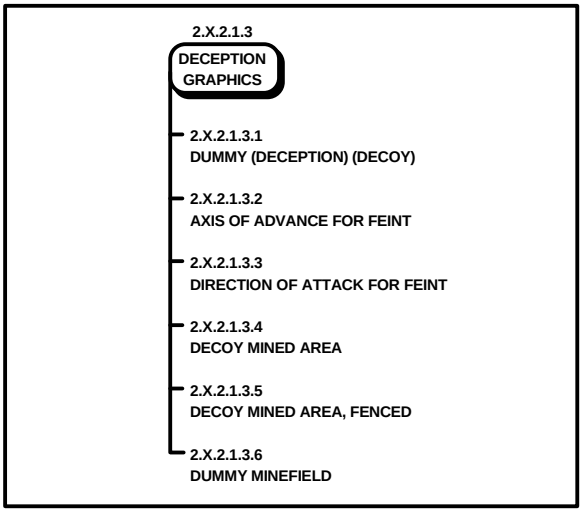

FIGURE A-40. Deception graphics.

APPENDIX A

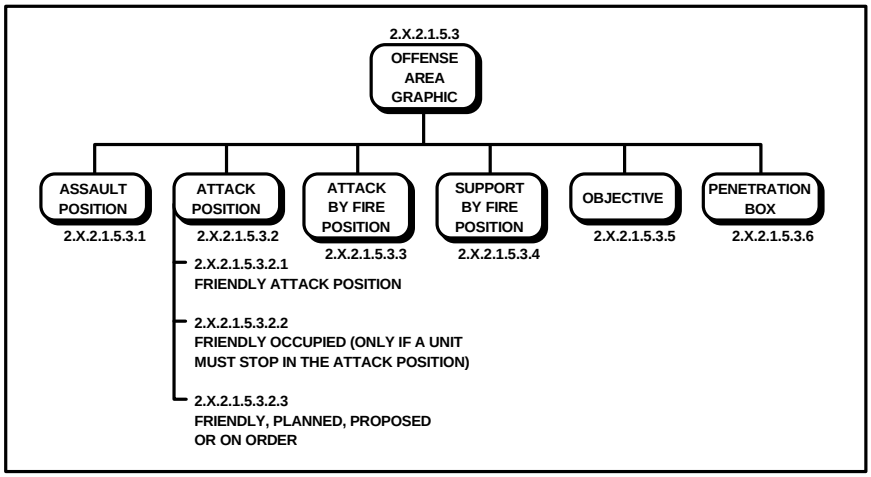

FIGURE A-43. Offense area graphics.

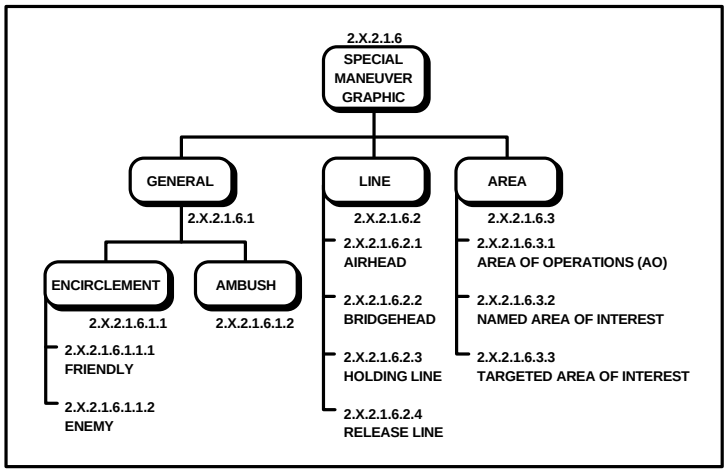

FIGURE A-44. Special maneuver graphics.

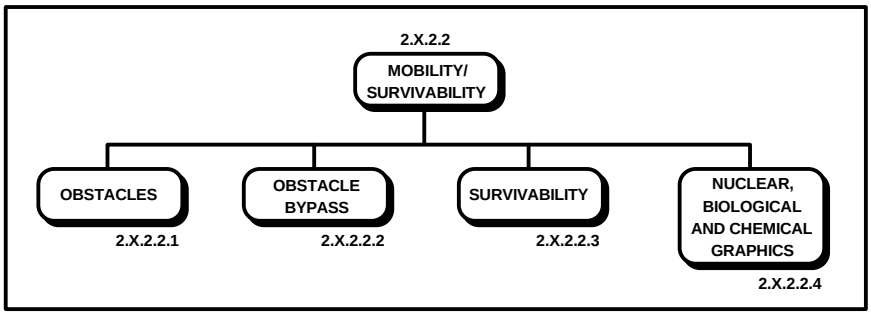

FIGURE A-45. Mobility/survivability.

APPENDIX A

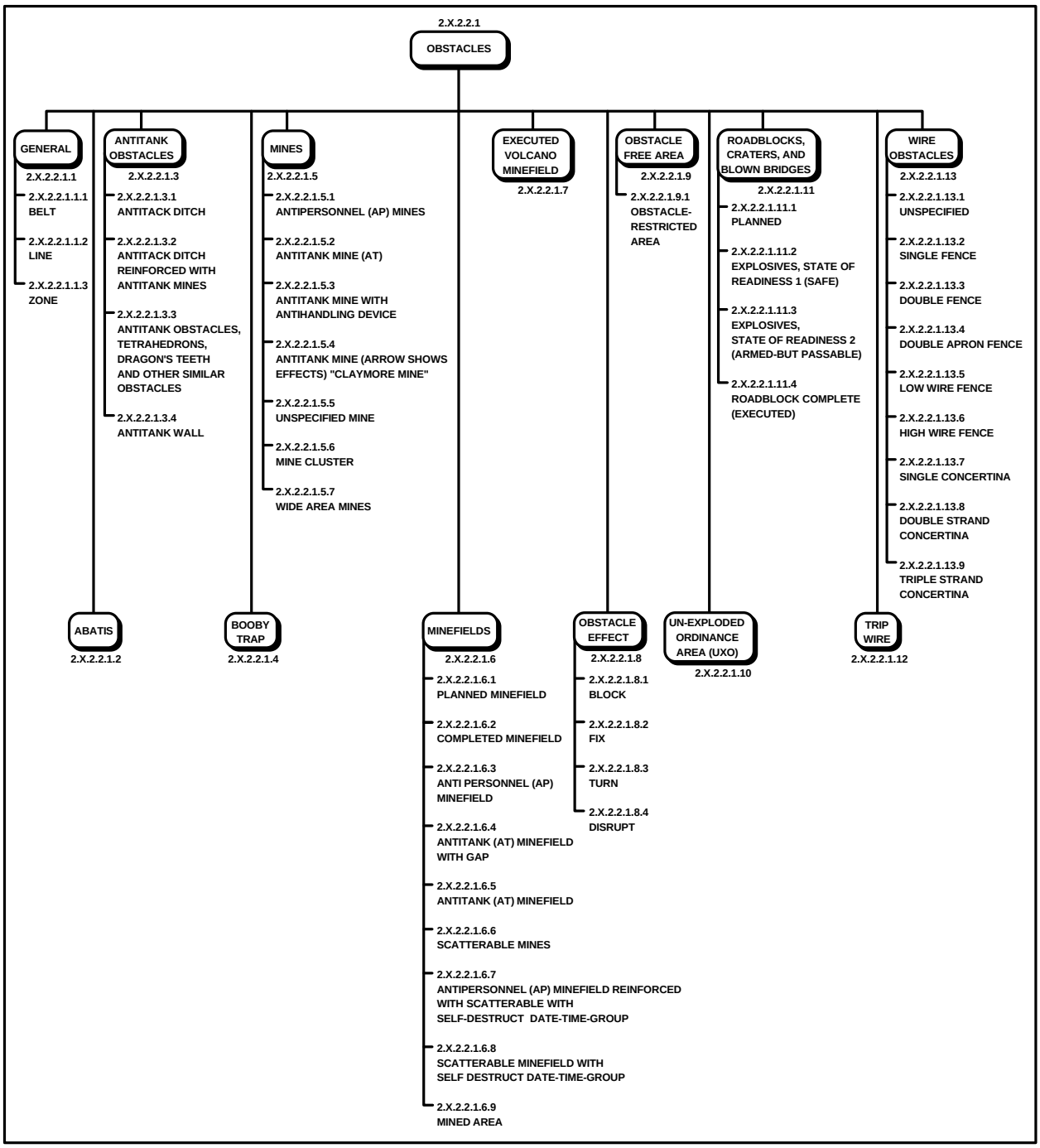

FIGURE A-46. Obstacles.

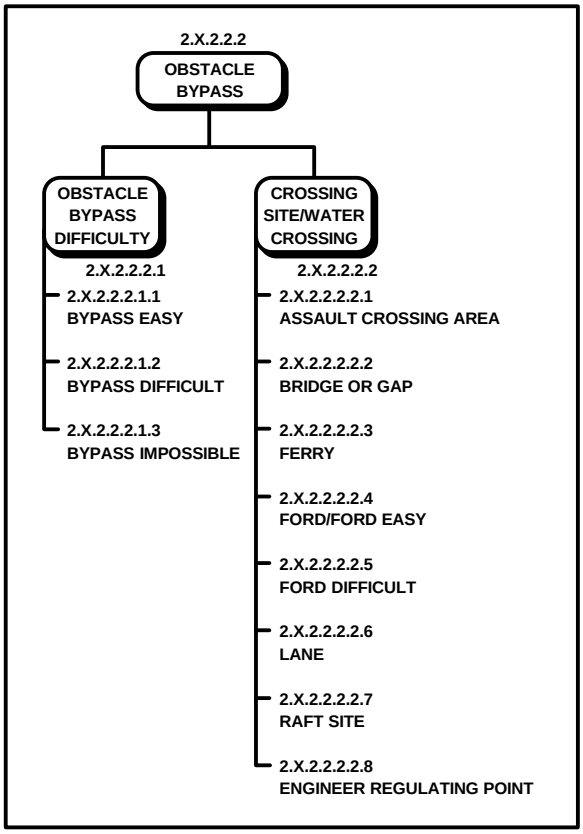

FIGURE A-47. Obstacle bypass.

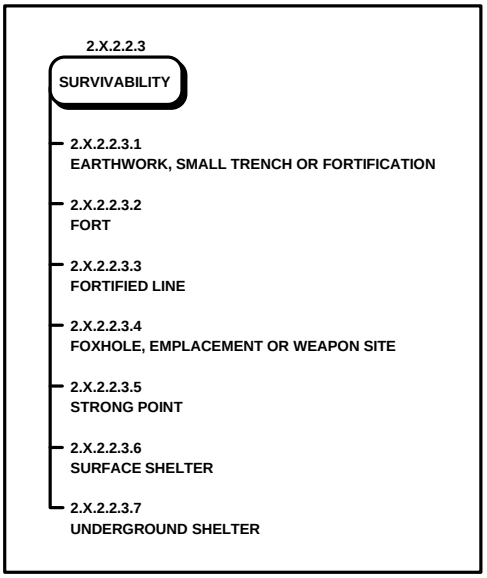

FIGURE A-48. Survivability.

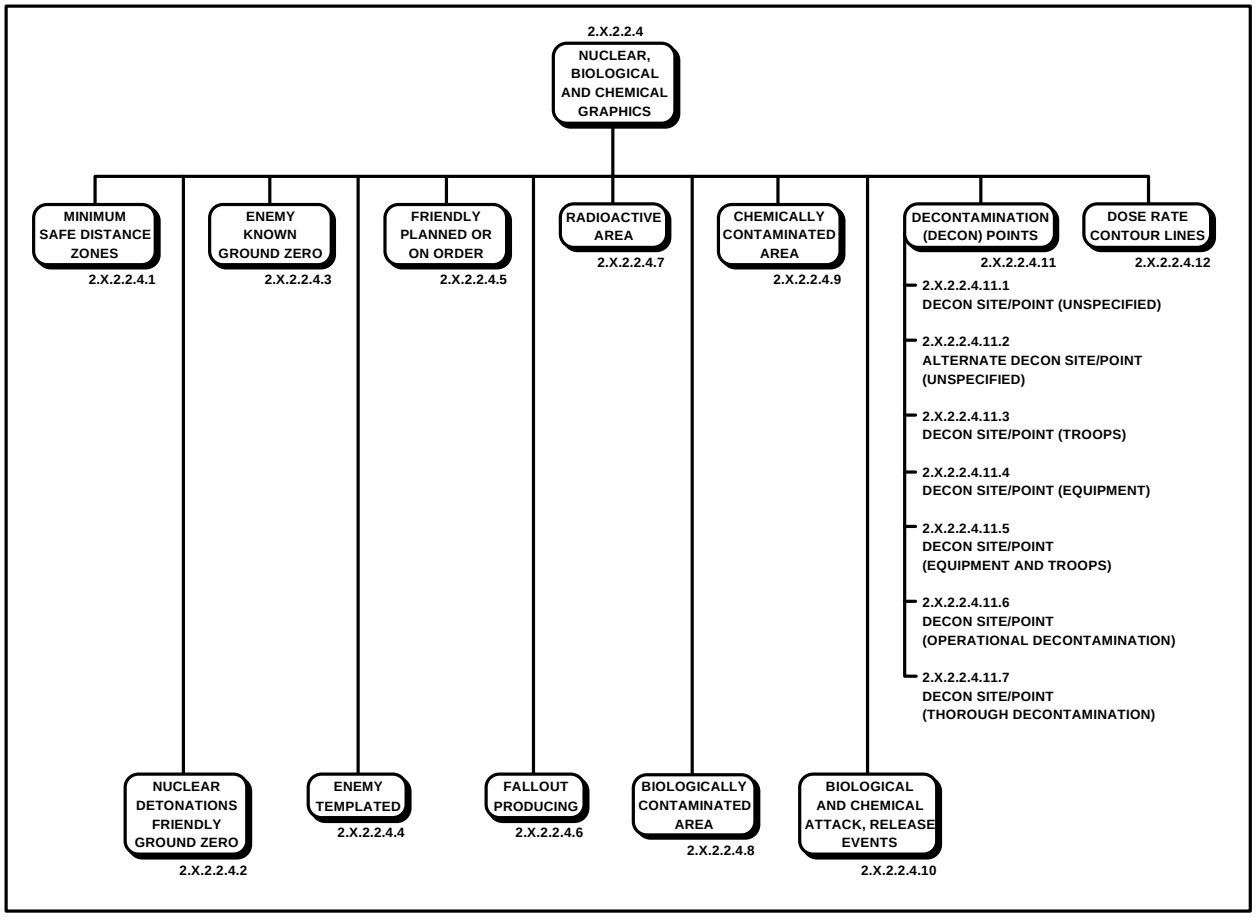

FIGURE A-49. Nuclear, biological and chemical graphics.

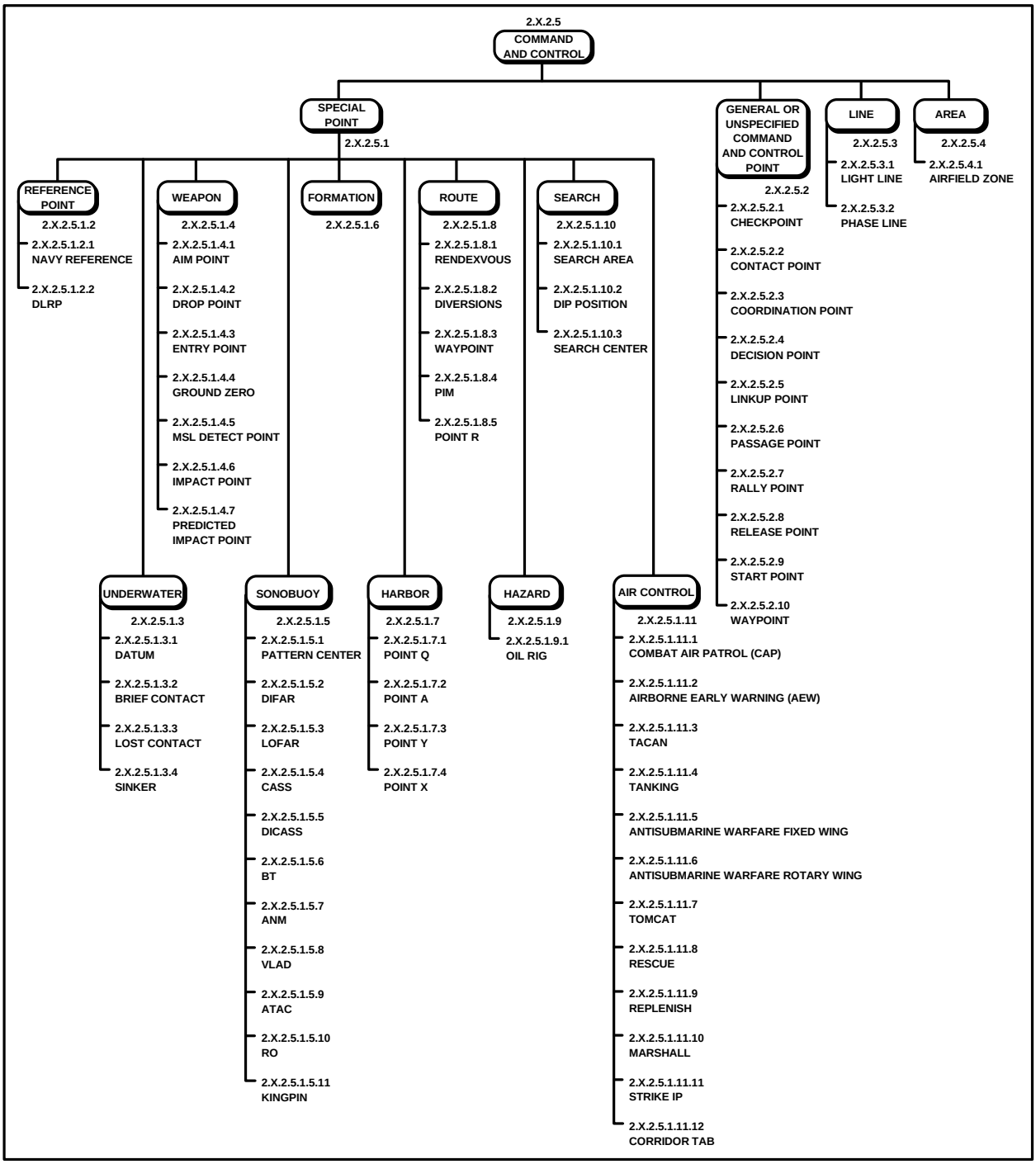

FIGURE A-52. Command and control.

APPENDIX A

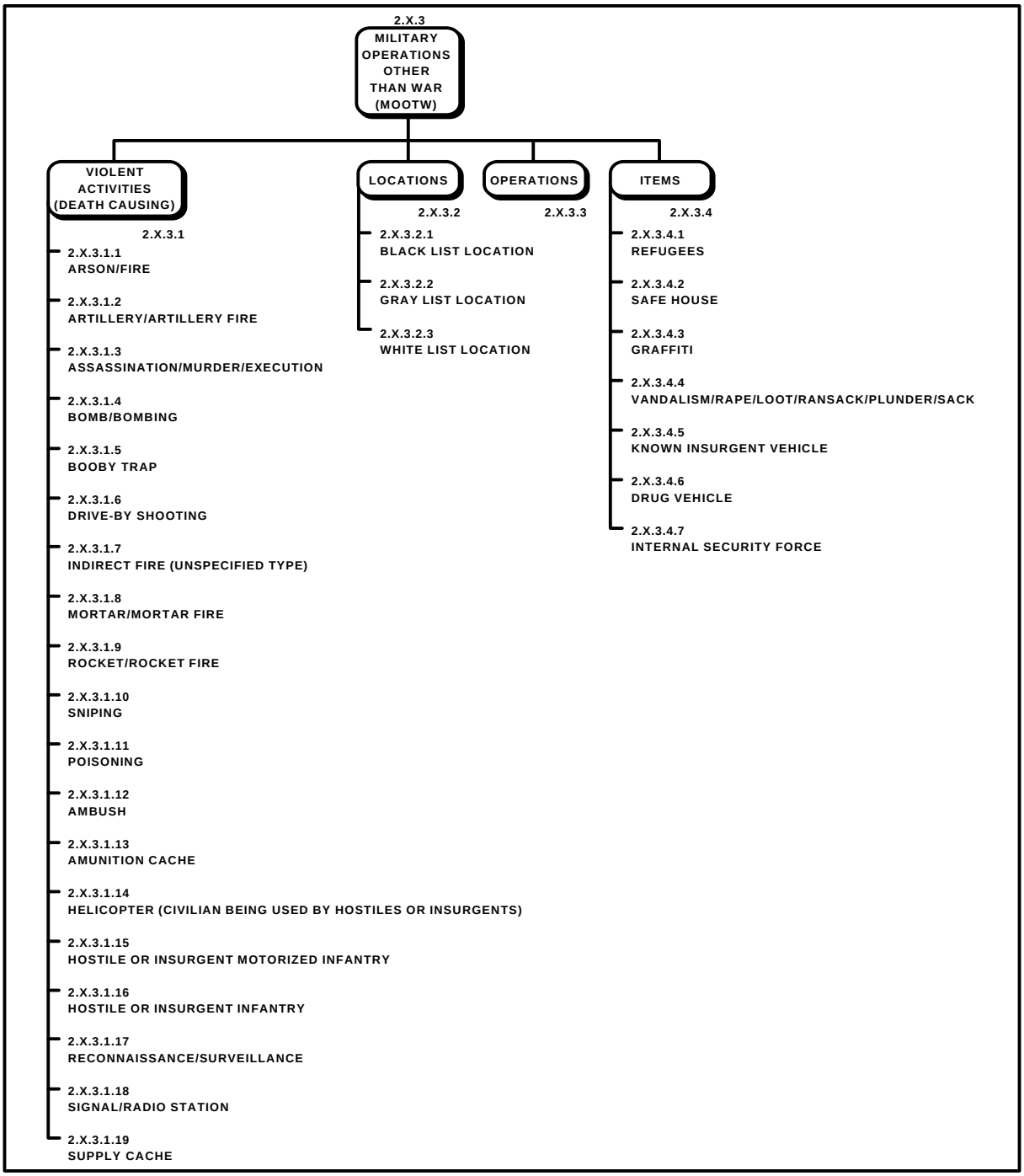

FIGURE A-53. Military operations other than war.

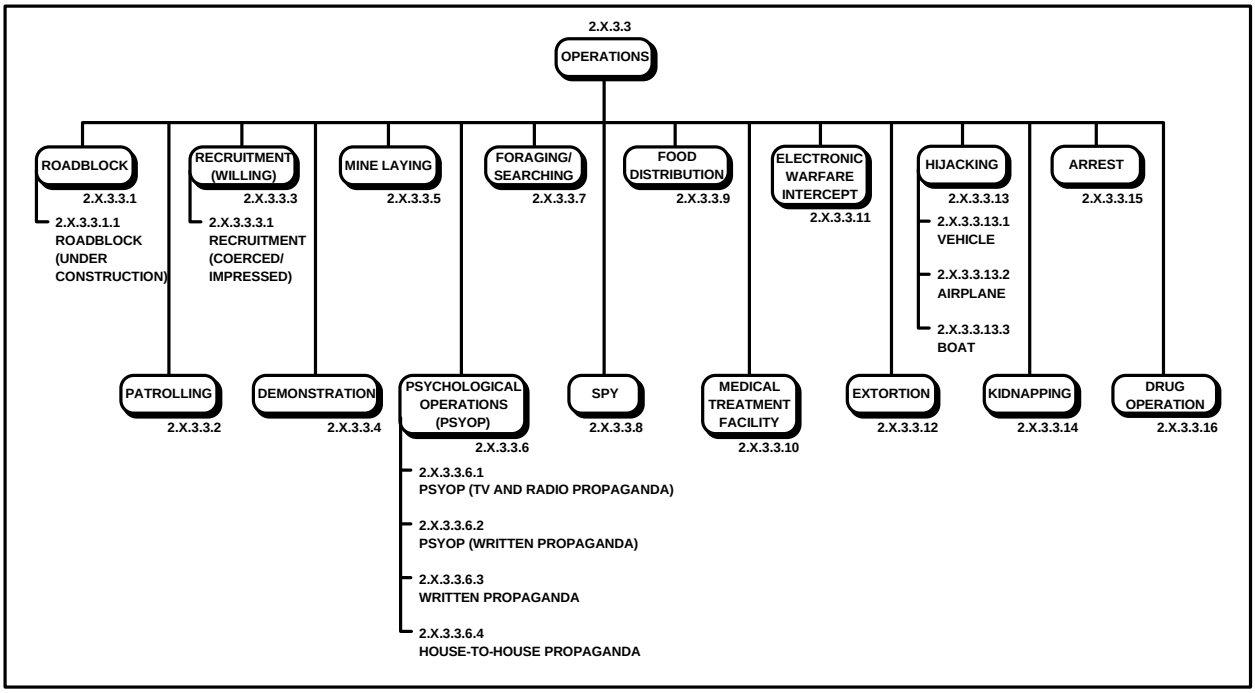

FIGURE A-54. Operations.

