DEPARTMENT OF DEFENSE INTERFACE STANDARD

COMMON WARFIGHTING SYMBOLOGY

AMSC N/A   AREA INST

MIL-STD-2525B

FOREWORD

1. This standard is approved for use by all Departments and Agencies of the Department of Defense (DOD). Using human factors engineering research, the standard is designed to eliminate conflicts within various symbol sets and to bring a core set of common warfighting symbology under one DOD standard.   MIL-STD-2525B is designed to equip DOD with a standard solution that provides sets of C4I symbols, a coding scheme for symbol automation and information transfer, an information hierarchy and taxonomy, and technical details to support systems. The standard provides support through interoperability and users' input, which are essential to ensure that the standard continues to meet the warfighter's requirements. MIL-STD-2525B is the primary reference that DOD uses to standardize warfighting symbology.

2. Joint standard symbology is synthesized from land-based, nautical, and aeronautical warfighting domains, and is an increasingly essential ingredient in the successful implementation of the Command, Control, Communications, Computers, and Intelligence for the Warrior (C4IFTW) concept. Joint warfighting has strengthened the requirement for the rapid exchange of information by the C4I systems community, expanding into the weapons control or engagement domain.

3. Recommendations, additions, deletions, and any pertinent data which may be of use in improving this document should be addressed to: Lead Standardization Activity (LSA), Center for Standards (CFS), ATTN: Information Directorate, Parkridge III, 10701 Parkridge Blvd, Reston, VA 20191-4398 by using the Standardization Document Improvement Proposal (DD Form 1426) appearing at the end of this document or by letter.

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1. SCOPE

1.1 <u>Scope</u>. This standard provides common warfighting symbology along with details on its display and plotting to ensure the compatibility, and to the greatest extent possible, the interoperability of DOD Command, Control, Communications, Computer, and Intelligence (C4I) systems development, operations, and training. The standard addresses the efficient transmission of symbology information within the infosphere through the use of a standard methodology for symbol hierarchy, information taxonomy, and symbol identifiers. The standard applies to both automated and hand-drawn graphic displays. These symbols are designed to enhance DOD's joint warfighting interoperability by providing a standard set of common C4I symbols. Additional symbol sets may be provided as necessary when this document is updated.

1.2 <u>Purpose</u>. This standard is designed to provide the guidelines and criteria necessary for the development and display of standard C4I warrior symbology. The requirement to standardize C4I warfighting symbology in order to provide a family of symbology standards in support of the C4I for the Warrior (C4IFTW) concept was recognized at the 30 August 1993 meeting of the Military Communications-Electronics Board (MCEB). To satisfy these needs, common warfighting symbology standardization incorporates MIL-STD-2525B, *Common Warfighting Symbology*, a DOD symbol data repository, and supporting documentation such as the Symbology Information Technology Standards Management Plan (SITSMP), Configuration Management Plan, and Symbology Standards Management Committee (SSMC) charter (see figure 1).

1.3 <u>Applicability</u>. This standard applies to all DOD components directly or indirectly involved with C4I operations, system operations, system development, and training within the context of warfighting operations. MIL-STD-2525B will serve as the standard symbol set for all future DOD uses of C4I symbology. The standard can be applied to mapping/charting, weather, cockpit display, and engineering design symbology to the extent that it is usable by these communities. The standard will apply to all future use of symbols in two-dimensional and electronic display systems in C4I environments.

a. MIL-STD-2525B combines the symbology from two separate usage domains, referred to as the "force domain" and the "engagement domain." These domains use warfighting symbology in support of their C4IFTW functions. When integrated, this symbology provides the basis for a final standard solution for C4IFTW symbology.

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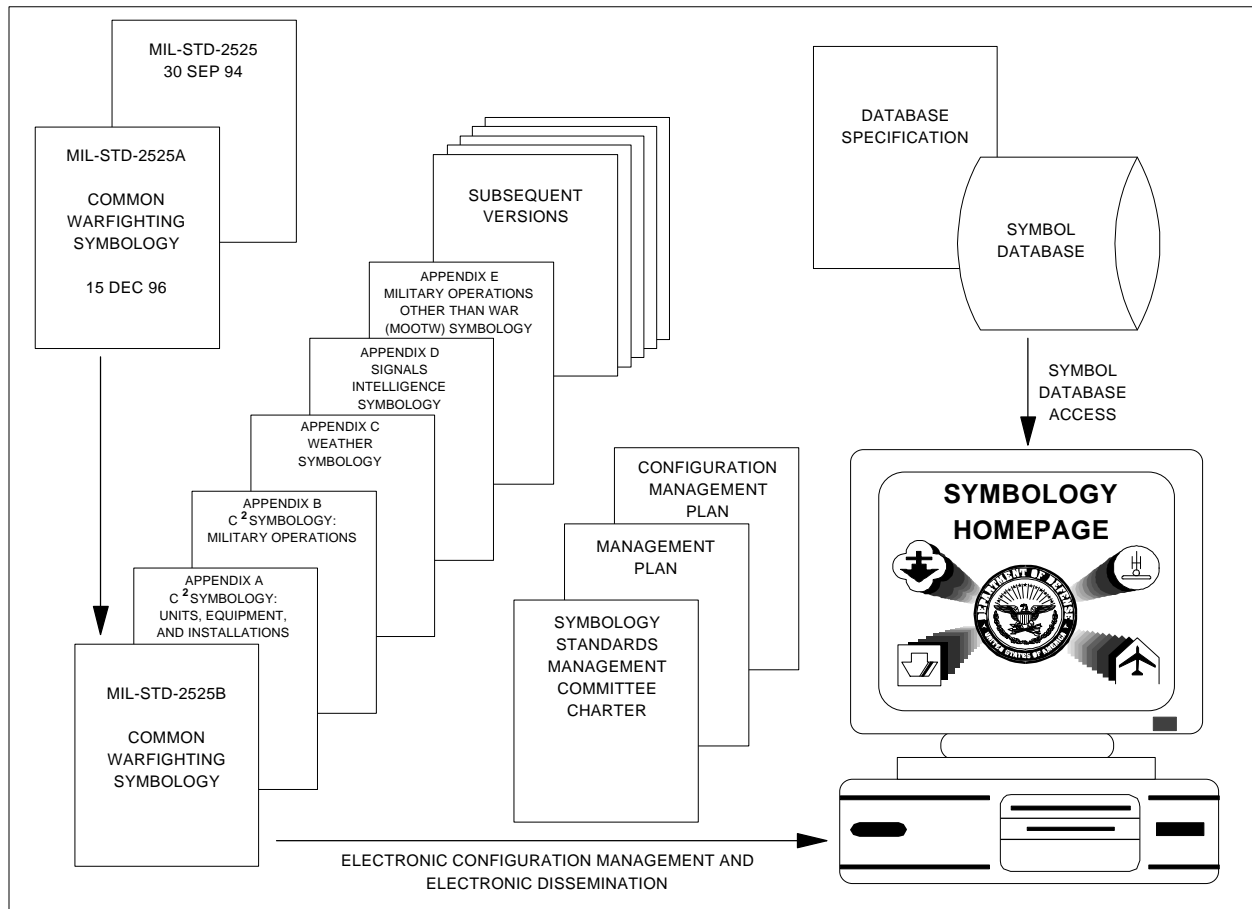
FIGURE 1. <u>Common warfighting symbology documents</u>.

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

d. MIL-STD-1787C-Aircraft Display Symbology has been developed to provide standards guidance regarding rotary and fixed wing cockpit displays. MIL-STD-1787C is in draft for planned FY99 release, and supersedes MIL-STD-1295A. Joint Service Specification Guide 1776 - Aircrew Systems is also in draft for early FY99 release, and includes cockpit system engineering and validation guidance.

1.4 <u>Content</u>. MIL-STD-2525B defines the composition, construction, and display of tactical symbols and tactical graphics. Each approved symbol set is presented in one of the five appendixes:

Appendix A - C^2 Symbology: Units, Equipment, and Installations
Appendix B - C^2 Symbology: Military Operations
Appendix C - METOC Symbology
Appendix D - Signals Intelligence Symbology
Appendix E - Military Operations Other Than War

Appendixes A through E contain tables listing symbol identification codes, hierarchy flowcharts, each approved symbol in the set, and any additional technical specifications specific to that set. Each of the warrior icons listed can be cross-referenced to the information hierarchy (taxonomy) and the symbol coding scheme provided in each symbol set's appendix. The information hierarchy provides an organization or structure for C4I warrior symbology, which encompasses the tactical information commonly exchanged via symbology. Each symbol category and icon is given a number that is cross-referenced to a symbol ID code. If common warfighting symbology (CWFS) is implemented to visually display or present symbology, the implementaion must comply with the provisions of this standard.

a. Symbols should comply with the National Imagery Transmission Format Standard (NITFS) when formed and disseminated. The NITFS implementation of the Computer Graphics Metafile (CGM), MIL-STD-2301, should be used for input interpretation and output generation of symbol representations. MIL-STD-2500 series should be used for file formation and digital exchange of imagery, symbology, and other imagery-related products. The symbol coding scheme in MIL-STD-2525B is the preferred code for all symbol transmissions in the DOD. If necessary, the coding scheme may be translated at the user system; however, to ensure interoperability, a common code for warrior symbol constructs developed using CGM across joint interfaces is necessary and is made standard in this document. Transmission vehicles are provided by the United States Message Text Format (USMTF) community's GRAPHREP-OVERLAY message and the Variable Message Format (VMF) community's OVERLAY message. These message formats are available to assist in symbology dissemination and are not mandated by MIL-STD-2525B when other forms of information transfer already in use are able to perform this function.

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

1.5 Changes. MIL-STD-2525B is designed to be flexible enough to accommodate change, further development and input from the operators and users. Changes to these symbols and the addition of new symbol sets will be introduced through the procedures defined in the Symbology Configuration Management Plan, which mandates that changes will be approved by a consensus of the voting members of the Symbology Standards Management Committee (SSMC). The staffing of configuration management items, called change proposals, will be in accordance with the procedures provided in JIEO Plan 3200, *Information Technology Standards Management Plan*, and JIEO Plan 9002, *Symbology Information Technology Standards Management Plan*.

2. APPLICABLE DOCUMENTS

2.1 <u>General</u>. The documents listed in this section are specified in sections 3, 4, and 5 of this standard. This section does not include documents cited in other sections of this standard or recommended for additional information or as examples. While every effort has been made to ensure the completeness of this list, document users are cautioned that they must meet all specified requirements documents cited in sections 3, 4, and 5 of this standard, whether or not they are listed.

2.2 <u>Government documents</u>.

2.2.1 <u>Specifications, standards, and handbooks</u>. The following specifications, standards, and handbooks form a part of this document to the extent specified herein. Unless otherwise specified, the issues of these documents are those listed in the issue of the Department of Defense Index of Specifications and Standards (DODISS) and its supplement, cited in the solicitation.

STANDARDS

DEPARTMENT OF DEFENSE

FIPS Pub 10 Series	-	Federal Information Processing Standards Publications. Name of Standard: Countries, Dependencies, Areas of Special Sovereignty, and Their Principal Administrative Divisions (FIPS PUB 10-4).
MIL-STD-1472 Series	-	Department of Defense Design Criteria Standard: Human Engineering
MIL-STD-1787 Series	-	Aircraft Display Symbology
MIL-STD-2401 Series	-	World Geodetic System, WGS-84
MIL-STD-2500 Series	-	National Imagery Transmission Format for the National Imagery Transmission Format Standard.
MIL-STD-6016 Series	-	Department of Defense Interface Standard; Tactical Digital Information Link (TADIL) J Message Standard
MIL-STD-6040 Series	-	United States Message Text Formatting Program

(Unless otherwise indicated, copies of the above specifications, standards, and handbooks are available from the Standardization Document Order Desk, 700 Robbins Avenue, Building 4D, Philadelphia, PA 19111-5094.)

(Copies of the Federal Information Processing Standards (FIPS) are available to Department of Defense activities from the Standardization Document Order Desk, 700 Robbins Avenue, Building 4D, Philadelphia, PA 19111-5094. Others must request copies of FIPS from the National Technical Information Service, 5285 Port Royal Road, Springfield, VA 22161-2171.)

2.2.2 <u>Other Government documents, drawings, and publications</u>. The following other Government documents, drawings, and publications form a part of this document to the extent specified herein. Unless otherwise specified, the issues are those cited in the solicitation.

Technical Architecture Framework for Information Management, version 3.0, volume 8	-	DoD Human Computer Interface (HCI) Style Guide
Joint Publication 1-02	-	Department of Defense Dictionary of Military and Associated Terms
Joint Publication 3-59	-	Joint Doctrine for Meteorological and Oceanographic Support
AFM 51-12V2	-	Weather for Aircrews
APP-6	-	Military Symbols for Land Based Symbols
FM 34-3	-	Intelligence Analysis
FM 101-5	-	Staff Organizations and Operations
FM 101-5-1/MCRP 5-2A	-	Operational Terms and Graphics
STANAG 1241	-	NATO Standard Identity Description for Tactical Use
User Interface Specification for the Defense Information Infrastructure (DII)	-	Version 3.0
Joint Service Specification Guide 1776	-	Aircrew Systems

(Joint Publications are available from the Joint Staff, Washington, DC 20318-7000.)

2.3 <u>Nongovernment publications</u>.   None referenced.

2.4 <u>Order of precedence</u>. In the event of a conflict between the text of this document and the references cited herein, the text of this document takes precedence. Nothing in this document, however, supersedes applicable laws and regulations unless a specific exemption has been obtained.

3. DEFINITIONS

3.1 <u>Acronyms used in this standard</u>. The acronyms used in this standard are defined as follows:

AA	Assembly Area
A/C	Aircraft
AAM	Air-to-Air Missile
AAWC	Antiair Warfare Commander
ACA	Airspace Coordination Area
ACP	Air Control Point
ACV	Armored Combat Vehicle
AD	Air Defense
ADP	Automated Data Processing
AEW	1. Airborne Electronic Warfare 2. Airborne Early Warning
AF	Air Force
AGI	Auxiliary Group Intelligence
ANM	Acoustic Noise Monitor
APC	Armored Personnel Carrier
APOD	Aerial Port of Debarkation
APOE	Aerial Port of Embarkation
APP	Allied Procedures Publication
ASM	Antiship Missile
ASP	Ammunition Support Point
ASR	Alternate Supply Route
ASUW	Antisurface Warfare
ASW	Antisubmarine Warfare
ATAC	Air Transportable Acoustic Communications
BT	Bathythermograph
BSA	Brigade Support Area
C2	Command and Control
C3I	Command, Control, Communications, and Intelligence
C4I	Command, Control, Communications, Computers, and Intelligence
C4IFTW	C4I for the Warrior
CAP	Combat Air Patrol
CARP	Computed Air Release Point
CAS	Close Air Support

CASS	Command Activated Sonobuoy System
CATK	Counterattack
CENOT	Communications Intelligence Notation
CCP	Communication Check Point
CFA	Covering Force Area
CFL	Coordinated Fire Line
CGM	Computer Graphics Metafile
CID	Criminal Investigation Division
CIE	Commission Internationale de l'Eclairage
CINC	Commander in Chief
COLT	Combat Observation and Lasing Team
COMMZ	Communications Zone
CP	Check Point
C/S/A	CINCs, Services, and Agencies
CSAR	Combat Search and Rescue
CWFS	Common Warfighting Symbology
DCA	Defensive Counter Air
DGZ	Designated Ground Zero
DIA	Defense Intelligence Agency
DICASS	Directional Command Activated Sonobuoy System
DIFAR	Directional Frequency Analysis and Recording
DISA	Defense Information Systems Agency
DLIC	Detachment Left-in-Contact
DLRP	Data Link Reference Point
DOD	Department of Defense
DODISS	Department of Defense Index of Specifications and Standards
DRPR	Drawing Practices
DTG	Date-Time Group
EA	Electronic Attack
EC	Electronic Combat
ECM	Electronic Countermeasures
ELNOT	Electronic Intelligence Notation
EO	Electro-optical
EP	Electronic Protection
EPW	Enemy Prisoner of War
ERP	Engineer Regulating Point
ES	Electronic Warfare Support
EW	Electronic Warfare
EZ	Extraction Zone
FAADEZ	Forward Area Air Defense Zone
FC	Fire Control
FCZ	Forward Combat Zone

FEBA	Forward Edge of the Battle Area
FLB	Forward Logistics Base
FLET	Forward Line of Enemy Troops
FLOT	Forward Line of Own Troops
FM	Field Manual
FO	Frame Optional
FSCL	Fire Support Coordination Line
F/W	Fixed Wing
GPS	Global Positioning System
GSD	Graphical Situation Display
GZ	Ground Zero
HCI	Human Computer Interface
HFAC	Human Factors
HIDACZ	High-Density Airspace Control Zone
HL	Holding Line
H/MAD	High/Medium Altitude Air Defense
ICBM	Intercontinental Ballistic Missile
IFF	Identification, Friend or Foe
IFV	Infantry Fighting Vehicle
INST	Information Standards and Technology
IP	Initial Point
IRBM	Intermediate Range Ballistic Missile
ISB	Intermediate Staging Base
JAG	Judge Advocate General
JTIDS	Joint Tactical Information Distribution System
JPOTF	Joint Psychological Operations Task Force
JSEAD	Joint Suppression of Enemy Air Defenses
JSOTF	Joint Special Operations Task Force
LAB	Logistics Assault Base
LC	Line of Contact
LCCP	Large Communication Configured Package
LD	Line of Departure
LLLTV	Low-Light Level Television
LLTR	Low-Level Transit Route
LOA	Limit of Advance
LOC	Lines of Communications
LOFAR	Low Frequency Analysis and Recording
LOTS	Logistics Over-The-Shore
LP	Linkup Point
LRP	Logistics Release Point
LRS	Long Range Surveillance
MAGTF	Marine Air-Ground Task Force

MBA	Main Battle Area
MC&G	Mapping, Charting, and Geodesy
MCM	Mine Countermeasures
MEDEVAC	Medical Evacuation
MEZ	Missile Engagement Zone
MICV	Mechanized Infantry Combat Vehicle
MOOTW	Military Operations Other Than War
MP	Military Police
MPA	Maritime Patrol Aircraft
MRR	Minimum-Risk Route
MSD	Minimum Safe Distance
MSR	Main Supply Route
MTF	Medical Treatment Facility
NAI	Named Area of Interest
NATO	North Atlantic Treaty Organization
NBC	Nuclear, Biological, and Chemical
NFA	No-Fire Area
NFL	No-Fire Line
NIMA	National Imagery and Mapping Agency
NITFS	National Imagery Transmission Format Standard
NOTAM	Notice to Airmen
NTDS	Naval Tactical Data System
OBJ	Objective
OP	1. Observation Point 2. Observation Post
PAA	Position Area for Artillery
PDF	Principal Direction of Fire
PIM	Path of Intended Motion
PLD	Probable Line of Deployment
POD	Port of Debarkation
POE	Port of Embarkation
PP	Passage Point
PS	Personnel Services
PZ	Pickup Zone
QSTAG	Quadripartite Standardization Agreement
R3P	Rearm, Refuel, and Resupply Point
RAA	Rear Assembly Area
RAOC	Rear Area Operation Center
RCZ	Rear Combat Zone
RES	Reserve
RFL	Restrictive Fire Line
RGB	Red, Green, Blue
RL	Report Line

RO	Range Only
RO/RO	Roll-on/Roll-off
ROZ	Restricted Operations Zone
RP	Release Point
RPV	Remotely Piloted Vehicle
RV	Reentry Vehicle
S/SSM	Surface-to-Subsurface Missile
SAAFR	Standard use Army Aircraft Flight Route
SAM	Surface-to-Air Missile
SAR	Search and Rescue
SFOB	Special Forces Operations Base
SIF	Selective Identification Feature
SIGINT	Signals Intelligence
SL	Start Line
SLBM	Sea-Launched Ballistic Missile
SOF	Special Operations Forces
SP	1. Starting Point 2. Self-Propelled 3. Strong Point
SPOD	Seaport of Debarkation
SPOE	Seaport of Embarkation
SSM	Surface-to-Surface Missile
SSMC	Symbology Standards Management Committee
STANAG	Standardization Agreement (NATO)
SWG	1. Symbology Working Group 2. Surface Warfare Group
TAACOM	Theater Army Area Command
TAI	Target Area of Interest
TCP	Traffic Control Point
TF	Task Force
TGT	Target
TOT	Time on Target
TV	Television
TWS	Track While Scan
UAV	Unmanned Aerial Vehicle
UEI	Units, Equipment, and Installations
UF	Unframed
USA	United States Army
USMTF	United States Message Text Format
UTM	Universal Transverse Mercator
UWT	Under Water Telephone
UWTG	Under Water Tug
VDC	Virtual Device Coordinates
VLAD	Vertical Line Array Difar
VMF	Variable Message Format

V/STOL   Vertical/Short Take-Off and Landing
WFZ   Weapons Free Zone

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

      a. Affiliation -the threat posed by the warfighting object being represented. The basic affiliation categories are unknown, friend, neutral, and hostile.

      b. Area - 1. A flat piece of ground or open space. 2. A distinct space or surface, or one having a special function. Refer to FM 101-5-1/MCRP 5-2A for the definition of specific types of areas.

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

      d. Atmospheric environment phenomena - A term used to describe natural phenomena occurring in the envelope of air surrounding the Earth, including its interfaces and interactions with the Earth's solid or liquid surface.

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

      f. Battlespace - A warrior's battlespace is the total, fluid, dynamic environment within which mission-derived operational objectives are pursued.

      g. Boundary - 1. Something indicating a border or limit. 2. The border or limit indicated. Refer to FM 101-5-1/MCRP 5-2A for the definition of specific types of boundaries.

      h. Combat Effectiveness - The ability of a unit to perform its mission. Factors such as ammunition, personnel, status of fuel, and weapon systems are assessed and rated. See FM 101-5.

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

      j. Contact - In air intercept, a term meaning, "Unit has an unevaluated target." (Joint Pub 1-02)

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

l. Engineering design symbology - Symbology used to design, plan, and develop engineering drawings in the chemical, electrical, civil, mechanical, and structural engineering fields.

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

n. Fields - A defined area in which a limited combination of alphanumeric and other characters, indicators, and/or abbreviations are grouped/situated in an established way around a symbol/icon, line, area, point, or boundary and used for the purpose of providing additional information about the associated object or battlespace geometry.

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

p. Frame - The geometric border of a symbol that provides an indication of the affiliation, battle dimension, and status of a warfighting object.

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

r. Graphic - All products of the cartographic and photogrammetric art.

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

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

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

v. Installation - A military camp or base.

w. Interoperability - The ability of systems, units, or forces to provide services to and accept services from other systems, units, or forces and to use the services so exchanged to enable them to operate effectively together. (Joint Pub 1-02)

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

y. Line - 1. A demarcation. 2. A border or boundary. Refer to FM 101-5-1/MCRP 5-2A for the definition of specific types of lines.

z. MC&G symbology - Symbology that represents natural and man-made features used in the production or display of maps, charts, and digital geospatial information.

aa. Meteorological symbology - Symbology used in weather/climatic forecasting.

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

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

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

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

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

ag. Point - A position, place, or locality: SPOT. Refer to FM 101-5-1/MCRP 5-2A for the definition of specific types of points.

ah. Signals Intelligence (SIGINT) - 1. A category of intelligence comprising either individually or in combination all communications intelligence, electronics intelligence, and foreign instrumentation signals intelligence, however transmitted. 2. Intelligence derived from communications, electronics, and foreign instrumentation signals. (Joint Pub 1-02)

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

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

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

al. Suspect - A track which is potentially hostile because of its characteristics, behavior, origin, or nationality. (MIL-STD-6016)

am.   Symbol - An object that presents information. (DOD Symbology Ad Hoc Working Group, 6 October 1994)

an.   Symbol ID code - An alphanumeric code based on a database structure that provides the minimum elements required to construct the basic icon and/or a complete symbol. (Joint Pub 1-02)

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

ap.   Tactical symbol - A category of warfighting symbology that provides information about the affiliation, battle dimension, status, and mission of a warfighting object.

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

ar.   Track - 1. A series of related contacts displayed on a plotting board. 2. The actual path of an aircraft above, or a ship on, the surface of the earth.

as.   Unknown - An evaluated track which has not been identified. (MIL-STD-6016)

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

au.   Virtual device coordinates (VDC) - The coordinates used to specify position in the VDC space. These are absolute two-dimensional coordinates.   (ANSI X3.122)

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

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

ax.   Warfighting symbology - Symbology used to plan and execute military operations in support of C4I functions. These symbols fall into two basic categories: tactical symbols and tactical graphics (see paragraph 4.3, symbol categories).

ay.   Zone - A section of an area or territory set apart for a specific purpose. Refer to FM 101-5-1/MCRP 5-2A for the definition of specific types of areas.

4. GENERAL REQUIREMENTS

4.1 <u>Objective.</u> 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, and 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 <u>Organization</u>. The purpose of warfighting symbology is to convey information about objects in the warfighter battlespace. The basic standard defines composition, construction, display, and transmission of common warfighting symbology. This chapter introduces the general requirements for warrior symbology by defining the general categories into which the symbology can be divided, explaining the symbol hierarchy, and outlining the use of special symbol sets. Appendixes A through E contain additional technical specifications applicable to each set, symbol ID code tables, hierarchy flowcharts, and the approved symbology in each set.

4.3 <u>Symbology categories</u>. This standard defines two categories of warfighting symbology: tactical symbols and tactical graphics. Each category can be characterized as to whether it contains point, line, or area objects. It is expected that C4I systems will implement those symbols and/or graphics needed to satisfy operational requirements.

4.3.1 <u>Tactical symbols</u>. The tactical symbol category consists of point objects that present information that can be pinpointed in one location at a particular point in time. A tactical symbol is composed of an icon, frame, and fill, and may include additional modifiers. The components provide information about the symbol's affiliation, battle dimension, status, and mission. The size and shape of a symbol are fixed and remain constant, regardless of the scale of the background projection, unless changed by the operator.

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

4.4 <u>Symbology hierarchy</u>. A hierarchy number is used to identify the location of each tactical symbol and graphic in the information taxonomy defined for each symbology set. The first position of the hierarchy number represents which symbology set the symbol or graphic is assigned to. With the exception of the METOC symbology set, the second position of the hierarchy number is occupied by "X," which is used as a placeholder to indicate the symbol's variable affiliation. In the METOC set, which has no affiliation, the second position and beyond represent increasingly deeper branches of the hierarchy. In the remaining four symbology sets, this breakdown begins at the third position. The depth of a set's structure (and therefore, the possible length of a symbol's hierarchy number) is determined by the number of icons or graphics in a specific set. The hierarchy for each symbology set is illustrated in its appendix.

4.5 <u>Use of standard and special symbology sets</u>. As referenced earlier in paragraph 1.4, this standard provides five approved symbology sets—C^2 Symbology: Units, Equipment, and Installations; C^2 Symbology: Military Operations; METOC Symbology; Signals Intelligence (SIGINT) Symbology; and Military Operations Other Than War Symbology. The SSMC is responsible for the standardization of all the symbology sets except METOC, providing configuration management by reviewing and approving additions and changes to these symbols and graphics. While the standardized symbology sets are intended to address the 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 those addressed here. Although these other domains are outside the scope of the current document, it is desirable to make the symbology they publish available with this standard. Therefore, the SSMC identifies symbology sets of potential interest to the warfighter and includes them as appendixes to the current document as appropriate. The METOC symbology provided in appendix C is an example of a special symbology set included in this standard. Although METOC symbology was derived from AF 51-12 and sources accepted by the international community, it is considered a mandatory part of this standard and shall be followed when presenting METOC symbology in MIL-STD-2525 compliant systems. The content of special symbology sets is maintained by an operational community other than the SSMC and is not under configuration management by this group. As a result, the symbology is not harmonized with the current standard and may be inconsistent with the symbology requirements presented here.

4.6 <u>Symbol set composition</u>. The five approved symbol sets are presented in the appendixes to this standard. Appendixes A, D, and E contain point-based tactical symbols, while appendixes B and C contain point- , line- , and area-based tactical graphics.

5. DETAILED REQUIREMENTS

5.1   Objective. To promote interoperability at the information level within the area of warfighting symbology, it is necessary to define a standard set of rules for symbol construction and generation to be implemented in C4I systems. The rules in this standard are considered to be the minimum necessary to ensure that information about warfighting symbology is exchanged successfully across service and organizational boundaries. These rules are not intended to constrain the manner in which the symbology is used.

5.2   Organization.   This section provides the detailed requirements concerning the composition, construction, display, and transmission of tactical symbols and tactical graphics considered essential to achieve interoperability. Display rules are provided which allow the degree of complexity of the resulting symbology to be tailored to operational requirements and system capabilities. Additional implementation guidance is provided in each appendix as it applies to the particular symbology set.

5.3   Composition of tactical symbols.   A tactical symbol is composed of a frame, fill, and icon and may include text and/or graphic modifiers that provide additional information (see figure 2). The frame attributes (i.e., affiliation, battle dimension, and status) determine the type of frame for a given symbol. Fill color is a redundant indication of the symbol's affiliation.

FIGURE 2. Symbol components.

5.3.1   Frame. The frame is the geometric border of a symbol that, when displayed, provides an indication of the affiliation, battle dimension, and status of a warfighting object.   The frame may include modifiers (e.g., "U,""?,""J," and "K") that are placed inside or outside the border and help determine affiliation and/or dimension. If any of these modifiers is displayed in a symbol, it is considered to be an integral part of the frame. The frame serves as the base to which other symbol components and modifiers are added. Though sometimes optional, in most cases a frame surrounds an icon. Table I provides the approved frame shapes that depict affiliation and battle dimension for tactical symbols. A frame can be black or off-white depending on display background, or it can be colored, using the default colors in table XII, to provide redundant information about affiliation.

TABLE I. Frame shapes depicting affiliations and battle dimensions.

BATTLE DIMENSION / AFFILIATION	Unknown (Z)	ABOVE SURFACE		SURFACE				Sub-surface (U)	SOF (F)
		Space (P)	Air (A)	Ground(G)			Sea Surface (S)		
				Units	Equip-ment	Instal-lation			
PENDING (P) (YELLOW)	? (U)	?	?	?	?	?	?	?	?
UNKNOWN (U) (YELLOW)	(U)								
FRIEND (F) (CYAN)	N/A								
NEUTRAL (N) (GREEN)	N/A								
HOSTILE (H) (RED)	N/A								
ASSUMED FRIEND (A) (CYAN)	N/A	?	?	?	?	?	?	?	?
SUSPECT (S) (RED)	N/A	?	?	?	?	?	?	?	?
JOKER (J) (RED)	N/A	J	J	J	J	J	J	J	J
FAKER (K) (RED)	N/A	K	K	K	K	K	K	K	K

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

5.3.1.1 <u>Affiliation</u>. Affiliation refers to the threat posed by the warfighting object being represented. The basic affiliation categories are unknown, friend, neutral, and hostile. A quatrefoil frame shall be used to denote unknown affiliation, a circle or rectangle frame to denote friend affiliation, a square frame to denote neutral affiliation, and a diamond frame to denote hostile affiliation. A question mark centered in an "unknown" frame indicates that identification has not been determined and affiliation is pending. A question mark (?) in field E (see figure 3 and table III) of a "friend" or "hostile" frame indicates the uncertainty of the identification and shall identify the symbol as assumed friend or suspect. The letter J or K in field E of a "friend frame" is used to accommodate special exercise requirements and shall identify the symbol as joker or faker. Each of these affiliation categories is defined in paragraph 3.2. The codes for affiliation in the symbol ID code are included in the appendix for each symbology set.

5.3.1.2 <u>Battle dimension</u>. Battle dimension defines the primary mission area for the warfighting object within the battlespace. If the battle dimension cannot be or has not been determined, it is considered to be unknown. If the battle dimension is known, an object can have a mission area above the earth's surface (i.e., in the air or outer space), on the earth's surface, or below the earth's surface. If the mission area of an object is on the earth's surface, it can be either on land or sea. The ground dimension includes those mission areas on the land surface and is divided into units, equipment, and installations. The sea surface dimension includes those objects whose mission area is on the sea surface, whereas the subsurface dimension includes objects whose mission area is below the sea surface. As shown in table I, a frame open at the bottom shall be used to denote the air and space dimension, a closed frame shall be used to denote the ground and sea surface dimension, and a frame open at the top shall be used to denote the subsurface dimension. The codes for battle dimension in the symbol ID code are presented in the appendix for each symbology set. To clarify which battle dimension should be used for a given object, maritime surface platforms shall be depicted in the sea surface dimension, aircraft shall be depicted in the air/space dimension, and ground equipment shall be depicted in the ground dimension. Likewise, a landing craft whose primary mission is ferrying personnel or equipment to and from shore is a maritime unit and is represented in the sea surface dimension. However, a landing craft whose primary mission is to fight on land is a ground asset and is represented in the ground dimension. All units, regardless of service affiliation (i.e., an Army, Navy, or Air Force helicopter squadron), are depicted with a rectangle frame.

5.3.1.3 <u>Status</u>. Status refers to whether a warfighting object exists at the location identified (i.e., status is "present") or will in the future reside at that location (i.e., status is "planned," "anticipated," "suspected," or "on order"). Regardless of affiliation, present status is indicated by a solid line and planned status by a dashed line. In the latter case, if the icon in a tactical symbol is framed (see paragraphs 5.3.3 and 5.4.2), the symbol frame is a dashed line (see table II). If the icon is frame optional or unframed and is unfilled, the icon is a dashed line. If the icon is frame optional and contains a filled icon, the icon is displayed with a frame and the frame is a dashed line. Planned status cannot be shown if the symbol is an unframed filled icon or is displayed as a dot (see

paragraph 5.4.5). The codes for status in the symbol ID code are provided in the appendix for each symbology set.

TABLE II. Present and planned status for tactical symbols.

BATTLE DIMENSION STATUS	AIR/SPACE	SURFACE		SUBSURFACE
		LAND	SEA SURFACE	
		UNITS	EQUIPMENT	
PRESENT POSITIONS (P) FOR FRAMED ICONS				
ANTICIPATED, PLANNED, SUSPECTED, OR ON ORDER (A) FOR FRAMED ICONS				
ANTICIPATED, PLANNED, SUSPECTED, OR ON ORDER (A) FOR UNFRAMED ICONS				

5.3.2 Fill. The fill is the interior area within a symbol. If a color fill is used in a framed symbol, it provides redundant information about the affiliation of the object. If a color fill is not used, the background of the symbol shall be transparent. In an unframed symbol, color shall be the sole indicator of affiliation, excluding text modifiers. Table I depicts the default colors that shall be used to designate affiliation when colored symbols are either hand-drawn or displayed electronically. This standard allows deviations from the default when systems require the capability to make distinctions among multiple types of forces, equipment, boundaries, etc. (e.g., to differentiate among coalition forces assigned a friend affiliation). Table XII provides additional information on how color is to be displayed in a symbol.

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

5.3.4 Modifiers. A modifier provides optional additional information about a symbol. The field ID, field title, description, and maximum allowable display and transmission lengths of symbol

modifiers are presented in tables III and XIII. The default placement of modifiers in fields around the symbol is shown in figure 3, and an example of each graphic modifier is included in figure 4. The placement of these modifiers applies to all tactical symbols regardless of battle dimension or whether the symbol is framed or unframed. Implementation guidance, where available, is provided in the appendix for each symbology set.
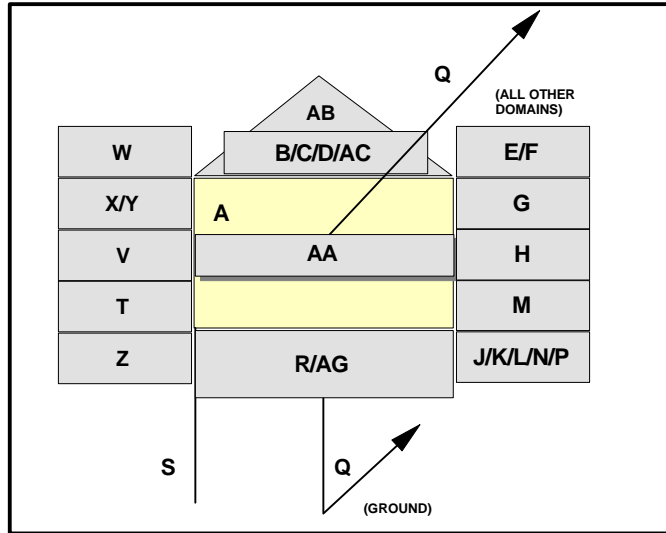
FIGURE 3. Field positions for tactical symbols.

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

FIELD ID	FIELD TITLE	DESCRIPTION	U[1]	E[1/2]	I[1]	SI[1]	M[1]
A	Symbol Indicator	The innermost part of a symbol that represents a warfighting object (see paragraph 5.3.3).	G[3]	G	G	G	G
B	Echelon	A graphic modifier in a unit symbol that identifies command level (see paragraph 5.3.4.2, table IV, and figures 3 and 4).	G	-	-	-	G
C	Quantity	A text modifier in an equipment symbol that identifies the number of items present.	-	9[3]	-	-	-
D	Task Force Indicator	A graphic modifier in a unit symbol that identifies a unit as a task force (see paragraph 5.3.4.5 and figures 3 and 4).	G	-	-	-	G
E	Frame Shape Modifier ("U,""?,""J," and"K")	Graphic modifiers that help determine affiliation and/or battle dimension of an object (see paragraph 5.3.1 and table I).	G	G	G	-	G
F	Reinforced or Reduced	A text modifier in a unit symbol that displays (+) for reinforced, (-) for reduced, (±) reinforced and reduced.	3	-	-	-	3
G	Staff Comments	A text modifier for units, equipment and installations; content is implementation specific.	20	20	20	20	20

TABLE III. <u>Modifier field definitions and maximum display lengths for tactical symbols</u>.
- Continued.

FIELD ID	FIELD TITLE	DESCRIPTION	U	E	I	SI	M
H	Additional Information	A text modifier for units, equipment, and installations; content is implementation specific.	20	20	20	20	20
J[4]	Evaluation Rating	A text modifier for units, equipment, and installations that consists of a one-letter reliability rating and a one-letter credibility 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.	2	2	2	2	2
K	Combat Effectiveness	A text modifier for units and equipment that indicates unit effectiveness or installation capability.	5	-	5	-	3
L	Signature Equipment	A text modifier for hostile equipment; "!" indicates detectable electronic signatures.	-	1	-	1	-
M	Higher Formation	A text modifier for units that indicates number or title of higher echelon command (corps are designated by Roman numerals).	21	-	-	21	-
N	Hostile (Enemy)	A text modifier for equipment; letters "ENY" denote hostile symbols.	-	3	-	-	-
P	IFF/SIF	A text modifier displaying IFF/SIF Identification modes and codes.	5	5	5	-	5
Q	Direction of Movement Indicator	A graphic modifier for units, equipment, and installations that identifies the direction of movement or intended movement of an object (see paragraph 5.3.4.1 and figures 3 and 4).	G	G	G	-	G
R	Mobility Indicator	**Mobility indicator:** a graphic modifier for equipment that depicts the mobility of an object (see paragraph 5.3.4.3, figure 4, and table V).	-	G	-	-	-
R2	SIGINT Mobility Indicator	M = Mobile, S = Static, or U = Uncertain.	-	-	-	1	-
S	Headquarters Staff Indicator/Offset Location Indicator	**Headquarters staff indicator**: A graphic modifier for units, equipment, and installations that identifies a unit as a headquarters (see paragraph 5.3.4.7 and figures 3 and 4). **Offset location indicator**: A graphic modifier for units, equipment, and installations used when placing an object away from its actual location (see paragraph 5.3.4.8 and figures 3 and 4).	G	G	G	-	G
T	Unique Designation	A text modifier for units, equipment, and installations that uniquely identifies a particular symbol; track number. Identifies acquisition number when used with SIGINT symbology.	21	21	21	21	21

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

FIELD ID	FIELD TITLE	DESCRIPTION	U	E	I	SI	M
V	Type	A text modifier for equipment that indicates type of equipment.	-	24	-	24	-
W[5]	Date/Time Group (DTG)	A text modifier for units, equipment and installations that displays traditional military Date/Time Group format: DDHHMMSSZMONYY.	20	20	20	20	20
X	Altitude/Depth	A text modifier for units, equipment, and installations that displays the 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
Y	Location	A text modifier for units, equipment, and installations that displays a symbol's location in degrees, minutes, and seconds (or in UTM or other applicable display format).	19	19	19	19	19
Z	Speed	A text modifier for units, equipment, and installations that displays velocity as set forth in MIL-STD-6040.	8	8	8	-	8
AA	Special C^2 Headquarters	A text modifier for units; indicator is contained inside the frame (see figures 3 and 4); contains the name of the special C^2 headquarters.	9	-	-	-	9
AB	Feint/Dummy Indicator	Feint or dummy indicator: A graphic modifier for units, equipment, and installations that identifies an offensive or defensive unit intended to draw the enemy's attention away from the area of the main attack (see paragraph 5.3.4.6 and figures 3 and 4).	G	G	G	-	G
AC	Installation	Installation: A graphic modifier for units, equipment, and installations used to show that a particular symbol denotes an installation (see paragraph 5.3.4.4 and figures 3 and 4).	G	G	G	-	G
AD	Platform Type	ELNOT or CENOT.	-	-	-	6	-
AE	Equipment Teardown Time	Equipment teardown time in minutes.	-	-	-	3	-
AF	Common Identifier	Example: "Hawk" for Hawk SAM system.	-	-	-	12	-
AG	Auxiliary Equipment Indicator	Towed sonar arrary indicator: A graphic modifier for equipment that indicates the presence of a towed sonar array (see paragraph 5.3.4.4, figures 3 and 4, and table VI).	-	G	-	-	-

Notes: 1. Column headings: U = units, E = equipment, I= installations, SI = signals intelligence (SIGINT), and M = military operations other than war (MOOTW).
2. Equipment includes air, space, sea surface, subsurface, and SOF, as well as land-based equipment as shown in table I.
3. Numeric entry indicates text modifier. "G" indicates graphic modifier. A dash (-) inside boxes indicates nonapplicable.
4. Field J: See FM 34-3, Intelligence Analysis, March 1990, pages 2-13 through 2-17 for complete definitions of evaluation ratings.
5. Field W: D = day, H = hour, M = minute, S = second, Z = Greenwich or local time, MON= month, and Y = year.
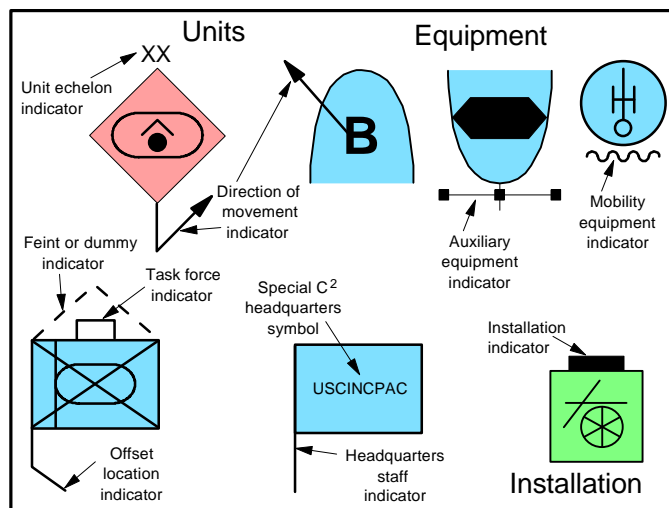
FIGURE 4. Graphic modifiers for tactical
symbol modifiers.

5.3.4.1 Direction of movement indicator. The direction of movement indicator is an arrow or staff identifying the direction of movement or intended movement of an object. For land symbols, the indicator is an angled arrow extending downward from the bottom center of the frame or icon and pointing in the direction of movement. For all other tactical symbols, the indicator is an arrow extending from the center of the frame or icon and pointing in the direction of movement. The indicator is represented as field Q as defined in table III and is positioned as shown in figures 3 and 4.

5.3.4.2 Echelon indicator. The echelon indicator provides a graphic representation of command level, as shown in table IV. Echelon indicator codes are listed in table IV and the appendix for each symbology set. The indicator is represented in field B as defined in table III and is positioned as shown in figures 3 and 4.

TABLE IV. Echelon indicator.

INDICATOR	DESCRIPTION
Ø	TEAM/CREW
•	SQUAD
••	SECTION
•••	PLATOON/DETACHMENT
I	COMPANY/BATTERY/TROOP
I I	BATTALION/SQUADRON
I I I	REGIMENT/GROUP
X	BRIGADE

TABLE IV. Echelon indicator. - Continued

INDICATOR	DESCRIPTION
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

5.3.4.3 Mobility indicator. The mobility indicator, which is only used for equipment, depicts the mobility feature of an object, as shown in table V. This indicator identifies mobility other than that intrinsic to the equipment itself. For example, the symbol for a self-propelled howitzer moving by train would include a railway mobility indicator, while the symbol for a self-propelled howitzer, a tank or other tracked vehicle would not have a mobility indicator. The indicator is represented in field R as defined in table III and is positioned as shown in figures 3 and 4.

TABLE V. Equipment mobility indicators.

DESCRIPTION					
MOBILITY SYMBOL	UN-FRAMED	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WHEELED (LIMITED CROSS-COUNTRY)					
WHEELED (CROSS-COUNTRY)					
TRACKED					

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TABLE V. Equipment mobility indicators. - Continued

DESCRIPTION					
MOBILITY SYMBOL	UN-FRAMED	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
TOWED					
RAILWAY					
OVER-SNOW (PRIME MOVER)					
SLED					
PACK ANIMALS					
BARGE					

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TABLE V. Equipment mobility indicators. - Continued

DESCRIPTION					
MOBILITY SYMBOL	**UN-FRAMED**	**UNKNOWN**	**FRIEND**	**NEUTRAL**	**HOSTILE**
AMPHIBIOUS					

5.3.4.4 <u>Auxiliary equipment indicator</u>. The auxiliary equipment indicator, which is only used for towed equipment, depicts the mobility feature of an array, as shown in table VI. This indicator identifies mobility other than that intrinsic to the equipment itself. The indicator is represented in field AG as defined in table III and is positioned as shown in figures 3 and 4.

TABLE VI. <u>Auxiliary equipment indicators</u>.

DESCRIPTION					
MOBILITY SYMBOL	**UN-FRAMED**	**UNKNOWN**	**FRIEND**	**NEUTRAL**	**HOSTILE**
TOWED SONAR ARRAY (SHORT)					
TOWED SONAR ARRAY (LONG)					

5.3.4.5 <u>Installation indicator</u>. The installation indicator is a shaded block used to show that a particular symbol denotes an installation. Although installations are included in the symbol hierarchy, the addition of an installation indicator can turn any tactical symbol into an installation. The indicator is represented in field AC as defined in table III and is positioned as shown in figures 3 and 4.

5.3.4.6 <u>Task force indicator</u>. The task force indicator is a bracket that identifies a unit as a task force. The indicator is represented in field D as defined in table III and is positioned as shown in figures 3 and 4. Task force codes are provided in appendix A.

5.3.4.7 <u>Feint/dummy indicator</u>. The feint or dummy indicator is a dashed inverted "V" that identifies an offensive or defensive unit intended to draw the enemy's attention away from the area of the main attack. The indicator is represented in field AB as defined in table III and is positioned as shown in figures 3 and 4.
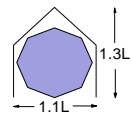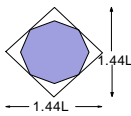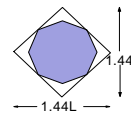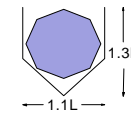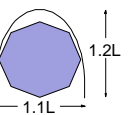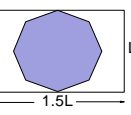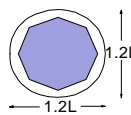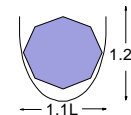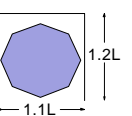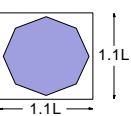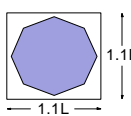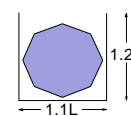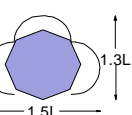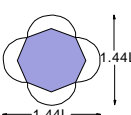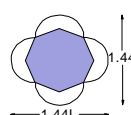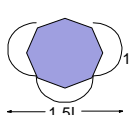
5.3.4.8 <u>Headquarters staff indicator</u>. The headquarters staff indicator is a line extending downward from the left side of the frame that identifies a unit as a headquarters.   The indicator is represented in field S as defined in table III and is positioned as shown in figures 3 and 4.

5.3.4.9 <u>Offset location indicator</u>. The offset location indicator is used when placing an object away from its actual location. The indicator is a line extending downward from the left side of a frame or an appropriate anchor point on an icon. The offset location indicator differs from the headquarters staff indicator in that the former has an elbow extending to the actual location. In addition, the actual location (field Y) is given in latitude and longitude. The indicator is represented in field S as defined in table III and is positioned as shown in figures 3 and 4.

5.3.4.10 <u>Text modifiers</u>. Table III defines the specific content, length, and type of each text modifier. Not all text modifiers are applicable to all symbols. However, when any such modifier is displayed, it shall be defined in accordance with the contents of table III and positioned in accordance with figure 3. Air/space and sea track numbers are included in field T. Staff comments and additional information are contained in fields G and H, with the content of these fields being implementation specific so long as the maximum number of characters in each field is not exceeded. Although text modifiers are normally displayed around the symbol, the special C2 headquarters indicator—field AA as defined in table III—is contained inside the frame, as seen in figures 3 and 4.

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

TABLE VII. Symbol frame relative sizes.

AIR AND SPACE	SURFACE FRAMES (UNITS, EQUIPMENT, AND INSTALLATIONS)		SUBSURFACE FRAMES
	UNITS AND INSTALL-ATIONS	EQUIPMENT	
1.3L / 1.1L	1.44L / 1.44L	1.44L / 1.44L	1.3L / 1.1L
1.2L / 1.1L	L / 1.5L	1.2L / 1.2L	1.2L / 1.1L
1.2L / 1.1L	1.1L / 1.1L	1.1L / 1.1L	1.2L / 1.1L
1.3L / 1.5L	1.44L / 1.44L	1.44L / 1.44L	1.3L / 1.5L

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

The bounding octagon forms the basis of frame sizing.
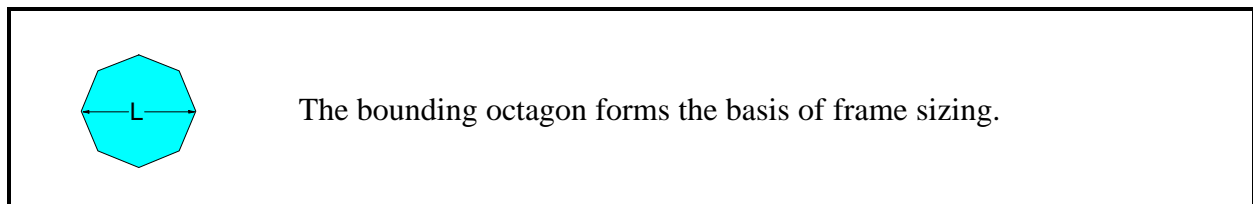
FIGURE 5. The bounding octagon.

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

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

frame and must, therefore, touch the interior border of the frame. The dimensions of unframed icons should be the same as framed icons.
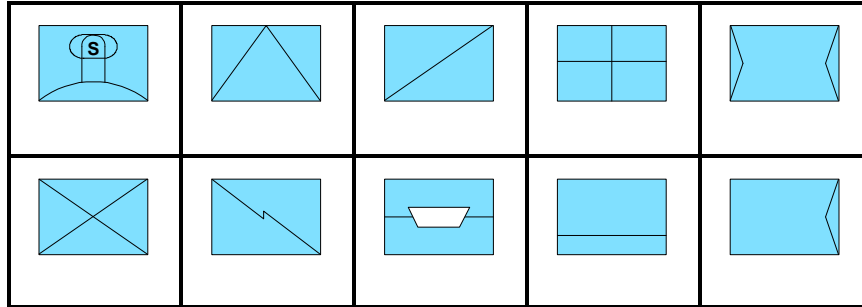
FIGURE 6. Example exceptions to icon placement.

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

5.4.2 Framing requirements. Framing requirements for individual icons are presented with each symbol and indicate whether an icon shall be framed, unframed, or whether framing is optional. Military ships (both sea surface and subsurface), military aircraft, military units, and installation icons are always associated with an 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. Framing requirements concerning the depiction of planned or present status are presented in paragraph 5.3.1.3.