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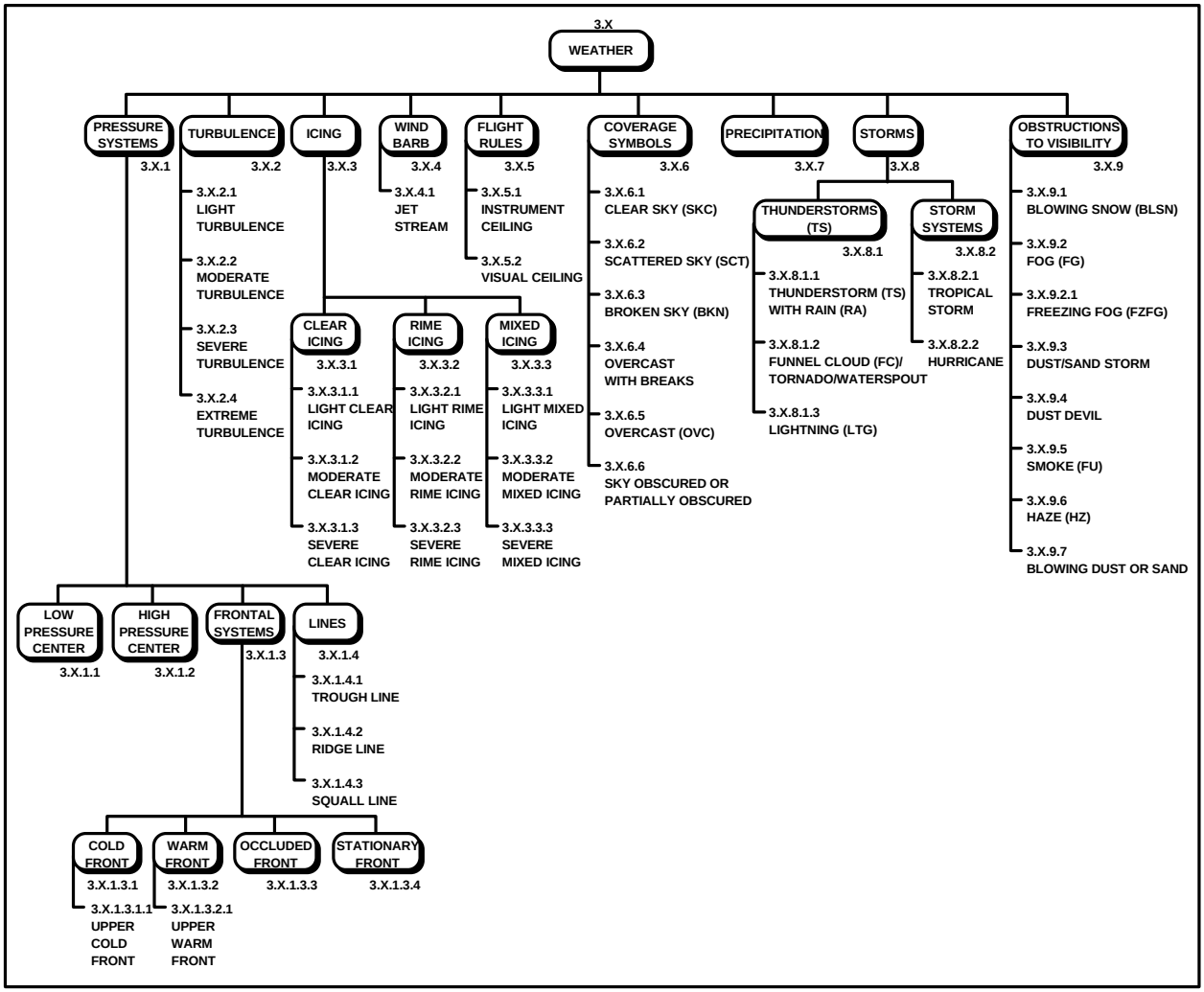

FIGURE A-55. Weather.

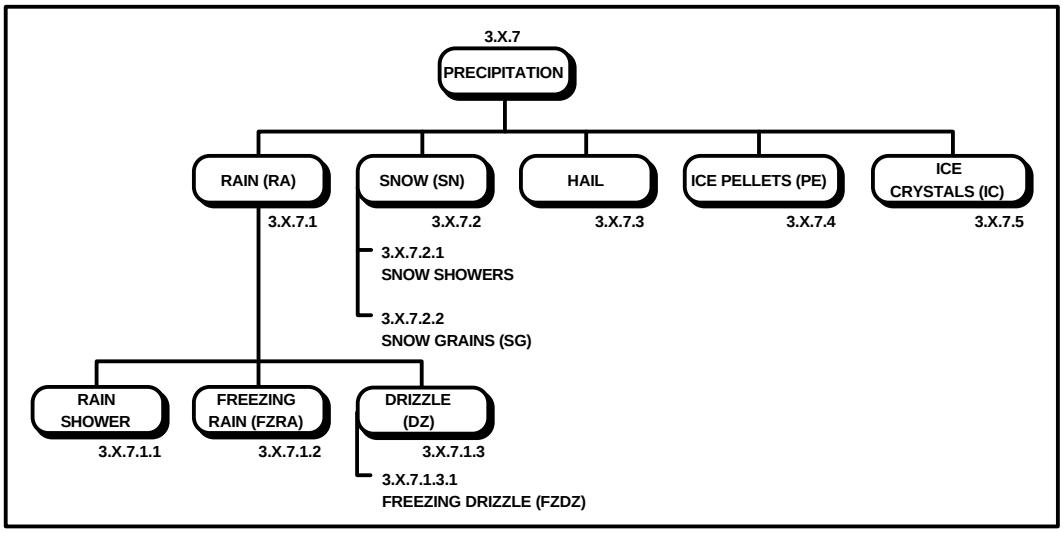

FIGURE A-56. Precipitation.

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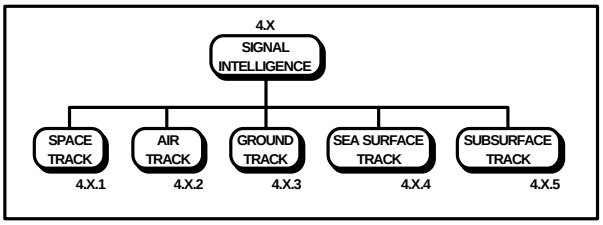

FIGURE A-57. Signal intelligence.

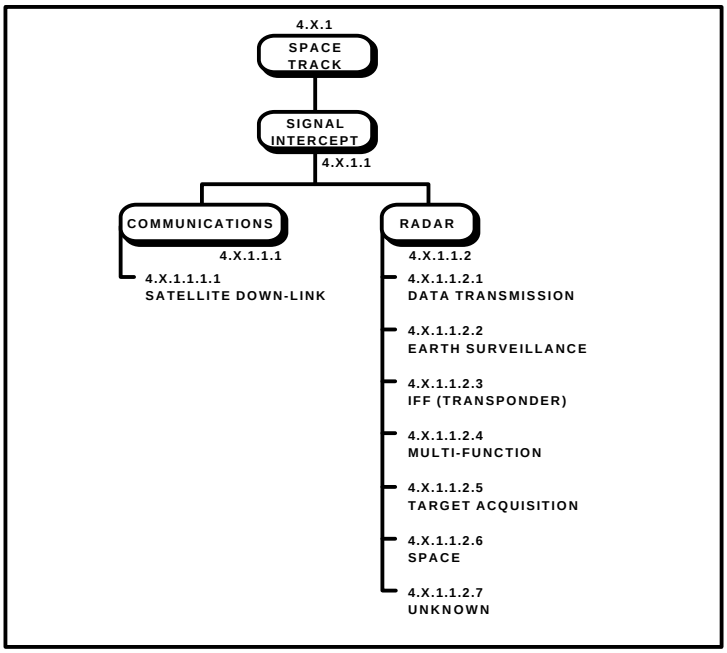

FIGURE A-58. Signal intelligence (space track).

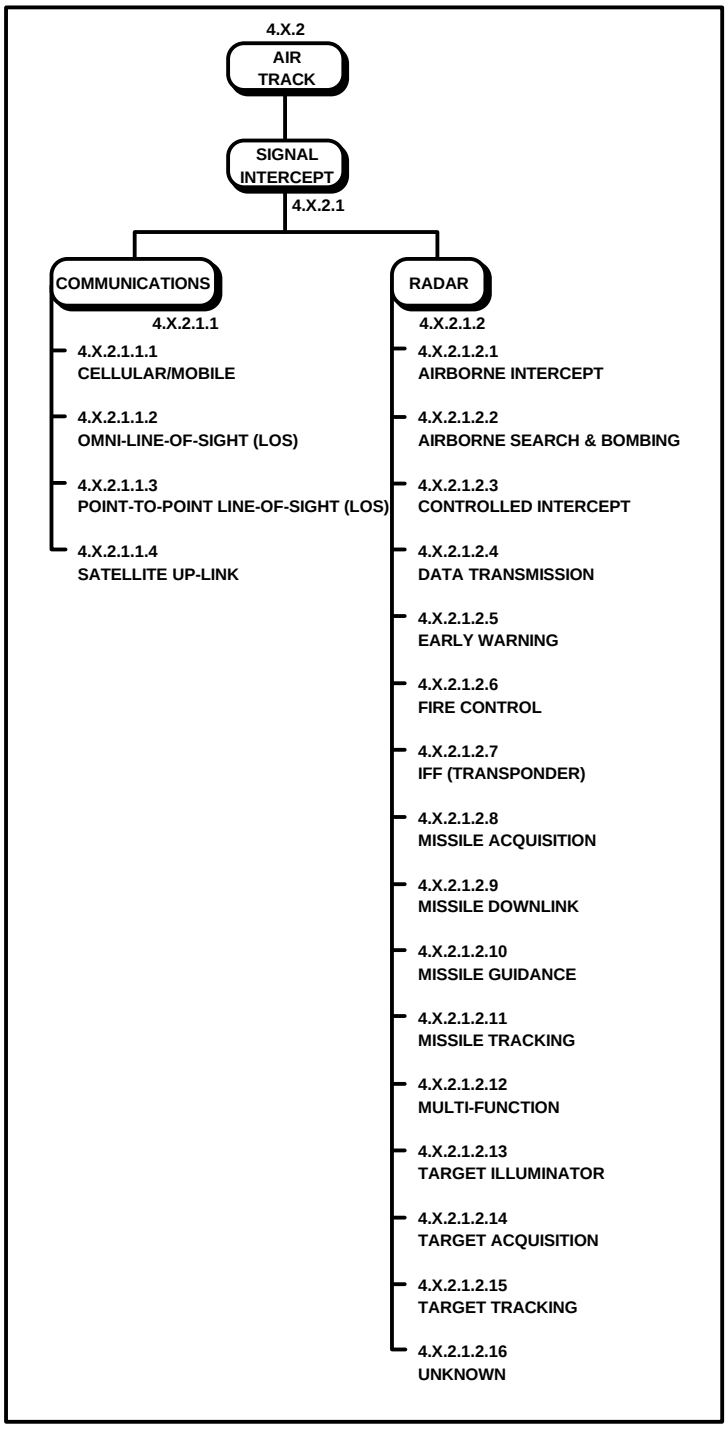

FIGURE A-59. Signal intelligence (air track).

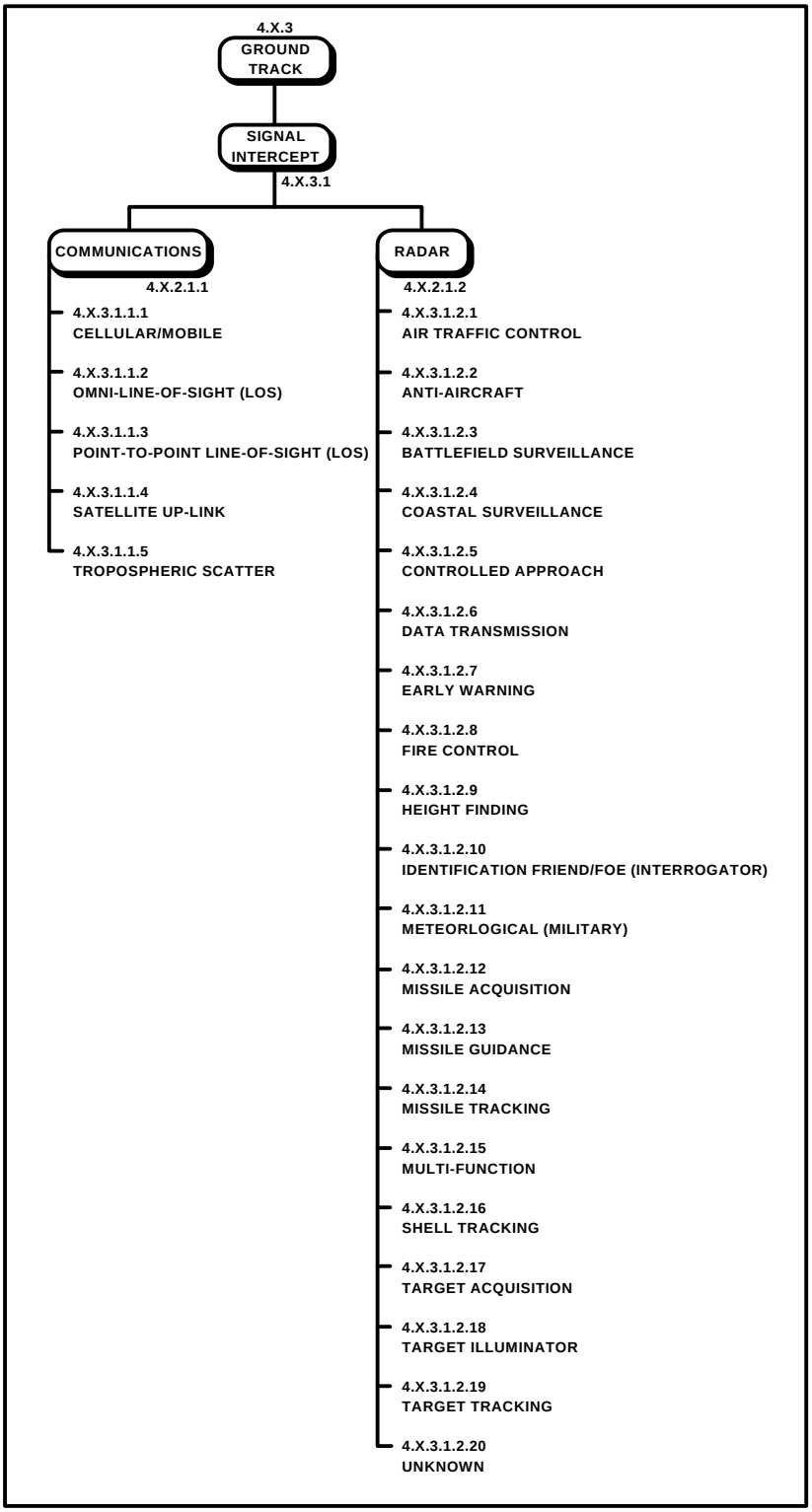

FIGURE A-60. Signal intelligence (ground track).

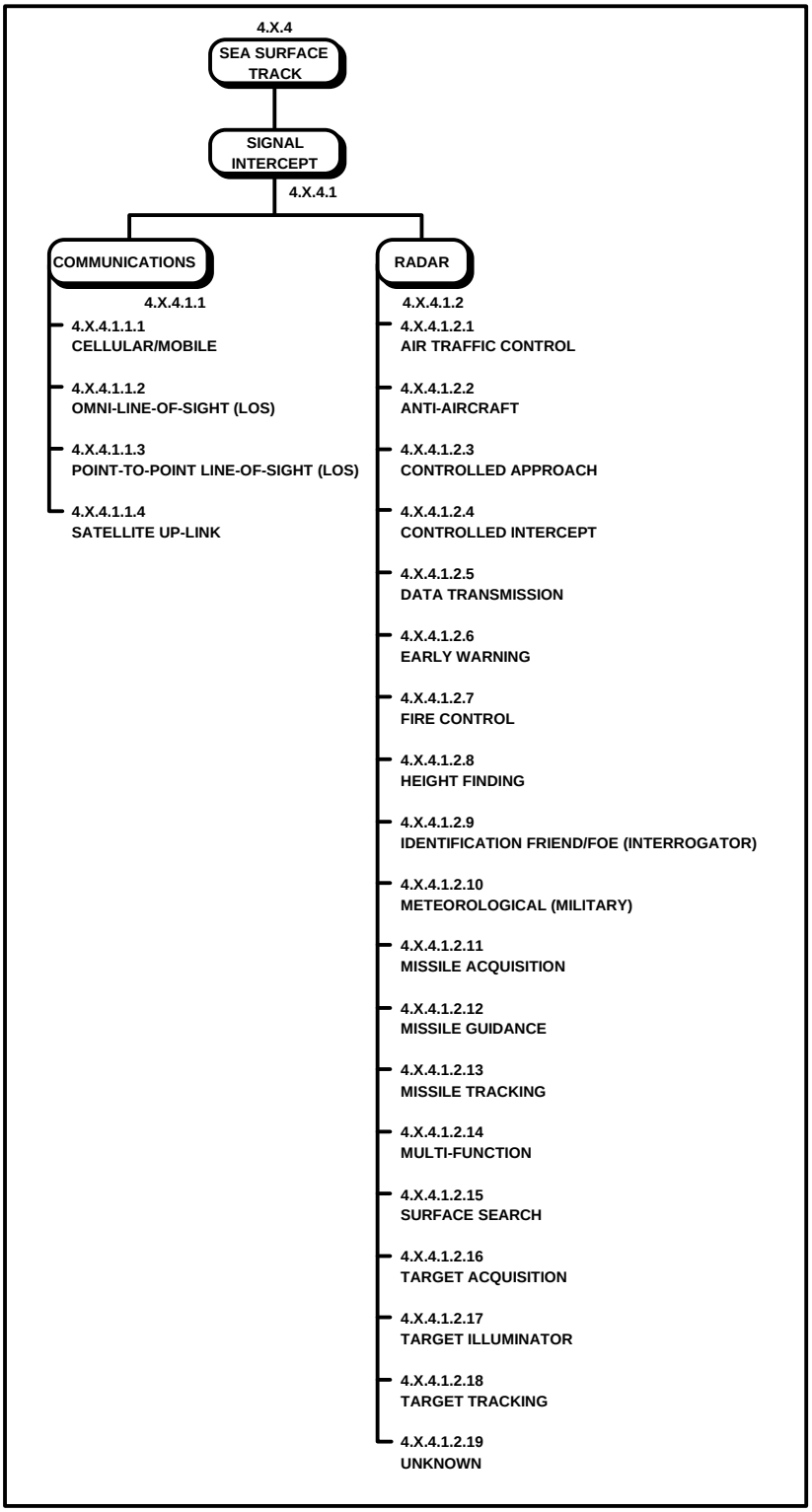

FIGURE A-61. Signal intelligence (sea surface track).

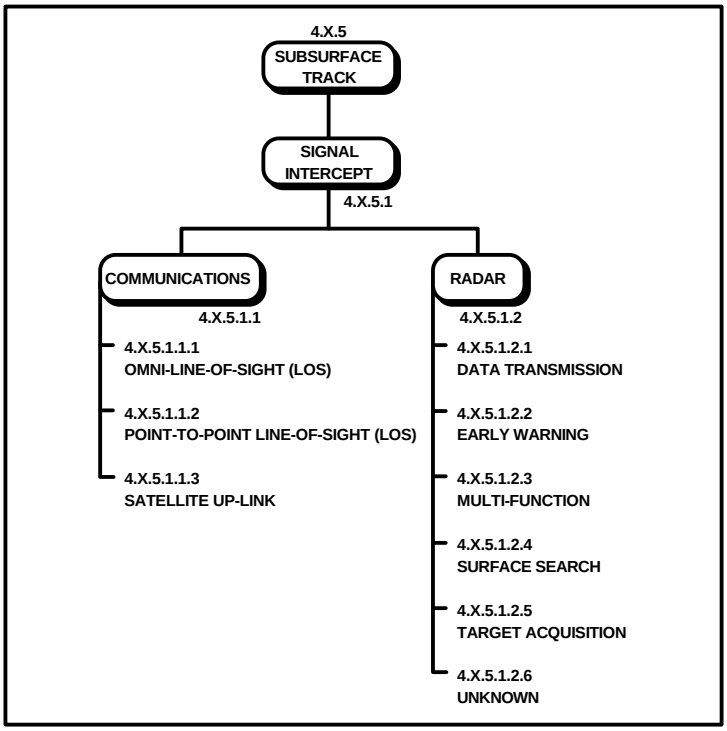

FIGURE A-62. Signal intelligence (subsurface track).

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APPENDIX B

SYMBOL CODING

B.1 GENERAL

B.1.1 Scope. A standard scheme for symbol coding permits information systems to display and pass information about symbols and graphics to other systems for use and display. This appendix outlines procedures for determining a symbol code. This appendix is a mandatory part of this standard and is required for compliance by implementing

B.2 APPLICABLE DOCUMENTS

This section is not applicable to this appendix.

B.3 DEFINITIONS

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

B.4 SYMBOL CODING SCHEME

B.4.1 Symbol code. A symbol 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 code and the position each occupies in the 15 - character identifier.

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

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

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

B.4.2 Symbol code tables. Tables B-III through B-VIII list the codes for space, air, ground, sea surface, sea subsurface, and special operations symbols, respectively, while Tables B-IX and B-X lists 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 code positions and categories.