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

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

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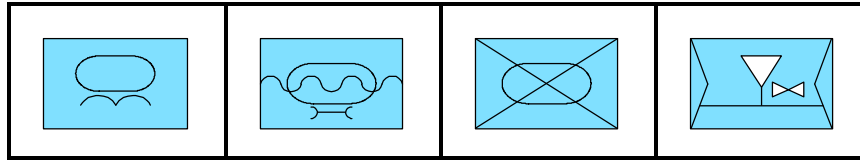
FIGURE 7. Examples of complex symbols with multiple icons.

5.4.4 Placement of modifiers. When symbol modifiers are displayed, the symbol itself should be centered within field A (see figure 3), and the position of all modifiers should remain the same regardless of 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 3 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.

5.4.5 Symbol display hierarchy. 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 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 VIII 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).

TABLE VIII. Tactical symbol display option hierarchy.

DISPLAY OPTION EXAMPLES		ATTRIBUTES
	?	Frame: ON (black or white depending on background) Fill: ON (use default color indicating affiliation) Icon: ON (black or white)
	K	Frame: ON (use default color indicating affiliation) Fill: OFF Icon: ON (use default color indicating affiliation)
	K	Frame: ON (black or white depending on background) Fill: OFF Icon: ON (black or white) Comments: Default option for monochrome implementation; replace black/white
		Frame: OFF (none) Fill: OFF Icon: ON (use default color indicating affiliation)
	U **?**	Frame: ON (use default color indicating affiliation) Fill: OFF Icon: OFF (none) Comments: "?" and "U" are part of the frame and are displayed in this frame-only
	U **?**	Frame: ON (monochrome system) Fill: OFF Icon: OFF (none) Comments: "?" and "U" are part of the frame and are displayed in this frame-only
		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.

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

5.4.6 <u>Adding temporary features to standard tactical symbols</u>. Appendixes A and D contain the standard tactical symbols to be used in the C2 and the signals intelligence domains. The information taxonomy and symbol hierarchy included in these appendixes provide a logical structure from which to define a set of design rules for the construction of symbols. A single graphic feature or attribute was selected to represent each type of information known about a warfighting object, with the same feature included in the symbol whenever that type of information is represented. The description of an object in terms of its position within the information hierarchy directly maps to the graphic features included in the icon. For example, whenever a helicopter object is rendered, one feature of its icon is a "bow tie" graphic. Each icon was constructed from the combination of graphics consistent with its position within the hierarchy. The approach taken in this standard differs from the concept of icons as composites of graphic "primitives" in that the placement of a given feature may vary as needed to maximize legibility when the icon is displayed within a frame. When implementations require temporary extensions to the symbology provided in this standard, the following display rules apply:

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

b. 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.

c. Implementations needing to display additional role or mission information about a warfighting object should use the icons in appendix A as the basis from which to create any temporary symbols. Figure 8 presents some of the graphic extensions that 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 9 provides an example of how the basic icon is combined with an extension to produce a temporary symbol. Organizations requiring additional symbol modifiers shall submit change proposals to the Configuration Control 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.
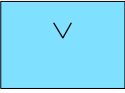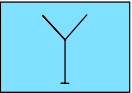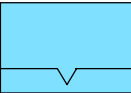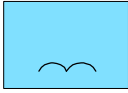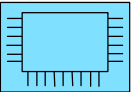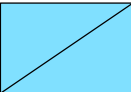
FIGURE 8. Examples of icon extentions.
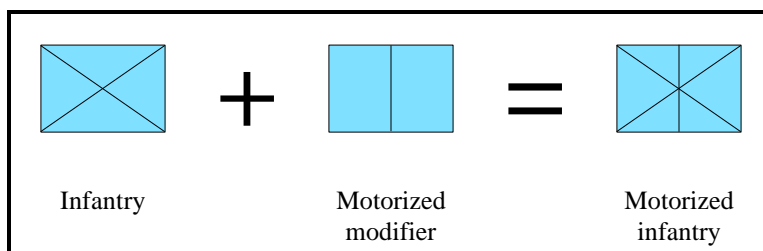
FIGURE 9. Extending the symbol.

5.5 Composition of tactical graphics. A tactical graphic is composed of an icon and may include text and/or graphic modifiers that provide additional information. Each of these components is described below.
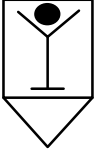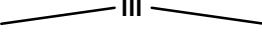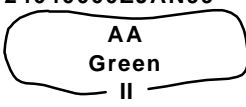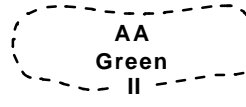
5.5.1 Icon. The icon provides a representation of natural and man-made features and locations on the ground and ground traces of aerial regions and can delineate responsibilities and missions, provide guidance, establish control measures, and identify items of interest. The icon may also indicate the affiliation and status of the battlespace object.

5.5.1.1 Affiliation. Affiliation refers to the threat posed by the battlespace object being represented. A tactical graphic can be black or off-white depending on display background, or affiliation can be indicated using color and/or text. If color is used, graphics denoting friend affiliation shall be shown in black, with other colors assigned in a manner consistent with the affiliation of the associated tactical symbols. By default, a graphic denoting hostile affiliation shall be shown in red. If red is not available, the graphic shall be drawn in black with the abbreviation

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"ENY" placed on the graphic in at least two places. In addition, if color is available, graphics indicating obstacles shall be drawn in green; otherwise, all obstacles shall be shown in black.

5.5.1.2 <u>Status</u>. Status refers to whether a warfighting object exists at the location identified (status is "present") or will in the future reside at that location (status is "planned," "anticipated," "suspected," or "on order"). In general, line (including boundary lines) and area graphics shall be a solid line when indicating present status and a dashed line when indicating anticipated or planned status, as depicted in table IX. There are certain tactical graphics such as counter attach which are drawn in the 'present' status with dashed lines. The codes for status in the symbol ID code are provided in the appendix for each symbology set.

Table IX. <u>Present and planned status for tactical graphics</u>.

	POINT GRAPHICS	BOUNDARY LINE GRAPHICS	AREA GRAPHICS
PRESENT POSITION (P)		— III —	22040000ZJAN99 24040000ZJAN99 A A Green II
ANTICIPATED, PLANNED, SUSPECTED, OR ON ORDER (A)		- - - III - - -	A A Green II

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

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

FIELD ID	FIELD TITLE	DESCRIPTION	P[1]	L[1]	A[1]	BL[1]	N[1]	B/C[1]
A	Symbol Indicator	The basic graphic (see paragraph 5.5.1).	G[2]	G	G	G	G	G
B	Echelon	A graphic modifier in a boundary graphic that identifies command level (see paragraph 5.5.2.2 and tables IV and VIII).	-	-	G	G	-	-
C	Quantity	A text modifier in a nuclear symbol that identifies the detonation in kilotons; yield (can be displayed in decimals).	-	-	-	-	6[2]	-
H	Additional Information	A text modifier for tactical graphics; content is implementation specific.	20	-	20	-	20	20
N	Hostile (Enemy)	A text modifier for tactical graphics; letters "ENY" denote hostile symbols	-	3	3	3	3	3
Q	Direction of Movement Indicator	A graphic modifier for nuclear, biological, and chemical (NBC) events that identifies the direction of movement (see paragraph 5.5.2.1 and figure 11).	-	-	-	-	G	G
S	Offset Location Indicator	A graphic modifier for points and nuclear, biological, and chemical (NBC) events used when placing an object away from its actual location (see paragraph 5.5.2.3 and figures 10, 11, and 12).	G	-	-	-	G	G
T	Unique Designation	A text modifier that uniquely identifies a particular tactical graphic; track number. **Nuclear:** delivery unit (missile, aircraft, satellite, etc.)	15	15	15	35	15	15
V	Type	A text modifier that indicates nuclear weapon type.	-	-	-	-	20	-
W[3]	Date/Time Group (DTG)	A text modifier that displays Date/Time Group format: DDHHMMSSZMONYY.	20	20	20	-	20	20
Y	Location (Latitude and Longitude)	A text modifier that displays a graphic's location in degrees, minutes, and seconds (or in UTM or other applicable display format).	19	19	19	19	19	19

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

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POINTS

H	
W	(POINT TYPE)	T
W1		

AREAS

W	(Area Type)	N
W1	T H	B
	N	

LINES

BOUNDARIES

NUCLEAR STRIKE

	C	
W	N	H
V		
T		N
	Y	Q

BIO EVENTS

W		H
BIO	B	
T		N
	Y	Q

CHEMICAL EVENTS

W		H
CML	C	
T		N
	Y	Q
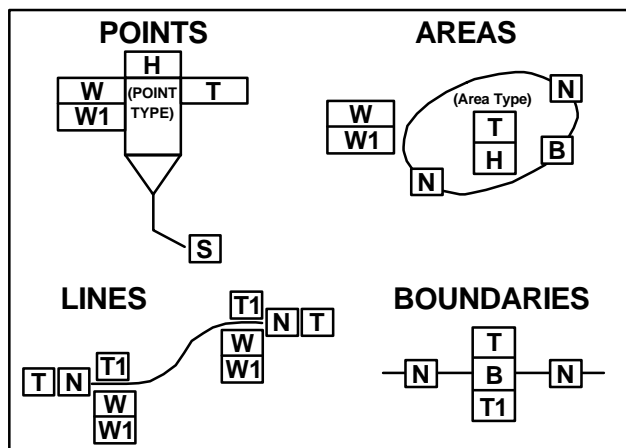
FIGURE 10. <u>Placement of modifiers for points, lines, areas, and boundaries</u>.

Notes: a. For lines, field T can include both the line designator and line name if available.
b. When placing a modifier inside an irregularly shaped area, it may be necessary to displace the modifier (see paragraph 5.4.4).
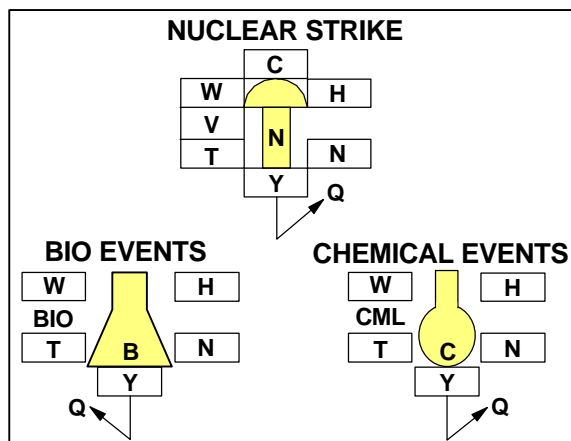
FIGURE 11. <u>Placement of modifiers for NBC events</u>.

POINTS

TEXT MODIFIER (LINK UP POINT NUMBER)

10095900ZJAN92 LU 3

DATE/TIME GROUP

LINK UP POINT

OFFSET LOCATION INDICATOR

AREAS

TEXT MODIFIER (TYPE OF AREA)

22042100ZSEP95/ 24063300ZSEP95 AA GREEN ENY

ENY

EFFECTIVE TIME

TEXT MODIFIER (ENEMY DESIGNATOR)

III

ECHELON INDICATOR

TEXT MODIFIER (AREA NAME)

LINES

TEXT MODIFIER (UNIQUE ID WITH LINE DESIGNATOR)

PL APPHA RFL 3rd INFANTRY 22042100ZSEP95/ 24063300ZSEP95

PL APPHA RFL 3rd INFANTRY 22042100ZSEP95/ 24063300ZSEP95

EFFECTIVE TIME

NBC EVENTS

QUANTITY INDICATOR (IN KILOTONS)

15

10095900ZJAN92 N

DATE/TIME GROUP

TYPE OF WEAPON B83

UNIQUE DESIGNATION X691 ENY

LOCATION 453100.0N0095900.0E

DIRECTION OF MOVEMENT INDICATOR (DOWNWIND DIRECTION)

FIGURE 12. <u>Graphic modifiers for tactical graphics</u>.

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5.5.2.1 <u>Direction of movement indicator</u>. The direction of movement indicator is an arrow identifying the direction of movement of nuclear, biological, and chemical (NBC) events. The arrow extends downward from the center of the NBC icon and points in the direction of movement. The indicator is represented in field Q as defined in table X and positioned as shown in figure 11.

5.5.2.2 <u>Echelon indicator</u>. The echelon indicator provides a graphic representation of command level and is used to show the element echelon on boundary lines. Echelon indicator codes are listed in table IV and the appendix for each symbology set. The indicator is represented in field B as defined in table X and positioned as shown in figure 10.

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

5.5.2.4 <u>Text modifiers</u>. Table X defines the specific content, length, and type of each text text modifier. Additional information is contained in field H, with the content of this field being implementation specific, provided the maximum number of characters in each field is not exceeded.

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

5.6.1 <u>Point graphics</u>. A point-based graphic, such as a casualty collection point, is constructed in the same manner as an unframed tactical symbol. Rules concerning the relative size of symbol components and placement of modifiers in tactical symbols also apply to point-based graphics.

5.6.2 <u>Line and area graphics</u>. A line or area graphic is constructed using the anchor points, size, and orientation defined for the graphic. Appendix B includes these parameters for the line and area graphics in the C^2 domain. The size of the graphic is determined by these parameters and the scale of the background on which the graphic is placed. As a general rule, the line width and pattern height shall be scaled proportionally to the change in icon size required by its change in background scale (map or image). For tactical graphics, line width is dependent on the distance between the points to be depicted and may vary (i.e., be reduced or enlarged) as display scale changes.

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

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

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

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

TABLE XI. <u>Minimum object size at selected viewing distances</u>.

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

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

a. For tactical symbols, 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 the symbol table. Implementors should select specific values (e.g., in CIE or RGB terms) for the default colors in table XII 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 and any modifiers should be the same color (e.g., black, white, or one of the default colors indicating affiliation).

b. For tactical graphics, this contrast can be provided by using black for the graphic when it is displayed on a light background, and using white when it is displayed on a dark background. If color is used in a graphic, implementors should select specific values for the default colors in table XII based on the same considerations as for tactical symbols.

c. 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 tactical symbols. 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 XII. Default colors for symbology.

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)
METOC	Purple	Plum Red (128, 0, 128)	Light Orchid (226, 159, 255)
METOC	Brown	Safari (128, 98, 16)	Khaki (210, 176, 106)
Boundaries, lines, areas, text, icons, and frames	Black	Black (0, 0, 0)	Black (0, 0, 0)
(See note)	White	White (255, 255, 255)	Off-White (6% Grey) (239, 239, 239)

5.7.3 Line width. Because the frame of a tactical symbol 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. Similarly, the legibility of a tactical graphic is impacted by line thickness, especially when the size of an area graphic changes based on background scale. Usability testing should be performed to identify the optimum rendering for a given implementation.

5.7.4 <u>Plotting</u>. The plotting of tactial symbols and most point graphics shall be based on the geometric center of the symbol or graphic. The geometric center indicates the general vicinity of the center of mass of an object. Point graphics that do not use their geometric center for plotting shall be positioned based on their anchor point. Directions related to plotting are included in appendix B. If an offset location indicator is displayed with a symbol or graphic, the endpoint of the indicator shall show the object's location. If a group of tactical symbols is displayed at one location, the group may be enclosed with a bracket and the location of that group identified with an offset location indicator. Other display options for reducing clutter when symbols overlap or are collocated are considered to be implementation specific. The positional accuracy of symbology plotting is also considered implementation specific.

5.7.5 <u>Orientation</u>. The frame and icon in framed tactical symbols shall be displayed in the orientation shown in appendixes A, D, and E. Equipment in the land battle dimension can be rotated to face the direction of movement only when the symbol is unframed. Tactical graphics shall be displayed in the orientation shown in appendix B. Point graphics that are positioned based on their anchor point can be rotated 90 degrees when necessary to minimize interference with other symbology or terrain features.

5.8 <u>Symbology transmission</u>. Common warfighting symbology can be exchanged between MIL-STD-2525 compliant systems using the USMTF GRAPHREP Overlay Message. This message transmits a 15-character alphanumeric symbol ID code which provides the information necessary for a system to transmit and display a tactical symbol or graphic and its modifier fields. The information required to identify a symbol or graphic varies slightly between symbology sets; therefore, an entry may not be required in all 15 positions of the ID code. A null character is used to fill each unused position. The composition of the symbol ID code is provided in the appendix for each symbology set. The transmission requirements for modifier fields for both symbols and graphics are presented in table XIII. This table identifies the transmission length for each field and includes information about required format, where appropriate, as required by applicable transmission standards.

TABLE XIII. Transmission lengths for tactical symbols and tactical graphics[1].

FIELD ID	FIELD TITLE	U[2]	E[2]	I[2]	SI[2]	M[2]	P[2]	L[2]	A[2]	BL[2]	N[2]	B/C[2]	FORMAT
A	Symbol Indicator	*[3]	*	*	*	*	*	*	*	*	*	*	SYM-ID positions 3, 5-10[4]
B	Echelon	*	-	-	-	*	-	*	*	*	-	-	SYM-ID positions 11 and 12
C	Quantity	-	9[3]	-			-	-	-	-	6	-	-
D	Task Force Indicator	*	-	-			-	-	-	-	-	-	SYM-ID positions 11-12
E	Frame Shape Modifier	*	*	*	-	*	-	-	-	-	-	-	SYM-ID positions 3-4
F	Reinforced or Reduced	2	-	-	-	2	-	-	-	-	-	-	R = reinforced, D = reduced, RD = reinforced and reduced
G	Staff Comments	20	20	20	20	20	-	-	-	-	-	-	Free text
H	Additional Information	20	20	20	20	20	20	-	20	-	20	20	Free text
J[5]	Evaluation Rating	2	2	2	2	2	-	-	-	-	-	-	One letter and one number
K	Combat Effectiveness	5	-	5	-	5	-	-	-	-	-	-	-
L	Signature Equipment	-	1	-	1	-	-	-	-		-	-	-
M	Higher Formation	21	-	-	21	21	-	-	-		-	-	-
N	Hostile (Enemy)	-	3	-	-	-	-	3	3	3	-	-	-
P	IFF/SIF	5	5	5	-	5	-	-	-	-	-	-	-
Q	Direction of Movement Indicator	4	4	4	-	4	-	-	-	-	4	4	Number in degrees or mils, such as 090 degrees or 1600 mils

TABLE XIII. <u>Transmission lengths for tactical symbols and tactical graphics</u>. - Continued

FIELD ID	FIELD TITLE	U[2]	E[2]	I[2]	SI[2]	M[2]	P[2]	L[2]	A[2]	BL[2]	N[2]	B/C[2]	FORMAT
R	Mobility Indicator; Towed Sonar Array Indicator	-	*	-	-	-	-	-	-	-	-	-	SYM-ID code positions 11-12
R2	SIGINT Mobility Indicator	-	-	-	1	-	-	-	-	-	-	-	-
S	Headquarters Staff Indicator/ Offset Location Indicator	*	-	-	-	*	-	-	-	-	-	-	-
T	Unique Designation	21	21	21	21	21	21	21	21	35	15	15	-
V	Type	-	24	-	24	-	-	-	-	-	20	-	-
W[6]	Date/Time Group (DTG)	14	14	14	14	14	14	14	14	-	14	14	Alphanumeric field for date/time for transmission conforms with MIL-STD-2500B (YYYYMMD DHHNNSS)
X	Altitude/ Depth	6	6	6	-	6	-	-	-	-	6	6	-
Y[7]	Location	19	19	19	19	19	19	19	19	19	19	19	Conforms to decimal degrees format: xx.dddddhyyy.dddddh where xx = degrees latitude yyy = degrees longitude .ddddd = decimal degrees h = direction (N, E, S, W)
Z	Speed	8	8	8	-	8	-	-	-	-	-	-	-

TABLE XIII. <u>Transmission lengths for tactical symbols and tactical graphics</u>. - Continued

FIELD ID	FIELD TITLE	U²	E²	I²	SI²	M²	P²	L²	A²	BL²	N²	B/C²	FORMAT
AA	Special C² Headquarters	9	-	-	-	9	-	-	-	-	-	-	-
AB	Feint/Dummy Indicator	*	*	*	-	*	-	-	-	-	-	-	SYM-ID code positions 11-12
AC	Installation	*	*	*	-	*	-	-	-	-	-	-	SYM-ID code positions 11-12
AD	Platform Type	-	-	-	6	-	-	-	-	-	-	-	-
AE	Equipment Teardown Time	-	-	-	3	-	-	-	-	-	-	-	-
AF	Common Identifier	-	-	-	12	-	-	-	-	-	-	-	-
AG	Auxiliary Equipment Indicator	-	-	-	1	-	-	-	-	-	-	-	-

Notes: 1. The transmission lengths shown in Table XIII are in ASCII format.

2. Column headings: U = units, E = equipment, I= installations, SI = signals intelligence (SIGINT), and M = military operations other than war (MOOTW), P = points, L = lines, A = areas, BL = boundary lines, N = nuclear, and B/C = bio/chem.

3. An asterisk (*) indicates that the value is contained in the symbol ID code. Numeric entry indicates the number of alphanumeric characters in transmission fields. A dash (-) indicates nonapplicable.

4. Tactical symbols require function ID, symbol ID code positions 5 - 10. Tactical graphics require category and function ID, symbol ID code positions 3, 5-10.

5. Field J: See FM 34-3, Intelligence Analysis, March 1990, pages 2-13 through 2-17 for complete definitions of evaluation ratings.

6. Field W: Y = year, M = month, D = day, H = hour, N = minute, and S = second. All time is assumed to be Zulu.

7. Field Y: WGS-84 (MIL-STD-2410) is a mandated standard (see CJCSI 3900.1) which allows an unambiguous representation of positional information. Many mapping, charting, and geodetic products produced by other agencies and governments are not referred to in the WGS - 84. Parameters to transform these products to WGS - 84 are part of this standard.

5.9 <u>Compliance Testing</u>. Compliance testing should cover proper appearance of tactical symbols and graphics, how accurately systems assemble and parse symbol ID codes, and compliance with National Imagery Transmission Format Standard (NITFS). The particular compliance testing procedures are discussed below.

5.9.1 <u>Proper appearance of tactical symbols</u>. The following requirements apply to tactical symbols:

a. The first item that needs to be considered when testing a system for MIL-STD-2525 compliance is whether the tactical symbols, when displayed on screen, appear identical to the symbols listed in MIL-STD-2525. Framed symbols should appear framed. Unframed symbols should appear unframed. Finally, frame optional symbols, such as equipment, must be able to be depicted both framed and unframed. When unframed, the symbol must be rotatable to show orientation. Otherwise, it should have the orientation depicted in the standard. Text fields must

be properly placed and properly sized (.3 L, where L is the length used to determine the bounding octagon for tactical symbols) (see paragraph 5.4.2).

    b. Frames must comply to MIL-STD-2525.

    c. Attributes of color, shape, and size must comply with MIL-STD-2525.

    d. Each symbol must be verified as one of the approved symbols (framed, if applicable).

    e. Text and graphic modifiers must be depicted as described in MIL-STD-2525.

    f. Symbols must be properly placed within the frame.

5.9.2 <u>Correct assembly and parsing of symbol ID codes</u>. A MIL-STD-2525-compliant system must be able to assemble the correct symbol from a symbol ID code it has been given. For example, having electronically received the following symbol ID code and the accompanying additional information, the system should display the correct representation of a heavy U.S. machine gun with a friend frame.

> Symbol ID code: sfgpewrh--mtusg with C = 200, G = "for reinforcements,"
> H = "added support for JJ," Q = 0450, R = mt (mobility rail), V = "machine gun,"
> W = "30140000ZSep97," Y = "0900000.0E570306.0N"
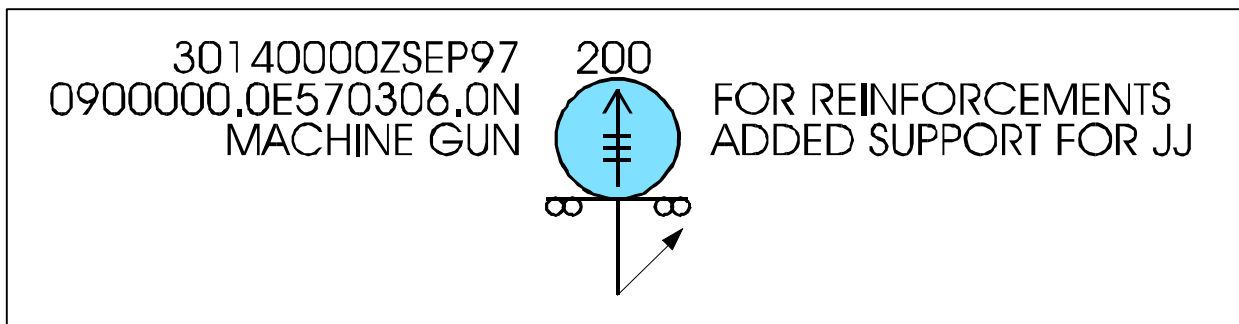
FIGURE 13. <u>Example of proper tactical symbol representation</u>.

Conversely, a symbol developed on the applicant MIL-STD-2525-compliant system must provide a symbol ID code that will produce the correct symbol when transmitted to another MIL-STD-2525-compliant system.

    a. For tactical graphics, the applicant MIL-STD-2525-compliant system must not only accurately draw the graphic, but also accurately place and orient it on the map or image background. It is understood that the level of programming for a battlespace graphic is much more detailed to be compliant. While tactical symbols need only be centered on the location point, a

tactical graphic may be required to locate numerous points, replicate a pattern, and integrate the pattern—in the appropriate scale—on the map depicting the information.

5.9.3 <u>Compliance to NITFS</u>. If transmitted, Computer Graphic Metafile (CGM) files must provide:

a. Symbol compliance with metafile constructs within the National Imagery Transmission Format Standard bounded subset of CGMs as defined by MIL-STD-2301.

b. Minimum CGM statements.

c. Symbols constructed with origin at center of VDC extent at the geometric center of the symbol.

6. NOTES

(This section contains information of a general or explanatory nature that may be helpful, but is not mandatory.)

6.1 <u>Intended use</u>. MIL-STD-2525B is designed to enhance DOD's joint warfighting interoperability by providing sets of C4I symbols, a coding scheme for symbol automation and information transfer, an information hierarchy and taxonomy, and technical details to support C4I symbology systems.