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

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

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

TABLE B-II. Symbol 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
GG	FD/TF REGIMENT/GROUP		MU	MOBILITY OVER THE SNOW
GH	FD/TF BRIGADE		MV	MOBILITY SLED
GI	FD/TF DIVISION		MW	MOBILITY PACK ANIMALS
GJ	FD/TF CORPS/MEF		MX	MOBILITY BARGE
GK	FD/TF ARMY		MY	MOBILITY AMPHIBIOUS
GL	FD/TF ARMY GROUP/FRONT			
GM	FD/TF REGION			
H -	INSTALLATION			
HB	FEINT DUMMY INSTALLATION			
K -	NUCLEAR YIELD IN KILOTONS - Size value located in field modifier B.			
M -	MOBILITY EQUIPMENT			
MO	MOBILITY WHEELED/LIMITED CROSS COUNTRY			
MP	MOBILITY CROSS COUNTRY			
MQ	MOBILITY TRACKED			
MR	MOBILITY WHEELED AND TRACKED COMBINATION			
MS	MOBILITY TOWED			
MT	MOBILITY RAIL			

TABLE B-III. Warfighting symbol codes - space.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X	S	-	-	-	-- -- --	--	--	-	WARFIGHTING SYMBOLS
1.X.1	S	*	P	*	-- -- --	**	**	*	SPACE TRACK
1.X.1.1	S	*	P	*	S- -- --	**	**	*	SATELLITE
1.X.1.2	S	*	P	*	V- -- --	**	**	*	CREWED SPACE VEHICLE
1.X.1.3	S	*	P	*	T- -- --	**	**	*	SPACE STATION

TABLE B-IV. Warfighting symbol 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- --	**	**	*	VSTOL
1.X.2.1.1.6	S	*	A	*	MF K- --	**	**	*	TANKER
1.X.2.1.1.7	S	*	A	*	MF C- --	**	**	*	CARGO AIRLIFT (TRANSPORT)
1.X.2.1.1.7.1	S	*	A	*	MF CL --	**	**	*	CARGO AIRLIFT (LIGHT)
1.X.2.1.1.7.2	S	*	A	*	MF CM --	**	**	*	CARGO AIRLIFT (MEDIUM)
1.X.2.1.1.7.3	S	*	A	*	MF CH --	**	**	*	CARGO AIRLIFT (HEAVY)
1.X.2.1.1.8	S	*	A	*	MF J- --	**	**	*	ELECTRONIC COUNTERMEASURES (ECM/JAMMER)
1.X.2.1.1.9	S	*	A	*	MF O- --	**	**	*	MEDEVAC
1.X.2.1.1.10	S	*	A	*	MF R- --	**	**	*	RECONNAISSANCE
1.X.2.1.1.10.1	S	*	A	*	MF RW --	**	**	*	AIRBORNE EARLY WARNING (AEW)
1.X.2.1.1.10.2	S	*	A	*	MF RZ --	**	**	*	ELECTRONIC SURVEILLANCE MEASURES
1.X.2.1.1.10.3	S	*	A	*	MF RX --	**	**	*	PHOTOGRAPHIC
1.X.2.1.1.11	S	*	A	*	MF P- --	**	**	*	PATROL
1.X.2.1.1.11.1	S	*	A	*	MF PN --	**	**	*	ANTI SURFACE WARFARE/ASUW
1.X.2.1.1.11.2	S	*	A	*	MF PM --	**	**	*	MINE COUNTER MEASURES
1.X.2.1.1.12	S	*	A	*	MF U- --	**	**	*	UTILITY
1.X.2.1.1.12.1	S	*	A	*	MF UL --	**	**	*	UTILITY (LIGHT)
1.X.2.1.1.12.2	S	*	A	*	MF UM --	**	**	*	UTILITY (MEDIUM)
1.X.2.1.1.12.3	S	*	A	*	MF UH --	**	**	*	UTILITY (HEAVY)
1.X.2.1.1.13	S	*	A	*	MF Y- --	**	**	*	COMMUNICATIONS (C3I)
1.X.2.1.1.14	S	*	A	*	MF H- --	**	**	*	SEARCH AND RESCUE (CSAR)
1.X.2.1.1.15	S	*	A	*	MF D- --	**	**	*	AIRBORNE COMMAND POST (C2)
1.X.2.1.1.16	S	*	A	*	MF Q- --	**	**	*	DRONE (RPV/UAV)

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

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

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

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

APPENDIX B

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

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

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.1.1.2.2.3	S	*	G	*	UC	AW	W-	**	**	*	ARMOR, WHEELED AMPHIBIOUS
1.X.3.1.1.2.2.3.1	S	*	G	*	UC	AW	WR	**	**	*	ARMOR, WHEELED AMPHIBIOUS RECOVERY
1.X.3.1.1.2.2.4	S	*	G	*	UC	AW	L-	**	**	*	ARMOR, WHEELED LIGHT
1.X.3.1.1.2.2.5	S	*	G	*	UC	AW	M-	**	**	*	ARMOR, WHEELED MEDIUM
1.X.3.1.1.2.2.6	S	*	G	*	UC	AW	H-	**	**	*	ARMOR, WHEELED HEAVY
1.X.3.1.1.2.2.7	S	*	G	*	UC	AW	R-	**	**	*	ARMOR, WHEELED RECOVERY
1.X.3.1.1.3	S	*	G	*	UC	AA	--	**	**	*	ANTI ARMOR
1.X.3.1.1.3.1	S	*	G	*	UC	AA	D-	**	**	*	ANTI ARMOR DISMOUNTED
1.X.3.1.1.3.2	S	*	G	*	UC	AA	L-	**	**	*	ANTI ARMOR LIGHT
1.X.3.1.1.3.3	S	*	G	*	UC	AA	M-	**	**	*	ANTI ARMOR AIRBORNE
1.X.3.1.1.3.4	S	*	G	*	UC	AA	S-	**	**	*	ANTI ARMOR AIR ASSAULT
1.X.3.1.1.3.5	S	*	G	*	UC	AA	U-	**	**	*	ANTI ARMOR MOUNTAIN
1.X.3.1.1.3.6	S	*	G	*	UC	AA	C-	**	**	*	ANTI ARMOR ARCTIC
1.X.3.1.1.3.7	S	*	G	*	UC	AA	A-	**	**	*	ANTI ARMOR ARMORED
1.X.3.1.1.3.7.1	S	*	G	*	UC	AA	AT	**	**	*	ANTI ARMOR ARMORED TRACKED
1.X.3.1.1.3.7.2	S	*	G	*	UC	AA	AW	**	**	*	ANTI ARMOR ARMORED WHEELED
1.X.3.1.1.3.7.3	S	*	G	*	UC	AA	AS	**	**	*	ANTI ARMOR ARMORED AIR ASSAULT
1.X.3.1.1.3.8	S	*	G	*	UC	AA	O-	**	**	*	ANTI ARMOR MOTORIZED
1.X.3.1.1.3.8.1	S	*	G	*	UC	AA	OS	**	**	*	ANTI ARMOR MOTORIZED AIR ASSAULT
1.X.3.1.1.4	S	*	G	*	UC	V-	--	**	**	*	AVIATION
1.X.3.1.1.4.1	S	*	G	*	UC	VF	--	**	**	*	FIXED WING
1.X.3.1.1.4.1.1	S	*	G	*	UC	VF	U-	**	**	*	UTILITY FIXED WING
1.X.3.1.1.4.1.2	S	*	G	*	UC	VF	A-	**	**	*	ATTACK FIXED WING
1.X.3.1.1.4.1.3	S	*	G	*	UC	VF	R-	**	**	*	RECON FIXED WING
1.X.3.1.1.4.2	S	*	G	*	UC	VR	--	**	**	*	ROTARY WING
1.X.3.1.1.4.2.1	S	*	G	*	UC	VR	A-	**	**	*	ATTACK ROTARY WING
1.X.3.1.1.4.2.2	S	*	G	*	UC	VR	S-	**	**	*	SCOUT ROTARY WING
1.X.3.1.1.4.2.3	S	*	G	*	UC	VR	W-	**	**	*	ANTISUBMARINE WARFARE ROTARY WING
1.X.3.1.1.4.2.4	S	*	G	*	UC	VR	U-	**	**	*	UTILITY ROTARY WING
1.X.3.1.1.4.2.4.1	S	*	G	*	UC	VR	UL	**	**	*	LIGHT UTILITY ROTARY WING

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

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.1.1.4.2.4.2	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	**	**	*	C2 ROTARY WING
1.X.3.1.1.4.2.6	S	*	G	*	UC	VR	UE	**	**	*	MEDEVAC ROTARY WING
1.X.3.1.1.4.2.7	S	*	G	*	UC	VR	M-	**	**	*	MINE COUNTERMEASURE ROTARY WING
1.X.3.1.1.4.3	S	*	G	*	UC	VS	--	**	**	*	SEARCH AND RESCUE
1.X.3.1.1.4.4	S	*	G	*	UC	VC	--	**	**	*	COMPOSITE
1.X.3.1.1.4.5	S	*	G	*	UC	VV	--	**	**	*	VERTICAL/SHORT TAKEOFF AND LANDING (V/STOL)
1.X.3.1.1.4.6	S	*	G	*	UC	VU	--	**	**	*	UNMANNED AERIAL VEHICLE
1.X.3.1.1.4.6.1	S	*	G	*	UC	VU	F-	**	**	*	UNMANNED AERIAL VEHICLE FIXED WING
1.X.3.1.1.4.6.2	S	*	G	*	UC	VU	R-	**	**	*	UNMANNED AERIAL VEHICLE ROTARY WING
1.X.3.1.1.5	S	*	G	*	UC	I-	--	**	**	*	INFANTRY
1.X.3.1.1.5.1	S	*	G	*	UC	IL	--	**	**	*	INFANTRY LIGHT
1.X.3.1.1.5.2	S	*	G	*	UC	IM	--	**	**	*	INFANTRY MOTORIZED
1.X.3.1.1.5.3	S	*	G	*	UC	IO	--	**	**	*	INFANTRY MOUNTAIN
1.X.3.1.1.5.4	S	*	G	*	UC	IA	--	**	**	*	INFANTRY AIRBORNE
1.X.3.1.1.5.5	S	*	G	*	UC	IS	--	**	**	*	INFANTRY AIR ASSAULT
1.X.3.1.1.5.6	S	*	G	*	UC	IZ	--	**	**	*	INFANTRY MECHANIZED
1.X.3.1.1.5.7	S	*	G	*	UC	IN	--	**	**	*	INFANTRY NAVAL
1.X.3.1.1.5.8	S	*	G	*	UC	II	--	**	**	*	INFANTRY FIGHTING VEHICLE
1.X.3.1.1.5.9	S	*	G	*	UC	IC	--	**	**	*	INFANTRY ARCTIC
1.X.3.1.1.6	S	*	G	*	UC	E-	--	**	**	*	ENGINEER
1.X.3.1.1.6.1	S	*	G	*	UC	EC	--	**	**	*	ENGINEER COMBAT
1.X.3.1.1.6.1.1	S	*	G	*	UC	EC	S-	**	**	*	ENGINEER COMBAT AIR ASSAULT
1.X.3.1.1.6.1.2	S	*	G	*	UC	EC	A-	**	**	*	ENGINEER COMBAT AIRBORNE
1.X.3.1.1.6.1.3	S	*	G	*	UC	EC	C-	**	**	*	ENGINEER COMBAT ARCTIC
1.X.3.1.1.6.1.4	S	*	G	*	UC	EC	L-	**	**	*	ENGINEER COMBAT LIGHT (SAPPER)
1.X.3.1.1.6.1.5	S	*	G	*	UC	EC	M-	**	**	*	ENGINEER COMBAT MEDIUM
1.X.3.1.1.6.1.6	S	*	G	*	UC	EC	H-	**	**	*	ENGINEER COMBAT HEAVY
1.X.3.1.1.6.1.7	S	*	G	*	UC	EC	T-	**	**	*	ENGINEER COMBAT MECHANIZED (TRACK)

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

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.1.1.6.1.8	S	*	G	*	UC	EC	W-	**	**	*	ENGINEER COMBAT MOTORIZED
1.X.3.1.1.6.1.9	S	*	G	*	UC	EC	O-	**	**	*	ENGINEER COMBAT MOUNTAIN
1.X.3.1.1.6.1.10	S	*	G	*	UC	EC	R-	**	**	*	ENGINEER COMBAT RECON
1.X.3.1.1.6.2	S	*	G	*	UC	EN	--	**	**	*	ENGINEER CONSTRUCTION
1.X.3.1.1.6.2.1	S	*	G	*	UC	EN	N-	**	**	*	ENGINEER NAVAL CONSTRUCTION
1.X.3.1.1.7	S	*	G	*	UC	F-	--	**	**	*	FIELD ARTILLERY
1.X.3.1.1.7.1	S	*	G	*	UC	FH	--	**	**	*	HOWITZER/GUN
1.X.3.1.1.7.1.1	S	*	G	*	UC	FH	E-	**	**	*	SELF PROPELLED
1.X.3.1.1.7.1.2	S	*	G	*	UC	FH	S-	**	**	*	AIR ASSAULT
1.X.3.1.1.7.1.3	S	*	G	*	UC	FH	A-	**	**	*	AIRBORNE
1.X.3.1.1.7.1.4	S	*	G	*	UC	FH	C-	**	**	*	ARCTIC
1.X.3.1.1.7.1.5	S	*	G	*	UC	FH	O-	**	**	*	MOUNTAIN
1.X.3.1.1.7.1.6	S	*	G	*	UC	FH	L-	**	**	*	LIGHT
1.X.3.1.1.7.1.7	S	*	G	*	UC	FH	M-	**	**	*	MEDIUM
1.X.3.1.1.7.1.8	S	*	G	*	UC	FH	H-	**	**	*	HEAVY
1.X.3.1.1.7.1.9	S	*	G	*	UC	FH	X-	**	**	*	AMPHIBIOUS
1.X.3.1.1.7.2	S	*	G	*	UC	FR	--	**	**	*	ROCKET
1.X.3.1.1.7.2.1	S	*	G	*	UC	FR	S-	**	**	*	SINGLE ROCKET LAUNCHER
1.X.3.1.1.7.2.1.1	S	*	G	*	UC	FR	SS	**	**	*	SINGLE ROCKET SELF PROPELLED
1.X.3.1.1.7.2.1.2	S	*	G	*	UC	FR	SR	**	**	*	SINGLE ROCKET TRUCK
1.X.3.1.1.7.2.1.3	S	*	G	*	UC	FR	ST	**	**	*	SINGLE ROCKET TOWED
1.X.3.1.1.7.2.2	S	*	G	*	UC	FR	M-	**	**	*	MULTI ROCKET LAUNCHER
1.X.3.1.1.7.2.2.1	S	*	G	*	UC	FR	MS	**	**	*	MULTI ROCKET SELF PROPELLED
1.X.3.1.1.7.2.2.2	S	*	G	*	UC	FR	MR	**	**	*	MULTI ROCKET TRUCK
1.X.3.1.1.7.2.2.3	S	*	G	*	UC	FR	MT	**	**	*	MULTI ROCKET TOWED
1.X.3.1.1.7.3	S	*	G	*	UC	FT	--	**	**	*	TARGET ACQUISITION
1.X.3.1.1.7.3.1	S	*	G	*	UC	FT	R-	**	**	*	RADAR
1.X.3.1.1.7.3.2	S	*	G	*	UC	FT	S-	**	**	*	SOUND
1.X.3.1.1.7.3.3	S	*	G	*	UC	FT	F-	**	**	*	FLASH (OPTICAL)
1.X.3.1.1.7.3.4	S	*	G	*	UC	FT	C-	**	**	*	COLT/FIST
1.X.3.1.1.7.3.4.1	S	*	G	*	UC	FT	CD	**	**	*	DISMOUNTED COLT/FIST
1.X.3.1.1.7.3.4.2	S	*	G	*	UC	FT	CM	**	**	*	TRACKED COLT/FIST
1.X.3.1.1.7.3.5	S	*	G	*	UC	FT	A-	**	**	*	ANGLICO
1.X.3.1.1.7.4	S	*	G	*	UC	FM	--	**	**	*	MORTAR

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

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.1.1.7.4.1	S	*	G	*	UC	FM	S-	**	**	*	SELF PROPELLED (SP) TRACKED MORTAR
1.X.3.1.1.7.4.2	S	*	G	*	UC	FM	SW	**	**	*	SP WHEELED MORTAR
1.X.3.1.1.7.4.3	S	*	G	*	UC	FM	T-	**	**	*	TOWED MORTAR
1.X.3.1.1.7.4.3.1	S	*	G	*	UC	FM	TA	**	**	*	TOWED AIRBORNE MORTAR
1.X.3.1.1.7.4.3.2	S	*	G	*	UC	FM	TS	**	**	*	TOWED AIR ASSAULT MORTAR
1.X.3.1.1.7.4.3.3	S	*	G	*	UC	FM	TC	**	**	*	TOWED ARCTIC MORTAR
1.X.3.1.1.7.4.3.4	S	*	G	*	UC	FM	TO	**	**	*	TOWED MOUNTAIN MORTAR
1.X.3.1.1.7.4.4	S	*	G	*	UC	FM	L-	**	**	*	AMPHIBIOUS MORTAR
1.X.3.1.1.7.5	S	*	G	*	UC	FS	--	**	**	*	ARTILLERY SURVEY
1.X.3.1.1.7.5.1	S	*	G	*	UC	FS	S-	**	**	*	AIR ASSAULT
1.X.3.1.1.7.5.2	S	*	G	*	UC	FS	A-	**	**	*	AIRBORNE
1.X.3.1.1.7.5.3	S	*	G	*	UC	FS	L-	**	**	*	LIGHT
1.X.3.1.1.7.5.4	S	*	G	*	UC	FS	O-	**	**	*	MOUNTAIN
1.X.3.1.1.7.6	S	*	G	*	UC	FO	--	**	**	*	METEOROLOGICAL
1.X.3.1.1.7.6.1	S	*	G	*	UC	FO	S-	**	**	*	AIR ASSAULT METEOROLOGICAL
1.X.3.1.1.7.6.2	S	*	G	*	UC	FO	A-	**	**	*	AIRBORNE METEOROLOGICAL
1.X.3.1.1.7.6.3	S	*	G	*	UC	FO	L-	**	**	*	LIGHT METEOROLOGICAL
1.X.3.1.1.7.6.4	S	*	G	*	UC	FO	O-	**	**	*	MOUNTAIN METEOROLOGICAL
1.X.3.1.1.8	S	*	G	*	UC	R-	--	**	**	*	RECONNAISSANCE
1.X.3.1.1.8.1	S	*	G	*	UC	RH	--	**	**	*	RECONNAISSANCE HORSE
1.X.3.1.1.8.2	S	*	G	*	UC	RV	--	**	**	*	RECONNAISSANCE CAVALRY
1.X.3.1.1.8.2.1	S	*	G	*	UC	RV	A-	**	**	*	RECONNAISSANCE CAVALRY ARMORED
1.X.3.1.1.8.2.2	S	*	G	*	UC	RV	M-	**	**	*	RECONNAISSANCE CAVALRY MOTORIZED
1.X.3.1.1.8.2.3	S	*	G	*	UC	RV	G-	**	**	*	RECONNAISSANCE CAVALRY GROUND
1.X.3.1.1.8.2.4	S	*	G	*	UC	RV	O-	**	**	*	RECONNAISSANCE CAVALRY AIR
1.X.3.1.1.8.3	S	*	G	*	UC	RC	--	**	**	*	RECONNAISSANCE ARCTIC
1.X.3.1.1.8.4	S	*	G	*	UC	RS	--	**	**	*	RECONNAISSANCE AIR ASSAULT
1.X.3.1.1.8.5	S	*	G	*	UC	RA	--	**	**	*	RECONNAISSANCE AIRBORNE
1.X.3.1.1.8.6	S	*	G	*	UC	RO	--	**	**	*	RECONNAISSANCE MOUNTAIN
1.X.3.1.1.8.7	S	*	G	*	UC	RLL	--	**	**	*	RECONNAISSANCE LIGHT

TABLE B-V. Warfighting symbol 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 ARMORED RECONNAISSNACE (LAR)
1.X.3.1.1.8.9	S	*	G	*	UC	RX	--	**	**	*	RECONNAISSANCE LONG RANGE SURVEILLANCE (LRS)
1.X.3.1.1.9	S	*	G	*	UC	M-	--	**	**	*	MISSILE (SURF-SURF)
1.X.3.1.1.9.1	S	*	G	*	UC	MT	--	**	**	*	MISSILE (SURF-SURF) TACTICAL
1.X.3.1.1.9.2	S	*	G	*	UC	MS	--	**	**	*	MISSILE (SURF-SURF) STRATEGIC
1.X.3.1.1.10	S	*	G	*	UC	S-	--	**	**	*	INTERNAL SECURITY FORCES
1.X.3.1.1.10.1	S	*	G	*	UC	SW	--	**	**	*	RIVERINE
1.X.3.1.1.10.2	S	*	G	*	UC	SG	--	**	**	*	GROUND
1.X.3.1.1.10.2.1	S	*	G	*	UC	SG	D-	**	**	*	DISMOUNTED GROUND
1.X.3.1.1.10.2.2	S	*	G	*	UC	SG	M-	**	**	*	MOTORIZED GROUND
1.X.3.1.1.10.2.3	S	*	G	*	UC	SG	A-	**	**	*	MECHANIZED GROUND
1.X.3.1.1.10.3	S	*	G	*	UC	SM	--	**	**	*	WHEELED MECHANIZED
1.X.3.1.1.10.4	S	*	G	*	UC	SR	--	**	**	*	RAILROAD
1.X.3.1.1.10.5	S	*	G	*	UC	SA	--	**	**	*	AVIATION
1.X.3.1.2	S	*	G	*	UU	--	--	**	**	*	COMBAT SUPPORT
1.X.3.1.2.1	S	*	G	*	UU	A-	--	**	**	*	COMBAT SUPPORT NBC
1.X.3.1.2.1.1	S	*	G	*	UU	AC	--	**	**	*	CHEMICAL
1.X.3.1.2.1.1.1	S	*	G	*	UU	AC	C-	**	**	*	SMOKE/DECON
1.X.3.1.2.1.1.1.1	S	*	G	*	UU	AC	CK	**	**	*	MECHANIZED SMOKE/DECON
1.X.3.1.2.1.1.1.2	S	*	G	*	UU	AC	CM	**	**	*	MOTORIZED SMOKE/DECON
1.X.3.1.2.1.1.2	S	*	G	*	UU	AC	S-	**	**	*	SMOKE
1.X.3.1.2.1.1.2.1	S	*	G	*	UU	AC	SM	**	**	*	MOTORIZED SMOKE
1.X.3.1.2.1.1.2.2	S	*	G	*	UU	AC	SA	**	**	*	ARMOR SMOKE
1.X.3.1.2.1.1.3	S	*	G	*	UU	AC	R-	**	**	*	CHEMICAL RECON
1.X.3.1.2.1.1.3.1	S	*	G	*	UU	AC	RW	**	**	*	CHEMICAL WHEELED ARMORED VEHICLE
1.X.3.1.2.1.1.3.2	S	*	G	*	UU	AC	RS	**	**	*	CHEMICAL WHEELED ARMORED VEHICLE RECONNAISSANCE SURVEILLANCE

TABLE B-V. Warfighting symbol 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-	**	**	*	RECON EQUIPPED
1.X.3.1.2.1.4	S	*	G	*	UU	AD	--	**	**	*	DECONTAMINATION
1.X.3.1.2.2	S	*	G	*	UU	M-	--	**	**	*	MILITARY INTELLIGENCE
1.X.3.1.2.2.1	S	*	G	*	UU	MA	--	**	**	*	AERIAL EXPLOITATION
1.X.3.1.2.2.2	S	*	G	*	UU	MS	--	**	**	*	SIGNAL INTELLIGENCE (SIGINT)
1.X.3.1.2.2.2.1	S	*	G	*	UU	MS	E-	**	**	*	ELECTRONIC WARFARE
1.X.3.1.2.2.2.1.1	S	*	G	*	UU	MS	EA	**	**	*	ARMORED WHEELED VEHICLE
1.X.3.1.2.2.2.1.2	S	*	G	*	UU	MS	ED	**	**	*	DIRECTION FINDING
1.X.3.1.2.2.2.1.3	S	*	G	*	UU	MS	EI	**	**	*	INTERCEPT
1.X.3.1.2.2.2.1.4	S	*	G	*	UU	MS	EJ	**	**	*	JAMMING
1.X.3.1.2.2.2.1.5	S	*	G	*	UU	MS	ET	**	**	*	THEATER
1.X.3.1.2.2.2.1.6	S	*	G	*	UU	MS	EC	**	**	*	CORPS
1.X.3.1.2.2.3	S	*	G	*	UU	MC	--	**	**	*	COUNTER INTELLIGENCE
1.X.3.1.2.2.4	S	*	G	*	UU	MR	--	**	**	*	SURVEILLANCE
1.X.3.1.2.2.4.1	S	*	G	*	UU	MR	G-	**	**	*	GROUND SURVEILLANCE RADAR
1.X.3.1.2.2.4.2	S	*	G	*	UU	MR	S-	**	**	*	SENSOR
1.X.3.1.2.2.4.2.1	S	*	G	*	UU	MR	SS	**	**	*	SENSOR SCM
1.X.3.1.2.2.4.3	S	*	G	*	UU	MR	X-	**	**	*	GROUND STATION MODULE
1.X.3.1.2.2.4.4	S	*	G	*	UU	MM	O-	**	**	*	METEOROLOGICAL
1.X.3.1.2.2.5	S	*	G	*	UU	MO	--	**	**	*	OPERATIONS
1.X.3.1.2.2.6	S	*	G	*	UU	MT	--	**	**	*	TACTICAL EXPLOIT
1.X.3.1.2.2.7	S	*	G	*	UU	MQ	--	**	**	*	INTERROGATION
1.X.3.1.2.2.8	S	*	G	*	UU	MJ	--	**	**	*	JOINT INTELLIGENCE CENTER
1.X.3.1.2.3	S	*	G	*	UU	L-	--	**	**	*	LAW ENFORCEMENT UNIT
1.X.3.1.2.3.1	S	*	G	*	UU	LS	--	**	**	*	SHORE PATROL
1.X.3.1.2.3.2	S	*	G	*	UU	LM	--	**	**	*	MILITARY POLICE
1.X.3.1.2.3.3	S	*	G	*	UU	LC	--	**	**	*	CIVILIAN LAW ENFORCEMENT
1.X.3.1.2.3.4	S	*	G	*	UU	LF	--	**	**	*	SECURITY POLICE (AIR)
1.X.3.1.2.3.5	S	*	G	*	UU	LD	--	**	**	*	CENTRAL INTELLIGENCE DIVISION (CID)
1.X.3.1.2.4	S	*	G	*	UU	S-	--	**	**	*	SIGNAL UNIT
1.X.3.1.2.4.1	S	*	G	*	UU	SA	--	**	**	*	AREA

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

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.1.2.4.2	S	*	G	*	UU	SC	--	**	**	*	COMMUNICATION CONFIGURED PACKAGE
1.X.3.1.2.4.2.1	S	*	G	*	UU	SC	L-	**	**	*	LARGE COMMUNICATION CONFIGURED PACKAGE (LCCP)
1.X.3.1.2.4.3	S	*	G	*	UU	SO	--	**	**	*	COMMAND OPERATIONS
1.X.3.1.2.4.4	S	*	G	*	UU	SF	--	**	**	*	FORWARD COMMUNICATIONS
1.X.3.1.2.4.5	S	*	G	*	UU	SM	--	**	**	*	MULTIPLE SUBSCRIBER ELEMENT
1.X.3.1.2.4.5.1	S	*	G	*	UU	SM	S-	**	**	*	SMALL EXTENSION NODE
1.X.3.1.2.4.5.2	S	*	G	*	UU	SM	L-	**	**	*	LARGE EXTENSION NODE
1.X.3.1.2.4.5.3	S	*	G	*	UU	SM	N-	**	**	*	NODE CENTER
1.X.3.1.2.4.6	S	*	G	*	UU	SR	--	**	**	*	RADIO UNIT
1.X.3.1.2.4.6.1	S	*	G	*	UU	SR	S-	**	**	*	TACTICAL SATELLITE
1.X.3.1.2.4.6.2	S	*	G	*	UU	SR	T-	**	**	*	TELETYPE CENTER
1.X.3.1.2.4.6.3	S	*	G	*	UU	SR	W-	**	**	*	RELAY
1.X.3.1.2.4.7	S	*	G	*	UU	SS	--	**	**	*	SIGNAL SUPPORT
1.X.3.1.2.4.8	S	*	G	*	UU	SW	--	**	**	*	TELEPHONE SWITCH
1.X.3.1.2.4.9	S	*	G	*	UU	SX	--	**	**	*	ELECTRONIC RANGING
1.X.3.1.2.5	S	*	G	*	UU	I-	--	**	**	*	INFORMATION WARFARE UNIT
1.X.3.1.2.6	S	*	G	*	UU	X-	--	**	**	*	LANDING SUPPORT
1.X.3.1.2.7	S	*	G	*	UU	E-	--	**	**	*	EXPLOSIVE ORDINANCE DISPOSAL
1.X.3.1.3	S	*	G	*	US	--	--	**	**	*	COMBAT SERVICE SUPPORT
1.X.3.1.3.1	S	*	G	*	US	A-	--	**	**	*	ADMINISTRATIVE (ADMIN)
1.X.3.1.3.1.1	S	*	G	*	US	AT	--	**	**	*	ADMIN THEATER
1.X.3.1.3.1.2	S	*	G	*	US	AC	--	**	**	*	ADMIN CORPS
1.X.3.1.3.1.3	S	*	G	*	US	AJ	--	**	**	*	JUDGE ADVOCATE GENERAL (JAG)
1.X.3.1.3.1.3.1	S	*	G	*	US	AJ	T-	**	**	*	JAG THEATER
1.X.3.1.3.1.3.2	S	*	G	*	US	AJ	C-	**	**	*	JAG CORPS
1.X.3.1.3.1.4	S	*	G	*	US	AO	--	**	**	*	POSTAL
1.X.3.1.3.1.4.1	S	*	G	*	US	AO	T-	**	**	*	POSTAL THEATER
1.X.3.1.3.1.4.2	S	*	G	*	US	AO	C-	**	**	*	POSTAL CORPS
1.X.3.1.3.1.5	S	*	G	*	US	AF	--	**	**	*	FINANCE
1.X.3.1.3.1.5.1	S	*	G	*	US	AF	T-	**	**	*	FINANCE THEATER
1.X.3.1.3.1.5.2	S	*	G	*	US	AF	C-	**	**	*	FINANCE CORPS
1.X.3.1.3.1.6	S	*	G	*	US	AS	--	**	**	*	PERSONNEL SERVICES

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

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.1.3.1.6.1	S	*	G	*	US	AS	T-	**	**	*	PERSONNEL THEATER
1.X.3.1.3.1.6.2	S	*	G	*	US	AS	C-	**	**	*	PERSONNEL CORPS
1.X.3.1.3.1.7	S	*	G	*	US	AM	--	**	**	*	MORTUARY/GRAVES REGISTRY
1.X.3.1.3.1.7.1	S	*	G	*	US	AM	T-	**	**	*	MORTUARY/GRAVES REGISTRY THEATER
1.X.3.1.3.1.7.2	S	*	G	*	US	AM	C-	**	**	*	MORTUARY/GRAVES REGISTRY CORPS
1.X.3.1.3.1.8	S	*	G	*	US	AR	--	**	**	*	RELIGIOUS/CHAPLAIN
1.X.3.1.3.1.8.1	S	*	G	*	US	AR	T-	**	**	*	RELIGIOUS/CHAPLAIN THEATER
1.X.3.1.3.1.8.2	S	*	G	*	US	AR	C-	**	**	*	RELIGIOUS/CHAPLAIN CORPS
1.X.3.1.3.1.9	S	*	G	*	US	AP	--	**	**	*	PUBLIC AFFAIRS
1.X.3.1.3.1.9.1	S	*	G	*	US	AP	T-	**	**	*	PUBLIC AFFAIRS THEATER
1.X.3.1.3.1.9.2	S	*	G	*	US	AP	C-	**	**	*	PUBLIC AFFAIRS CORPS
1.X.3.1.3.1.9.3	S	*	G	*	US	AP	B-	**	**	*	PUBLIC AFFAIRS BROADCAST
1.X.3.1.3.1.9.3.1	S	*	G	*	US	AP	BT	**	**	*	PUBLIC AFFAIRS BROADCAST THEATER
1.X.3.1.3.1.9.3.2	S	*	G	*	US	AP	BC	**	**	*	PUBLIC AFFAIRS BROADCAST CORPS
1.X.3.1.3.1.9.4	S	*	G	*	US	AP	M-	**	**	*	PUBLIC AFFAIRS JOINT INFORMATION BUREAU (JIB)
1.X.3.1.3.1.9.4.1	S	*	G	*	US	AP	MT	**	**	*	PUBLIC AFFAIRS JIB THEATER
1.X.3.1.3.1.9.4.2	S	*	G	*	US	AP	MC	**	**	*	PUBLIC AFFAIRS JIB CORPS
1.X.3.1.3.1.10	S	*	G	*	US	AX	--	**	**	*	REPLACEMENT HOLDING UNIT (RHU)
1.X.3.1.3.1.10.1	S	*	G	*	US	AX	T-	**	**	*	RHU THEATER
1.X.3.1.3.1.10.2	S	*	G	*	US	AX	C-	**	**	*	RHU CORPS
1.X.3.1.3.1.11	S	*	G	*	US	AL	--	**	**	*	LABOR
1.X.3.1.3.1.11.1	S	*	G	*	US	AL	T-	**	**	*	LABOR THEATER
1.X.3.1.3.1.11.2	S	*	G	*	US	AL	C-	**	**	*	LABOR CORPS
1.X.3.1.3.1.12	S	*	G	*	US	AW	--	**	**	*	MORAL, WELFARE, RECREATION (MWR)
1.X.3.1.3.1.12.1	S	*	G	*	US	AW	T-	**	**	*	MWR THEATER
1.X.3.1.3.1.12.2	S	*	G	*	US	AW	C-	**	**	*	MWR CORPS
1.X.3.1.3.1.13	S	*	G	*	US	AQ	--	**	**	*	QUARTERMASTER (SUPPLY)
1.X.3.1.3.1.13.1	S	*	G	*	US	AQ	T-	**	**	*	QUARTERMASTER (SUPPLY) THEATER

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

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.1.3.1.13.2	S	*	G	*	US	AQ	C-	**	**	*	QUARTERMASTER (SUPPLY) CORPS
1.X.3.1.3.2	S	*	G	*	US	M-	--	**	**	*	MEDICAL
1.X.3.1.3.2.1	S	*	G	*	US	MT	--	**	**	*	MEDICAL THEATER
1.X.3.1.3.2.2	S	*	G	*	US	MC	--	**	**	*	MEDICAL CORPS
1.X.3.1.3.2.3	S	*	G	*	US	MM	--	**	**	*	MEDICAL TREATMENT FACILITY
1.X.3.1.3.2.3.1	S	*	G	*	US	MM	T-	**	**	*	MEDICAL TREATMENT FACILITY THEATER
1.X.3.1.3.2.3.2	S	*	G	*	US	MM	C-	**	**	*	MEDICAL TREATMENT FACILITY CORPS
1.X.3.1.3.2.4	S	*	G	*	US	MV	--	**	**	*	MEDICAL VETERINARY
1.X.3.1.3.2.4.1	S	*	G	*	US	MV	T-	**	**	*	MEDICAL VETERINARY THEATER
1.X.3.1.3.2.4.2	S	*	G	*	US	MV	C-	**	**	*	MEDICAL VETERINARY CORPS
1.X.3.1.3.2.5	S	*	G	*	US	MD	--	**	**	*	MEDICAL DENTAL
1.X.3.1.3.2.5.1	S	*	G	*	US	MD	T-	**	**	*	MEDICAL DENTAL THEATER
1.X.3.1.3.2.5.2	S	*	G	*	US	MD	C-	**	**	*	MEDICAL DENTAL CORPS
1.X.3.1.3.2.6	S	*	G	*	US	MP	--	**	**	*	MEDICAL PSYCHOLOGICAL
1.X.3.1.3.2.6.1	S	*	G	*	US	MP	T-	**	**	*	MEDICAL PSYCHOLOGICAL THEATER
1.X.3.1.3.2.6.2	S	*	G	*	US	MP	C-	**	**	*	MEDICAL PSYCHOLOGICAL CORPS
1.X.3.1.3.3	S	*	G	*	US	S-	--	**	**	*	SUPPLY
1.X.3.1.3.3.1	S	*	G	*	US	ST	--	**	**	*	SUPPLY THEATER
1.X.3.1.3.3.2	S	*	G	*	US	SC	--	**	**	*	SUPPLY CORPS
1.X.3.1.3.3.3	S	*	G	*	US	S1	--	**	**	*	SUPPLY CLASS I
1.X.3.1.3.3.3.1	S	*	G	*	US	S1	T-	**	**	*	SUPPLY CLASS I THEATER
1.X.3.1.3.3.3.2	S	*	G	*	US	S1	C-	**	**	*	SUPPLY CLASS I CORPS
1.X.3.1.3.3.4	S	*	G	*	US	S2	--	**	**	*	SUPPLY CLASS II
1.X.3.1.3.3.4.1	S	*	G	*	US	S2	T-	**	**	*	SUPPLY CLASS II THEATER
1.X.3.1.3.3.4.2	S	*	G	*	US	S2	C-	**	**	*	SUPPLY CLASS II CORPS
1.X.3.1.3.3.5	S	*	G	*	US	S3	--	**	**	*	SUPPLY CLASS III
1.X.3.1.3.3.5.1	S	*	G	*	US	S3	T-	**	**	*	SUPPLY CLASS III THEATER
1.X.3.1.3.3.5.2	S	*	G	*	US	S3	C-	**	**	*	SUPPLY CLASS III CORPS
1.X.3.1.3.3.5.3	S	*	G	*	US	S3	A-	**	**	*	SUPPLY CLASS III AVIATION
1.X.3.1.3.3.5.3.1	S	*	G	*	US	S3	AT	**	**	*	SUPPLY CLASS III AVIATION THEATER

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

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.1.3.3.5.3.2	S	*	G	*	US	S3	AC	**	**	*	SUPPLY CLASS III AVIATION CORPS
1.X.3.1.3.3.6	S	*	G	*	US	S4	--	**	**	*	SUPPLY CLASS IV
1.X.3.1.3.3.6.1	S	*	G	*	US	S4	T-	**	**	*	SUPPLY CLASS IV THEATER
1.X.3.1.3.3.6.2	S	*	G	*	US	S4	C-	**	**	*	SUPPLY CLASS IV CORPS
1.X.3.1.3.3.7	S	*	G	*	US	S5	--	**	**	*	SUPPLY CLASS V
1.X.3.1.3.3.7.1	S	*	G	*	US	S5	T-	**	**	*	SUPPLY CLASS V THEATER
1.X.3.1.3.3.7.2	S	*	G	*	US	S5	C-	**	**	*	SUPPLY CLASS V CORPS
1.X.3.1.3.3.8	S	*	G	*	US	S6	--	**	**	*	SUPPLY CLASS VI
1.X.3.1.3.3.8.1	S	*	G	*	US	S6	T-	**	**	*	SUPPLY CLASS VI THEATER
1.X.3.1.3.3.8.2	S	*	G	*	US	S6	C-	**	**	*	SUPPLY CLASS VI CORPS
1.X.3.1.3.3.9	S	*	G	*	US	S7	--	**	**	*	SUPPLY CLASS VII
1.X.3.1.3.3.9.1	S	*	G	*	US	S7	T-	**	**	*	SUPPLY CLASS VII THEATER
1.X.3.1.3.3.9.2	S	*	G	*	US	S7	C-	**	**	*	SUPPLY CLASS VII CORPS
1.X.3.1.3.3.10	S	*	G	*	US	S8	--	**	**	*	SUPPLY CLASS VIII
1.X.3.1.3.3.10.1	S	*	G	*	US	S8	T-	**	**	*	SUPPLY CLASS VIII THEATER
1.X.3.1.3.3.10.2	S	*	G	*	US	S8	C-	**	**	*	SUPPLY CLASS VIII CORPS
1.X.3.1.3.3.11	S	*	G	*	US	S9	--	**	**	*	SUPPLY CLASS IX
1.X.3.1.3.3.11.1	S	*	G	*	US	S9	T-	**	**	*	SUPPLY CLASS IX THEATER
1.X.3.1.3.3.11.2	S	*	G	*	US	S9	C-	**	**	*	SUPPLY CLASS IX CORPS
1.X.3.1.3.3.12	S	*	G	*	US	SX	--	**	**	*	SUPPLY CLASS X
1.X.3.1.3.3.12.1	S	*	G	*	US	SX	T-	**	**	*	SUPPLY CLASS X THEATER
1.X.3.1.3.3.12.2	S	*	G	*	US	SX	C-	**	**	*	SUPPLY CLASS X CORPS
1.X.3.1.3.3.13	S	*	G	*	US	SL	--	**	**	*	SUPPLY LAUNDRY/BATH
1.X.3.1.3.3.13.1	S	*	G	*	US	SL	T-	**	**	*	SUPPLY LAUNDRY/BATH THEATER
1.X.3.1.3.3.13.2	S	*	G	*	US	SL	C-	**	**	*	SUPPLY LAUNDRY/BATH CORPS
1.X.3.1.3.3.14	S	*	G	*	US	SW	--	**	**	*	SUPPLY WATER
1.X.3.1.3.3.14.1	S	*	G	*	US	SW	T-	**	**	*	SUPPLY WATER THEATER
1.X.3.1.3.3.14.2	S	*	G	*	US	SW	C-	**	**	*	SUPPLY WATER CORPS
1.X.3.1.3.3.14.3	S	*	G	*	US	SW	P-	**	**	*	SUPPLY WATER PURIFICATION
1.X.3.1.3.3.14.3.1	S	*	G	*	US	SW	PT	**	**	*	SUPPLY WATER PURIFICATION THEATER
1.X.3.1.3.3.14.3.2	S	*	G	*	US	SW	PC	**	**	*	SUPPLY WATER PURIFICATION CORPS
1.X.3.1.3.4	S	*	G	*	US	T-	--	**	**	*	TRANSPORTATION

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

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.1.3.4.1	S	*	G	*	US	TT	--	**	**	*	TRANSPORTATION THEATER
1.X.3.1.3.4.2	S	*	G	*	US	TC	--	**	**	*	TRANSPORTATION CORPS
1.X.3.1.3.4.3	S	*	G	*	US	TM	--	**	**	*	MOVEMENT CONTROL CENTER(MCC)
1.X.3.1.3.4.3.1	S	*	G	*	US	TM	T-	**	**	*	MCC THEATER
1.X.3.1.3.4.3.2	S	*	G	*	US	TM	C-	**	**	*	MCC CORPS
1.X.3.1.3.4.4	S	*	G	*	US	TR	--	**	**	*	RAILHEAD
1.X.3.1.3.4.4.1	S	*	G	*	US	TR	T-	**	**	*	RAILHEAD THEATER
1.X.3.1.3.4.4.2	S	*	G	*	US	TR	C-	**	**	*	RAILHEAD CORPS
1.X.3.1.3.4.5	S	*	G	*	US	TS	--	**	**	*	SPOD/SPOE
1.X.3.1.3.4.5.1	S	*	G	*	US	TS	T-	**	**	*	SPOD/SPOE THEATER
1.X.3.1.3.4.5.2	S	*	G	*	US	TS	C-	**	**	*	SPOD/SPOE CORPS
1.X.3.1.3.4.6	S	*	G	*	US	TA	--	**	**	*	APOD/APOE
1.X.3.1.3.4.6.1	S	*	G	*	US	TA	T-	**	**	*	APOD/APOE THEATER
1.X.3.1.3.4.6.2	S	*	G	*	US	TA	C-	**	**	*	APOD/APOE CORPS
1.X.3.1.3.4.7	S	*	G	*	US	TI	--	**	**	*	MISSILE
1.X.3.1.3.4.7.1	S	*	G	*	US	TI	T-	**	**	*	MISSILE THEATER
1.X.3.1.3.4.7.2	S	*	G	*	US	TI	C-	**	**	*	MISSILE CORPS
1.X.3.1.3.5	S	*	G	*	US	X-	--	**	**	*	MAINTENANCE
1.X.3.1.3.5.1	S	*	G	*	US	XT	--	**	**	*	MAINTENANCE THEATER
1.X.3.1.3.5.2	S	*	G	*	US	XC	--	**	**	*	MAINTENANCE CORPS
1.X.3.1.3.5.3	S	*	G	*	US	XH	--	**	**	*	MAINTENANCE HEAVY
1.X.3.1.3.5.3.1	S	*	G	*	US	XH	T-	**	**	*	MAINTENANCE HEAVY THEATER
1.X.3.1.3.5.3.2	S	*	G	*	US	XH	C-	**	**	*	MAINTENANCE HEAVY CORPS
1.X.3.1.3.5.4	S	*	G	*	US	XR	--	**	**	*	MAINTENANCE RECOVERY
1.X.3.1.3.5.4.1	S	*	G	*	US	XR	T-	**	**	*	MAINTENANCE RECOVERY THEATER
1.X.3.1.3.5.4.2	S	*	G	*	US	XR	C-	**	**	*	MAINTENANCE RECOVERY CORPS
1.X.3.1.3.5.5	S	*	G	*	US	XO	--	**	**	*	ORDINANCE
1.X.3.1.3.5.5.1	S	*	G	*	US	XO	T-	**	**	*	ORDINANCE THEATER
1.X.3.1.3.5.5.2	S	*	G	*	US	XO	C-	**	**	*	ORDINANCE CORPS
1.X.3.1.3.5.5.3	S	*	G	*	US	XO	M-	**	**	*	ORDINANCE MISSILE
1.X.3.1.3.5.5.3.1	S	*	G	*	US	XO	MT	**	**	*	ORDINANCE MISSILE THEATER
1.X.3.1.3.5.5.3.2	S	*	G	*	US	XO	MC	**	**	*	ORDINANCE MISSILE CORPS

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

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.1.3.5.6	S	*	G	*	US	XE	--	**	**	*	ELECTRO-OPTICAL
1.X.3.1.3.5.6.1	S	*	G	*	US	XE	T-	**	**	*	ELECTRO-OPTICAL THEATER
1.X.3.1.3.5.6.2	S	*	G	*	US	XE	C-	**	**	*	ELECTRO-OPTICAL CORPS
1.X.3.1.4	S	*	G	*	UH	--	--	**	**	*	SPECIAL C2 HEADQUARTERS COMPONENT
1.X.3.2	S	*	G	*	E-	--	--	**	**	*	GROUND TRACK EQUIPMENT
1.X.3.2.1	S	*	G	*	EW	--	--	**	**	*	WEAPONS
1.X.3.2.1.1	S	*	G	*	EW	M-	--	**	**	*	MISSILE LAUNCHERS
1.X.3.2.1.1.1	S	*	G	*	EW	MA	--	**	**	*	AIR DEFENSE (AD) MISSILE LAUNCH
1.X.3.2.1.1.1.1	S	*	G	*	EW	MA	T-	**	**	*	AD MISSILE LAUNCH THEATER
1.X.3.2.1.1.1.2	S	*	G	*	EW	MA	L-	**	**	*	LONG RANGE AD MISSILE LAUNCH
1.X.3.2.1.1.1.3	S	*	G	*	EW	MA	I-	**	**	*	INTERMEDIATE RANGE AD MISSILE LAUNCH
1.X.3.2.1.1.1.4	S	*	G	*	EW	MA	S-	**	**	*	SHORT RANGE AD MISSILE LAUNCHERS
1.X.3.2.1.1.2	S	*	G	*	EW	MS	--	**	**	*	SURF-SURF (SS) MISSILE LAUNCHER
1.X.3.2.1.1.2.1	S	*	G	*	EW	MS	L-	**	**	*	LONG RANGE SS MISSILE LAUNCH
1.X.3.2.1.1.2.2	S	*	G	*	EW	MS	I-	**	**	*	INTERMEDIATE RANGE SS MISSILE LAUNCH
1.X.3.2.1.1.2.3	S	*	G	*	EW	MS	S-	**	**	*	SHORT RANGE SS MISSILE LAUNCH
1.X.3.2.1.1.3	S	*	G	*	EW	MT	--	**	**	*	MISSILE LAUNCHERS ANTI TANK (AT)
1.X.3.2.1.1.3.1	S	*	G	*	EW	MT	L-	**	**	*	MISSILE LAUNCHERS AT LIGHT
1.X.3.2.1.1.3.2	S	*	G	*	EW	MT	M-	**	**	*	MISSILE LAUNCHER AT MEDIUM
1.X.3.2.1.1.3.3	S	*	G	*	EW	MT	H-	**	**	*	MISSILE LAUNCHER AT HEAVY
1.X.3.2.1.2	S	*	G	*	EW	S-	--	**	**	*	SINGLE ROCKET LAUNCHER
1.X.3.2.1.2.1	S	*	G	*	EW	SL	--	**	**	*	SINGLE ROCKET LAUNCHER LIGHT
1.X.3.2.1.2.2	S	*	G	*	EW	SM	--	**	**	*	SINGLE ROCKET LAUNCHER MEDIUM
1.X.3.2.1.2.3	S	*	G	*	EW	SH	--	**	**	*	SINGLE ROCKET LAUNCHER HEAVY
1.X.3.2.1.3	S	*	G	*	EW	X-	--	**	**	*	MULTIPLE ROCKET LAUNCHER
1.X.3.2.1.3.1	S	*	G	*	EW	XL	--	**	**	*	MULTIPLE ROCKET LAUNCHER LIGHT
1.X.3.2.1.3.2	S	*	G	*	EW	XM	--	**	**	*	MULTIPLE ROCKET LAUNCHER MEDIUM