6.2 <u>Subject term (key word) listing</u>.
C2 Symbology: Tactical Graphics
C2 Symbology: UEI
C4I
Graphic
Interoperability
METOC
MOOTW
Operations
SIGINT
SOF
Symbol
Tactical Graphics
Warfighter

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

APPENDIX A

C^2 SYMBOLOGY: UNITS, EQUIPMENT AND INSTALLATIONS

A.1 GENERAL

A.1.1 Scope. This appendix addresses tactical symbols that support units, equipment, and installations (UEI) in the C^2 domain. The tables in this appendix present the icons for space, air, ground, sea surface, sea subsurface, and special operations forces (SOF). This appendix is a mandatory part of the standard. The information contained herein is intended for compliance.

A.2 APPLICABLE DOCUMENTS

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 GENERAL REQUIREMENTS

A.4.1 Organization. The purpose of warfighting symbology is to convey information about objects in the warfighter battlespace. This appendix contains the technical specifications, symbol coding scheme, symbology hierarchy, and the tactical symbols for the C^2 Symbology: Units, Equipment, and Installations symbology set.

A.5 DETAILED REQUIREMENTS

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

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

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

a. Position 1, coding scheme, indicates which overall symbology set a symbol belongs to.

b. Position 2, affiliation, indicates the symbol's affiliation.

c. Position 3, battle dimension, indicates the symbol's battle dimension.

d. Position 4, status, indicates the symbol's planned or present status.

e. Positions 5 through 10, function ID, identifies a symbol's function. Each position indicates an increasing level of detail and specialization.

f. Positions 11 and 12, symbol modifier indicator, identify indicators present on the symbol such as echelon, feint/dummy, installation, task force, headquarters staff, and equipment mobility. Table E-II contains the specific values used in this field.

g. Positions 13 and 14, country code, identifies the country with which a symbol is associated. Country code identifiers are listed in the Federal Information Processing Standard (FIPS) Pub 10 series.

h. Position 15, order of battle, provides additional information about the role of a symbol in the battlespace. For example, a bomber that has nuclear weapons on board may be designated as strategic force related.

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

CODING SCHEME (1) (POSITION 1)	AFFILIATION (1) (POSITION 2)	BATTLE DIMENSION (1) (POSITION 3)	STATUS (1) (POSITION 4)
S - WARFIGHTING G - TACTICAL GRAPHICS W - METOC I - INTELLIGENCE M - MAPPING (reserved - under development) O - Military Operations Other Than War (MOOTW)	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 SUBSURFACE F - SOF X - OTHER (No frame)	A - ANTICIPATED /PLANNED P - PRESENT
FUNCTION ID (6) (POSITION 5 - 10)	**SYMBOL MODIFIER (2) (POSITION 11, 12)**	**COUNTRY CODE (2) (POSITION 13, 14)**	**ORDER OF BATTLE (1) (POSITION 15)**
See tables A-III through A-IX for specific values.	See table A-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

APPENDIX A

TABLE A-II. Symbol ID codes - symbol modifier.

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

TABLE A-II. Symbol ID codes - symbol modifier - Continued.

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

APPENDIX A

TABLE A-II. Symbol ID codes - symbol modifier - Continued.

CODE	DESCRIPTION		CODE	DESCRIPTION
MP	MOBILITY CROSS COUNTRY		MQ	MOBILITY TRACKED
MR	MOBILITY WHEELED AND TRACKED COMBINATION		MS	MOBILITY TOWED
MT	MOBILITY RAIL		MU	MOBILITY OVER THE SNOW
MV	MOBILITY SLED		MW	MOBILITY PACK ANIMALS
MX	MOBILITY BARGE		MY	MOBILITY AMPHIBIOUS
NS	TOWED ARRAY (SHORT)		NL	TOWED ARRAY (LONG)

A.5.2.2 Symbol ID code tables.   Tables A-III through A-IX list the codes for space, air, ground, sea surface, sea subsurface, and special operations symbols, respectively. As stated earlier in paragraph A.5.2.1, a dash (-) is used to fill each unused position. An asterisk (*) indicates positions that are user defined based on specific symbol circumstances, such as affiliation or echelon/mobility.

TABLE A-III. C^2 symbology: UEI symbol ID codes - Unknown.

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

TABLE A-IV. C^2 symbology: UEI symbol ID codes - space.

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

TABLE A-V. C^2 symbology: UEI symbol ID codes - air.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/ MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.2	S	*	A	*	-- -- --	**	**	*	AIR TRACK
1.X.2.1	S	*	A	*	-- -- --	**	**	*	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)

TABLE A-V. C^2 symbology: UEI symbol ID codes - air - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.2.1.1.7.2	S	*	A	*	MF CM --	**	**	*	CARGO AIRLIFT (MEDIUM)
1.X.2.1.1.7.3	S	*	A	*	MF CH --	**	**	*	CARGO AIRLIFT (HEAVY)
1.X.2.1.1.8	S	*	A	*	MF J- --	**	**	*	ELECTRONIC COUNTERMEASURES (ECM/JAMMER)
1.X.2.1.1.9	S	*	A	*	MF O- --	**	**	*	MEDEVAC
1.X.2.1.1.10	S	*	A	*	MF R- --	**	**	*	RECONNAISSANCE
1.X.2.1.1.10.1	S	*	A	*	MF RW --	**	**	*	AIRBORNE EARLY WARNING (AEW)
1.X.2.1.1.10.2	S	*	A	*	MF RZ --	**	**	*	ELECTRONIC SURVEILLANCE MEASURES
1.X.2.1.1.10.3	S	*	A	*	MF RX --	**	**	*	PHOTOGRAPHIC
1.X.2.1.1.11	S	*	A	*	MF P- --	**	**	*	PATROL
1.X.2.1.1.11.1	S	*	A	*	MF PN --	**	**	*	ANTISURFACE WARFARE/ASUW
1.X.2.1.1.11.2	S	*	A	*	MF PM --	**	**	*	MINE COUNTERMEASURES
1.X.2.1.1.12	S	*	A	*	MF U- --	**	**	*	UTILITY
1.X.2.1.1.12.1	S	*	A	*	MF UL --	**	**	*	UTILITY (LIGHT)
1.X.2.1.1.12.2	S	*	A	*	MF UM --	**	**	*	UTILITY (MEDIUM)
1.X.2.1.1.12.3	S	*	A	*	MF UH --	**	**	*	UTILITY (HEAVY)
1.X.2.1.1.13	S	*	A	*	MF Y- --	**	**	*	COMMUNICATIONS (C3I)
1.X.2.1.1.14	S	*	A	*	MF H- --	**	**	*	COMBAT SEARCH AND RESCUE (CSAR)
1.X.2.1.1.15	S	*	A	*	MF D- --	**	**	*	AIRBORNE COMMAND POST (C2)
1.X.2.1.1.16	S	*	A	*	MF Q- --	**	**	*	DRONE (RPV/UAV)
1.X.2.1.1.17	S	*	A	*	MF S- --	**	**	**	ANTISUBMARINE WARFARE (ASW) CARRIER BASED
1.X.2.1.1.18	S	*	A	*	MF M- --	**	**	*	SPECIAL OPERATIONS FORCES (SOF)
1.X.2.1.2	S	*	A	*	MH -- --	**	**	*	ROTARY WING
1.X.2.1.2.1	S	*	A	*	MH A- --	**	**	*	ATTACK
1.X.2.1.2.2	S	*	A	*	MH S- --	**	**	*	ANTISUBMARINE WARFARE/MPA
1.X.2.1.2.3	S	*	A	*	MH U- --	**	**	*	UTILITY
1.X.2.1.2.3.1	S	*	A	*	MH UL --	**	**	*	UTILITY (LIGHT)
1.X.2.1.2.3.2	S	*	A	*	MH UM --	**	**	*	UTILITY (MEDIUM)
1.X.2.1.2.3.3	S	*	A	*	MH UH --	**	**	*	UTILITY (HEAVY)
1.X.2.1.2.4	S	*	A	*	MH I- --	**	**	*	MINE COUNTERMEASURES
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)

TABLE A-V. $\underline{C^2\text{ symbology: UEI symbol ID codes - air}}$ - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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 COUNTERMEASURES (ECM/JAMMER)
1.X.2.1.3	S	*	A	*	ML -- --	**	**	*	LIGHTER THAN AIR
1.X.2.2	S	*	A	*	W- -- --	**	**	*	WEAPON
1.X.2.2.1	S	*	A	*	WM -- --	**	**	*	MISSILE IN FLIGHT
1.X.2.2.1.1	S	*	A	*	WM S- --	**	**	*	SURFACE/LAND LAUNCHED MISSILE
1.X.2.2.1.1.1	S	*	A	*	WM SS --	**	**	*	SURFACE TO SURFACE MISSILE (SSM)
1.X.2.2.1.1.2	S	*	A	*	WM SA --	**	**	*	SURFACE TO AIR MISSILE (SAM)
1.X.2.2.1.2	S	*	A	*	WM A- --	**	**	*	AIR LAUNCHED MISSILE
1.X.2.2.1.2.1	S	*	A	*	WM AS --	**	**	*	AIR TO SURFACE MISSILE (ASM)
1.X.2.2.1.2.2	S	*	A	*	WM AA --	**	**	*	AIR TO AIR MISSILE (AAM)
1.X.2.2.1.3	S	*	A	*	WM U- --	**	**	*	SUBSURFACE TO SURFACE MISSILE (S/SSM)
1.X.2.2.1.4	S	*	A	*	WM L- --	**	**	*	LAND ATTACK MISSILE
1.X.2.2.2	S	*	A	*	WD -- --	**	**	*	DECOY
1.X.2.3	S	*	A	*	C- -- --	**	**	*	CIVIL AIRCRAFT
1.X.2.3.1	S	*	A	*	CF -- --	**	**	*	FIXED WING
1.X.2.3.2	S	*	A	*	CH -- --	**	**	*	ROTARY WING
1.X.2.3.3	S	*	A	*	CL -- --	**	**	*	LIGHTER THAN AIR

TABLE A-VI. C² symbology: UEI symbol ID codes - ground.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3	S	*	G	*	-- -- --	**	**	*	GROUND TRACK
1.X.3.1	S	*	G	*	U- -- --	**	**	*	UNIT
1.X.3.1.1	S	*	G	*	UC -- --	**	**	*	COMBAT
1.X.3.1.1.1	S	*	G	*	UC D- --	**	**	*	AIR 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
1.X.3.1.1.2.2.3	S	*	G	*	UC AW W-	**	**	*	ARMOR, WHEELED AMPHIBIOUS

TABLE A-VI. C² symbology: UEI symbol ID codes - ground - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.1.1.2.2.3.1	S	*	G	*	UC	AW	WR	**	**	*	ARMOR, WHEELED AMPHIBIOUS RECOVERY
1.X.3.1.1.2.2.4	S	*	G	*	UC	AW	L-	**	**	*	ARMOR, WHEELED LIGHT
1.X.3.1.1.2.2.5	S	*	G	*	UC	AW	M-	**	**	*	ARMOR, WHEELED MEDIUM
1.X.3.1.1.2.2.6	S	*	G	*	UC	AW	H-	**	**	*	ARMOR, WHEELED HEAVY
1.X.3.1.1.2.2.7	S	*	G	*	UC	AW	R-	**	**	*	ARMOR, WHEELED RECOVERY
1.X.3.1.1.3	S	*	G	*	UC	AA	--	**	**	*	ANTI ARMOR
1.X.3.1.1.3.1	S	*	G	*	UC	AA	D-	**	**	*	ANTI ARMOR DISMOUNTED
1.X.3.1.1.3.2	S	*	G	*	UC	AA	L-	**	**	*	ANTI ARMOR LIGHT
1.X.3.1.1.3.3	S	*	G	*	UC	AA	M-	**	**	*	ANTI ARMOR AIRBORNE
1.X.3.1.1.3.4	S	*	G	*	UC	AA	S-	**	**	*	ANTI ARMOR AIR ASSAULT
1.X.3.1.1.3.5	S	*	G	*	UC	AA	U-	**	**	*	ANTI ARMOR MOUNTAIN
1.X.3.1.1.3.6	S	*	G	*	UC	AA	C-	**	**	*	ANTI ARMOR ARCTIC
1.X.3.1.1.3.7	S	*	G	*	UC	AA	A-	**	**	*	ANTI ARMOR ARMORED
1.X.3.1.1.3.7.1	S	*	G	*	UC	AA	AT	**	**	*	ANTI ARMOR ARMORED TRACKED
1.X.3.1.1.3.7.2	S	*	G	*	UC	AA	AW	**	**	*	ANTI ARMOR ARMORED WHEELED
1.X.3.1.1.3.7.3	S	*	G	*	UC	AA	AS	**	**	*	ANTI ARMOR ARMORED AIR ASSAULT
1.X.3.1.1.3.8	S	*	G	*	UC	AA	O-	**	**	*	ANTI ARMOR MOTORIZED
1.X.3.1.1.3.8.1	S	*	G	*	UC	AA	OS	**	**	*	ANTI ARMOR MOTORIZED AIR ASSAULT
1.X.3.1.1.4	S	*	G	*	UC	V-	--	**	**	*	AVIATION
1.X.3.1.1.4.1	S	*	G	*	UC	VF	--	**	**	*	FIXED WING
1.X.3.1.1.4.1.1	S	*	G	*	UC	VF	U-	**	**	*	UTILITY FIXED WING
1.X.3.1.1.4.1.2	S	*	G	*	UC	VF	A-	**	**	*	ATTACK FIXED WING
1.X.3.1.1.4.1.3	S	*	G	*	UC	VF	R-	**	**	*	RECON FIXED WING
1.X.3.1.1.4.2	S	*	G	*	UC	VR	--	**	**	*	ROTARY WING
1.X.3.1.1.4.2.1	S	*	G	*	UC	VR	A-	**	**	*	ATTACK ROTARY WING
1.X.3.1.1.4.2.2	S	*	G	*	UC	VR	S-	**	**	*	SCOUT ROTARY WING
1.X.3.1.1.4.2.3	S	*	G	*	UC	VR	W-	**	**	*	ANTISUBMARINE WARFARE ROTARY WING
1.X.3.1.1.4.2.4	S	*	G	*	UC	VR	U-	**	**	*	UTILITY ROTARY WING
1.X.3.1.1.4.2.4.1	S	*	G	*	UC	VR	UL	**	**	*	LIGHT UTILITY ROTARY WING
1.X.3.1.1.4.2.4.2	S	*	G	*	UC	VR	UM	**	**	*	MEDIUM UTILITY ROTARY WING
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

APPENDIX A

TABLE A-VI. C^2 symbology: UEI symbol ID codes - ground - Continued.

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

TABLE A-VI. C^2 symbology: UEI symbol ID codes - ground - Continued.

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

APPENDIX A

TABLE A-VI. $\underline{C^2\text{ symbology: UEI symbol ID codes - ground}}$ - Continued.

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

TABLE A-VI. C² symbology: UEI symbol ID codes - ground - Continued.

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

TABLE A-VI. C^2 symbology: UEI symbol ID codes - ground - Continued.

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

TABLE A-VI. C^2 symbology: UEI symbol ID codes - ground - Continued.

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

TABLE A-VI. C^2 symbology: UEI symbol ID codes - ground - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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	--	**	**	*	MORALE, WELFARE, RECREATION (MWR)
1.X.3.1.3.1.12.1	S	*	G	*	US	AW	T-	**	**	*	MWR THEATER
1.X.3.1.3.1.12.2	S	*	G	*	US	AW	C-	**	**	*	MWR CORPS
1.X.3.1.3.1.13	S	*	G	*	US	AQ	--	**	**	*	QUARTERMASTER (SUPPLY)
1.X.3.1.3.1.13.1	S	*	G	*	US	AQ	T-	**	**	*	QUARTERMASTER (SUPPLY) THEATER
1.X.3.1.3.1.13.2	S	*	G	*	US	AQ	C-	**	**	*	QUARTERMASTER (SUPPLY) CORPS
1.X.3.1.3.2	S	*	G	*	US	M-	--	**	**	*	MEDICAL
1.X.3.1.3.2.1	S	*	G	*	US	MT	--	**	**	*	MEDICAL THEATER
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

APPENDIX A

TABLE A-VI. C^2 symbology: UEI symbol ID codes - ground - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/ MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.1.3.3.5.3.1	S	*	G	*	US	S3	AT	**	**	*	SUPPLY CLASS III AVIATION THEATER
1.X.3.1.3.3.5.3.2	S	*	G	*	US	S3	AC	**	**	*	SUPPLY CLASS III AVIATION CORPS
1.X.3.1.3.3.6	S	*	G	*	US	S4	--	**	**	*	SUPPLY CLASS IV
1.X.3.1.3.3.6.1	S	*	G	*	US	S4	T-	**	**	*	SUPPLY CLASS IV THEATER
1.X.3.1.3.3.6.2	S	*	G	*	US	S4	C-	**	**	*	SUPPLY CLASS IV CORPS
1.X.3.1.3.3.7	S	*	G	*	US	S5	--	**	**	*	SUPPLY CLASS V
1.X.3.1.3.3.7.1	S	*	G	*	US	S5	T-	**	**	*	SUPPLY CLASS V THEATER
1.X.3.1.3.3.7.2	S	*	G	*	US	S5	C-	**	**	*	SUPPLY CLASS V CORPS
1.X.3.1.3.3.8	S	*	G	*	US	S6	--	**	**	*	SUPPLY CLASS VI
1.X.3.1.3.3.8.1	S	*	G	*	US	S6	T-	**	**	*	SUPPLY CLASS VI THEATER
1.X.3.1.3.3.8.2	S	*	G	*	US	S6	C-	**	**	*	SUPPLY CLASS VI CORPS
1.X.3.1.3.3.9	S	*	G	*	US	S7	--	**	**	*	SUPPLY CLASS VII
1.X.3.1.3.3.9.1	S	*	G	*	US	S7	T-	**	**	*	SUPPLY CLASS VII THEATER
1.X.3.1.3.3.9.2	S	*	G	*	US	S7	C-	**	**	*	SUPPLY CLASS VII CORPS
1.X.3.1.3.3.10	S	*	G	*	US	S8	--	**	**	*	SUPPLY CLASS VIII
1.X.3.1.3.3.10.1	S	*	G	*	US	S8	T-	**	**	*	SUPPLY CLASS VIII THEATER
1.X.3.1.3.3.10.2	S	*	G	*	US	S8	C-	**	**	*	SUPPLY CLASS VIII CORPS
1.X.3.1.3.3.11	S	*	G	*	US	S9	--	**	**	*	SUPPLY CLASS IX
1.X.3.1.3.3.11.1	S	*	G	*	US	S9	T-	**	**	*	SUPPLY CLASS IX THEATER
1.X.3.1.3.3.11.2	S	*	G	*	US	S9	C-	**	**	*	SUPPLY CLASS IX CORPS
1.X.3.1.3.3.12	S	*	G	*	US	SX	--	**	**	*	SUPPLY CLASS X
1.X.3.1.3.3.12.1	S	*	G	*	US	SX	T-	**	**	*	SUPPLY CLASS X THEATER
1.X.3.1.3.3.12.2	S	*	G	*	US	SX	C-	**	**	*	SUPPLY CLASS X CORPS
1.X.3.1.3.3.13	S	*	G	*	US	SL	--	**	**	*	SUPPLY LAUNDRY/BATH
1.X.3.1.3.3.13.1	S	*	G	*	US	SL	T-	**	**	*	SUPPLY LAUNDRY/BATH THEATER
1.X.3.1.3.3.13.2	S	*	G	*	US	SL	C-	**	**	*	SUPPLY LAUNDRY/BATH CORPS
1.X.3.1.3.3.14	S	*	G	*	US	SW	--	**	**	*	SUPPLY WATER
1.X.3.1.3.3.14.1	S	*	G	*	US	SW	T-	**	**	*	SUPPLY WATER THEATER
1.X.3.1.3.3.14.2	S	*	G	*	US	SW	C-	**	**	*	SUPPLY WATER CORPS
1.X.3.1.3.3.14.3	S	*	G	*	US	SW	P-	**	**	*	SUPPLY WATER PURIFICATION
1.X.3.1.3.3.14.3.1	S	*	G	*	US	SW	PT	**	**	*	SUPPLY WATER PURIFICATION THEATER
1.X.3.1.3.3.14.3.2	S	*	G	*	US	SW	PC	**	**	*	SUPPLY WATER PURIFICATION CORPS
1.X.3.1.3.4	S	*	G	*	US	T-	--	**	**	*	TRANSPORTATION
1.X.3.1.3.4.1	S	*	G	*	US	TT	--	**	**	*	TRANSPORTATION THEATER
1.X.3.1.3.4.2	S	*	G	*	US	TC	--	**	**	*	TRANSPORTATION CORPS

APPENDIX A

TABLE A-VI. C^2 symbology: UEI symbol ID codes - ground - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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	--	**	**	*	ORDNANCE
1.X.3.1.3.5.5.1	S	*	G	*	US	XO	T-	**	**	*	ORDNANCE THEATER
1.X.3.1.3.5.5.2	S	*	G	*	US	XO	C-	**	**	*	ORDNANCE CORPS
1.X.3.1.3.5.5.3	S	*	G	*	US	XO	M-	**	**	*	ORDNANCE MISSILE
1.X.3.1.3.5.5.3.1	S	*	G	*	US	XO	MT	**	**	*	ORDNANCE MISSILE THEATER
1.X.3.1.3.5.5.3.2	S	*	G	*	US	XO	MC	**	**	*	ORDNANCE MISSILE CORPS
1.X.3.1.3.5.6	S	*	G	*	US	XE	--	**	**	*	ELECTRO-OPTICAL
1.X.3.1.3.5.6.1	S	*	G	*	US	XE	T-	**	**	*	ELECTRO-OPTICAL 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

TABLE A-VI. C² symbology: UEI symbol ID codes - ground - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.2.1	S	*	G	*	EW	--	--	**	**	*	WEAPON
1.X.3.2.1.1	S	*	G	*	EW	M-	--	**	**	*	MISSILE LAUNCHER
1.X.3.2.1.1.1	S	*	G	*	EW	MA	--	**	**	*	AIR DEFENSE (AD) MISSILE LAUNCHER
1.X.3.2.1.1.1.1	S	*	G	*	EW	MA	S-	**	**	*	SHORT RANGE AD MISSILE LAUNCHER
1.X.3.2.1.1.1.2	S	*	G	*	EW	MA	I-	**	**	*	INTERMEDIATE RANGE AD MISSILE LAUNCHER
1.X.3.2.1.1.1.3	S	*	G	*	EW	MA	L-	**	**	*	LONG RANGE AD MISSILE LAUNCHER
1.X.3.2.1.1.1.4	S	*	G	*	EW	MA	T-	**	**	*	AD MISSILE LAUNCHER THEATER
1.X.3.2.1.1.2	S	*	G	*	EW	MS	--	**	**	*	SURF-SURF (SS) MISSILE LAUNCHER
1.X.3.2.1.1.2.1	S	*	G	*	EW	MS	S-	**	**	*	SHORT RANGE SS MISSILE LAUNCHER
1.X.3.2.1.1.2.2	S	*	G	*	EW	MS	I-	**	**	*	INTERMEDIATE RANGE SS MISSILE LAUNCHER
1.X.3.2.1.1.2.3	S	*	G	*	EW	MS	L-	**	**	*	LONG RANGE SS MISSILE LAUNCHER
1.X.3.2.1.1.3	S	*	G	*	EW	MT	--	**	**	*	MISSILE LAUNCHER ANTITANK (AT)
1.X.3.2.1.1.3.1	S	*	G	*	EW	MT	L-	**	**	*	MISSILE LAUNCHER AT LIGHT
1.X.3.2.1.1.3.2	S	*	G	*	EW	MT	M-	**	**	*	MISSILE LAUNCHER AT MEDIUM
1.X.3.2.1.1.3.3	S	*	G	*	EW	MT	H-	**	**	*	MISSILE LAUNCHER AT HEAVY
1.X.3.2.1.2	S	*	G	*	EW	S-	--	**	**	*	SINGLE ROCKET LAUNCHER
1.X.3.2.1.2.1	S	*	G	*	EW	SL	--	**	**	*	SINGLE ROCKET LAUNCHER LIGHT
1.X.3.2.1.2.2	S	*	G	*	EW	SM	--	**	**	*	SINGLE ROCKET LAUNCHER MEDIUM
1.X.3.2.1.2.3	S	*	G	*	EW	SH	--	**	**	*	SINGLE ROCKET LAUNCHER HEAVY
1.X.3.2.1.3	S	*	G	*	EW	X-	--	**	**	*	MULTIPLE ROCKET LAUNCHER
1.X.3.2.1.3.1	S	*	G	*	EW	XL	--	**	**	*	MULTIPLE ROCKET LAUNCHER LIGHT
1.X.3.2.1.3.2	S	*	G	*	EW	XM	--	**	**	*	MULTIPLE ROCKET LAUNCHER MEDIUM
1.X.3.2.1.3.3	S	*	G	*	EW	XH	--	**	**	*	MULTIPLE ROCKET LAUNCHER HEAVY
1.X.3.2.1.4	S	*	G	*	EW	T-	--	**	**	*	ANTI-TANK ROCKET LAUNCHER
1.X.3.2.1.4.1	S	*	G	*	EW	TL	--	**	**	*	ANTI-TANK ROCKET LAUNCHER LIGHT
1.X.3.2.1.4.2	S	*	G	*	EW	TM	--	**	**	*	ANTI-TANK ROCKET LAUNCHER MEDIUM
1.X.3.2.1.4.3	S	*	G	*	EW	TH	--	**	**	*	ANTI-TANK 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

TABLE A-VI. $\underline{C^2 \text{ symbology: UEI symbol ID codes - ground}}$ - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/ MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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- --	**	**	*	ANTI-TANK GUN
1.X.3.2.1.9.1	S	*	G	*	EW GL --	**	**	*	ANTI-TANK GUN LIGHT
1.X.3.2.1.9.2	S	*	G	*	EW GM --	**	**	*	ANTI-TANK GUN MEDIUM
1.X.3.2.1.9.3	S	*	G	*	EW GH --	**	**	*	ANTI-TANK GUN HEAVY
1.X.3.2.1.9.4	S	*	G	*	EW GR --	**	**	*	ANTI-TANK GUN RECOILLESS
1.X.3.2.1.10	S	*	G	*	EW D- --	**	**	*	DIRECT FIRE GUN
1.X.3.2.1.10.1	S	*	G	*	EW DL --	**	**	*	DIRECT FIRE GUN LIGHT
1.X.3.2.1.10.1.1	S	*	G	*	EW DL S-	**	**	*	DIRECT FIRE GUN LIGHT SELF-PROPELLED
1.X.3.2.1.10.2	S	*	G	*	EW DM --	**	**	*	DIRECT FIRE GUN MEDIUM
1.X.3.2.1.10.2.1	S	*	G	*	EW DM S-	**	**	*	DIRECT FIRE GUN MEDIUM SELF-PROPELLED
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 LR-	**	**	*	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 MR-	**	**	*	TANK MEDIUM RECOVERY
1.X.3.2.2.1.1.3	S	*	G	*	EV AT H-	**	**	*	TANK HEAVY

TABLE A-VI. C^2 symbology: UEI symbol ID codes - ground - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE/ MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.2.2.1.1.3.1	S	*	G	*	EV AT HR-	**	**	*	TANK HEAVY RECOVERY
1.X.3.2.2.1.2	S	*	G	*	EV AA --	**	**	*	ARMORED PERSONNEL CARRIER
1.X.3.2.2.1.2.1	S	*	G	*	EV AA R-	**	**	*	ARMORED PERSONNEL CARRIER RECOVERY
1.X.3.2.2.1.3	S	*	G	*	EV AI --	**	**	*	ARMORED INFANTRY
1.X.3.2.2.1.4	S	*	G	*	EV AC --	**	**	*	C2V/ACV
1.X.3.2.2.1.5	S	*	G	*	EV AS --	**	**	*	COMBAT SERVICE SUPPORT VEHICLE
1.X.3.2.2.1.6	S	*	G	*	EV AL --	**	**	*	LIGHT ARMORED VEHICLE
1.X.3.2.2.2	S	*	G	*	EV U- --	**	**	*	UTILITY VEHICLE
1.X.3.2.2.2.1	S	*	G	*	EV UB --	**	**	*	BUS
1.X.3.2.2.2.2	S	*	G	*	EV US --	**	**	*	SEMI
1.X.3.2.2.2.3	S	*	G	*	EV UL --	**	**	*	LIMITED CROSS-COUNTRY TRUCK
1.X.3.2.2.2.4	S	*	G	*	EV UX --	**	**	*	CROSS-COUNTRY TRUCK
1.X.3.2.2.2.5	S	*	G	*	EV UR --	**	**	*	WATER CRAFT
1.X.3.2.2.3	S	*	G	*	EV E- --	**	**	*	ENGINEER VEHICLE
1.X.3.2.2.3.1	S	*	G	*	EV EB --	**	**	*	BRIDGE
1.X.3.2.2.3.2	S	*	G	*	EV EE --	**	**	*	EARTHMOVER
1.X.3.2.2.3.3	S	*	G	*	EV EC --	**	**	*	CONSTRUCTION VEHICLE
1.X.3.2.2.3.4	S	*	G	*	EV EM --	**	**	*	MINE LAYING VEHICLE
1.X.3.2.2.3.4.1	S	*	G	*	EV EM V-	**	**	*	ARMORED CARRIER WITH VOLCANO
1.X.3.2.2.3.4.2	S	*	G	*	EV EM L-	**	**	*	TRUCK MOUNTED WITH VOLCANO
1.X.3.2.2.3.5	S	*	G	*	EV EA --	**	**	*	MINE CLEARING VEHICLE
1.X.3.2.2.3.5.1	S	*	G	*	EV EA A-	**	**	*	ARMORED MOUNTED MINE CLEARING VEHICLE
1.X.3.2.2.3.5.2	S	*	G	*	EV EA T-	**	**	*	TRAILER MOUNTED MINE CLEARING VEHICLE
1.X.3.2.2.3.6	S	*	G	*	EV ED --	**	**	*	DOZER
1.X.3.2.2.4	S	*	G	*	EV T- --	**	**	*	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

TABLE A-VI. C^2 symbology: UEI symbol ID codes - ground - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/ MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.2.4.4.2	S	*	G	*	EX	ML	--	**	**	*	LESS THAN LETHAL
1.X.3.3	S	*	G	*	I-	--	--	H*	**	*	INSTALLATION
1.X.3.3.1	S	*	G	*	IR	--	--	H*	**	*	RAW MATERIAL PRODUCTION/STORAGE
1.X.3.3.1.1	S	*	G	*	IR	M-	--	H*	**	*	MINE
1.X.3.3.1.2	S	*	G	*	IR	P-	--	H*	**	*	PETROLEUM/GAS/OIL
1.X.3.3.1.3	S	*	G	*	IR	N-	--	H*	**	*	NBC
1.X.3.3.1.3.1	S	*	G	*	IR	NB	--	H*	**	*	BIOLOGICAL
1.X.3.3.1.3.2	S	*	G	*	IR	NC	--	H*	**	*	CHEMICAL
1.X.3.3.1.3.3	S	*	G	*	IR	NN	--	H*	**	*	NUCLEAR
1.X.3.3.2	S	*	G	*	IP	--	--	H*	**	*	PROCESSING FACILITY
1.X.3.3.2.1	S	*	G	*	IP	D-	--	H*	**	*	DECON
1.X.3.3.3	S	*	G	*	IE	--	--	H*	**	*	EQUIPMENT MANUFACTURE
1.X.3.3.4	S	*	G	*	IU	--	--	H*	**	*	SERVICE, RESEARCH, UTILITY FACILITY
1.X.3.3.4.1	S	*	G	*	IU	R-	--	H*	**	*	TECHNOLOGICAL RESEARCH FACILITY
1.X.3.3.4.2	S	*	G	*	IU	T-	--	H*	**	*	TELECOMMUNICATIONS FACILITY
1.X.3.3.4.3	S	*	G	*	IU	E-	--	H*	**	*	ELECTRIC POWER FACILITY
1.X.3.3.4.3.1	S	*	G	*	IU	EN	--	H*	**	*	NUCLEAR PLANT
1.X.3.3.4.3.2	S	*	G	*	IU	ED	--	H*	**	*	DAM
1.X.3.3.4.3.3	S	*	G	*	IU	EF	--	H*	**	*	FOSSIL FUEL
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*	**	*	NUCLEAR ENERGY
1.X.3.3.5.1.1	S	*	G	*	IM	FA	--	H*	**	*	ATOMIC ENERGY REACTOR
1.X.3.3.5.1.2	S	*	G	*	IM	FP	--	H*	**	*	NUCLEAR MATERIAL PRODUCTION
1.X.3.3.5.1.2.1	S	*	G	*	IM	FP	W-	H*	**	*	WEAPONS GRADE
1.X.3.3.5.1.3	S	*	G	*	IM	FS	--	H*	**	*	NUCLEAR MATERIAL STORAGE
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

TABLE A-VI. C^2 symbology: UEI symbol ID codes - ground - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.3.6	S	*	G	*	IG	--	--	H*	**	*	GOVERNMENT LEADERSHIP
1.X.3.3.7	S	*	G	*	IB	--	--	H*	**	*	MILITARY BASE/FACILITY
1.X.3.3.7.1	S	*	G	*	IB	A-	--	H*	**	*	AIRPORT/AIRBASE
1.X.3.3.7.2	S	*	G	*	IB	N-	--	H*	**	*	SEAPORT/NAVAL BASE
1.X.3.3.8	S	*	G	*	IT	--	--	H*	**	*	TRANSPORT FACILITY
1.X.3.3.9	S	*	G	*	IX	--	--	H*	**	*	MEDICAL FACILITY
1.X.3.3.9.1	S	*	G	*	IX	H-	--	H*	**	*	HOSPITAL

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TABLE A-VII. C^2 symbology: UEI symbol ID codes - sea surface.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.4	S	*	S	*	--	--	--	**	**	*	SEA SURFACE TRACK
1.X.4.1	S	*	S	*	C-	--	--	**	**	*	COMBATANT
1.X.4.1.1	S	*	S	*	CL	--	--	**	**	*	LINE
1.X.4.1.1.1	S	*	S	*	CL	CV	--	**	**	*	CARRIER
1.X.4.1.1.2	S	*	S	*	CL	BB	--	**	**	*	BATTLESHIP
1.X.4.1.1.3	S	*	S	*	CL	CC	--	**	**	*	CRUISER
1.X.4.1.1.4	S	*	S	*	CL	DD	--	**	**	*	DESTROYER
1.X.4.1.1.5	S	*	S	*	CL	FF	--	**	**	*	FRIGATE/CORVETTE
1.X.4.1.2	S	*	S	*	CA	--	--	**	**	*	AMPHIBIOUS WARFARE SHIP
1.X.4.1.2.1	S	*	S	*	CA	LA	--	**	**	*	ASSAULT VESSEL
1.X.4.1.2.2	S	*	S	*	CA	LS	--	**	**	*	LANDING SHIP
1.X.4.1.2.3	S	*	S	*	CA	LC	--	**	**	*	LANDING CRAFT
1.X.4.1.3	S	*	S	*	CM	--	--	**	**	*	MINE WARFARE VESSEL
1.X.4.1.3.1	S	*	S	*	CM	ML	--	**	**	*	MINELAYER
1.X.4.1.3.2	S	*	S	*	CM	MS	--	**	**	*	MINESWEEPER
1.X.4.1.3.3	S	*	S	*	CM	MH	--	**	**	*	MINEHUNTER
1.X.4.1.3.4	S	*	S	*	CM	MA	--	**	**	*	MCM SUPPORT
1.X.4.1.3.5	S	*	S	*	CM	MD	--	**	**	*	MCM DRONE
1.X.4.1.4	S	*	S	*	CP	--	--	**	**	*	PATROL
1.X.4.1.4.1	S	*	S	*	CP	SB	--	**	**	*	ANTISUBMARINE WARFARE
1.X.4.1.4.2	S	*	S	*	CP	SU	--	**	**	*	ANTISURFACE 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

TABLE A-VII. C^2 symbology: UEI symbol ID codes - sea surface - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.4.2.1	S	*	S	*	NR	--	--	**	**	*	UNDERWAY REPLENISHMENT
1.X.4.2.2	S	*	S	*	NF	--	--	**	**	*	FLEET SUPPORT
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

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TABLE A-VIII. $\underline{C^2}$ symbology: UEI symbol ID codes - sea subsurface.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.5	S	*	U	*	-- -- --	**	**	*	SUBSURFACE TRACK
1.X.5.1	S	*	U	*	S- -- --	**	**	*	SUBMARINE
1.X.5.1.1	S	*	U	*	SN -- --	**	**	*	NUCLEAR PROPULSION
1.X.5.1.2	S	*	U	*	SC -- --	**	**	*	CONVENTIONAL PROPULSION
1.X.5.1.3	S	*	U	*	SO -- --	**	**	*	OTHER SUBMERSIBLE
1.X.5.1.3.1	S	*	U	*	SU -- --	**	**	*	UNMANNED UNDERWATER VEHICLE (UUV)
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

TABLE A-IX. C^2 symbology: UEI symbol ID codes - special operations forces.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.6	S	*	F	*	--	--	--	**	**	*	SPECIAL OPERATIONS FORCES (SOF) UNIT
1.X.6.1	S	*	F	*	A-	--	--	**	**	*	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	*	N-	--	--	**	**	*	SOF UNIT SOF UNIT NAVAL
1.X.6.2.1	S	*	F	*	NS	--	--	**	**	*	SOF UNIT SEAL
1.X.6.2.2	S	*	F	*	NU	--	--	**	**	*	SOF UNIT UNDERWATER DEMOLITION TEAM
1.X.6.2.3	S	*	F	*	NB	--	--	**	**	*	SOF UNIT SPECIAL BOAT
1.X.6.2.4	S	*	F	*	NN	--	--	**	**	*	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	*	GR	--	--	**	**	*	SOF UNIT RANGER
1.X.6.3.3	S	*	F	*	GP	-	--	**	**	*	SOF UNIT PSYCHOLOGICAL OPERATIONS (PSYOP)
1.X.6.3.3.1	S	*	F	*	GP	A	--	**	**	*	SOF UNIT FIXED AVIATION
1.X.6.3.4	S	*	F	*	GC	--	--	**	**	*	SOF UNIT CIVIL AFFAIRS
1.X.6.4	S	*	F	*	B-	--	--	**	**	*	SOF UNIT SUPPORT

APPENDIX A

A.5.3 <u>Symbology hierarchy</u>. The flowcharts illustrating the symbology hierarchy for C^2 Symbology: UEI are broken down to show individual branches of the hierarchy.   Each branch—space, air, ground, sea surface, sea subsurface, and special operations forces—is graphically represented to its lowest level.
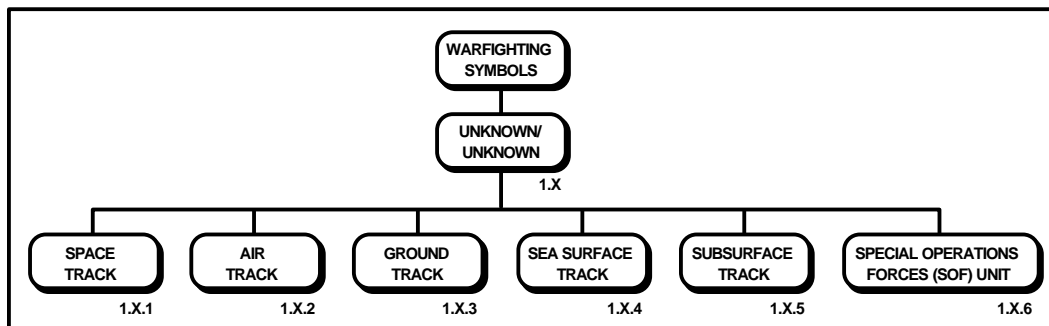
FIGURE A-1. <u>Warfighting symbology</u>.
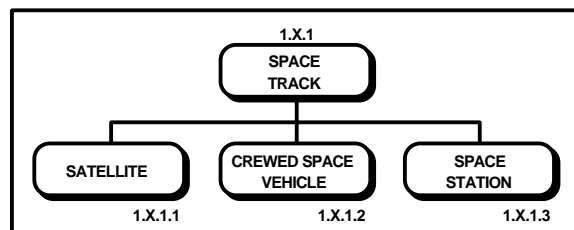
FIGURE A-2. <u>Space track</u>.

APPENDIX A
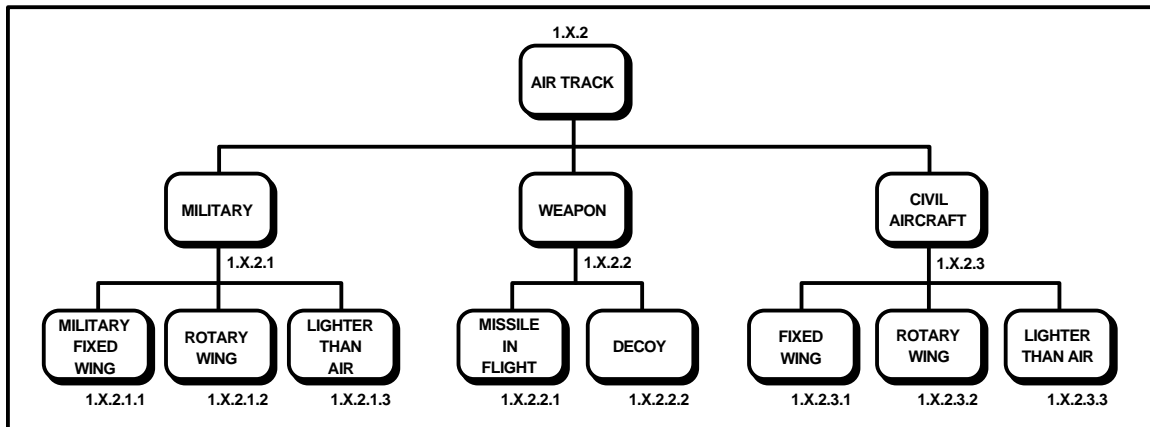
FIGURE A-3. Air track.
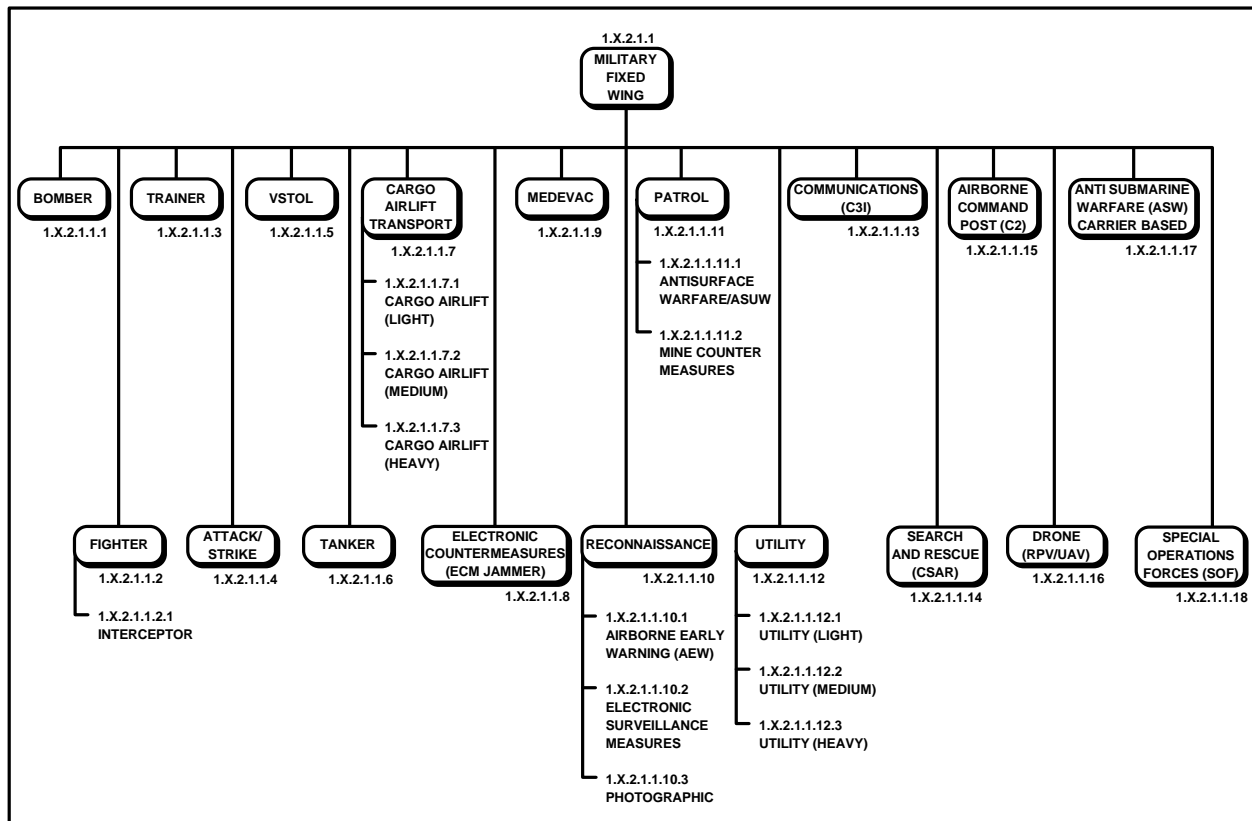
FIGURE A-4. Air track (military fixed wing).

APPENDIX A
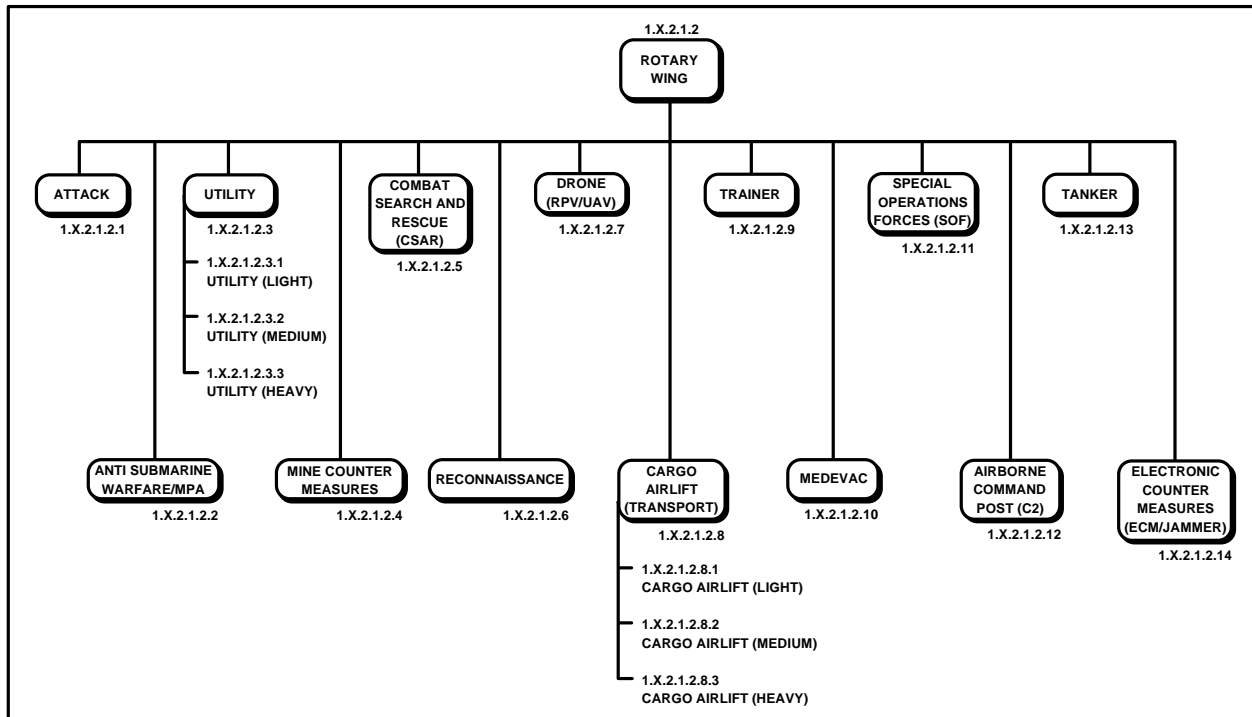
FIGURE A-5. Air track (rotary wing).
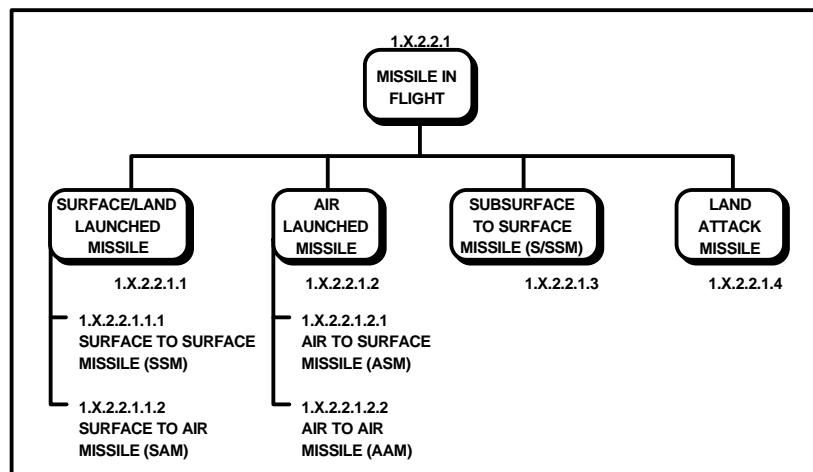
FIGURE A-6. Air track (missile in flight).