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

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.2.1.3.3	S	*	G	*	EW	XH	--	**	**	*	MULTIPLE ROCKET LAUNCHER HEAVY
1.X.3.2.1.4	S	*	G	*	EW	T-	--	**	**	*	ANTITANK ROCKET LAUNCHER
1.X.3.2.1.4.1	S	*	G	*	EW	TL	--	**	**	*	ANTITANK ROCKET LAUNCHER LIGHT
1.X.3.2.1.4.2	S	*	G	*	EW	TM	--	**	**	*	ANTITANK ROCKET LAUNCHER MEDIUM
1.X.3.2.1.4.3	S	*	G	*	EW	TH	--	**	**	*	ANTITANK ROCKET LAUNCHER HEAVY
1.X.3.2.1.5	S	*	G	*	EW	R-	--	**	**	*	RIFLE/AUTOMATIC WEAPON
1.X.3.2.1.5.1	S	*	G	*	EW	RR	--	**	**	*	RIFLE
1.X.3.2.1.5.2	S	*	G	*	EW	RL	--	**	**	*	LIGHT MACHINE GUN
1.X.3.2.1.5.3	S	*	G	*	EW	RH	--	**	**	*	HEAVY MACHINE GUN
1.X.3.2.1.6	S	*	G	*	EW	Z-	--	**	**	*	GRENADE LAUNCHER
1.X.3.2.1.6.1	S	*	G	*	EW	ZL	--	**	**	*	GRENADE LAUNCHER LIGHT
1.X.3.2.1.6.2	S	*	G	*	EW	ZM	--	**	**	*	GRENADE LAUNCHER MEDIUM
1.X.3.2.1.6.3	S	*	G	*	EW	ZH	--	**	**	*	GRENADE LAUNCHER HEAVY
1.X.3.2.1.7	S	*	G	*	EW	O-	--	**	**	*	MORTAR
1.X.3.2.1.7.1	S	*	G	*	EW	OL	--	**	**	*	MORTAR LIGHT
1.X.3.2.1.7.2	S	*	G	*	EW	OM	--	**	**	*	MORTAR MEDIUM
1.X.3.2.1.7.3	S	*	G	*	EW	OH	--	**	**	*	MORTAR HEAVY
1.X.3.2.1.8	S	*	G	*	EW	H-	--	**	**	*	HOWITZER
1.X.3.2.1.8.1	S	*	G	*	EW	HL	--	**	**	*	HOWITZER LIGHT
1.X.3.2.1.8.1.1	S	*	G	*	EW	HL	S-	**	**	*	HOWITZER LIGHT SELF-PROPELLED
1.X.3.2.1.8.2	S	*	G	*	EW	HM	--	**	**	*	HOWITZER MEDIUM
1.X.3.2.1.8.2.1	S	*	G	*	EW	HM	S-	**	**	*	HOWITZER MEDIUM SELF-PROPELLED
1.X.3.2.1.8.3	S	*	G	*	EW	HH	--	**	**	*	HOWITZER HEAVY
1.X.3.2.1.8.3.1	S	*	G	*	EW	HH	S-	**	**	*	HOWITZER HEAVY SELF-PROPELLED
1.X.3.2.1.9	S	*	G	*	EW	G-	--	**	**	*	ANTITANK GUN
1.X.3.2.1.9.1	S	*	G	*	EW	GR	--	**	**	*	ANTITANK GUN RECOILLESS
1.X.3.2.1.9.2	S	*	G	*	EW	GL	--	**	**	*	ANTITANK GUN LIGHT
1.X.3.2.1.9.3	S	*	G	*	EW	GM	--	**	**	*	ANTITANK GUN MEDIUM
1.X.3.2.1.9.4	S	*	G	*	EW	GH	--	**	**	*	ANTITANK GUN HEAVY
1.X.3.2.1.10	S	*	G	*	EW	D-	--	**	**	*	DIRECT FIRE GUN

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

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.2.1.10.1	S	*	G	*	EW	DL	--	**	**	*	DIRECT FIRE GUN LIGHT
1.X.3.2.1.10.1.1	S	*	G	*	EW	DL	S-	**	**	*	DIRECT FIRE GUN LIGHT SELF-PROPELLED
1.X.3.2.1.10.2	S	*	G	*	EW	DM	--	**	**	*	DIRECT FIRE GUN MEDIUM
1.X.3.2.1.10.2.1	S	*	G	*	EW	DM	S-	**	**	*	DIRECT FIRE GUN MEDIUM SELF-PROPELLED
1.X.3.2.1.10.3	S	*	G	*	EW	DH	--	**	**	*	DIRECT FIRE GUN HEAVY
1.X.3.2.1.10.3.1	S	*	G	*	EW	DH	S-	**	**	*	DIRECT FIRE GUN HEAVY SELF-PROPELLED
1.X.3.2.1.11	S	*	G	*	EW	A-	--	**	**	*	AIR DEFENSE GUN
1.X.3.2.1.11.1	S	*	G	*	EW	AL	--	**	**	*	AIR DEFENSE GUN LIGHT
1.X.3.2.1.11.2	S	*	G	*	EW	AM	--	**	**	*	AIR DEFENSE GUN MEDIUM
1.X.3.2.1.11.3	S	*	G	*	EW	AH	--	**	**	*	AIR DEFENSE GUN HEAVY
1.X.3.2.2	S	*	G	*	EV	--	--	**	**	*	GROUND VEHICLE
1.X.3.2.2.1	S	*	G	*	EV	A-	--	**	**	*	ARMORED VEHICLE
1.X.3.2.2.1.1	S	*	G	*	EV	AT	--	**	**	*	TANK
1.X.3.2.2.1.1.1	S	*	G	*	EV	AT	L-	**	**	*	TANK LIGHT
1.X.3.2.2.1.1.1.1	S	*	G	*	EV	AT	W-	**	**	*	TANK LIGHT RECOVERY
1.X.3.2.2.1.1.2	S	*	G	*	EV	AT	M-	**	**	*	TANK MEDIUM
1.X.3.2.2.1.1.2.1	S	*	G	*	EV	AT	X-	**	**	*	TANK MEDIUM RECOVERY
1.X.3.2.2.1.1.3	S	*	G	*	EV	AT	H-	**	**	*	TANK HEAVY
1.X.3.2.2.1.1.3.1	S	*	G	*	EV	AT	Y-	**	**	*	TANK HEAVY RECOVERY
1.X.3.2.2.1.2	S	*	G	*	EV	AA	--	**	**	*	ARMORED PERSONNEL CARRIER
1.X.3.2.2.1.2.1	S	*	G	*	EV	AA	R-	**	**	*	ARMORED PERSONNEL CARRIER RECOVERY
1.X.3.2.2.1.3	S	*	G	*	EV	AI	--	**	**	*	ARMORED INFANTRY
1.X.3.2.2.1.4	S	*	G	*	EV	AC	--	**	**	*	C2V/ACV
1.X.3.2.2.1.5	S	*	G	*	EV	AS	--	**	**	*	COMBAT SERVICE SUPPORT VEHICLE
1.X.3.2.2.1.6	S	*	G	*	EV	AL	--	**	**	*	LIGHT ARMORED VEHICLE
1.X.3.2.2.2	S	*	G	*	EV	U-	--	**	**	*	UTILITY VEHICLE
1.X.3.2.2.2.1	S	*	G	*	EV	UB	--	**	**	*	BUS
1.X.3.2.2.2.2	S	*	G	*	EV	US	--	**	**	*	SEMI
1.X.3.2.2.2.3	S	*	G	*	EV	UL	--	**	**	*	LIMITED CROSS-COUNTRY TRUCK
1.X.3.2.2.2.4	S	*	G	*	EV	UX	--	**	**	*	CROSS-COUNTRY TRUCK

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

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.2.2.2.5	S	*	G	*	EV	UR	--	**	**	*	WATER CRAFT
1.X.3.2.2.3	S	*	G	*	EV	E-	--	**	**	*	ENGINEER VEHICLE
1.X.3.2.2.3.1	S	*	G	*	EV	EB	--	**	**	*	BRIDGE
1.X.3.2.2.3.2	S	*	G	*	EV	EE	--	**	**	*	EARTHMOVER
1.X.3.2.2.3.3	S	*	G	*	EV	EC	--	**	**	*	CONSTRUCTION VEHICLE
1.X.3.2.2.3.4	S	*	G	*	EV	EM	--	**	**	*	MINE LAYING VEHICLE
1.X.3.2.2.3.4.1	S	*	G	*	EV	EM	A-	**	**	*	ARMORED VEHICLE MOUNTED
1.X.3.2.2.3.4.2	S	*	G	*	EV	EM	T-	**	**	*	TRAILER MOUNTED
1.X.3.2.2.3.4.3	S	*	G	*	EV	EM	V-	**	**	*	ARMORED CARRIER WITH VOLCANO
1.X.3.2.2.3.4.4	S	*	G	*	EV	EM	L-	**	**	*	TRUCK MOUNTED WITH VOLCANO
1.X.3.2.2.3.5	S	*	G	*	EV	ED	--	**	**	*	DOZER
1.X.3.2.2.4	S	*	G	*	EV	ST	--	**	**	*	TRAIN LOCOMOTIVE
1.X.3.2.2.5	S	*	G	*	EV	C-	--	**	**	*	CIVILIAN VEHICLE
1.X.3.2.3	S	*	G	*	ES	--	--	**	**	*	SENSOR
1.X.3.2.3.1	S	*	G	*	ES	R-	--	**	**	*	RADAR
1.X.3.2.3.2	S	*	G	*	ES	E-	--	**	**	*	EMPLACED SENSOR
1.X.3.2.4	S	*	G	*	EX	--	--	**	**	*	SPECIAL EQUIPMENT
1.X.3.2.4.1	S	*	G	*	EX	L-	--	**	**	*	LASER
1.X.3.2.4.2	S	*	G	*	EX	N-	--	**	**	*	NBC EQUIPMENT
1.X.3.2.4.3	S	*	G	*	EX	F-	--	**	**	*	FLAME THROWER
1.X.3.2.4.4	S	*	G	*	EX	M-	--	**	**	*	LAND MINES
1.X.3.2.4.4.1	S	*	G	*	EX	MC	--	**	**	*	CLAYMORE
1.X.3.2.4.4.2	S	*	G	*	EX	ML	--	**	**	*	LESS THAN LETHAL
1.X.3.3	S	*	G	*	I-	--	--	H*	**	*	INSTALLATION
1.X.3.3.1	S	*	G	*	IR	--	--	H*	**	*	RAW MATERIAL PRODUCTION/STORAGE
1.X.3.3.1.1	S	*	G	*	IR	M-	--	H*	**	*	MINE
1.X.3.3.1.2	S	*	G	*	IR	P-	--	H*	**	*	PETROLEUM/GAS/OIL
1.X.3.3.1.3	S	*	G	*	IR	N-	--	H*	**	*	NBC
1.X.3.3.1.3.1	S	*	G	*	IR	NB	--	H*	**	*	BIOLOGICAL
1.X.3.3.1.3.2	S	*	G	*	IR	NC	--	H*	**	*	CHEMICAL
1.X.3.3.1.3.3	S	*	G	*	IR	NN	--	H*	**	*	NUCLEAR
1.X.3.3.2	S	*	G	*	IP	--	--	H*	**	*	PROCESSING FACILITY
1.X.3.3.2.1	S	*	G	*	IP	D-	--	H*	**	*	DECON

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

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.3.3	S	*	G	*	IE	--	--	H*	**	*	EQUIPMENT MANUFACTURE
1.X.3.3.4	S	*	G	*	IU	--	--	H*	**	*	SERVICE, RESEARCH, UTILITY FACILITY
1.X.3.3.4.1	S	*	G	*	IU	R-	--	H*	**	*	TECHNOLOGICAL RESEARCH FACILITY
1.X.3.3.4.2	S	*	G	*	IU	T-	--	H*	**	*	TELECOMMUNICATIONS FACILITY
1.X.3.3.4.3	S	*	G	*	IU	E-	--	H*	**	*	ELECTRIC POWER FACILITY
1.X.3.3.4.4	S	*	G	*	IU	P-	--	H*	**	*	PUBLIC WATER SERVICES
1.X.3.3.5	S	*	G	*	IM	--	--	H*	**	*	MILITARY MATERIEL FACILITY
1.X.3.3.5.1	S	*	G	*	IM	F-	--	H*	**	*	ATOMIC ENERGY PRODUCTION
1.X.3.3.5.2	S	*	G	*	IM	A-	--	H*	**	*	AIRCRAFT PRODUCTION & ASSEMBLY
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

TABLE B-VI. Warfighting symbol 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	--	**	**	*	MCM SUPPORT
1.X.4.1.3.5	S	*	S	*	CM	MD	--	**	**	*	MCM DRONE
1.X.4.1.4	S	*	S	*	CP	--	--	**	**	*	PATROL
1.X.4.1.4.1	S	*	S	*	CP	SB	--	**	**	*	ANTI SUBMARINE WARFARE
1.X.4.1.4.2	S	*	S	*	CP	SU	--	**	**	*	ANTI SURFACE WARFARE
1.X.4.1.5	S	*	S	*	CH	--	--	**	**	*	HOVERCRAFT
1.X.4.1.6	S	*	S	*	S-	--	--	**	**	*	STATION
1.X.4.1.6.1	S	*	S	*	SP	--	--	**	**	*	PICKET
1.X.4.1.6.2	S	*	S	*	SA	--	--	**	**	*	ASW SHIP
1.X.4.1.7	S	*	S	*	G-	--	--	**	**	*	NAVY GROUP
1.X.4.1.7.1	S	*	S	*	GT	--	--	**	**	*	NAVY TASK FORCE
1.X.4.1.7.2	S	*	S	*	GG	--	--	**	**	*	NAVY TASK GROUP
1.X.4.1.7.3	S	*	S	*	GU	--	--	**	**	*	NAVY TASK UNIT
1.X.4.1.7.4	S	*	S	*	GC	--	--	**	**	*	CONVOY
1.X.4.2	S	*	S	*	N-	--	--	**	**	*	NONCOMBATANT
1.X.4.2.1	S	*	S	*	NR	--	--	**	**	*	UNDERWAY REPLENISHMENT
1.X.4.2.2	S	*	S	*	NF	--	--	**	**	*	FLEET SUPPORT

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

TABLE B-VII. Warfighting symbol 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
1.X.5.1.4	S	*	U	*	SS -- --	**	**	*	STATION
1.X.5.1.4.1	S	*	U	*	SS A- --	**	**	*	ASW SUBMARINE
1.X.5.2	S	*	U	*	W- -- --	**	**	*	UNDERWATER WEAPON
1.X.5.2.1	S	*	U	*	WT -- --	**	**	*	TORPEDO
1.X.5.2.2	S	*	U	*	WM -- --	**	**	*	SEA MINE
1.X.5.2.2.1	S	*	U	*	WM D- --	**	**	*	SEA MINE DEALT
1.X.5.2.2.2	S	*	U	*	WM G- --	**	**	*	SEA MINE (GROUND)
1.X.5.2.2.2.1	S	*	U	*	WM GD --	**	**	*	SEA MINE (GROUND) DEALT
1.X.5.2.2.3	S	*	U	*	WM M- --	**	**	*	SEA MINE (MOORED)
1.X.5.2.2.3.1	S	*	U	*	WM MD --	**	**	*	SEA MINE (MOORED DEALT
1.X.5.2.2.4	S	*	U	*	WM F- --	**	**	*	SEA MINE (FLOATING)
1.X.5.2.2.4.1	S	*	U	*	WM FD --	**	**	*	SEA MINE (FLOATING) DEALT
1.X.5.2.2.5	S	*	U	*	WM O- --	**	**	*	SEA MINE (IN OTHER POSITION)
1.X.5.2.2.5.1	S	*	U	*	WM OD --	**	**	*	SEA MINE (IN OTHER POSITION) DEALT
1.X.5.3	S	*	U	*	WD -- --	**	**	*	UNDERWATER DECOY
1.X.5.3.1	S	*	U	*	WD M- --	**	**	*	SEA MINE DECOY
1.X.5.4	S	*	U	*	N- -- --	**	**	*	NON-SUBMARINE
1.X.5.4.1	S	*	U	*	ND -- --	**	**	*	DIVER
1.X.5.4.2	S	*	U	*	NB -- --	**	**	*	BOTTOM RETURN/NOMBO
1.X.5.4.2.1	S	*	U	*	NB S- --	**	**	*	SEABED INSTALLATION/ MANMADE
1.X.5.4.2.2	S	*	U	*	NB R- --	**	**	*	SEABED ROCK/STONE, OBSTACLE, OTHER
1.X.5.4.2.3	S	*	U	*	NB W- --	**	**	*	WRECK
1.X.5.4.3	S	*	U	*	NM -- --	**	**	*	MARINE LIFE
1.X.5.4.4	S	*	U	*	NA -- --	**	**	*	SEA ANOMALY

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

TABLE B-IX. Tactical graphics symbol codes.

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

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

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

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

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

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

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.2.1.2.3.3	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
2.X.2.1.2.3.4.2	G	*	C	*	MA	VM	H-	**	**	*	HIGH ALTITUDE MEZ
2.X.2.1.2.3.5	G	*	C	*	MA	VW	--	**	**	*	WEAPONS FREE ZONE
2.X.2.1.3	G	*	C	*	MD	--	--	**	**	*	DECEPTION GRAPHICS
2.X.2.1.3.1	G	*	C	*	MD	D-	--	**	**	*	DUMMY (DECEPTION)(DECOY)
2.X.2.1.3.2	G	*	C	*	MD	A-	--	**	**	*	AXIS OF ADVANCE FOR FEINT
2.X.2.1.3.3	G	*	C	*	MD	F-	--	**	**	*	DIRECTION OF ATTACK FOR FEINT
2.X.2.1.3.4	G	*	C	*	MD	M-	--	**	**	*	DECOY MINED AREA
2.X.2.1.3.5	G	*	C	*	MD	Y-	--	**	**	*	DECOY MINED AREA, FENCED
2.X.2.1.3.6	G	*	C	*	MD	N-	--	**	**	*	DUMMY MINEFIELD
2.X.2.1.4	G	*	C	*	MM	--	--	**	**	*	DEFENSE MANEUVER GRAPHIC
2.X.2.1.4.1	G	*	C	*	MM	P-	--	**	**	*	DEFENSE POINT GRAPHIC
2.X.2.1.4.1.1	G	*	C	*	MM	PT	--	**	**	*	TARGET REFERENCE POINT (TRP)
2.X.2.1.4.1.2	G	*	C	*	MM	PB	--	**	**	*	BATTLE POSITION
2.X.2.1.4.1.2.1	G	*	C	*	MM	PB	O-	**	**	*	OCCUPIED (BATTALION SIZED UNIT)
2.X.2.1.4.1.2.2	G	*	C	*	MM	PB	P-	**	**	*	PREPARED "(P)" BUT NOT OCCUPIED
2.X.2.1.4.1.2.3	G	*	C	*	MM	PB	L-	**	**	*	PLANNED
2.X.2.1.4.1.3	G	*	C		MM	PS	--	**	**	*	STRONG POINT (SP)
2.X.2.1.4.1.3.1	G	F	C	*	MM	PS	F-	**	**	*	FRIENDLY
2.X.2.1.4.1.3.2	G	H	C	*	MM	PS	E-	**	**	*	ENEMY KNOWN AND CONFIRMED
2.X.2.1.4.1.4	G	*	C	*	MM	PO	--	**	**	*	OBSERVATION POST/OUTPOST
2.X.2.1.4.1.4.1	G	*	C	*	MM	PO	C-	**	**	*	COMBAT OUTPOST
2.X.2.1.4.1.4.2	G	*	C	*	MM	PO	R-	**	**	*	OBSERVATION POST OCCUPIED BY DISMOUNTED SCOUTS OR RECONNAISSANCE
2.X.2.1.4.1.4.3	G	*	C	*	MM	PO	F-	**	**	*	FORWARD OBSERVER POSITION
2.X.2.1.4.1.4.4	G	*	C	*	MM	PO	S-	**	**	*	SENSOR OUTPOST/LISTENING POST (OP/LP)
2.X.2.1.4.1.4.5	G	*	C	*	MM	PO	N-	**	**	*	NBC OBSERVATION POST (DISMOUNTED)
2.X.2.1.4.2	G	*	C	*	MM	D-	--	**	**	*	DEFENSE LINE GRAPHIC

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

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.2.1.4.2.1	G	*	C	*	MM	DF	--	**	**	*	FORWARD EDGE OF BATTLE AREA (FEBA)
2.X.2.1.4.2.1.1	G	*	C	*	MM	DF	A-	**	**	*	ACTUAL TRACE OF THE FEBA
2.X.2.1.4.2.1.2	G	*	C	*	MM	DF	P-	**	**	*	PROPOSED OR ON ORDER TRACE OF THE FEBA
2.X.2.1.4.2.2	G	*	C	*	MM	DP	--	**	**	*	PRINCIPLE DIRECTION OF FIRE (PDF)
2.X.2.1.4.3	G	*	C	*	MM	A-	--	**	**	*	DEFENSE AREA GRAPHIC
2.X.2.1.4.3.1	G	*	C	*	MM	AE	--	**	**	*	ENGAGEMENT AREA (EA)
2.X.2.1.5	G	*	C	*	MO	--	--	**	**	*	OFFENSE MANEUVER GRAPHICS
2.X.2.1.5.1	G	*	C	*	MO	P-	--	**	**	*	OFFENSE POINT GRAPHIC
2.X.2.1.5.1.1	G	*	C	*	MO	PD	--	**	**	*	POINT OF DEPARTURE
2.X.2.1.5.2	G	*	C	*	MO	L-	--	**	**	*	OFFENSE LINE GRAPHIC
2.X.2.1.5.2.1	G	*	C	*	MO	LA	--	**	**	*	AXIS OF ADVANCE
2.X.2.1.5.2.1.1	G	F	C	*	MO	LA	F-	**	**	*	FRIENDLY AVIATION
2.X.2.1.5.2.1.2	G	F	C	*	MO	LA	A-	**	**	*	FRIENDLY AIRBORNE
2.X.2.1.5.2.1.3	G	F	C	*	MO	LA	H-	**	**	*	FRIENDLY ATTACK HELICOPTER
2.X.2.1.5.2.1.4	G	F	C	*	MO	LA	S-	**	**	*	FRIENDLY GROUND AXIS OF SUPPORTING ATTACK
2.X.2.1.5.2.1.5	G	F	C	*	MO	LA	M-	**	**	*	FRIENDLY GROUND AXIS OF MAIN ATTACK
2.X.2.1.5.2.1.6	G	F	C	*	MO	LA	O-	**	**	*	FRIENDLY GROUND AXIS ON ORDER WITH DATE AND TIME (IF KNOWN) EFFECTIVE
2.X.2.1.5.2.1.7	G	H	C	*	MO	LA	E-	**	**	*	ENEMY CONFIRMED
2.X.2.1.5.2.1.8	G	H	C	*	MO	LA	T-	**	**	*	ENEMY TEMPLATED
2.X.2.1.5.2.2	G	*	C	*	MO	LD	--	**	**	*	DIRECTION OF ATTACK
2.X.2.1.5.2.2.1	G	F	C	*	MO	LD	F-	**	**	*	FRIENDLY AVIATION
2.X.2.1.5.2.2.2	G	F	C	*	MO	LD	Y-	**	**	*	FRIENDLY AVIATION PLANNED OR ON ORDER
2.X.2.1.5.2.2.3	G	H	C	*	MO	LD	E-	**	**	*	ENEMY KNOWN/CONFIRMED AVIATION
2.X.2.1.5.2.2.4	G	H	C	*	MO	LD	T-	**	**	*	TEMPLATED ENEMY AVIATION
2.X.2.1.5.2.2.5	G	H	C	*	MO	LD	G-	**	**	*	ENEMY CONFIRMED/KNOWN GROUND
2.X.2.1.5.2.2.6	G	H	C	*	MO	LD	R-	**	**	*	TEMPLATED ENEMY GROUND