APPENDIX A
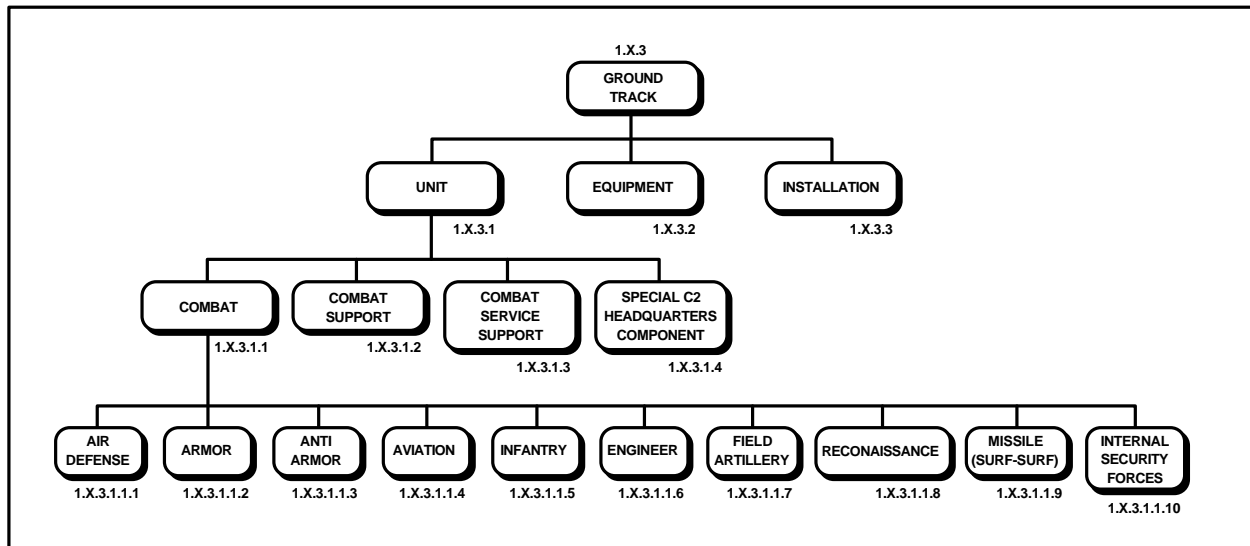
FIGURE A-7. Ground track.
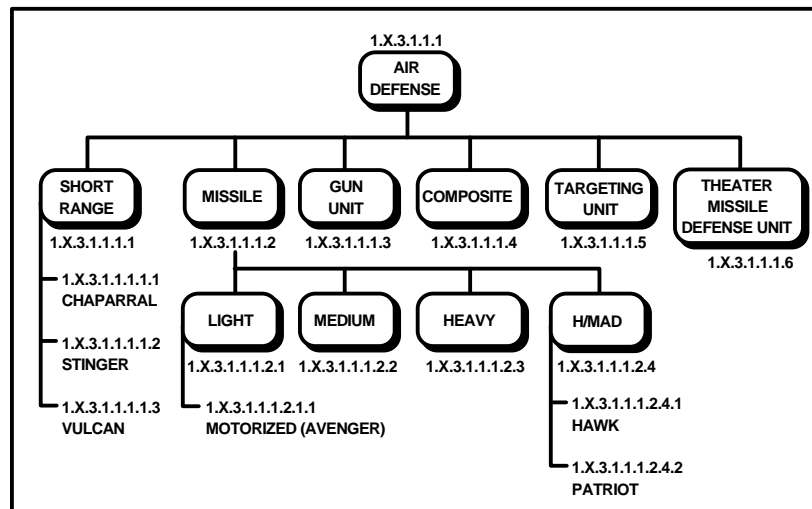
FIGURE A-8. Ground track (air defense).
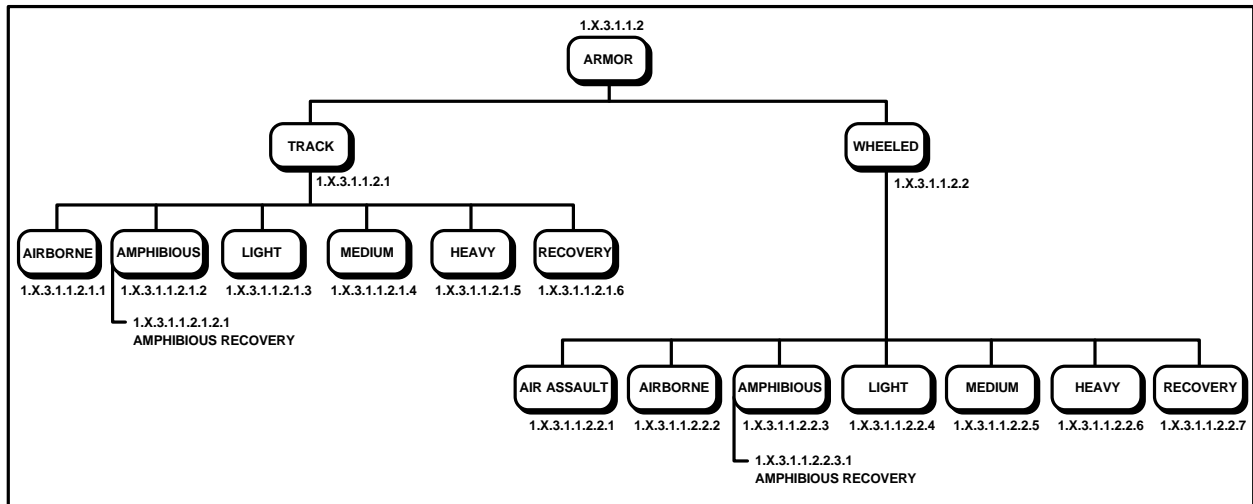
FIGURE A-9. Ground track (armor).
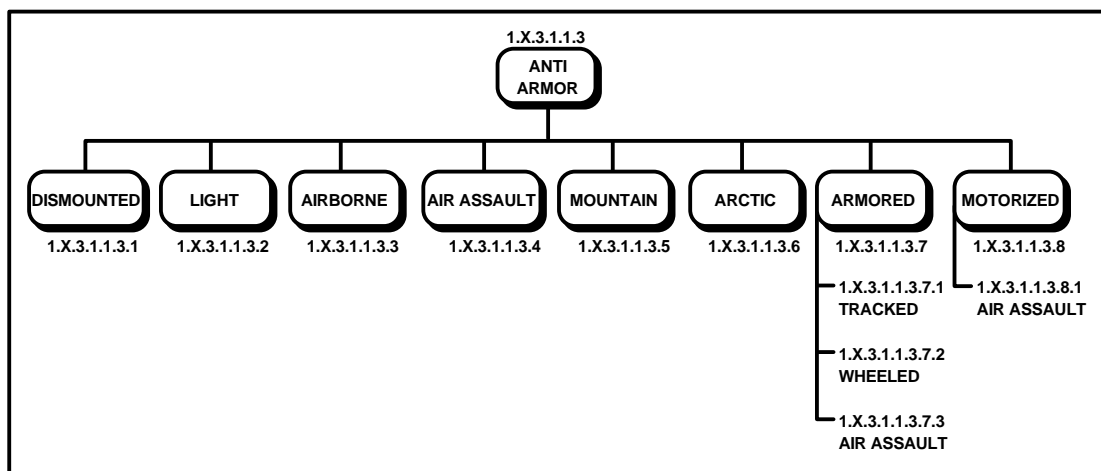
FIGURE A-10. Ground track (anti armor).
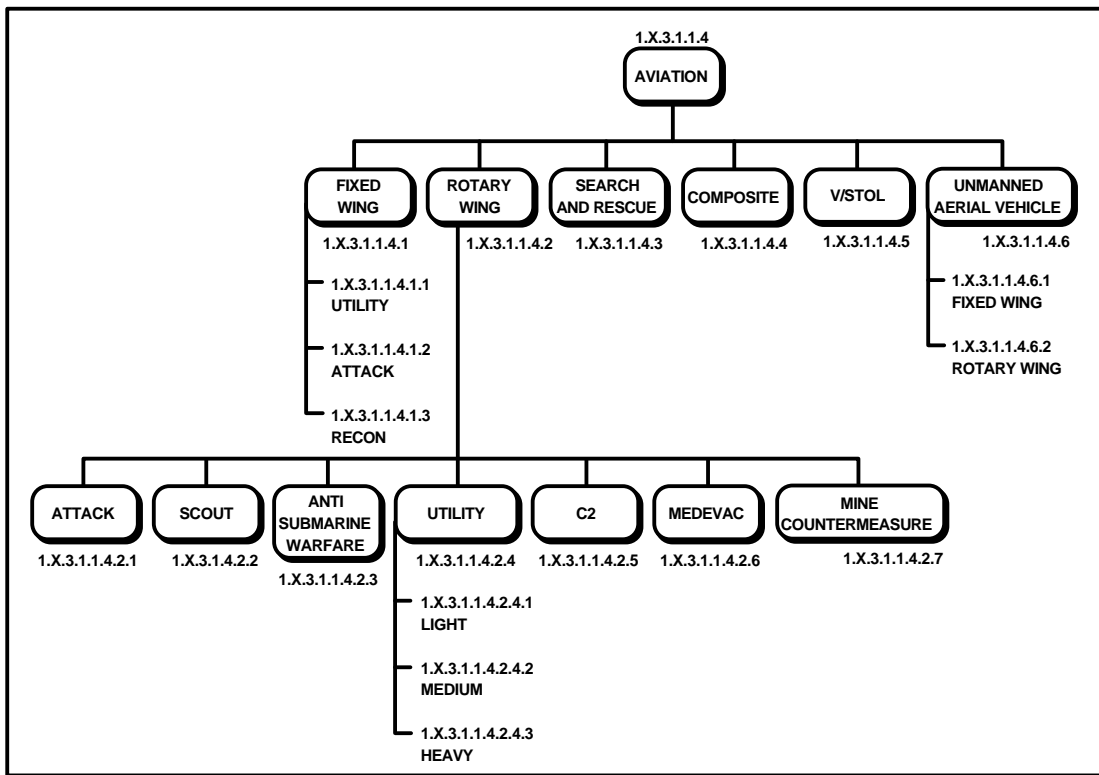
FIGURE A-11. Ground track (aviation).

1.X.3.1.1.5
INFANTRY

1.X.3.1.1.5.1
LIGHT

1.X.3.1.1.5.2
MOTORIZED

1.X.3.1.1.5.3
MOUNTAIN

1.X.3.1.1.5.4
AIRBORNE

1.X.3.1.1.5.5
AIR ASSAULT

1.X.3.1.1.5.6
MECHANIZED

1.X.3.1.1.5.7
NAVAL

1.X.3.1.1.5.8
INFANTRY FIGHTING VEHICLE

1.X.3.1.1.5.9
ARCTIC
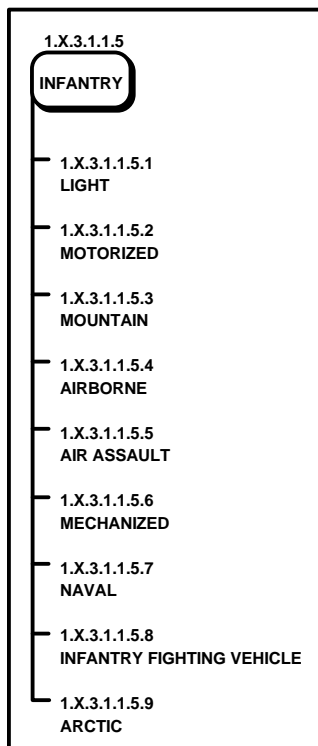
FIGURE A-12.
Ground track (infantry).

1.X.3.1.1.6
ENGINEER

COMBAT

CONSTRUCTION

1.X.3.1.1.6.1

1.X.3.1.1.6.1.1
AIR ASSAULT

1.X.3.1.1.6.1.2
AIRBORNE

1.X.3.1.1.6.1.3
ARCTIC

1.X.3.1.1.6.1.4
LIGHT (SAPPER)

1.X.3.1.1.6.1.5
MEDIUM

1.X.3.1.1.6.1.6
HEAVY

1.X.3.1.1.6.1.7
MECH (TRACK)

1.X.3.1.1.6.1.8
MOTORIZED

1.X.3.1.1.6.1.9
MOUNTAIN

1.X.3.1.1.6.1.10
RECON

1.X.3.1.1.6.2

1.X.3.1.1.6.2.1
NAVAL
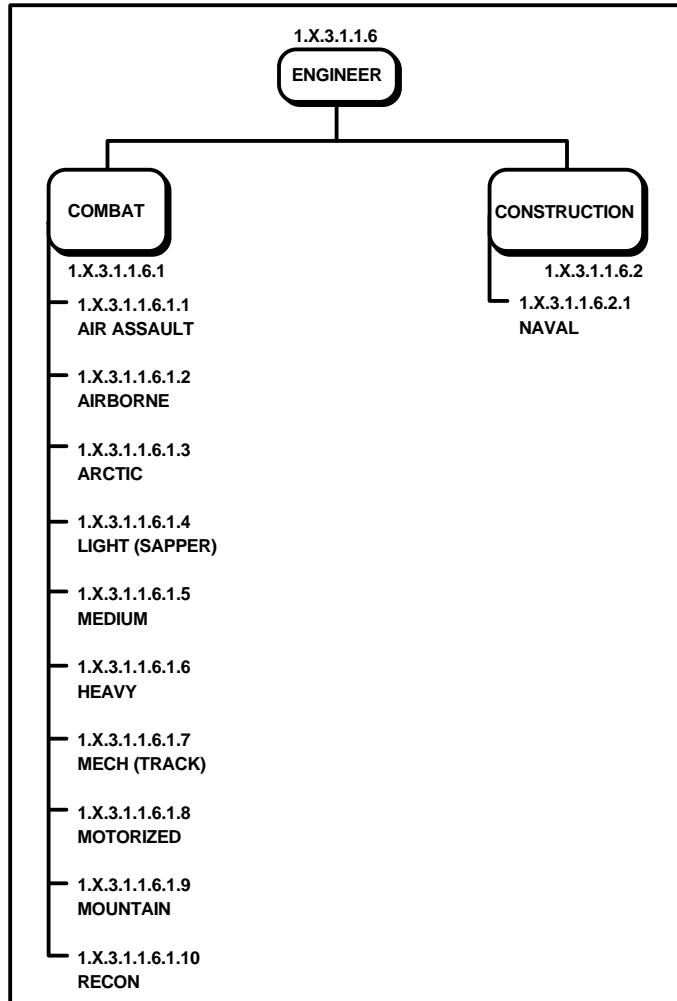
FIGURE A-13. Ground track (engineer).
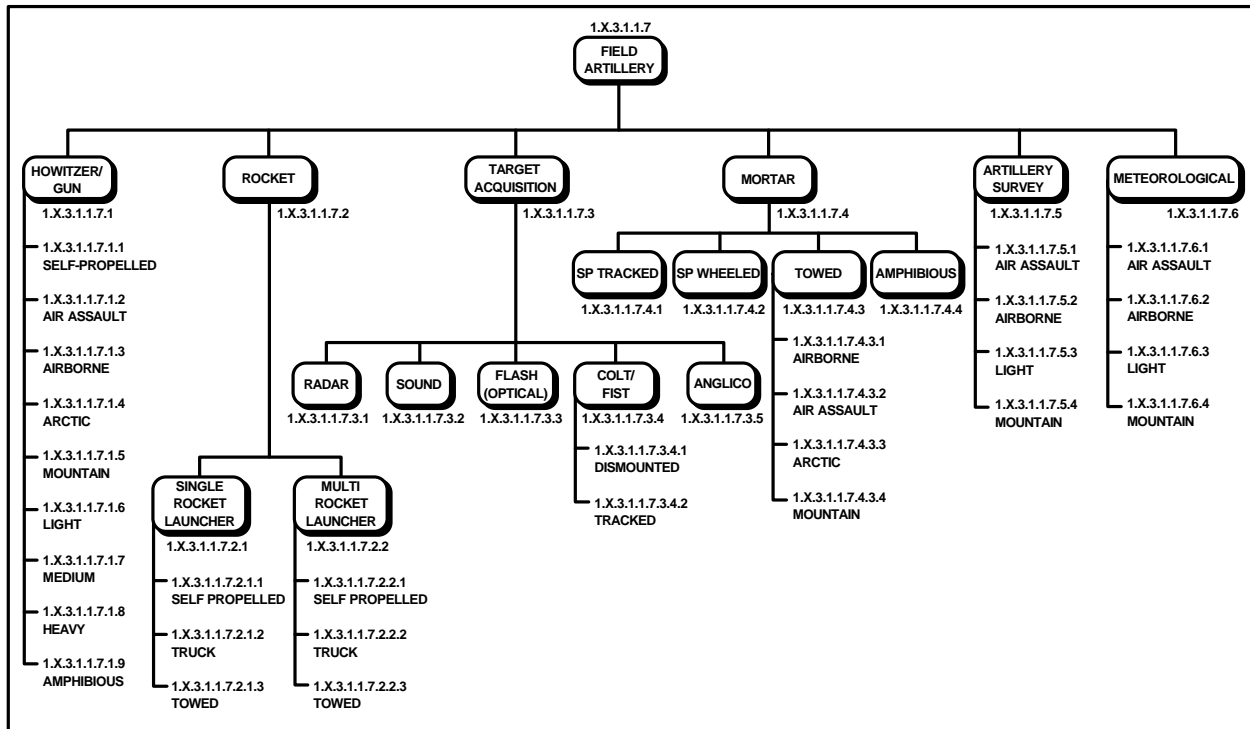
FIGURE A-14. Ground track (field artillery).
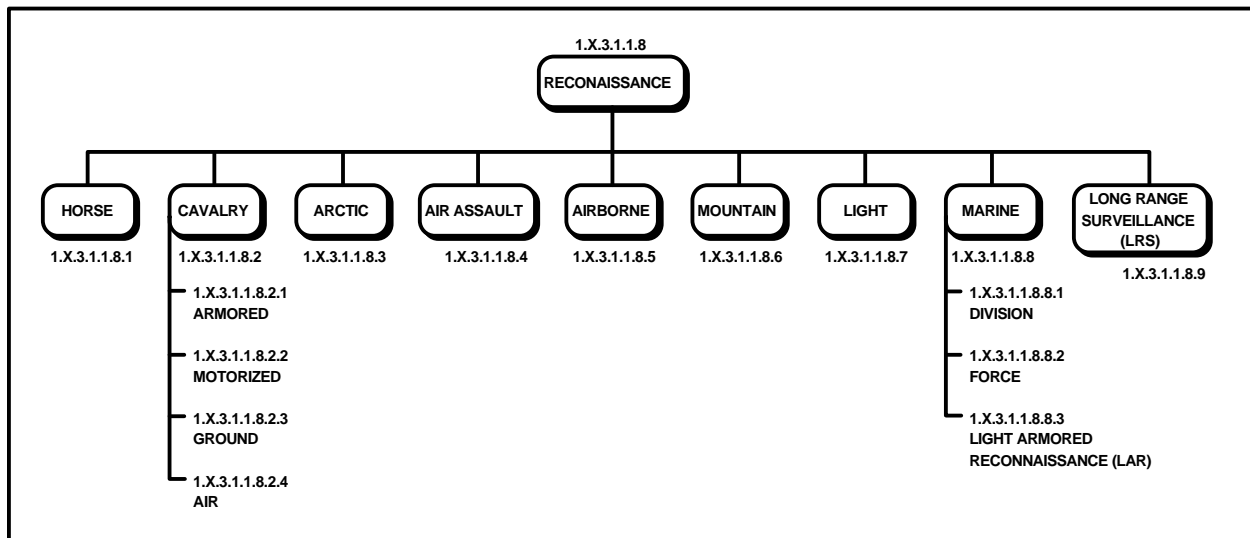
FIGURE A-15. Ground track (reconnaissance).

1.X.3.1.1.9
MISSILE
(SURF-SURF)

1.X.3.1.1.9.1
TACTICAL

1.X.3.1.1.9.2
STRATEGIC
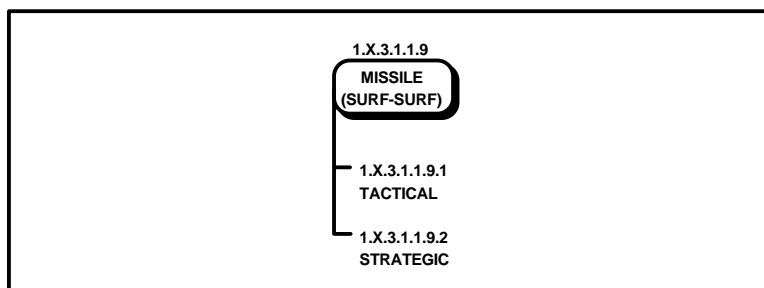
FIGURE A-16. Ground track (missile surf-surf).

1.X.3.1.1.10
INTERNAL
SECURITY
FORCES

RIVERINE	**GROUND**	**WHEELED MECHANIZED**	**RAILROAD**	**AVIATION**
1.X.3.1.1.10.1	**1.X.3.1.1.10.2**	**1.X.3.1.1.10.3**	**1.X.3.1.1.10.4**	**1.X.3.1.1.10.5**

1.X.3.1.1.10.2.1
DISMOUNTED

1.X.3.1.1.10.2.2
MOTORIZED

1.X.3.1.1.10.2.3
MECHANIZED
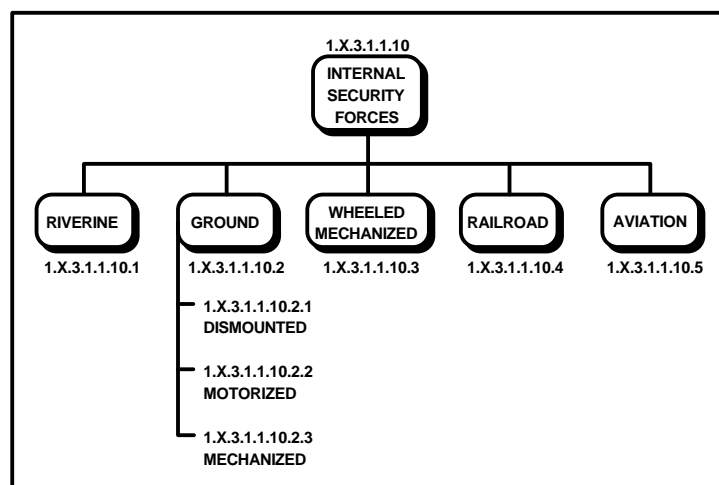
FIGURE A-17. Ground track (internal security forces).
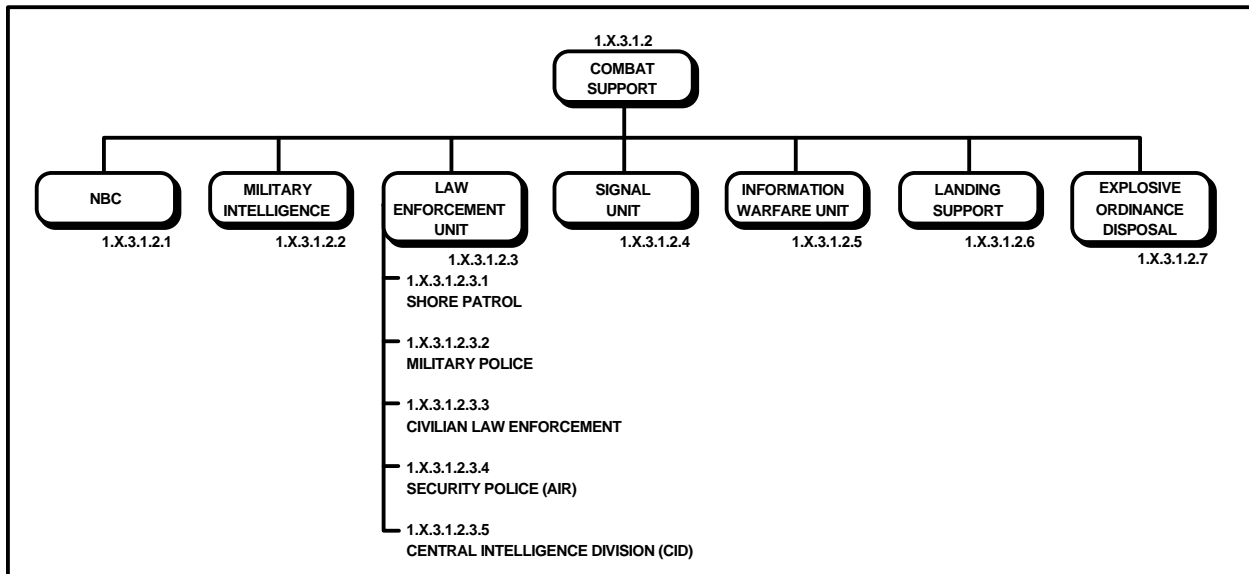
FIGURE A-18. Ground track (combat support).
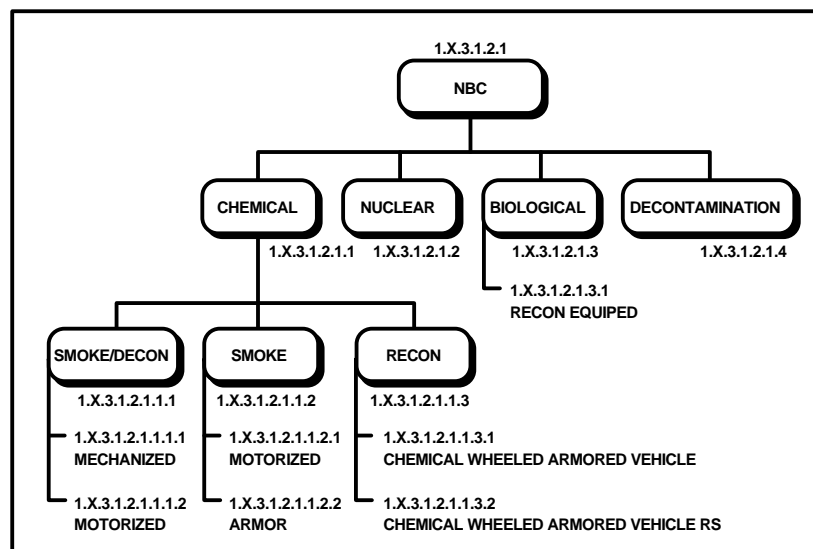
FIGURE A-19. Ground track (NBC).
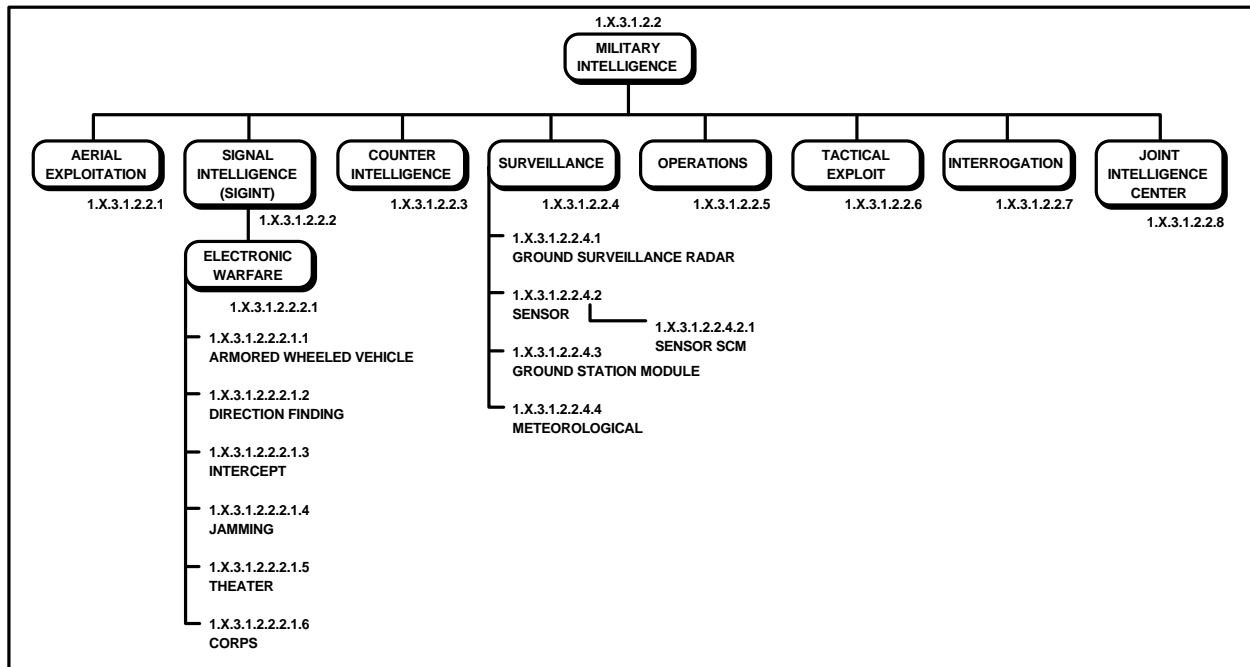
FIGURE A-20. Ground track (military intelligence).
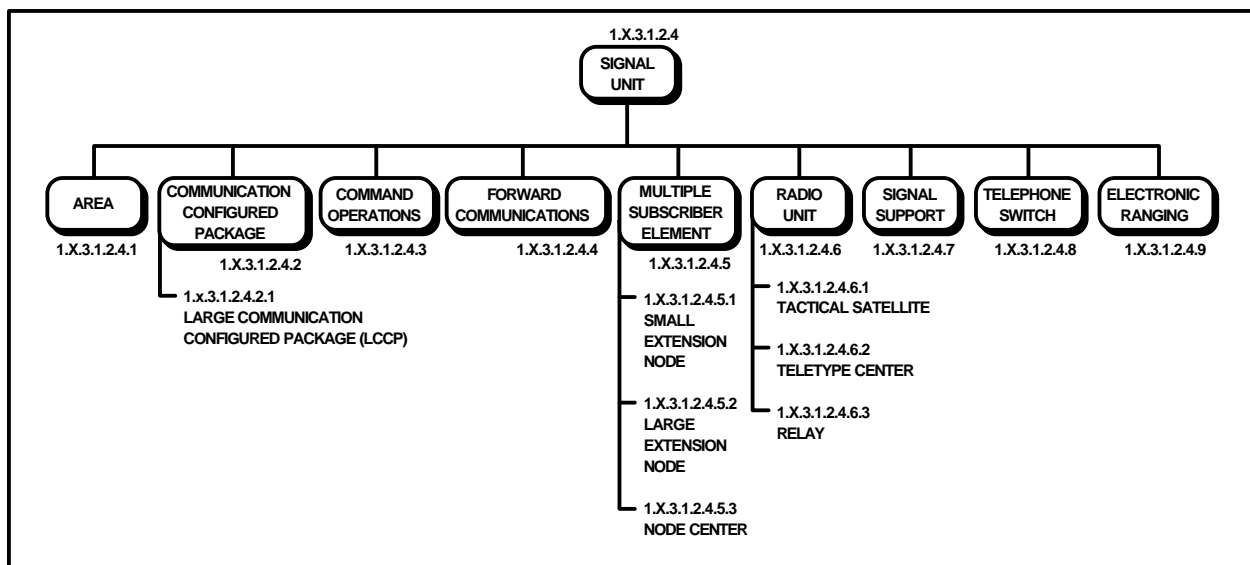
FIGURE A-21. Ground track (signal unit).