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

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.2.1.5.2.2.7	G	F	C	*	MO	LD	S-	**	**	*	FRIENDLY DIRECTION OF SUPPORTING ATTACK
2.X.2.1.5.2.2.8	G	F	C	*	MO	LD	M-	**	**	*	FRIENDLY DIRECTION OF MAIN ATTACK
2.X.2.1.5.2.2.9	G	F	C	*	MO	LD	O-	**	**	*	FRIENDLY PLANNED OR ON ORDER
2.X.2.1.5.2.3	G	*	C	*	MO	LF	--	**	**	*	FINAL COORDINATION LINE
2.X.2.1.5.2.4	G	*	C	*	MO	LI	--	**	**	*	INFILTRATION LINE
2.X.2.1.5.2.5	G	*	C	*	MO	LL	--	**	**	*	LIMIT OF ADVANCE
2.X.2.1.5.2.6	G	*	C	*	MO	LT	--	**	**	*	LINE OF DEPARTURE
2.X.2.1.5.2.7	G	*	C	*	MO	LC	--	**	**	*	LINE OF DEPARTURE/LINE OF CONTACT (LD/LC)
2.X.2.1.5.2.8	G	*	C	*	MO	LP	--	**	**	*	PROBABLE LINE OF DEPLOYMENT (PLD)
2.X.2.1.5.3	G	*	C	*	MO	O-	--	**	**	*	OFFENSE AREA GRAPHIC
2.X.2.1.5.3.1	G	*	C	*	MO	OA	--	**	**	*	ASSAULT POSITION
2.X.2.1.5.3.2	G	*	C	*	MO	OT	--	**	**	*	ATTACK POSITION
2.X.2.1.5.3.2.1	G	F	C	*	MO	OT	F-	**	**	*	FRIENDLY ATTACK POSITION
2.X.2.1.5.3.2.2	G	F	C	*	MO	OT	C-	**	**	*	FRIENDLY OCCUPIED (ONLY IF A UNIT MUST STOP IN THE ATTACK POSITION)
2.X.2.1.5.3.2.3	G	F	C	*	MO	OT	P-	**	**	*	FRIENDLY PLANNED, PROPOSED OR ON ORDER
2.X.2.1.5.3.3	G	*	C	*	MO	OP	--	**	**	*	ATTACK BY FIRE POSITION
2.X.2.1.5.3.4	G	*	C	*	MO	OS	--	**	**	*	SUPPORT BY FIRE POSITION
2.X.2.1.5.3.5	G	*	C	*	MO	OJ	--	**	**	*	OBJECTIVE
2.X.2.1.5.3.6	G	*	C	*	MO	OX	--	**	**	*	PENETRATION BOX
2.X.2.1.6	G	*	C	*	MS	--	--	**	**	*	SPECIAL MANEUVER GRAPHIC
2.X.2.1.6.1	G	*	C	*	MS	G-	--	**	**	*	GENERAL
2.X.2.1.6.1.1	G	*	C	*	MS	GE	--	**	**	*	ENCIRCLEMENT
2.X.2.1.6.1.1.1	G	F	C	*	MS	GE	F-	**	**	*	FRIENDLY
2.X.2.1.6.1.1.2	G	H	C	*	MS	GE	Y-	**	**	*	ENEMY
2.X.2.1.6.1.2	G	*	C	*	MS	GA	--	**	**	*	AMBUSH
2.X.2.1.6.2	G	*	C	*	MS	L-	--	**	**	*	LINE
2.X.2.1.6.2.1	G	*	C	*	MS	LA	--	**	**	*	AIR HEAD
2.X.2.1.6.2.2	G	*	C	*	MS	LB	--	**	**	*	BRIDGEHEAD

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

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.2.1.6.2.3	G	*	C	*	MS	LH	--	**	**	*	HOLDING LINE
2.X.2.1.6.2.4	G	*	C	*	MS	LR	--	**	**	*	RELEASE LINE
2.X.2.1.6.3	G	*	C	*	MS	A-	--	**	**	*	AREA
2.X.2.1.6.3.1	G	*	C	*	MS	AO	--	**	**	*	AREA OF OPERATIONS (AO)
2.X.2.1.6.3.2	G	*	C	*	MS	AN	--	**	**	*	NAMED AREA OF INTEREST
2.X.2.1.6.3.3	G	*	C	*	MS	AT	--	**	**	*	TARGETED AREA OF INTEREST
2.X.2.2	G	*	C	*	B-	--	--	**	**	*	MOBILITY/ SURVIVABILITY
2.X.2.2.1	G	*	C	*	BO	--	--	**	**	*	OBSTACLES
2.X.2.2.1.1	G	*	C	*	BO	G-	--	**	**	*	GENERAL
2.X.2.2.1.1.1	G	*	C	*	BO	GB	--	**	**	*	BELT
2.X.2.2.1.1.2	G	*	C	*	BO	GL	--	**	**	*	LINE
2.X.2.2.1.1.3	G	*	C	*	BO	GZ	--	**	**	*	ZONE
2.X.2.2.1.2	G	*	C	*	BO	A-	--	**	**	*	ABATIS
2.X.2.2.1.3	G	*	C	*	BO	AT	--	**	**	*	ANTITANK OBSTACLES
2.X.2.2.1.3.1	G	*	C	*	BO	AT	O-	**	**	*	ANTITANK DITCH
2.X.2.2.1.3.2	G	*	C	*	BO	AT	M-	**	**	*	ANTITANK DITCH REINFORCED WITH ANTITANK MINES
2.X.2.2.1.3.3	G	*	C	*	BO	AT	D-	**	**	*	ANTITANK OBSTACLES, TETRAHEDRONS, DRAGON'S TEETH AND OTHER SIMILAR OBSTACLES
2.X.2.2.1.3.4	G	*	C	*	BO	AT	W-	**	**	*	ANTITANK WALL
2.X.2.2.1.4	G	*	C	*	BO	AB	--	**	**	*	BOOBY TRAP
2.X.2.2.1.5	G	*	C	*	BO	AM	--	**	**	*	MINES
2.X.2.2.1.5.1	G	*	C	*	BO	AM	A-	**	**	*	ANTIPERSONNEL (AP) MINE
2.X.2.2.1.5.2	G	*	C	*	BO	AM	T-	**	**	*	ANTITANK (AT) MINE
2.X.2.2.1.5.3	G	*	C	*	BO	AM	D-	**	**	*	ANTITANK MINE WITH ANTIHANDLING DEVISE
2.X.2.2.1.5.4	G	*	C	*	BO	AM	C-	**	**	*	ANTITANK MINE (ARROW SHOWS EFFECTS) "CLAYMORE MINE"
2.X.2.2.1.5.5	G	*	C	*	BO	AM	U-	**	**	*	UNSPECIFIED MINE
2.X.2.2.1.5.6	G	*	C	*	BO	AM	N-	**	**	*	MINE CLUSTER
2.X.2.2.1.5.7	G	*	C	*	BO	AM	W-	**	**	*	WIDE AREA MINES
2.X.2.2.1.6	G	*	C	*	BO	AI	--	**	**	*	MINEFIELDS
2.X.2.2.1.6.1	G	*	C	*	BO	AI	P-	**	**	*	PLANNED MINEFIELD
2.X.2.2.1.6.2	G	*	C	*	BO	AI	C-	**	**	*	COMPLETED MINEFIELD

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

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.2.2.1.6.3	G	*	C	*	BO	AI	L-	**	**	*	ANTIPERSONNEL (AP) MINEFIELD
2.X.2.2.1.6.4	G	*	C	*	BO	AI	G-	**	**	*	ANTITANK (AT) MINEFIELD WITH GAP
2.X.2.2.1.6.5	G	*	C	*	BO	AI	N-	**	**	*	ANTITANK (AT) MINEFIELD
2.X.2.2.1.6.6	G	*	C	*	BO	AI	S-	**	**	*	SCATTERABLE MINES
2.X.2.2.1.6.7	G	*	C	*	BO	AI	H-	**	**	*	ANTIPERSONNEL (AP) MINEFIELD REINFORCED WITH SCATTERABLE WITH SELF-DESTRUCT DATE-TIME-GROUP
2.X.2.2.1.6.8	G	*	C	*	BO	AI	D-	**	**	*	SCATTERABLE MINEFIELD WITH SELF-DESTRUCT DATE-TIME-GROUP
2.X.2.2.1.6.9	G	*	C	*	BO	AI	M-	**	**	*	MINED AREA
2.X.2.2.1.7	G	*	C	*	BO	AV	--	**	**	*	EXECUTED VOLCANO MINEFIELD
2.X.2.2.1.8	G	*	C	*	BO	AE	--	**	**	*	OBSTACLE EFFECT
2.X.2.2.1.8.1	G	*	C	*	BO	AE	B-	**	**	*	BLOCK
2.X.2.2.1.8.2	G	*	C	*	BO	AE	F-	**	**	*	FIX
2.X.2.2.1.8.3	G	*	C	*	BO	AE	T-	**	**	*	TURN
2.X.2.2.1.8.4	G	*	C	*	BO	AE	D-	**	**	*	DISRUPT
2.X.2.2.1.9	G	*	C	*	BO	AF	--	**	**	*	OBSTACLE FREE AREA
2.X.2.2.1.9.1	G	*	C	*	BO	AF	R-	**	**	*	OBSTACLE-RESTRICTED AREA
2.X.2.2.1.10	G	*	C	*	BO	AU	--	**	**	*	UN-EXPLODED ORDNANCE AREA
2.X.2.2.1.11	G	*	C	*	BO	AR	--	**	**	*	ROAD BLOCKS, CRATERS, AND BLOWN BRIDGES
2.X.2.2.1.11.1	G	*	C	*	BO	AR	P-	**	**	*	PLANNED
2.X.2.2.1.11.2	G	*	C	*	BO	AR	E-	**	**	*	EXPLOSIVES, STATE OF READINESS 1(SAFE)
2.X.2.2.1.11.3	G	*	C	*	BO	AR	S-	**	**	*	EXPLOSIVES, STATE OF READINESS 2 (ARMED BUT PASSABLE)
2.X.2.2.1.11.4	G	*	C	*	BO	AR	C-	**	**	*	ROADBLOCK COMPLETED (EXECUTED)
2.X.2.2.1.12	G	*	C	*	BO	AP	--	**	**	*	TRIP WIRE
2.X.2.2.1.13	G	*	C	*	BO	AW	--	**	**	*	WIRE OBSTACLES
2.X.2.2.1.13.1	G	*	C	*	BO	AW	U-	**	**	*	UNSPECIFIED
2.X.2.2.1.13.2	G	*	C	*	BO	AW	S-	**	**	*	SINGLE FENCE
2.X.2.2.1.13.3	G	*	C	*	BO	AW	D-	**	**	*	DOUBLE FENCE
2.X.2.2.1.13.4	G	*	C	*	BO	AW	A-	**	**	*	DOUBLE APRON FENCE

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

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.2.2.1.13.5	G	*	C	*	BO	AW	L-	**	**	*	LOW WIRE FENCE
2.X.2.2.1.13.6	G	*	C	*	BO	AW	H-	**	**	*	HIGH WIRE FENCE
2.X.2.2.1.13.7	G	*	C	*	BO	AW	C-	**	**	*	SINGLE CONCERTINA
2.X.2.2.1.13.8	G	*	C	*	BO	AW	B-	**	**	*	DOUBLE STRAND CONCERTINA
2.X.2.2.1.13.9	G	*	C	*	BO	AW	R-	**	**	*	TRIPLE STRAND CONCERTINA
2.X.2.2.2	G	*	C	*	BY	--	--	**	**	*	OBSTACLE BYPASS
2.X.2.2.2.1	G	*	C	*	BY	O-	--	**	**	*	OBSTACLE BYPASS DIFFICULTY
2.X.2.2.2.1.1	G	*	C	*	BY	OE	--	**	**	*	BYPASS EASY
2.X.2.2.2.1.2	G	*	C	*	BY	OD	--	**	**	*	BYPASS DIFFICULT
2.X.2.2.2.1.3	G	*	C	*	BY	OI	--	**	**	*	BYPASS IMPOSSIBLE
2.X.2.2.2.2	G	*	C	*	BY	C-	--	**	**	*	CROSSING SITE/WATER CROSSING
2.X.2.2.2.2.1	G	*	C	*	BY	CA	--	**	**	*	ASSAULT CROSSING AREA
2.X.2.2.2.2.2	G	*	C	*	BY	CB	--	**	**	*	BRIDGE OR GAP
2.X.2.2.2.2.3	G	*	C	*	BY	CF	--	**	**	*	FERRY
2.X.2.2.2.2.4	G	*	C	*	BY	CE	--	**	**	*	FORD/FORD EASY
2.X.2.2.2.2.5	G	*	C	*	BY	CD	--	**	**	*	FORD DIFFICULT
2.X.2.2.2.2.6	G	*	C	*	BY	CL	--	**	**	*	LANE
2.X.2.2.2.2.7	G	*	C	*	BY	CR	--	**	**	*	RAFT SITE
2.X.2.2.2.2.8	G	*	C	*	BY	CG	--	**	**	*	ENGINEER REGULATING POINT
2.X.2.2.3	G	*	C	*	BS	--	--	**	**	*	SURVIVABILITY
2.X.2.2.3.1	G	*	C	*	BS	E-	--	**	**	*	EARTHWORK, SMALL TRENCH OR FORTIFICATION
2.X.2.2.3.2	G	*	C	*	BS	F-	--	**	**	*	FORT
2.X.2.2.3.3	G	*	C	*	BS	L-	--	**	**	*	FORTIFIED LINE
2.X.2.2.3.4	G	*	C	*	BS	W-	--	**	**	*	FOXHOLE, EMPLACEMENT OR WEAPON SITE
2.X.2.2.3.5	G	*	C	*	BS	P-	--	**	**	*	STRONG POINT
2.X.2.2.3.6	G	*	C	*	BS	H-	--	**	**	*	SURFACE SHELTER
2.X.2.2.3.7	G	*	C	*	BS	U-	--	**	**	*	UNDERGROUND SHELTER
2.X.2.2.4	G	*	C	*	BW	--	--	**	**	*	NUCLEAR, BIOLOGICAL AND CHEMICAL GRAPHICS
2.X.2.2.4.1	G	*	C	*	BW	M-	--	**	**	*	MINIMUM SAFE DISTANCE ZONES
2.X.2.2.4.2	G	*	C	*	BW	N-	--	**	**	*	NUCLEAR DETONATIONS FRIENDLY GROUND ZERO

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

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.2.2.4.3	G	H	C	*	BW	E-	--	**	**	*	ENEMY KNOWN GROUND ZERO
2.X.2.2.4.4	G	H	C	*	BW	I-	--	**	**	*	ENEMY TEMPLATED
2.X.2.2.4.5	G	F	C	*	BW	F-	--	**	**	*	FRIENDLY PLANNED OR ON-ORDER
2.X.2.2.4.6	G	*	C	*	BW	P-	--	**	**	*	FALLOUT PRODUCING
2.X.2.2.4.7	G	*	C	*	BW	A-	--	**	**	*	RADIOACTIVE AREA
2.X.2.2.4.8	G	*	C	*	BW	C-	--	**	**	*	BIOLOGICALLY CONTAMINATED AREA
2.X.2.2.4.9	G	*	C	*	BW	H-	--	**	**	*	CHEMICALLY CONTAMINATED AREA
2.X.2.2.4.10	G	*	C	*	BW	K-	--	**	**	*	BIOLOGICAL AND CHEMICAL ATTACK, RELEASE EVENTS
2.X.2.2.4.11	G	*	C	*	BW	D-	--	**	**	*	DECONTAMINATION (DECON) POINTS
2.X.2.2.4.11.1	G	*	C	*	BW	DP	--	**	**	*	DECON SITE/POINT (UNSPECIFIED)
2.X.2.2.4.11.2	G	*	C	*	BW	DA	--	**	**	*	ALTERNATE DECON SITE/POINT (UNSPECIFIED)
2.X.2.2.4.11.3	G	*	C	*	BW	DT	--	**	**	*	DECON SITE/POINT (TROOPS)
2.X.2.2.4.11.4	G	*	C	*	BW	DE	--	**	**	*	DECON SITE/POINT (EQUIPMENT)
2.X.2.2.4.11.5	G	*	C	*	BW	DS	--	**	**	*	DECON SITE/POINT (EQUIPMENT AND TROOPS)
2.X.2.2.4.11.6	G	*	C	*	BW	DO	--	**	**	*	DECON SITE/POINT (OPERATIONAL DECONTAMINATION)
2.X.2.2.4.11.7	G	*	C	*	BW	DG	--	**	**	*	DECON SITE/POINT (THOROUGH DECONTAMINATION)
2.X.2.2.4.12	G	*	C	*	BW	R-	--	**	**	*	DOSE RATE CONTOUR LINES
2.X.2.3	G	*	C	*	F-	--	--	**	**	*	FIRE SUPPORT GRAPHICS
2.X.2.3.1	G	*	C	*	FS	--	--	**	**	*	FIRE SUPPORT POINT
2.X.2.3.1.1	G	*	C	*	FS	T-	--	**	**	*	TARGET
2.X.2.3.1.1.1	G	*	C	*	FS	TP	--	**	**	*	POINT /SINGLE TARGET
2.X.2.3.1.1.2	G	*	C	*	FS	TC	--	**	**	*	CIRCULAR TARGET
2.X.2.3.1.2	G	*	C	*	FS	S-	--	**	**	*	FIRE SUPPORT STATION
2.X.2.3.2	G	*	C	*	FL	--	--	**	**	*	FIRE SUPPORT LINES
2.X.2.3.2.1	G	*	C	*	FL	C-	--	**	**	*	FIRE SUPPORT COORDINATION LINE (FSCL)
2.X.2.3.2.2	G	*	C	*	FL	F-	--	**	**	*	COORDINATION FIRE LINE (CFL)
2.X.2.3.2.3	G	*	C	*	FL	T-	--	**	**	*	LINEAR TARGET
2.X.2.3.2.3.1	G	*	C	*	FL	TP	--	**	**	*	FINAL PROTECTIVE FIRE

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

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.2.3.2.4	G	*	C	*	FL	K-	--	**	**	*	SMOKE
2.X.2.3.2.4.1	G	*	C	*	FL	KP	--	**	**	*	PLANNED WITH DESIGNATED TIME SHOWN
2.X.2.3.2.4.2	G	*	C	*	FL	KS	--	**	**	*	SMOKE (ACTUALLY IN PLACE)
2.X.2.3.2.4.3	G	*	C	*	FL	KT	--	**	**	*	LINEAR SMOKE TARGET
2.X.2.3.2.5	G	*	C	*	FL	N-	--	**	**	*	NO FIRE LINE
2.X.2.3.2.6	G	*	C	*	FL	R-	--	**	**	*	RESTRICTED FIRE LINE (RFL)
2.X.2.3.3	G	*	C	*	FA	--	--	**	**	*	AREAS
2.X.2.3.3.1	G	*	C	*	FA	S-	--	**	**	*	FIRE SUPPORT AREA
2.X.2.3.3.2	G	*	C	*	FA	C-	--	**	**	*	AIRSPACE COORDINATION AREA
2.X.2.3.3.3	G	*	C	*	FA	T-	--	**	**	*	AREA TARGET
2.X.2.3.3.4	G	*	C	*	FA	R-	--	**	**	*	SERIES TARGET
2.X.2.3.3.4.1	G	*	C	*	FA	RS	--	**	**	*	SERIES OF TARGETS USING REGULAR TARGETS
2.X.2.3.3.4.2	G	*	C	*	FA	RU	--	**	**	*	SERIES OF TARGETS USING RECTANGULAR TARGETS
2.X.2.3.3.5	G	*	C	*	FA	B-	--	**	**	*	BOMB AREA
2.X.2.3.3.6	G	*	C	*	FA	I-	--	**	**	*	FREE FIRE AREA (FFA)
2.X.2.3.3.7	G	*	C	*	FA	Z-	--	**	**	*	GROUP OF TARGETS
2.X.2.3.3.7.1	G	*	C	*	FA	ZT	--	**	**	*	GROUP OF TARGETS USING REGULAR TARGETS
2.X.2.3.3.7.2	G	*	C	*	FA	ZU	--	**	**	*	GROUP OF TARGETS USING RECTANGULAR TARGETS
2.X.2.3.3.8	G	*	C	*	FA	N-	--	**	**	*	NO FIRE AREA
2.X.2.3.3.9	G	*	C	*	FA	U-	--	**	**	*	NUCLEAR TARGET
2.X.2.3.3.10	G	*	C	*	FA	D-	--	**	**	*	RESTRICTED FIRE AREA (RFA)
2.X.2.3.3.11	G	*	C	*	FA	P-	--	**	**	*	POSITION AREA FOR ARTILLERY (PAA)
2.X.2.4	G	*	C	*	S-	--	--	**	**	*	COMBAT SERVICE SUPPORT
2.X.2.4.1	G	*	C	*	SP	--	--	**	**	*	POINTS
2.X.2.4.1.1	G	*	C	*	SP	A-	--	**	**	*	AMBULANCE EXCHANGE POINT
2.X.2.4.1.2	G	*	C	*	SP	C-	--	**	**	*	CANNIBALIZATION POINT
2.X.2.4.1.3	G	*	C	*	SP	Y-	--	**	**	*	CASUALTY COLLECTION POINT
2.X.2.4.1.4	G	*	C	*	SP	T-	--	**	**	*	CIVILIAN COLLECTION POINT
2.X.2.4.1.5	G	*	C	*	SP	D-	--	**	**	*	DETAINEE COLLECTION POINT

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

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.2.4.1.6	G	*	C	*	SP	E-	--	**	**	*	ENEMY PRISONER OF WAR (EPW) COLLECTION POINT
2.X.2.4.1.7	G	*	C	*	SP	L-	--	**	**	*	LOGISTICS RELEASE POINT (LRP)
2.X.2.4.1.8	G	*	C	*	SP	M-	--	**	**	*	MAINTENANCE COLLECTION POINT
2.X.2.4.1.9	G	*	C	*	SP	R-	--	**	**	*	REARM, REFUEL AND RESUPPLY POINT
2.X.2.4.1.10	G	*	C	*	SP	U-	--	**	**	*	REFUEL ON THE MOVE (ROM) POINT
2.X.2.4.1.11	G	*	C	*	SP	O-	--	**	**	*	TRAFFIC CONTROL POST (TCP)
2.X.2.4.1.12	G	*	C	*	SP	I-	--	**	**	*	TRAILER TRANSFER POINT
2.X.2.4.1.13	G	*	C	*	SP	N-	--	**	**	*	UNIT MAINTENANCE COLLECTION POINT
2.X.2.4.1.14	G	*	C	*	SP	Q-	--	**	**	*	SUPPLY POINTS
2.X.2.4.1.14.1	G	*	C	*	SP	QT	--	**	**	*	GENERAL
2.X.2.4.1.14.2	G	*	C	*	SP	QA	--	**	**	*	CLASS I
2.X.2.4.1.14.3	G	*	C	*	SP	QB	--	**	**	*	CLASS II
2.X.2.4.1.14.4	G	*	C	*	SP	QC	--	**	**	*	CLASS III
2.X.2.4.1.14.5	G	*	C	*	SP	QD	--	**	**	*	CLASS IV
2.X.2.4.1.14.6	G	*	C	*	SP	QE	--	**	**	*	CLASS V
2.X.2.4.1.14.7	G	*	C	*	SP	QF	--	**	**	*	CLASS VI
2.X.2.4.1.14.8	G	*	C	*	SP	QG	--	**	**	*	CLASS VII
2.X.2.4.1.14.9	G	*	C	*	SP	QH	--	**	**	*	CLASS VIII
2.X.2.4.1.14.10	G	*	C	*	SP	QI	--	**	**	*	CLASS IX
2.X.2.4.1.14.11	G	*	C	*	SP	QJ	--	**	**	*	CLASS X
2.X.2.4.1.15	G	*	C	*	SP	M-	--	**	**	*	AMMUNITION POINTS
2.X.2.4.1.15.1	G	*	C	*	SP	MA	--	**	**	*	ASP
2.X.2.4.1.15.2	G	*	C	*	SP	MT	--	**	**	*	ATP
2.X.2.4.2	G	*	C	*	SL	--	--	**	**	*	LINES
2.X.2.4.2.1	G	*	C	*	SL	C-	--	**	**	*	CONVOYS
2.X.2.4.2.1.1	G	*	C	*	SL	CM	--	**	**	*	MOVING CONVOY
2.X.2.4.2.1.2	G	*	C	*	SL	CH	--	**	**	*	HALTED CONVOY
2.X.2.4.2.2	G	*	C	*	SL	R-	--	**	**	*	SUPPLY ROUTES
2.X.2.4.2.2.1	G	*	C	*	SL	RM	--	**	**	*	MAIN SUPPLY ROUTE
2.X.2.4.2.2.2	G	*	C	*	SL	RA	--	**	**	*	ALTERNATE SUPPLY ROUTE
2.X.2.4.2.2.3	G	*	C	*	SL	RO	--	**	**	*	ONE-WAY TRAFFIC