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FIGURE A-22. Ground track (combat service support).
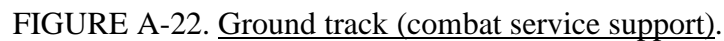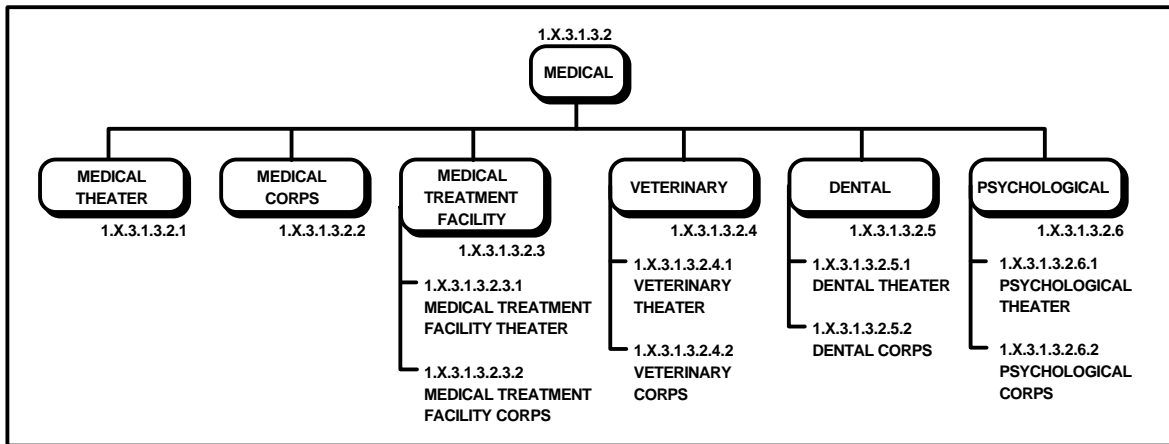
FIGURE A-23. Ground track (medical).

FIGURE A-27. Ground track (weaons).

1.X.3.1.3.4
TRANSPORTATION

TRANSPORTATION THEATER	**TRANSPORTATION CORPS**	**MOVEMENT CONTROL CENTER**	**RAILHEAD**	**SPOD/SPOE**	**APOD/APOE**	**MISSILE**
1.X.3.1.3.4.1	1.X.3.1.3.4.2	1.X.3.1.3.4.3	1.X.3.1.3.4.4	1.X.3.1.3.4.5	1.X.3.1.3.4.6	1.X.3.1.3.4.7
		1.X.3.1.3.4.3.1 MCC THEATER	1.X.3.1.3.4.4.1 RAILHEAD THEATER	1.X.3.1.3.4.5.1 SPOD/SPOE THEATER	1.X.3.1.3.4.6.1 APOD/APOE THEATER	1.X.3.1.3.4.7.1 MISSILE THEATER
		1.X.3.1.3.4.3.2 MCC CORPS	1.X.3.1.3.4.4.2 RAILHEAD CORPS	1.X.3.1.3.4.5.2 SPOD/SPOE CORPS	1.X.3.1.3.4.6.2 APOD/APOE CORPS	1.X.3.1.3.4.7.2 MISSILE CORPS

FIGURE A-25. Ground track (transportation).

1.X.3.1.3.5
MAINTENANCE

MAINTENANCE THEATER	**MAINTENANCE CORPS**	**HEAVY**	**RECOVERY**	**ORDNANCE**	**ELECTRO-OPTICAL**
1.X.3.1.3.5.1	1.X.3.1.3.5.2	1.X.3.1.3.5.3	1.X.3.1.3.5.4	1.X.3.1.3.5.5	1.X.3.1.3.5.6
		1.X.3.1.3.5.3.1 HEAVY THEATER	1.X.3.1.3.5.4.1 RECOVERY THEATER		1.X.3.1.3.5.6.1 ELECTRO-OPTICAL THEATER
		1.X.3.1.3.5.3.2 HEAVY CORPS	1.X.3.1.3.5.4.2 RECOVERY CORPS		1.X.3.1.3.5.6.2 ELECTRO-OPTICAL CORPS

ORDNANCE THEATER	**ORDNANCE CORPS**	**ORDNANCE MISSILE**
1.X.3.1.3.5.5.1	1.X.3.1.3.5.5.2	1.X.3.1.3.5.5.3
		1.X.3.1.3.5.5.3.1 ORDNANCE MISSILE THEATER
		1.X.3.1.3.5.5.3.2 ORDNANCE MISSILE CORPS

FIGURE A-26. Ground track (maintenance).
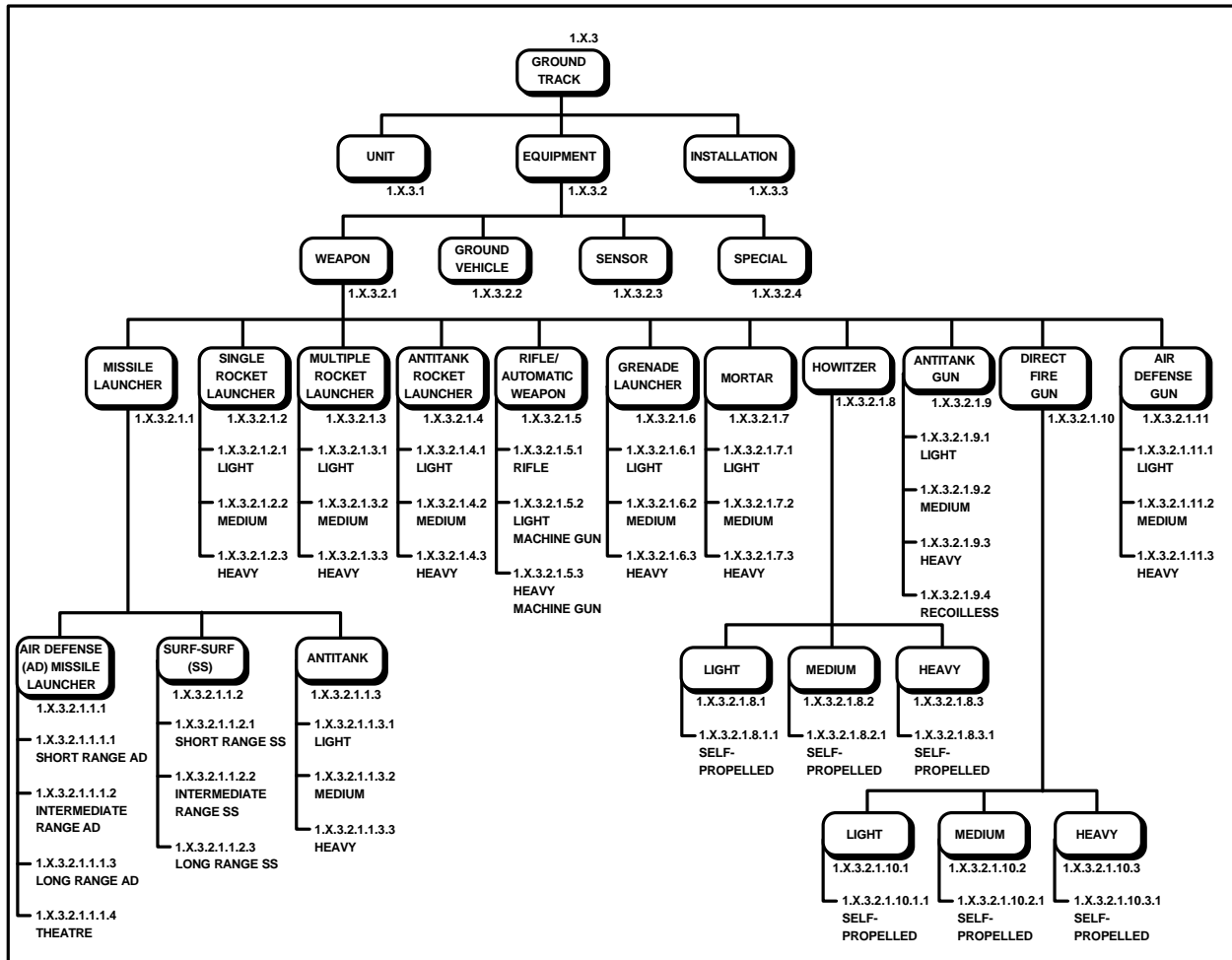
FIGURE A-27. Ground track (weapons).
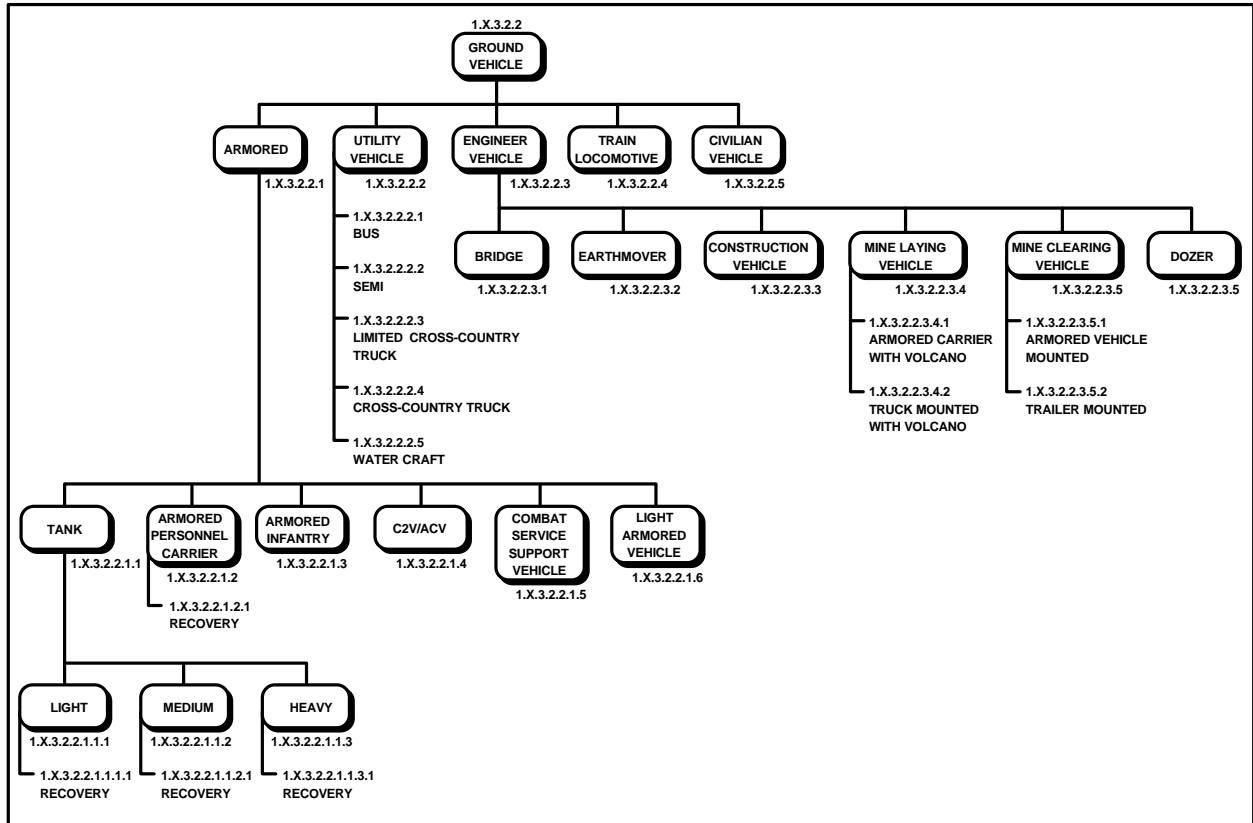
FIGURE A-28. Ground track (ground vehicle).
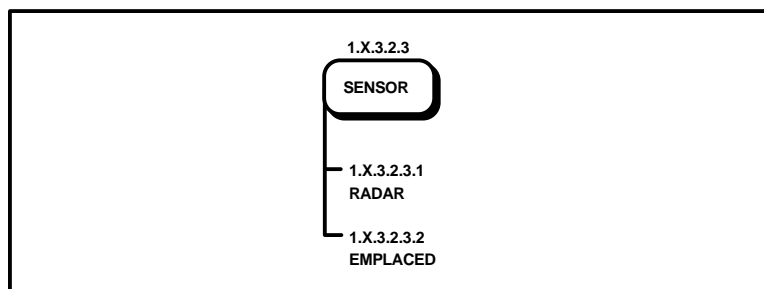
FIGURE A-29. Ground track (sensor).

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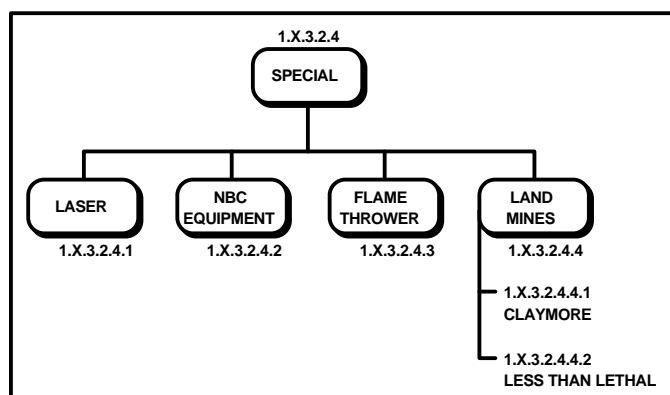
FIGURE A-30. Ground track (special).
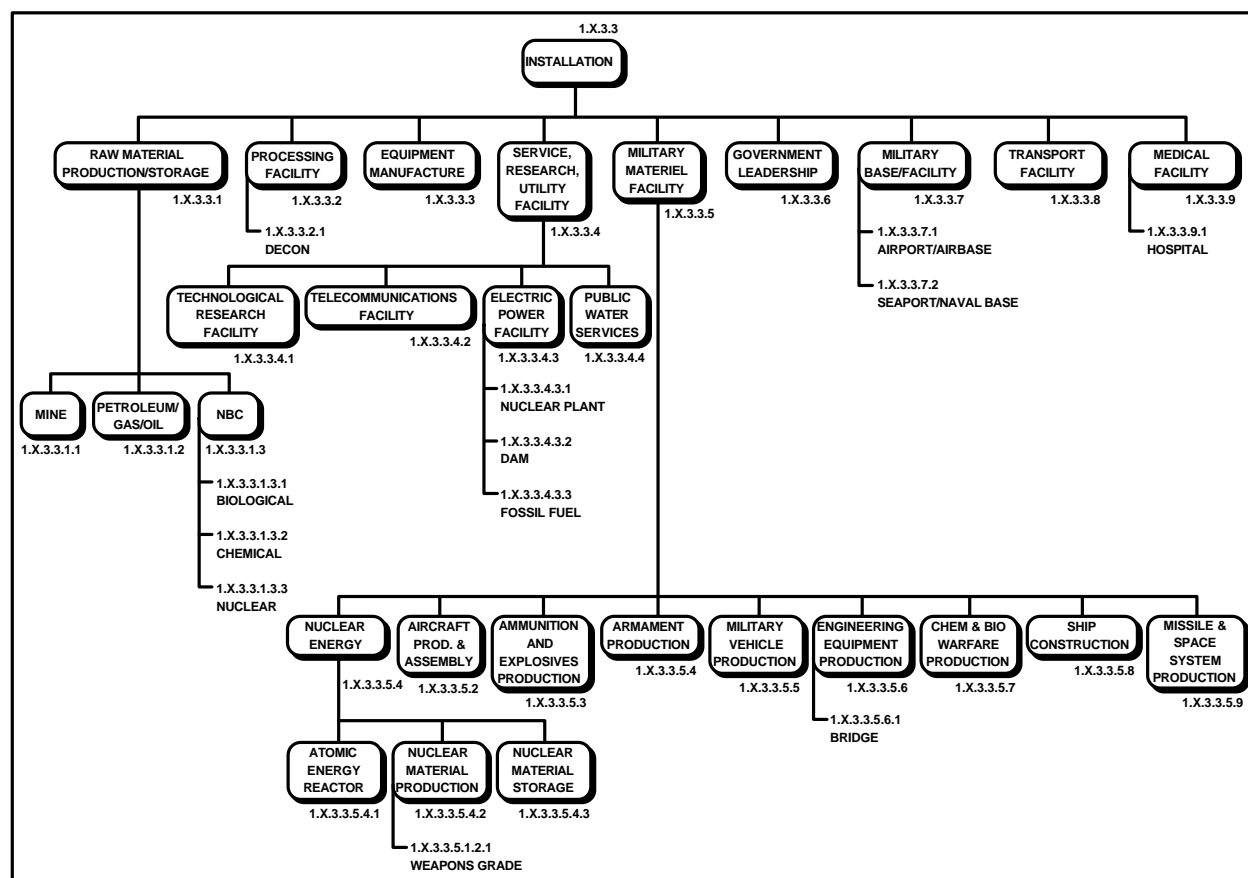
FIGURE A-31. Ground track (installation).
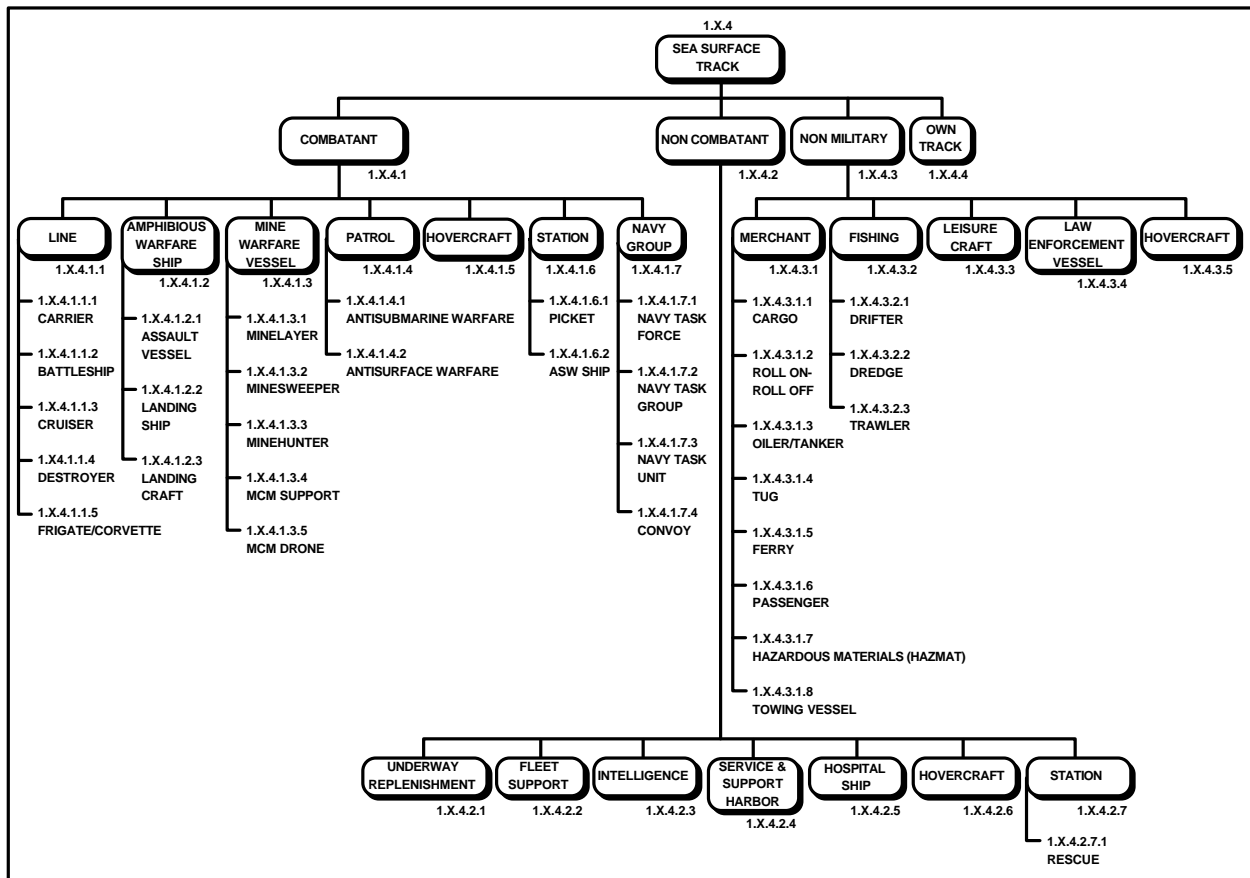
FIGURE A-32. Sea surface track.
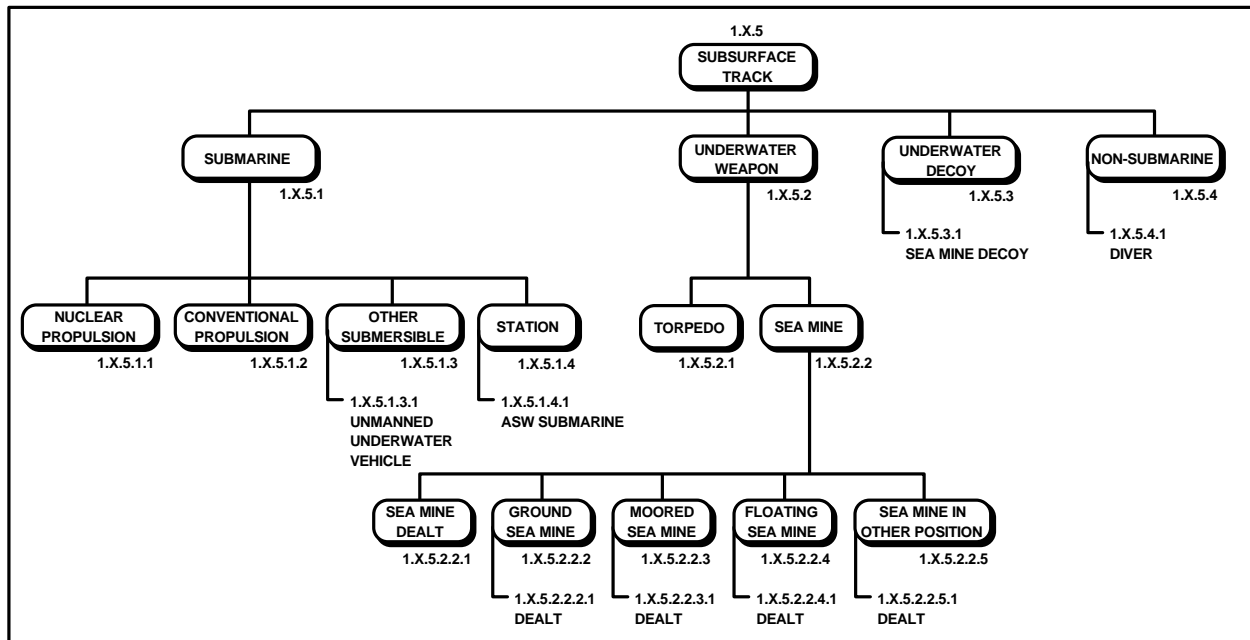
FIGURE A-33. Sea subsurface track.
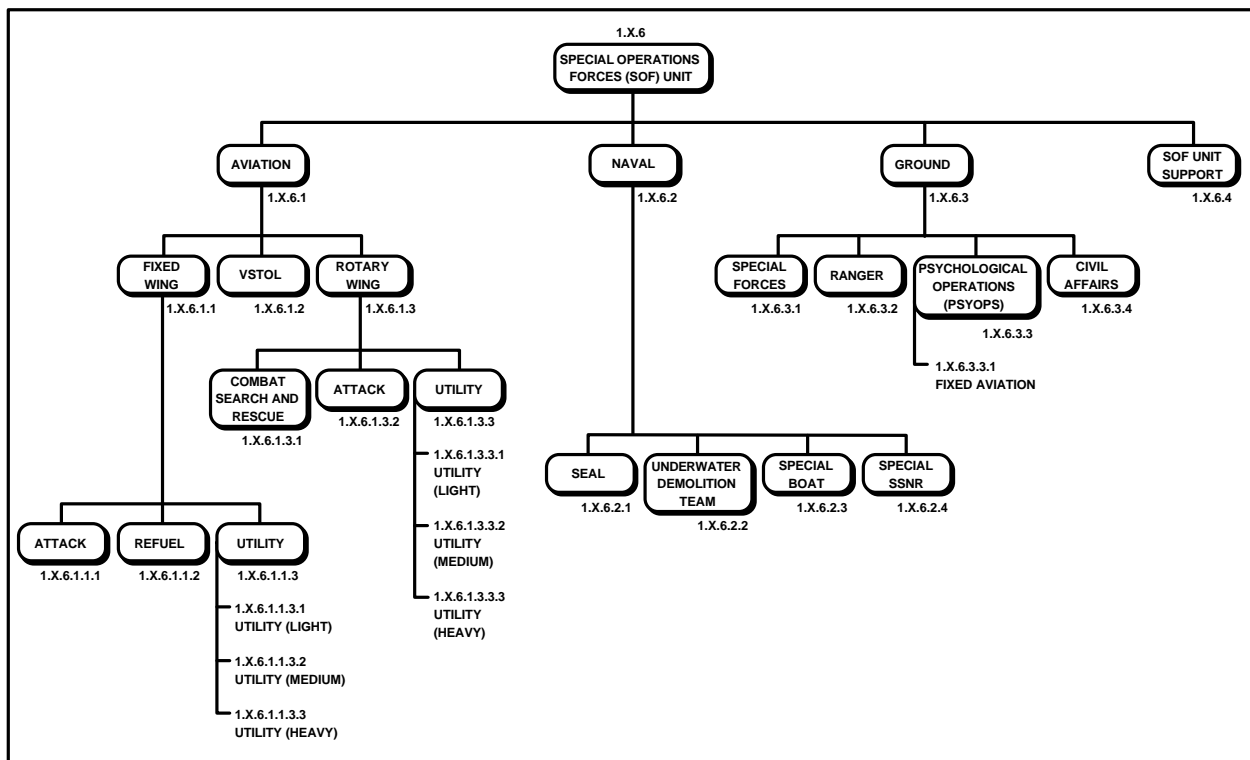
FIGURE A-34. Special operations forces (SOF) unit.