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

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.2.4.2.2.4	G	*	C	*	SL	RT	--	**	**	*	ALTERNATING TRAFFIC
2.X.2.4.2.2.5	G	*	C	*	SL	RW	--	**	**	*	TWO-WAY TRAFFIC
2.X.2.4.3	G	*	C	*	SA	--	--	**	**	*	AREA
2.X.2.4.3.1	G	*	C	*	SA	D-	--	**	**	*	DETAINEE HOLDING AREA
2.X.2.4.3.2	G	*	C	*	SA	P-	--	**	**	*	ENEMY PRISONER OF WAR (EPW) HOLDING AREA
2.X.2.4.3.3	G	*	C	*	SA	R-	--	**	**	*	FORWARD ARMING AND REFUELING AREA (FARP)
2.X.2.4.3.4	G	*	C	*	SA	H-	--	**	**	*	REFUGEE HOLDING AREA
2.X.2.4.3.5	G	*	C	*	SA	T-	--	**	**	*	SUPPORT AREAS
2.X.2.4.3.5.1	G	*	C	*	SA	TB	--	**	**	*	BRIGADE (BSA)
2.X.2.4.3.5.2	G	*	C	*	SA	TD	--	**	**	*	DIVISION (DSA)
2.X.2.4.3.5.3	G	*	C	*	SA	TR	--	**	**	*	REGIMENTAL (RSA)
2.X.2.5	G	*	C	*	O-	--	--	**	**	*	COMMAND AND CONTROL
2.X.2.5.1	G	*	C	*	OX	--	--	**	**	*	SPECIAL POINT
2.X.2.5.1.2	G	*	C	*	OX	E-	--	**	**	*	REFERENCE POINT
2.X.2.5.1.2.1	G	*	C	*	OX	RN	--	**	**	*	NAV REFERENCE
2.X.2.5.1.2.2	G	*	C	*	OX	RD	--	**	**	*	DLRP
2.X.2.5.1.3	G	*	C	*	OX	U-	--	**	**	*	UNDERWATER
2.X.2.5.1.3.1	G	*	C	*	OX	UD	--	**	**	*	DATUM
2.X.2.5.1.3.2	G	*	C	*	OX	UB	--	**	**	*	BRIEF CONTACT
2.X.2.5.1.3.3	G	*	C	*	OX	UL	--	**	**	*	LOST CONTACT
2.X.2.5.1.3.4	G	*	C	*	OX	US	--	**	**	*	SINKER
2.X.2.5.1.4	G	*	C	*	OX	W-	--	**	**	*	WEAPON
2.X.2.5.1.4.1	G	*	C	*	OX	WA	--	**	**	*	AIM POINT
2.X.2.5.1.4.2	G	*	C	*	OX	WD	--	**	**	*	DROP POINT
2.X.2.5.1.4.3	G	*	C	*	OX	WE	--	**	**	*	ENTRY POINT
2.X.2.5.1.4.4	G	*	C	*	OX	WG	--	**	**	*	GROUND ZERO
2.X.2.5.1.4.5	G	*	C	*	OX	WM	--	**	**	*	MSL DETECT POINT
2.X.2.5.1.4.6	G	*	C	*	OX	WI	--	**	**	*	IMPACT POINT
2.X.2.5.1.4.7	G	*	C	*	OX	WP	--	**	**	*	PREDICTED IMPACT POINT
2.X.2.5.1.5	G	*	C	*	OX	Y-	--	**	**	*	SONOBUOY
2.X.2.5.1.5.1	G	*	C	*	OX	YP	--	**	**	*	PATTERN CENTER
2.X.2.5.1.5.2	G	*	C	*	OX	YD	--	**	**	*	DIFAR

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

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.2.5.1.5.3	G	*	C	*	OX	YL	--	**	**	*	LOFAR
2.X.2.5.1.5.4	G	*	C	*	OX	YC	--	**	**	*	CASS
2.X.2.5.1.5.5	G	*	C	*	OX	YS	--	**	**	*	DICASS
2.X.2.5.1.5.6	G	*	C	*	OX	YB	--	**	**	*	BT
2.X.2.5.1.5.7	G	*	C	*	OX	YA	--	**	**	*	ANM
2.X.2.5.1.5.8	G	*	C	*	OX	YV	--	**	**	*	VLAD
2.X.2.5.1.5.9	G	*	C	*	OX	YT	--	**	**	*	ATAC
2.X.2.5.1.5.10	G	*	C	*	OX	YR	--	**	**	*	RO
2.X.2.5.1.5.11	G	*	C	*	OX	YK	--	**	**	*	KINGPIN
2.X.2.5.1.6	G	*	C	*	OX	N-	--	**	**	*	FORMATION
2.X.2.5.1.7	G	*	C	*	OX	H-	--	**	**	*	HARBOR
2.X.2.5.1.7.1	G	*	C	*	OX	HQ	--	**	**	*	POINT Q
2.X.2.5.1.7.2	G	*	C	*	OX	HA	--	**	**	*	POINT A
2.X.2.5.1.7.3	G	*	C	*	OX	HY	--	**	**	*	POINT Y
2.X.2.5.1.7.4	G	*	C	*	OX	HX	--	**	**	*	POINT X
2.X.2.5.1.8	G	*	C	*	OX	R-	--	**	**	*	ROUTE
2.X.2.5.1.8.1	G	*	C	*	OX	RR	--	**	**	*	RENDEZVOUS
2.X.2.5.1.8.2	G	*	C	*	OX	RD	--	**	**	*	DIVERSIONS
2.X.2.5.1.8.3	G	*	C	*	OX	RW	--	**	**	*	WAYPOINT
2.X.2.5.1.8.4	G	*	C	*	OX	RP	--	**	**	*	PIM
2.X.2.5.1.8.5	G	*	C	*	OX	RT	--	**	**	*	POINT R
2.X.2.5.1.9	G	*	C	*	OX	Z-	--	**	**	*	HAZARD
2.X.2.5.1.9.1	G	*	C	*	OX	ZO	--	**	**	*	OIL RIG
2.X.2.5.1.10	G	*	C	*	OX	S-	--	**	**	*	SEARCH
2.X.2.5.1.10.1	G	*	C	*	OX	SA	--	**	**	*	SEARCH AREA
2.X.2.5.1.10.2	G	*	C	*	OX	SD	--	**	**	*	DIP POSITION
2.X.2.5.1.10.3	G	*	C	*	OX	SC	--	**	**	*	SEARCH CENTER
2.X.2.5.1.11	G	*	C	*	OX	A-	--	**	**	*	AIR CONTROL
2.X.2.5.1.11.1	G	*	C	*	OX	AC	--	**	**	*	COMBAT AIR PATROL (CAP)
2.X.2.5.1.11.2	G	*	C	*	OX	AA	--	**	**	*	AIRBORNE EARLY WARNING (AEW)
2.X.2.5.1.11.3	G	*	C	*	OX	AT	--	**	**	*	TACAN
2.X.2.5.1.11.4	G	*	C	*	OX	AK	--	**	**	*	TANKING
2.X.2.5.1.11.5	G	*	C	*	OX	AF	--	**	**	*	ANTISUBMARINE WARFARE FIXED WING

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

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.2.5.1.11.6	G	*	C	*	OX	AH	--	**	**	*	ANTISUBMARINE WARFARE ROTARY WING
2.X.2.5.1.11.7	G	*	C	*	OX	AO	--	**	**	*	TOMCAT
2.X.2.5.1.11.8	G	*	C	*	OX	AR	--	**	**	*	RESCUE
2.X.2.5.1.11.9	G	*	C	*	OX	AP	--	**	**	*	REPLENISH
2.X.2.5.1.11.10	G	*	C	*	OX	AM	--	**	**	*	MARSHALL
2.X.2.5.1.11.11	G	*	C	*	OX	AS	--	**	**	*	STRIKE IP
2.X.2.5.1.11.12	G	*	C	*	OX	AD	--	**	**	*	CORRIDOR TAB
2.X.2.5.2	G	*	C	*	OG	--	--	**	**	*	GENERAL OR UNSPECIFIED COMMAND AND CONTROL POINT
2.X.2.5.2.1	G	*	C	*	OG	C-	--	**	**	*	CHECKPOINT
2.X.2.5.2.2	G	*	C	*	OG	P-	--	**	**	*	CONTACT POINT
2.X.2.5.2.3	G	*	C	*	OG	T-	--	**	**	*	COORDINATION POINT
2.X.2.5.2.4	G	*	C	*	OG	D-	--	**	**	*	DECISION POINT
2.X.2.5.2.5	G	*	C	*	OG	L-	--	**	**	*	LINKUP POINT
2.X.2.5.2.6	G	*	C	*	OG	N-	--	**	**	*	PASSAGE POINT
2.X.2.5.2.7	G	*	C	*	OG	R-	--	**	**	*	RALLY POINT
2.X.2.5.2.8	G	*	C	*	OG	S-	--	**	**	*	RELEASE POINT
2.X.2.5.2.9	G	*	C	*	OG	I-	--	**	**	*	START POINT
2.X.2.5.2.10	G	*	C	*	OG	W-	--	**	**	*	WAY POINT
2.X.2.5.3	G	*	C	*	OL	--	--	**	**	*	LINE
2.X.2.5.3.1	G	*	C	*	OL	N-	--	**	**	*	LIGHT LINE
2.X.2.5.3.2	G	*	C	*	OL	P-	--	**	**	*	PHASE LINE
2.X.2.5.4	G	*	C	*	OA	--	--	**	**	*	AREA
2.X.2.5.4.1	G	*	C	*	OA	Z-	--	**	**	*	AIRFIELD ZONE
2.X.3	G	*	O	*	--	--	--	**	**	*	MILITARY OPERATIONS OTHER THAN WAR (MOOTW)
2.X.3.1	G	H	O	*	V-	--	--	**	**	*	VIOLENT ACTIVITIES (DEATH CAUSING)
2.X.3.1.1	G	H	O	*	VA	--	--	**	**	*	ARSON/FIRE
2.X.3.1.2	G	H	O	*	VR	--	--	**	**	*	ARTILLERY/ARTILLERY FIRE
2.X.3.1.3	G	H	O	*	VE	--	--	**	**	*	ASSASSINATION/MURDER/ EXECUTION
2.X.3.1.4	G	*	O	*	VB	--	--	**	**	*	BOMB/BOMBING
2.X.3.1.5	G	H	O	*	VY	--	--	**	**	*	BOOBYTRAP

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

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.3.1.6	G	H	O	*	VD	--	--	**	**	*	DRIVE-BY SHOOTING
2.X.3.1.7	G	H	O	*	VI	--	--	**	**	*	INDIRECT FIRE (UNSPECIFIED TYPE)
2.X.3.1.8	G	H	O	*	VM	--	--	**	**	*	MORTAR/MORTAR FIRE
2.X.3.1.9	G	H	O	*	VK	--	--	**	**	*	ROCKET/ROCKET FIRE
2.X.3.1.10	G	H	O	*	VS	--	--	**	**	*	SNIPING
2.X.3.1.11	G	H	O	*	VP	--	--	**	**	*	POISONING
2.X.3.1.12	G	H	O	*	VU	--	--	**	**	*	AMBUSH
2.X.3.1.13	G	H	O	*	VC	--	--	**	**	*	AMMUNITION CACHE
2.X.3.1.14	G	H	O	*	VH	--	--	**	**	*	HELICOPTER (CIVILIAN BEING USED BY HOSTILE OR INSURGENTS
2.X.3.1.15	G	H	O	*	VF	--	--	**	**	*	HOSTILE OR INSURGENT MOTORIZED INFANTRY
2.X.3.1.16	G	H	O	*	VO	--	--	**	**	*	HOSTILE OR INSURGENT INFANTRY
2.X.3.1.17	G	H	O	*	VL	--	--	**	**	*	RECONNAISSANCE/SURVEILLANCE
2.X.3.1.18	G	H	O	*	VX	--	--	**	**	*	SIGNAL/RADIO STATION
2.X.3.1.19	G	H	O	*	VZ	--	--	**	**	*	SUPPLY CACHE
2.X.3.2	G	H	O	*	L-	--	--	**	**	*	LOCATIONS
2.X.3.2.1	G	H	O	*	LB	--	--	**	**	*	BLACK LIST LOCATION
2.X.3.2.2	G	H	O	*	LG	--	--	**	**	*	GRAY LIST LOCATION
2.X.3.2.3	G	H	O	*	LW	--	--	**	**	*	WHITE LIST LOCATION
2.X.3.3	G	H	O	*	P-	--	--	**	**	*	OPERATIONS
2.X.3.3.1	G	H	O	*	PR	--	--	**	**	*	ROAD BLOCK
2.X.3.3.1.1	G	H	O	*	PR	B-	--	**	**	*	ROAD BLOCK (UNDER CONSTRUCTION)
2.X.3.3.2	G	H	O	*	PT	--	--	**	**	*	PATROLLING
2.X.3.3.3	G	H	O	*	PC	--	--	**	**	*	RECRUITMENT (WILLING)
2.X.3.3.3.1	G	H	O	*	PC	U-	--	**	**	*	RECRUITMENT (COERCED/IMPRESSED)
2.X.3.3.4	G	*	O	*	PD	--	--	**	**	*	DEMONSTRATION
2.X.3.3.5	G	H	O	*	PM	--	--	**	**	*	MINELAYING
2.X.3.3.6	G	H	O	*	PH	--	--	**	**	*	PSYCHOLOGICAL OPERATIONS (PSYOP)
2.X.3.3.6.1	G	H	O	*	PH	Y-	--	**	**	*	PSYOP (TV AND RADIO PROPAGANDA)
2.X.3.3.6.2	G	*	O	*	PH	W-	--	**	**	*	PSYOP (WRITTEN PROPAGANDA)

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

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.3.3.6.3	G	F	O	*	PH	G-	--	**	**	*	WRITTEN PROPAGANDA
2.X.3.3.6.4	G	F	O	*	PH	T-	--	**	**	*	HOUSE-TO-HOUSE PROPAGANDA
2.X.3.3.7	G	H	O	*	PG	--	--	**	**	*	FORAGING/SEARCHING
2.X.3.3.8	G	H	O	*	PS	--	--	**	**	*	SPY
2.X.3.3.9	G	N	O	*	PF	--	--	**	**	*	FOOD DISTRIBUTION
2.X.3.3.10	G	N	O	*	PI	--	--	**	**	*	MEDICAL TREATMENT FACILITY
2.X.3.3.11	G	H	O	*	PE	--	--	**	**	*	ELECTRONIC WARFARE INTERCEPT
2.X.3.3.12	G	H	O	*	PX	--	--	**	**	*	EXTORTION
2.X.3.3.13	G	H	O	*	PJ	--	--	**	**	*	HIJACKING
2.X.3.3.13.1	G	H	O	*	PJ	V-	--	**	**	*	HIJACKING (VEHICLE)
2.X.3.3.13.2	G	H	O	*	PJ	A-	--	**	**	*	HIJACKING (AIRPLANE)
2.X.3.3.13.3	G	H	O	*	PJ	B-	--	**	**	*	HIJACKING (BOAT)
2.X.3.3.14	G	H	O	*	PK	--	--	**	**	*	KIDNAPING
2.X.3.3.15	G	F	O	*	PA	--	--	**	**	*	ARREST
2.X.3.3.16	G	H	O	*	PO	--	--	**	**	*	DRUG OPERATION
2.X.3.4	G	*	O	*	I-	--	--	**	**	*	ITEMS
2.X.3.4.1	G	*	O	*	IR	--	--	**	**	*	REFUGEES
2.X.3.4.2	G	*	O	*	IS	--	--	**	**	*	SAFE HOUSE
2.X.3.4.3	G	H	O	*	IG	--	--	**	**	*	GRAFFITI
2.X.3.4.4	G	H	O	*	IV	--	--	**	**	*	VANDALISM/RAPE/LOOT/ RANSACK/PLUNDER/SACK
2.X.3.4.5	G	H	O	*	IK	--	--	**	**	*	KNOWN INSURGENT VEHICLE
2.X.3.4.6	G	H	O	*	ID	--	--	**	**	*	DRUG VEHICLE
2.X.3.4.7	G	F	O	*	IF	--	--	**	**	*	INTERNAL SECURITY FORCE

APPENDIX B

TABLE B-X. Weather graphics symbol codes.

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

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

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

TABLE B-X. Weather graphics symbol 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- -- --	**	**	*	OBSTRUCTIONS TO VISIBILITY
3.X.9.1	W	*	A	*	OS -- --	**	**	*	BLOWING SNOW (BLSN)
3.X.9.2	W	*	A	*	OF -- --	**	**	*	FOG (FG)
3.X.9.2.1	W	*	A	*	OF F- --	**	**	*	FREEZING FOG (FZFG)
3.X.9.3	W	*	A	*	OT -- --	**	**	*	DUST/SAND STORM
3.X.9.4	W	*	A	*	OD -- --	**	**	*	DUST DEVIL
3.X.9.5	W	*	A	*	OK -- --	**	**	*	SMOKE (FU)
3.X.9.6	W	*	A	*	OH -- --	**	**	*	HAZE (HZ)
3.X.9.7	W	*	A	*	OB -- --	**	**	*	BLOWING DUST OR SAND

TABLE B-XI. Signal intelligence symbol codes.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
4.X	I	-	-	-	--	--	--	--	--	-	SIGNAL INTELLIGENCE
4.X.1	I	*	P	*	--	--	--	**	**	*	SPACE TRACK
4.X.1.1	I	*	P	*	S-	--	--	**	**	*	SIGNAL INTERCEPT
4.X.1.1.1	I	*	P	*	SC	--	--	**	**	*	COMMUNICATIONS
4.X.1.1.1.1	I	*	P	*	SC	D-	--	**	**	*	SATELLITE DOWN-LINK
4.X.1.1.2	I	*	P	*	SR	--	--	**	**	*	RADAR
4.X.1.1.2.1	I	*	P	*	SR	D-	--	**	**	*	DATA TRANSMISSION
4.X.1.1.2.2	I	*	P	*	SR	E-	--	**	**	*	EARTH SURVEILLANCE
4.X.1.1.2.3	I	*	P	*	SR	I-	--	**	**	*	IFF (TRANSPONDER)
4.X.1.1.2.4	I	*	P	*	SR	M-	--	**	**	*	MULTI-FUNCTION
4.X.1.1.2.5	I	*	P	*	SR	T-	--	**	**	*	TARGET ACQUISITION
4.X.1.1.2.6	I	*	P	*	SR	S-	--	**	**	*	SPACE
4.X.1.1.2.7	I	*	P	*	SR	U-	--	**	**	*	UNKNOWN
4.X.2	I	*	A	*	--	--	--	**	**	*	AIR TRACK
4.X.2.1	I	*	A	*	S-	--	--	**	**	*	SIGNAL INTERCEPT
4.X.2.1.1	I	*	A	*	SC	--	--	**	**	*	COMMUNICATIONS
4.X.2.1.1.1	I	*	A	*	SC	C-	--	**	**	*	CELLULAR/MOBILE
4.X.2.1.1.2	I	*	A	*	SC	O-	--	**	**	*	OMNI-LINE-OF-SIGHT (LOS)
4.X.2.1.1.3	I	*	A	*	SC	P-	--	**	**	*	POINT-TO-POINT LINE-OF-SIGHT (LOS)
4.X.2.1.1.4	I	*	A	*	SC	S-	--	**	**	*	SATELLITE UP-LINK
4.X.2.1.2	I	*	A	*	SR	--	--	**	**	*	RADAR
4.X.2.1.2.1	I	*	A	*	SR	AI	--	**	**	*	AIRBORNE INTERCEPT
4.X.2.1.2.2	I	*	A	*	SR	AS	--	**	**	*	AIRBORNE SEARCH & BOMBING
4.X.2.1.2.3	I	*	A	*	SR	C-	--	**	**	*	CONTROLLED INTERCEPT
4.X.2.1.2.4	I	*	A	*	SR	D-	--	**	**	*	DATA TRANSMISSION
4.X.2.1.2.5	I	*	A	*	SR	E-	--	**	**	*	EARLY WARNING
4.X.2.1.2.6	I	*	A	*	SR	F-	--	**	**	*	FIRE CONTROL
4.X.2.1.2.7	I	*	A	*	SR	I-	--	**	**	*	IFF (TRANSPONDER)
4.X.2.1.2.8	I	*	A	*	SR	MA	--	**	**	*	MISSILE ACQUISITION
4.X.2.1.2.9	I	*	A	*	SR	MD	--	**	**	*	MISSILE DOWNLINK
4.X.2.1.2.10	I	*	A	*	SR	MG	--	**	**	*	MISSILE GUIDANCE

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
4.X.2.1.2.11	I	*	A	*	SR	MT	--	**	**	*	MISSILE TRACKING
4.X.2.1.2.12	I	*	A	*	SR	MF	--	**	**	*	MULTI-FUNCTION
4.X.2.1.2.13	I	*	A	*	SR	TI	--	**	**	*	TARGET ILLUMINATOR
4.X.2.1.2.14	I	*	A	*	SR	TA	--	**	**	*	TARGET ACQUISITION
4.X.2.1.2.15	I	*	A	*	SR	TT	--	**	**	*	TARGET TRACKING
4.X.2.1.2.16	I	*	A	*	SR	U-	--	**	**	*	UNKNOWN
4.X.3	I	*	G	*	--	--	--	**	**	*	GROUND TRACK
4.X.3.1	I	*	G	*	S-	--	--	**	**	*	SIGNAL INTERCEPT
4.X.3.1.1	I	*	G	*	SC	--	--	**	**	*	COMMUNICATIONS
4.X.3.1.1.1	I	*	G	*	SC	C-	--	**	**	*	CELLULAR/MOBILE
4.X.3.1.1.2	I	*	G	*	SC	O-	--	**	**	*	OMNI-LINE-OF-SIGHT (LOS)
4.X.3.1.1.3	I	*	G	*	SC	P-	--	**	**	*	POINT-TO-POINT LINE-OF-SIGHT (LOS)
4.X.3.1.1.4	I	*	G	*	SC	S-	--	**	**	*	SATELLITE UP-LINK
4.X.3.1.1.5	I	*	G	*	SC	T-	--	**	**	*	TROPOSPHERIC SCATTER
4.X.3.1.2	I	*	G	*	SR	--	--	**	**	*	RADAR
4.X.3.1.2.1	I	*	G	*	SR	AT	--	**	**	*	AIR TRAFFIC CONTROL
4.X.3.1.2.2	I	*	G	*	SR	AA	--	**	**	*	ANTI-AIRCRAFT
4.X.3.1.2.3	I	*	G	*	SR	B-	--	**	**	*	BATTLEFIELD SURVEILLANCE
4.X.3.1.2.4	I	*	G	*	SR	CS	--	**	**	*	COASTAL SURVEILLANCE
4.X.3.1.2.5	I	*	G	*	SR	CA	--	**	**	*	CONTROLLED APPROACH
4.X.3.1.2.6	I	*	G	*	SR	D-	--	**	**	*	DATA TRANSMISSION
4.X.3.1.2.7	I	*	G	*	SR	E-	--	**	**	*	EARLY WARNING
4.X.3.1.2.8	I	*	G	*	SR	F-	--	**	**	*	FIRE CONTROL
4.X.3.1.2.9	I	*	G	*	SR	H-	--	**	**	*	HEIGHT FINDING
4.X.3.1.2.10	I	*	G	*	SR	I-	--	**	**	*	IDENTIFICATION FRIEND/FOE (INTERROGATOR)
4.X.3.1.2.11	I	*	G	*	SR	MM	--	**	**	*	METEOROLOGICAL (MILITARY)
4.X.3.1.2.12	I	*	G	*	SR	MA	--	**	**	*	MISSILE ACQUISITION
4.X.3.1.2.13	I	*	G	*	SR	MG	--	**	**	*	MISSILE GUIDANCE
4.X.3.1.2.14	I	*	G	*	SR	MT	--	**	**	*	MISSILE TRACKING
4.X.3.1.2.15	I	*	G	*	SR	MF	--	**	**	*	MULTI-FUNCTION
4.X.3.1.2.16	I	*	G	*	SR	S-	--	**	**	*	SHELL TRACKING
4.X.3.1.2.17	I	*	G	*	SR	TA	--	**	**	*	TARGET ACQUISITION
4.X.3.1.2.18	I	*	G	*	SR	TI	--	**	**	*	TARGET ILLUMINATOR

APPENDIX B

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
4.X.3.1.2.19	I	*	G	*	SR	TT	--	**	**	*	TARGET TRACKING
4.X.3.1.2.20	I	*	G	*	SR	U-	--	**	**	*	UNKNOWN
4.X.4	I	*	S	*	--	--	--	**	**	*	SEA SURFACE TRACK
4.X.4.1	I	*	S	*	S-	--	--	**	**	*	SIGNAL INTERCEPT
4.X.4.1.1	I	*	S	*	SC	--	--	**	**	*	COMMUNICATIONS
4.X.4.1.1.1	I	*	S	*	SC	C-	--	**	**	*	CELLULAR/MOBILE
4.X.4.1.1.2	I	*	S	*	SC	O-	--	**	**	*	OMNI-LINE-OF-SIGHT (LOS)
4.X.4.1.1.3	I	*	S	*	SC	P-	--	**	**	*	POINT-TO-POINT LINE-OF-SIGHT (LOS)
4.X.4.1.1.4	I	*	S	*	SC	S-	--	**	**	*	SATELLITE UP-LINK
4.X.4.1.2	I	*	S	*	SR	--	--	**	**	*	RADAR
4.X.4.1.2.1	I	*	S	*	SR	AT	--	**	**	*	AIR TRAFFIC CONTROL
4.X.4.1.2.2	I	*	S	*	SR	AA	--	**	**	*	ANTI-AIRCRAFT
4.X.4.1.2.3	I	*	S	*	SR	CA	--	**	**	*	CONTROLLED APPROACH
4.X.4.1.2.4	I	*	S	*	SR	CI	--	**	**	*	CONTROLLED INTERCEPT
4.X.4.1.2.5	I	*	S	*	SR	D-	--	**	**	*	DATA TRANSMISSION
4.X.4.1.2.6	I	*	S	*	SR	E-	--	**	**	*	EARLY WARNING
4.X.4.1.2.7	I	*	S	*	SR	F-	--	**	**	*	FIRE CONTROL
4.X.4.1.2.8	I	*	S	*	SR	H-	--	**	**	*	HEIGHT FINDING
4.X.4.1.2.9	I	*	S	*	SR	I-	--	**	**	*	IDENTIFICATION FRIEND/FOE (INTERROGATOR)
4.X.4.1.2.10	I	*	S	*	SR	MM	--	**	**	*	METEOROLOGICAL (MILITARY)
4.X.4.1.2.11	I	*	S	*	SR	MA	--	**	**	*	MISSILE ACQUISITION
4.X.4.1.2.12	I	*	S	*	SR	MG	--	**	**	*	MISSILE GUIDANCE
4.X.4.1.2.13	I	*	S	*	SR	MT	--	**	**	*	MISSILE TRACKING
4.X.4.1.2.14	I	*	S	*	SR	MF	--	**	**	*	MULTI-FUNCTION
4.X.4.1.2.15	I	*	S	*	SR	S-	--	**	**	*	SURFACE SEARCH
4.X.4.1.2.16	I	*	S	*	SR	TA	--	**	**	*	TARGET ACQUISITION
4.X.4.1.2.17	I	*	S	*	SR	TI	--	**	**	*	TARGET ILLUMINATOR
4.X.4.1.2.18	I	*	S	*	SR	TT	--	**	**	*	TARGET TRACKING
4.X.4.1.2.19	I	*	S	*	SR	U-	--	**	**	*	UNKNOWN
4.X.5	I	*	U	*	--	--	--	**	**	*	SUBSURFACE TRACK
4.X.5.1	I	*	U	*	S-	--	--	**	**	*	SIGNAL INTERCEPT
4.X.5.1.1	I	*	U	*	SC	--	--	**	**	*	COMMUNICATIONS
4.X.5.1.1.1	I	*	U	*	SC	O-	--	**	**	*	OMNI-LINE-OF-SIGHT (LOS)

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
4.X.5.1.1.2	I	*	U	*	SC	P-	--	**	**	*	POINT-TO-POINT LINE-OF-SIGHT (LOS)
4.X.5.1.1.3	I	*	U	*	SC	S-	--	**	**	*	SATELLITE UP-LINK
4.X.5.1.2	I	*	U	*	SR	--	--	**	**	*	RADAR
4.X.5.1.2.1	I	*	U	*	SR	D-	--	**	**	*	DATA TRANSMISSION
4.X.5.1.2.2	I	*	U	*	SR	E-	--	**	**	*	EARLY WARNING
4.X.5.1.2.3	I	*	U	*	SR	M-	--	**	**	*	MULTI-FUNCTION
4.X.5.1.2.4	I	*	U	*	SR	S-	--	**	**	*	SURFACE SEARCH
4.X.5.1.2.5	I	*	U	*	SR	T-	--	**	**	*	TARGET ACQUISITION
4.X.5.1.2.6	I	*	U	*	SR	U-	--	**	**	*	UNKNOWN

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 colors defined in this standard to indicate affiliation. If differentiation is needed within an affiliation category, additional colors should be used (i.e., for the frame or color fill) within that category, but the default colors for the other affiliations should not be changed. Hardware permitting and unless specifically prohibited by system specification for operational reasons, implementation of this standard should provide for operator control of color to the individual icon level. The intent is maximum operational flexibility in those situations where the basic default colors are not sufficient for ready discrimination (i.e. multiple hostiles which must be differentiated from each other) and to assign a specific color to a special interest target without reference to its affiliation.

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

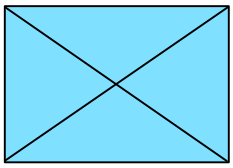
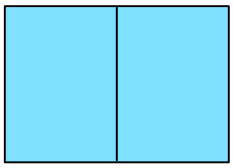
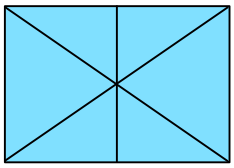
Basic symbol	**Icon extender**	**Extended symbol**
		
Infantry	Motorized modifier	Motorized infantry

FIGURE C-4. Extending the symbol.

C.4.5 Line width. Because the symbol frame indicates both the affiliation and battle dimension of an object, it is critical that line width be sufficient to ensure frame legibility and discriminability at normal viewing distance. The optimum line width may differ depending on frame size and be affected by whether the frame is filled or unfilled or displayed in color or black/white. Usability testing should be performed to identify the optimum rendering for a given implementation.

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

TABLE C-II. Default colors.

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

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

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

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

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

TABLE C-III. Icon placement.

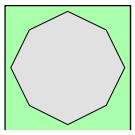
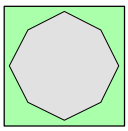
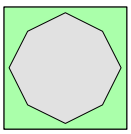
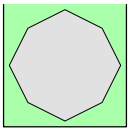
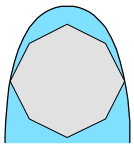
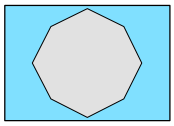
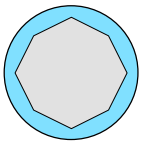
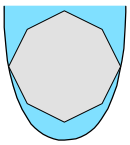
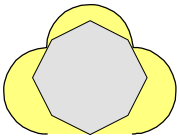
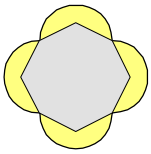
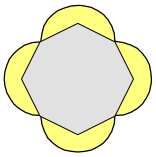
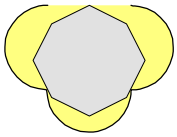
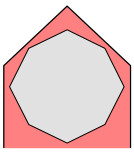
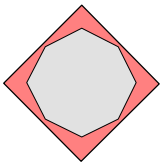
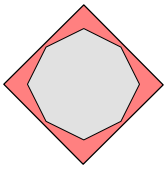
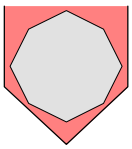
Dimension Affiliation	Air/space	Land	Sea Surface and Land equipment	Subsurface
Neutral				
Friend				

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

Dimension Affiliation	Air/space	Land	Sea Surface and Land equipment	Subsurface
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.

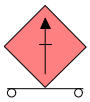
DESCRIPTION					
MOBILTY SYMBOL	**UN-FRAMED**	**UN-KNOWN**	**FRIEND**	**NEUTRAL**	**HOSTILE**
Wheeled (limited cross-country)					
					

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

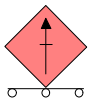
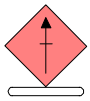
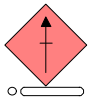
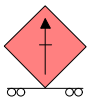
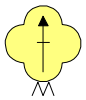
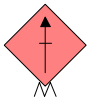
DESCRIPTION					
MOBILTY SYMBOL	**UN-FRAMED**	**UN-KNOWN**	**FRIEND**	**NEUTRAL**	**HOSTILE**
Wheeled (cross-country)					
					
Tracked					
					
Wheeled and Tracked					
					
Towed					

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

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

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

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

TABLE C-V. Sub-role identifiers.

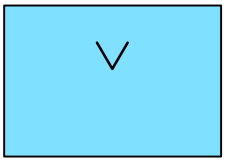
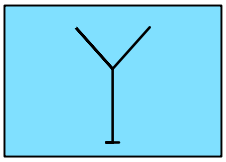
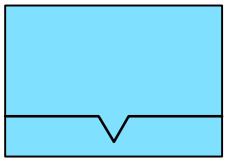
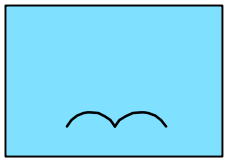
DESCRIPTION/SYMBOL			
			
Air Assault	Air assault w/organic lift	Air assault w/organic lift (NATO only)	Airborne

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

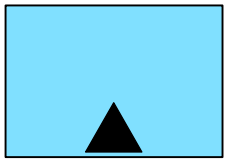
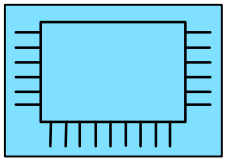
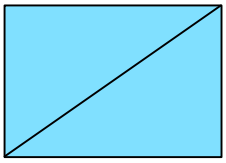
DESCRIPTION/SYMBOL			
 Mountain	 Outpost (combat)	 Reconnaissance	

TABLE D-I. Warrior icon set-space.

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

Note: White filled icon represents white opaque filled icon.

TABLE D-I. Warrior 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--- *****

Note: White filled icon represents white opaque filled icon.

TABLE D-I. Warrior icon set-air.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
AIR TRACK MILITARY FIXED WING UTILITY LIGHT	1.X.2.1.1.12.1					
			SUA*MFUL- -*****	SFA*MFUL-- *****	SNA*MFUL- -*****	SHA*MFUL- -*****
AIR TRACK MILITARY FIXED WING UTILITY MEDIUM	1.X.2.1.1.12.2	F				
			SUA*MFU M--*****	SFA*MFUM- -*****	SNA*MFU M--*****	SHA*MFU M--*****
AIR TRACK MILITARY FIXED WING UTILITY HEAVY	1.X.2.1.1.12.3	F				
			SUA*MFUH- -*****	SFA*MFUH- -*****	SNA*MFUH- -*****	SHA*MFUH- -*****
AIR TRACK MILITARY FIXED WING COMMUNICATIONS (C3I)	1.X.2.1.1.13	F				
			SUA*MFY--- *****	SFA*MFY--- *****	SNA*MFY--- *****	SHA*MFY--- *****
AIR TRACK MILITARY FIXED WING SEARCH AND RESCUE (CSAR)	1.X.2.1.1.14	F				
			SUA*MFH--- *****	SFA*MFH--- *****	SNA*MFH--- *****	SHA*MFH--- *****

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TABLE D-I. Warrior icon set-air.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
AIR TRACK MILITARY FIXED WING AIRBORNE COMMAND POST (C2)	1.X.2.1.1.15	F				
			SUA*MFD---*****	SFA*MFD---*****	SNA*MFD---*****	SHA*MFD---*****
AIR TRACK MILITARY FIXED WING DRONE (RPV/UAV)	1.X.2.1.1.16	F				
			SUA*MFQ---*****	SFA*MFQ---*****	SNA*MFQ---*****	SHA*MFQ---*****
AIR TRACK MILITARY FIXED WING ANTISUBMARINE WARFARE (ASW) CARRIER BASED	1.X.2.1.1.17	F				
			SUA*MFS---*****	SFA*MFS---*****	SNA*MFS---*****	SHA*MFS---*****
AIR TRACK MILITARY FIXED WING SPECIAL OPERATIONS FORCES (SOF)	1.X.2.1.1.18	F				
			SUA*MFM---*****	SFA*MFM---*****	SNA*MFM---*****	SHA*MFM---*****
AIR TRACK MILITARY ROTARY WING	1.X.2.1.2	F				
			SUA*MH-----*****	SFA*MH-----*****	SNA*MH-----*****	SHA*MH-----*****

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TABLE D-I. Warrior icon set-air.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
AIR TRACK MILITARY ROTARY WING ATTACK	1.X.2.1.2.1	F				
			SUA*MHA-----*****	SFA*MHA-------*****	SNA*MHA-----******	SHA*MHA-----*****
AIR TRACK MILITARY ROTARY WING ANTISUBMARINE WARFARE /MPA	1.X.2.1.2.2	F				
			SUA*MHS-------*****	SFA*MHS-------*****	SNA*MHS-------*****	SHA*MHS-------*****
AIR TRACK MILITARY ROTARY WING UTILITY	1.X.2.1.2.3	F				
			SUA*MHU-----*****	SFA*MHU-------*****	SNA*MHU-----*****	SHA*MHU-----*****
AIR TRACK MILITARY ROTARY WING UTILITY LIGHT	1.X.2.1.2.3.1	F				
			SUA*MHUL--*****	SFA*MHUL-----*****	SNA*MHUL--*****	SHA*MHUL--****
AIR TRACK MILITARY ROTARY WING UTILITY MEDIUM	1.X.2.1.2.3.2	F				
			SUA*MHUM--*****	SFA*MHUM--*****	SNA*MHUM--*****	SHA*MHUM--*****

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TABLE D-I. Warrior icon set-air.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
AIR TRACK MILITARY ROTARY WING UTILITY HEAVY	1.X.2.1.2.3.3	F				
			SUA*MHUH--*****	SFA*MHUH--*****	SNA*MHUH--*****	SHA*MHUH--*****
AIR TRACK MILITARY ROTARY WING MINE COUNTER MEASURES	1.X.2.1.2.4	F				
			SUA*MHI-----*****	SFA*MHI-----*****	SNA*MHI-----*****	SHA*MHI-----*****
AIR TRACK MILITARY ROTARY WING COMBAT SEARCH AND RESCUE (CSAR)	1.X.2.1.2.5	F				
			SUA*MHH----*****	SFA*MHH-----*****	SNA*MHH----*****	SHA*MHH----*****
AIR TRACK MILITARY ROTARY WING RECONNAISSANCE	1.X.2.1.2.6	F				
			SUA*MHR----*****	SFA*MHR-----*****	SNA*MHR----*****	SHA*MHR----*****
AIR TRACK MILITARY ROTARY WING DRONE (RPV/UAV)	1.X.2.1.2.7	F				
			SUA*MHQ----*****	SFA*MHQ-----*****	SNA*MHQ----*****	SHA*MHQ----*****

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TABLE D-I. Warrior icon set-air.

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-----*****

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TABLE D-I. Warrior icon set-air.

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

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TABLE D-I. Warrior icon set-air.

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 AIR MISSILE (AAM)	1.X.2.2.1.2.2	F				
			SUA*WMA A--*****	SFA*WMA A--*****	SNA*WMA A--*****	SHA*WMA A--*****
AIR TRACK WEAPON MISSILE IN FLIGHT SUBSURFACE TO SURFACE MISSILE (S/SSM)	1.X.2.2.1.3	F				
			SUA*WMU-- -*****	SFA*WMU-- *****	SNA*WMU-- *****	SHA*WMU-- *****
AIR TRACK WEAPON MISSILE IN FLIGHT LAND ATTACK MISSILE	1.X.2.2.1.4	F				
			SUA*WML-- -*****	SFA*WML--- *****	SNA*WML-- -*****	SHA*WML-- -*****
AIR TRACK WEAPON DECOY	1.X.2.2.2	F				
			SUA*WD---- *****	SFA*WD---- *****	SNA*WD---- *****	SHA*WD---- *****
AIR TRACK CIVIL AIRCRAFT	1.X.2.3	F				
			SUA*C----- *****	SFA*C----- *****	SNA*C----- *****	SHA*C----- *****

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TABLE D-I. Warrior icon set-air.

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

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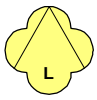
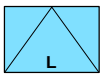
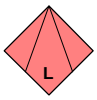
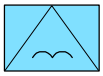
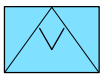
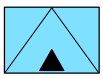
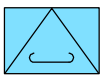
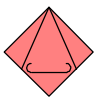
TABLE D-I. Warrior icon set-ground.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT ANTI ARMOR LIGHT	1.X.3.1.1.3.2	F				
			SUG*UCAA L-*****	SFG*UCAA L-*****	SNG*UCAA L-*****	SHG*UCAA L-*****
GROUND TRACK UNIT COMBAT ANTI ARMOR AIRBORNE	1.X.3.1.1.3.3	F				
			SUG*UCAA M-*****	SFG*UCAA M-*****	SNG*UCAA M-*****	SHG*UCAA M-*****
GROUND TRACK UNIT COMBAT ANTI ARMOR AIR ASSAULT	1.X.3.1.1.3.4	F				
			SUG*UCAA S-*****	SFG*UCAA S-*****	SNG*UCAA S-*****	SHG*UCAA S-*****
GROUND TRACK UNIT COMBAT ANTI ARMOR MOUNTAIN	1.X.3.1.1.3.5	F				
			SUG*UCAA U-*****	SFG*UCAA U-*****	SNG*UCAA U-*****	SHG*UCAA U-*****
GROUND TRACK UNIT COMBAT ANTI ARMOR ARCTIC	1.X.3.1.1.3.6	F				
			SUG*UCAA C-*****	SFG*UCAA C-*****	SNG*UCAA C-*****	SHG*UCAA C-*****

Note: White filled icon represents white opaque filled icon.

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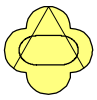
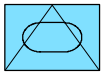
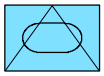
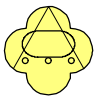
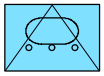
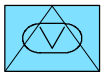
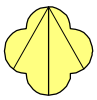
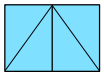
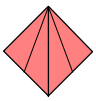
TABLE D-I. Warrior icon set-ground.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT ANTI ARMOR ARMORED	1.X.3.1.1.3.7	F				
			SUG*UCAAA-*****	SFG*UCAAA-*****	SNG*UCAAA-*****	SHG*UCAAA-*****
GROUND TRACK UNIT COMBAT ANTI ARMOR ARMORED TRACKED	1.X.3.1.1.3.7.1	F				
			SUG*UCAAAT*****	SFG*UCAAAT*****	SNG*UCAAAT*****	SHG*UCAAAT*****
GROUND TRACK UNIT COMBAT ANTI ARMOR ARMORED WHEELED	1.X.3.1.1.3.7.2	F				
			SUG*UCAAAW*****	SFG*UCAAAW*****	SNG*UCAAAW*****	SHG*UCAAAW*****
GROUND TRACK UNIT COMBAT ANTI ARMOR ARMORED AIR ASSAULT	1.X.3.1.1.3.7.3	F				
			SUG*UCAAAS*****	SFG*UCAAAS*****	SNG*UCAAAS*****	SHG*UCAAAS*****
GROUND TRACK UNIT COMBAT ANTI ARMOR MOTORIZED	1.X.3.1.1.3.8	F				
			SUG*UCAAO-*****	SFG*UCAAO-*****	SNG*UCAAO-*****	SHG*UCAAO-*****

Note: White filled icon represents white opaque filled icon.

TABLE D-I. Warrior icon set-ground.

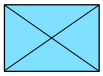
DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT AVIATION VERTICAL/SHORT TAKEOFF AND LANDING (V/STOL)	1.X.3.1.1.4.5	F				
			SUG*UCVV--*****	SFG*UCVV--*****	SNG*UCVV--*****	SHG*UCVV--*****
GROUND TRACK UNIT COMBAT AVIATION UNMANNED AERIAL VEHICLE	1.X.3.1.1.4.6	F				
			SUG*UCVU--*****	SFG*UCVU--*****	SNG*UCVU--*****	SHG*UCVU--*****
GROUND TRACK UNIT COMBAT AVIATION UNMANNED AERIAL VEHICLE FIXED WING	1.X.3.1.1.4.6.1	F				
			SUG*UCVUF-*****	SFG*UCVUF-*****	SNG*UCVUF-*****	SHG*UCVUF-*****
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-----*****

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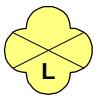
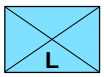
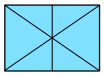
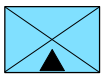
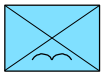
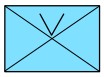
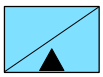
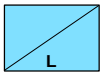
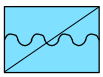
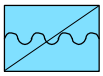
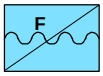
TABLE D-I. Warrior icon set-ground.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT INFANTRY LIGHT	1.X.3.1.1.5.1	F				
			SUG*UCIL--*****	SFG*UCIL--*****	SNG*UCIL--*****	SHG*UCIL--*****
GROUND TRACK UNIT COMBAT INFANTRY MOTORIZED	1.X.3.1.1.5.2	F				
			SUG*UCIM--*****	SFG*UCIM--*****	SNG*UCIM--*****	SHG*UCIM--*****
GROUND TRACK UNIT COMBAT INFANTRY MOUNTAIN	1.X.3.1.1.5.3	F				
			SUG*UCIO--*****	SFG*UCIO--*****	SNG*UCIO--*****	SHG*UCIO--*****
GROUND TRACK UNIT COMBAT INFANTRY AIRBORNE	1.X.3.1.1.5.4	F				
			SUG*UCIA--*****	SFG*UCIA--*****	SNG*UCIA--*****	SHG*UCIA--*****
GROUND TRACK UNIT COMBAT INFANTRY AIR ASSAULT	1.X.3.1.1.5.5	F				
			SUG*UCIS--*****	SFG*UCIS--*****	SNG*UCIS--*****	SHG*UCIS--*****

Note: White filled icon represents white opaque filled icon.

TABLE D-I. Warrior icon set-ground.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT RECONNAISSANCE MOUNTAIN	1.X.3.1.1.8.6	F				
			SUG*UCRO--*****	SFG*UCRO--*****	SNG*UCRO--*****	SHG*UCRO--*****
GROUND TRACK UNIT COMBAT RECONNAISSANCE LIGHT	1.X.3.1.1.8.7	F				
			SUG*UCRL L--*****	SFG*UCRL L--*****	SNG*UCRL L--*****	SHG*UCRL L--*****
GROUND TRACK UNIT COMBAT RECONNAISSANCE MARINE	1.X.3.1.1.8.8	F				
			SUG*UCRR--*****	SFG*UCRR--*****	SNG*UCRR--*****	SHG*UCRR--*****
GROUND TRACK UNIT COMBAT RECONNAISSANCE MARINE DIVISION	1.X.3.1.1.8.8.1	F				
			SUG*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-*****

Note: White filled icon represents white opaque filled icon.