APPENDIX A

A.5.4 Symbology set. Tables A-X through A-XVI provide a graphic representation of each approved tactical symbol in the C² : U, E, I symbology set. In the following tables, the Description column provides a concise description of each tactical symbol using operational terminology. The Hierarchy column presents the information hierarchy (taxonomy) number described earlier in the appendix. The Frame column indicates whether the icon is framed (F), unframed (U), or frame optional (FO). In table A-XIII, icons with an FO code are shown both framed and unframed. The Sym-ID portion of each Affiliation column (Unknown, Friend, Neutral, Hostile) presents the 15-character alphanumeric identifier necessary for automated systems to create each specific icon. As indicated previously, an asterisk (*) indicates a position that is defined by the user based on specific symbol circumstances, while a dash (-) indicates that no information is provided in the position.

TABLE A-X. Warrior icon set - unknown.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN/PENDING	UNKNOWN/UNKNOWN
			SYM-ID	SYM-ID
UNKNOWN/UNKNOWN	1.X	F	**U** ?	**U**
			SPZP-----------	SUZP-----------

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
TABLE A-XI $\underline{C^2 \text{ Symbology: UEI set - space}}$.

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				
			SUPP------\n*****	SFPP------\n*****	SNPP------\n*****	SHPP------\n*****
SPACE TRACK SATELLITE	1.X.1.1	F				
			SUPPS-----\n*****	SFPPS-----\n*****	SNPPS-----\n*****	SHPPS-----\n*****
SPACE TRACK CREWED SPACE VEHICLE	1.X.1.2	F				
			SUPPV-----\n*****	SFPPV-----\n*****	SNPPV-----\n*****	SHPPV-----\n*****
SPACE TRACK SPACE STATION	1.X.1.3	F				
			SUPPT-----\n*****	SFPPT-----\n*****	SNPPT-----\n*****	SHPPT-----\n*****

Note: White filled icon represents
    white opaque filled icons.

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
TABLE A-XII. C^2 Symbology: UEI set - air.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
AIR TRACK	1.X.2	F				
			SUAP------ *****	SFAP------ *****	SNAP------ *****	SHAP------ *****
AIR TRACK MILITARY	1.X.2.1	F	MIL	MIL	MIL	MIL
			SUAPM----- *****	SFAPM----- *****	SNAPM----- *****	SHAPM----- *****
AIR TRACK MILITARY FIXED WING	1.X.2.1.1	F				
			SUAPMF---- *****	SFAPMF---- *****	SNAPMF---- *****	SHAPMF---- *****
AIR TRACK MILITARY FIXED WING BOMBER	1.X.2.1.1.1	F	B	B	B	B
			SUAPMFB--- *****	SFAPMFB--- *****	SNAPMFB--- *****	SHAPMFB--- *****
AIR TRACK MILITARY FIXED WING FIGHTER	1.X.2.1.1.2	F	F	F	F	F
			SUAPMFF--- *****	SFAPMFF--- *****	SNAPMFF--- *****	SHAPMFF--- *****

Note: White filled icon represents
     white opaque filled icons.

TABLE A-XII. C^2 Symbology: UEI set - air - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
AIR TRACK MILITARY FIXED WING FIGHTER INTERCEPTOR	1.X.2.1.1.2.1	F	I	I	I	I
			SUAPMFFI--*****	SFAPMFFI--*****	SNAPMFFI--*****	SHAPMFFI--*****
AIR TRACK MILITARY FIXED WING TRAINER	1.X.2.1.1.3	F	T	T	T	T
			SUAPMFT---*****	SFAPMFT---*****	SNAPMFT---*****	SHAPMFT---*****
AIR TRACK MILITARY FIXED WING ATTACK/STRIKE	1.X.2.1.1.4	F	A	A	A	A
			SUAPMFA---*****	SFAPMFA---*****	SNAPMFA---_*****	SHAPMFA---*****
AIR TRACK MILITARY FIXED WING VSTOL	1.X.2.1.1.5	F	L	L	L	L
			SUAPMFL---*****	SFAPMFL---*****	SNAPMFL---*****	SHAPMFL---*****
AIR TRACK MILITARY FIXED WING TANKER	1.X.2.1.1.6	F	K	K	K	K
			SUAPMFK---*****	SFAPMFK---*****	SNAPMFK---_*****	SHAPMFK---*****

Note: White filled icon represents
      white opaque filled icons.

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TABLE A-XII. $\underline{C^2 \text{ Symbology: UEI set - air}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
AIR TRACK MILITARY FIXED WING CARGO AIRLIFT (TRANSPORT)	1.X.2.1.1.7	F	SUAPMFC---*****	SFAPMFC---*****	SNAPMFC---*****	SHAPMFC---*****
AIR TRACK MILITARY FIXED WING CARGO AIRLIFT LIGHT	1.X.2.1.1.7.1	F	SUAPMFCL-_*****	SFAPMFCL--*****	SNAPMFCL-_*****	SHAPMFCL-_*****
AIR TRACK MILITARY FIXED WING CARGO AIRLIFT MEDIUM	1.X.2.1.1.7.2	F	SUAPMFCM--*****	SFAPMFCM-_*****	SNAPMFCM--*****	SHAPMFCM-_*****
AIR TRACK MILITARY FIXED WING CARGO AIRLIFT HEAVY	1.X.2.1.1.7.3	F	SUAPMFCH-_*****	SFAPMFCH-_*****	SNAPMFCH--*****	SHAPMFCH-_*****
AIR TRACK MILITARY FIXED WING ELECTRONIC COUNTERMEASURES (ECM/JAMMER)	1.X.2.1.1.8	F	SUAPMFJ---*****	SFAPMFJ---*****	SNAPMFJ---*****	SHAPMFJ---*****

Note: White filled icon represents
    white opaque filled icons.

APPENDIX A

TABLE A-XII. C^2 Symbology: UEI set - air - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
AIR TRACK MILITARY FIXED WING MEDEVAC	1.X.2.1.1.9	F	SUAPMFO---*****	SFAPMFO---*****	SNAPMFO--_*****	SHAPMFO---*****
AIR TRACK MILITARY FIXED WING RECONNAISSANCE	1.X.2.1.1.10	F	SUAPMFR---*****	SFAPMFR---*****	SNAPMFR---*****	SHAPMFR---*****
AIR TRACK MILITARY FIXED WING RECONNAISSANCE AIRBORNE EARLY WARNING (AEW)	1.X.2.1.1.10.1	F	SUAPMFRW--*****	SFAPMFRW-_*****	SNAPMFRW--*****	SHAPMFRW--*****
AIR TRACK MILITARY FIXED WING RECONNAISSANCE ELECTRONIC SURVEILLANCE MEASURES	1.X.2.1.1.10.2	F	SUAPMFRZ-_*****	SFAPMFRZ--*****	SNAPMFRZ-_*****	SHAPMFRZ-_*****
AIR TRACK MILITARY FIXED WING RECONNAISSANCE PHOTOGRAPHIC	1.X.2.1.1.10.3	F	SUAPMFRX-_*****	SFAPMFRX-_*****	SNAPMFRX--*****	SHAPMFRX-_*****

Note: White filled icon represents
    white opaque filled icons.

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TABLE A-XII. C^2 Symbology: UEI set - air - Continued.

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

AIR TRACK
MILITARY
  FIXED WING
    PATROL
	1.X.2.1.1.11	F	P	P	P	P

			SUAPMFP--- *****	SFAPMFP--- *****	SNAPMFP--- *****	SHAPMFP--- *****

AIR TRACK
MILITARY
FIXED WING
  PATROL
    ANTISURFACE WARFARE (ASUW)
	1.X.2.1.1.11.1	F	N	N	N	N

			SUAPMFPN- -*****	SFAPMFPN-- *****	SNAPMFPN- -*****	SHAPMFPN- -*****

AIR TRACK
MILITARY
FIXED WING
  PATROL
    MINE COUNTERMEASURES
	1.X.2.1.1.11.2	F	MCM	MCM	MCM	MCM

			SUAPMFPM- -*****	SFAPMFPM- -*****	SNAPMFP M--*****	SHAPMFPM- -*****

AIR TRACK
MILITARY
  FIXED WING
    UTILITY
	1.X.2.1.1.12	F	U	U	U	U

			SUAPMFU--- *****	SFAPMFU--- *****	SNAPMFU-- -*****	SHAPMFU--- *****

AIR TRACK
MILITARY
FIXED WING
  UTILITY
    LIGHT
	1.X.2.1.1.12.1		U
			L
				U
				L
					U
					L
						U
						L

			SUAPMFUL- -*****	SFAPMFUL- -*****	SNAPMFUL- -*****	SHAPMFUL- -*****

Note: White filled icon represents
   white opaque filled icons.

APPENDIX A

TABLE A-XII. C^2 Symbology: UEI set - air - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
AIR TRACK MILITARY FIXED WING UTILITY MEDIUM	1.X.2.1.1.12.2	F	U M	U M	U M	U M
			SUAPMFUM--*****	SFAPMFUM-*****	SNAPMFUM--*****	SHAPMFUM--*****
AIR TRACK MILITARY FIXED WING UTILITY HEAVY	1.X.2.1.1.12.3	F	U H	U H	U H	U H
			SUAPMFUH-*****	SFAPMFUH-*****	SNAPMFUH--*****	SHAPMFUH-*****
AIR TRACK MILITARY FIXED WING COMMUNICATIONS (C3I)	1.X.2.1.1.13	F	Y	Y	Y	Y
			SUAPMFY---*****	SFAPMFY---*****	SNAPMFY---*****	SHAPMFY---*****
AIR TRACK MILITARY FIXED WING SEARCH AND RESCUE (CSAR)	1.X.2.1.1.14	F	H	H	H	H
			SUAPMFH---*****	SFAPMFH---*****	SNAPMFH---*****	SHAPMFH---*****
AIR TRACK MILITARY FIXED WING AIRBORNE COMMAND POST (C2)	1.X.2.1.1.15	F	D	D	D	D
			SUAPMFD---*****	SFAPMFD---*****	SNAPMFD---*****	SHAPMFD---*****

Note: White filled icon represents
    white opaque filled icons.

APPENDIX A

TABLE A-XII. C^2 Symbology: UEI set - air - Continued.

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

AIR TRACK MILITARY
  FIXED WING
    DRONE (RPV/UAV)
	1.X.2.1.1.16	F				

			SUAPMFQ---*****	SFAPMFQ---*****	SNAPMFQ---_*****	SHAPMFQ---*****

AIR TRACK MILITARY
  FIXED WING
    ANTI SUBMARINE WARFARE (ASW) CARRIER BASED
	1.X.2.1.1.17	F				

			SUAPMFS---*****	SFAPMFS---*****	SNAPMFS---*****	SHAPMFS---*****

AIR TRACK MILITARY
  FIXED WING
    SPECIAL OPERATIONS FORCES (SOF)
	1.X.2.1.1.18	F				

			SUAPMFM--_*****	SFAPMFM---*****	SNAPMFM--_*****	SHAPMFM---*****

AIR TRACK
  MILITARY
    ROTARY WING
	1.X.2.1.2	F				

			SUAPMH----*****	SFAPMH----*****	SNAPMH----*****	SHAPMH----*****

AIR TRACK MILITARY
  ROTARY WING
    ATTACK
	1.X.2.1.2.1	F				

			SUAPMHA--_*****	SFAPMHA---*****	SNAPMHA--_******	SHAPMHA--_*****

Note: White filled icon represents
    white opaque filled icons.

TABLE A-XII. $\underline{C^2}$ Symbology: UEI set - air - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
AIR TRACK MILITARY ROTARY WING ANTI-SUBMARINE WARFARE /MPA	1.X.2.1.2.2	F	SUAPMHS--- *****	SFAPMHS--- *****	SNAPMHS-- -*****	SHAPMHS--- *****
AIR TRACK MILITARY ROTARY WING UTILITY	1.X.2.1.2.3	F	SUAPMHU-- -*****	SFAPMHU--- *****	SNAPMHU-- -*****	SHAPMHU-- -*****
AIR TRACK MILITARY ROTARY WING UTILITY LIGHT	1.X.2.1.2.3.1	F	SUAPMHU L--*****	SFAPMHUL- -*****	SNAPMHU L--*****	SHAPMHUL- -****
AIR TRACK MILITARY ROTARY WING UTILITY MEDIUM	1.X.2.1.2.3.2	F	SUAPMHU M--*****	SFAPMHU M--*****	SNAPMHU M--*****	SHAPMHU M--*****
AIR TRACK MILITARY ROTARY WING UTILITY HEAVY	1.X.2.1.2.3.3	F	SUAPMHU H--*****	SFAPMHUH- -*****	SNAPMHU H--*****	SHAPMHU H--*****

Note: White filled icon represents
    white opaque filled icons.

APPENDIX A

TABLE A-XII. C^2 Symbology: UEI set - air - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
AIR TRACK MILITARY ROTARY WING MINE COUNTERMEASURES	1.X.2.1.2.4	F				
			SUAPMHI---*****	SFAPMHI---*****	SNAPMHI---*****	SHAPMHI---*****
AIR TRACK MILITARY ROTARY WING COMBAT SEARCH AND RESCUE (CSAR)	1.X.2.1.2.5	F				
			SUAPMHH--_*****	SFAPMHH---*****	SNAPMHH--_*****	SHAPMHH--_*****
AIR TRACK MILITARY ROTARY WING RECONNAISSANCE	1.X.2.1.2.6	F				
			SUAPMHR--_*****	SFAPMHR---*****	SNAPMHR--_*****	SHAPMHR---*****
AIR TRACK MILITARY ROTARY WING DRONE (RPV/UAV)	1.X.2.1.2.7	F				
			SUAPMHQ--_*****	SFAPMHQ---*****	SNAPMHQ--_*****	SHAPMHQ--_*****
AIR TRACK MILITARY ROTARY WING CARGO AIRLIFT (TRANSPORT)	1.X.2.1.2.8	F				
			SUAPMHC--_*****	SFAPMHC---*****	SNAPMHC--_*****	SHAPMHC---*****

Note: White filled icon represents
white opaque filled icons.

TABLE A-XII. C^2 Symbology: UEI set - air - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
AIR TRACK MILITARY ROTARY WING CARGO AIRLIFT LIGHT	1.X.2.1.2.8.1	F				
			SUAPMHCL--*****	SFAPMHCL--*****	SNAPMHCL--*****	SHAPMHCL--*****
AIR TRACK MILITARY ROTARY WING CARGO AIRLIFT MEDIUM	1.X.2.1.2.8.2	F				
			SUAPMHCM--*****	SFAPMHCM--*****	SNAPMHCM--*****	SHAPMHCM--*****
AIR TRACK MILITARY ROTARY WING CARGO AIRLIFT HEAVY	1.X.2.1.2.8.3	F				
			SUAPMHCH--*****	SFAPMHCH--*****	SNAPMHCH--*****	SHAPMHCH--*****
AIR TRACK MILITARY ROTARY WING TRAINER	1.X.2.1.2.9	F				
			SUAPMHT---*****	SFAPMHT---*****	SNAPMHT---*****	SHAPMHT---*****
AIR TRACK MILITARY ROTARY WING MEDEVAC	1.X.2.1.2.10	F				
			SUAPMHO---*****	SFAPMHO---*****	SNAPMHO---*****	SHAPMHO---*****

Note: White filled icon represents
      white opaque filled icons.

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APPENDIX A

TABLE A-XII. $\underline{C^2 \text{ Symbology: UEI set - air}}$ - Continued.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
AIR TRACK MILITARY ROTARY WING SPECIAL OPERATIONS FORCES (SOF)	1.X.2.1.2.11	F				
			SUAPMHM--_*****	SFAPMHM--_*****	SNAPMHM---_*****	SHAPMHM--_*****
AIR TRACK MILITARY ROTARY WING AIRBORNE COMMAND POST (C2)	1.X.2.1.2.12	F				
			SUAPMHD--_*****	SFAPMHD---*****	SNAPMHD--_*****	SHAPMHD--_*****
AIR TRACK MILITARY ROTARY WING TANKER	1.X.2.1.2.13	F				
			SUAPMHK--_*****	SFAPMHK---*****	SNAPMHK--_*****	SHAPMHK--_*****
AIR TRACK MILITARY ROTARY WING ELECTRONIC COUNTERMEASURES (ECM/JAMMER)	1.X.2.1.2.14	F				
			SUAPMHJ---*****	SFAPMHJ---*****	SNAPMHJ---*****	SHAPMHJ---*****
AIR TRACK MILITARY LIGHTER THAN AIR	1.X.2.1.3	F				
			SUAPML----*****	SFAPML----*****	SNAPML----*****	SHAPML----*****

Note: White filled icon represents
      white opaque filled icons.

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APPENDIX A

TABLE A-XII. $\underline{C^2\ \text{Symbology: UEI set - air}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
AIR TRACK WEAPON	1.X.2.2	F				
			SUAPW----- *****	SFAPW----- *****	SNAPW----- *****	SHAPW----- *****

AIR TRACK
  WEAPON
    MISSILE IN FLIGHT
	1.X.2.2.1	F				

			SUAPWM---- *****	SFAPWM---- *****	SNAPWM--- -*****	SHAPWM---- *****

AIR TRACK
  WEAPON
    MISSILE IN FLIGHT
      SURFACE/LAND LAUNCHED
MISSILE
	1.X.2.2.1.1	F				

			SUAPWMS-- -*****	SFAPWMS--- *****	SNAPWMS-- -*****	SHAPWMS-- -*****

AIR TRACK
  WEAPON
  MISSILE IN FLIGHT
    SURFACE/LAND LAUNCHED
MISSILE
      SURFACE TO SURFACE MISSILE
(SSM)
	1.X.2.2.1.1.1	F				

			SUAPWMS S--*****	SFAPWMSS- -*****	SNAPWMS S--*****	SHAPWMSS- -*****

AIR TRACK
  WEAPON
  MISSILE IN FLIGHT
    SURFACE/LAND LAUNCHED
MISSILE
      SURFACE TO AIR MISSILE (SAM)
	1.X.2.2.1.1.2	F				

			SUAPWMS A--*****	SFAPWMS A--*****	SNAPWMS A--*****	SHAPWMS A--*****

Note: White filled icon represents
   white opaque filled icons.

APPENDIX A

TABLE A-XII. C^2 Symbology: UEI set - air - Continued.

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

AIR TRACK
WEAPON
  MISSILE IN FLIGHT
    AIR LAUNCHED MISSILE
	1.X.2.2.1.2	F	SUAPWMA--
			-*****
				SFAPWMA--
				-*****
					SNAPWMA-
					--*****
						SHAPWMA--
						-*****

AIR TRACK
WEAPON
MISSILE IN FLIGHT
  AIR LAUNCHED MISSILE
    AIR TO SURFACE MISSILE (ASM)
	1.X.2.2.1.2.1	F	SUAPWMA
			S--*****
				SFAPWMA
				S--*****
					SNAPWMA
					S--*****
						SHAPWMA
						S--*****

AIR TRACK
WEAPON
MISSILE IN FLIGHT
  AIR LAUNCHED MISSILE
    AIR TO AIR MISSILE (AAM)
	1.X.2.2.1.2.2	F	SUAPWMA
			A--*****
				SFAPWMA
				A--*****
					SNAPWMA
					A--*****
						SHAPWMA
						A--*****

AIR TRACK
WEAPON
  MISSILE IN FLIGHT
    SUBSURFACE TO SURFACE
MISSILE (S/SSM)
	1.X.2.2.1.3	F	SUAPWMU--
			-*****
				SFAPWMU--
				*****
					SNAPWMU-
					-*****
						SHAPWMU--
						*****

AIR TRACK
WEAPON
  MISSILE IN FLIGHT
    LAND ATTACK MISSILE
	1.X.2.2.1.4	F	SUAPWML--
			-*****
				SFAPWML--
				-*****
					SNAPWML--
					-*****
						SHAPWML--
						-*****

Note: White filled icon represents
white opaque filled icons.

APPENDIX A

TABLE A-XII. C^2 Symbology: UEI set - air - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
AIR TRACK WEAPON DECOY	1.X.2.2.2	F	SUAPWD----*****	SFAPWD----*****	SNAPWD----*****	SHAPWD----*****
AIR TRACK CIVIL	1.X.2.3	F	SUAPC-----*****	SFAPC-----*****	SNAPC-----*****	SHAPC-----*****
AIR TRACK CIVIL FIXED WING	1.X.2.3.1	F	SUAPCF----*****	SFAPCF----*****	SNAPCF----*****	SHAPCF----*****
AIR TRACK CIVIL ROTARY WING	1.X.2.3.2	F	SUAPCH----*****	SFAPCH----*****	SNAPCH----*****	SHAPCH----*****
AIR TRACK CIVIL LIGHTER THAN AIR	1.X.2.3.3	F	SUAPCL----*****	SFAPCL----*****	SNAPCL----*****	SHAPCL----*****

Note: White filled icon represents
      white opaque filled icons.

APPENDIX A

TABLE A-XIII. C² Symbology: UEI set - ground.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK	1.X.3	F				
			SUGP------ *****	SFGP------ *****	SNGP------ *****	SHGP------ *****
GROUND TRACK UNIT	1.X.3.1	F				
			SUGPU----- *****	SFGPU----- *****	SNGPU----- *****	SHGPU----- *****
GROUND TRACK UNIT COMBAT	1.X.3.1.1	F	CBT	CBT	CBT	CBT
			SUGPUC---- *****	SFGPUC---- *****	SNGPUC---- *****	SHGPUC---- *****
GROUND TRACK UNIT COMBAT AIR DEFENSE	1.X.3.1.1.1	F				
			SUGPUCD--- *****	SFGPUCD--- *****	SNGPUCD--- *****	SHGPUCD--- *****
GROUND TRACK UNIT COMBAT AIR DEFENSE SHORT RANGE	1.X.3.1.1.1.1	F	SRD	SRD	SRD	SRD
			SUGPUCDS-- *****	SFGPUCDS-- *****	SNGPUCDS- _*****	SHGPUCDS- _*****

Note: White filled icon represents
       white opaque filled icon.

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APPENDIX A

TABLE A-XIII. C^2 Symbology: UEI set - ground - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK UNIT COMBAT AIR DEFENSE SHORT RANGE CHAPARRAL	1.X.3.1.1.1.1.1	F				
			SUGPUCDSC-*****	SFGPUCDSC-*****	SNGPUCDSC-*****	SHGPUCDSC-*****
GROUND TRACK UNIT COMBAT AIR DEFENSE SHORT RANGE STINGER	1.X.3.1.1.1.1.2	F				
			SUGPUCDSS-*****	SFGPUCDSS-*****	SNGPUCDSS-*****	SHGPUCDSS-*****
GROUND TRACK UNIT COMBAT AIR DEFENSE SHORT RANGE VULCAN	1.X.3.1.1.1.1.3	F				
			SUGPUCDSV-*****	SUGPUCDSV-*****	SUGPUCDSV-*****	SUGPUCDSV-*****
GROUND TRACK UNIT COMBAT AIR DEFENSE MISSILE	1.X.3.1.1.1.2	F				
			SUGPUCDM--*****	SFGPUCDM--*****	SNGPUCDM--*****	SHGPUCDM--*****
GROUND TRACK UNIT COMBAT AIR DEFENSE MISSILE LIGHT	1.X.3.1.1.1.2.1	F				
			SUGPUCDML-*****	SFGPUCDML-*****	SNGPUCDML-*****	SHGPUCDML-*****

Note: White filled icon represents
    white opaque filled icon.

APPENDIX A

TABLE A-XIII. C² Symbology: UEI set - ground - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK UNIT COMBAT AIR DEFENSE MISSILE MOTORIZED (AVENGER)	1.X.3.1.1.1.2.1.1					
			SUGPUCDM LA*****	SFGPUCDM LA*****	SNGPUCDM LA*****	SHGPUCDM LA*****
GROUND TRACK UNIT COMBAT AIR DEFENSE MISSILE MEDIUM	1.X.3.1.1.1.2.2	F				
			SUGPUCDM M-*****	SFGPUCDM M-*****	SNGPUCDM M-*****	SHGPUCDM M-*****
GROUND TRACK UNIT COMBAT AIR DEFENSE MISSILE HEAVY	1.X.3.1.1.1.2.3	F				
			SUGPUCDM H-*****	SFGPUCDM H-*****	SNGPUCDM H-*****	SHGPUCDM H-*****
GROUND TRACK UNIT COMBAT AIR DEFENSE H/MAD	1.X.3.1.1.1.2.4	F	HMD	HMD	HMD	HMD
			SUGPUCDH- -*****	SFGPUCDH- -*****	SNGPUCDH- -*****	SHGPUCDH- -*****
GROUND TRACK UNIT COMBAT AIR DEFENSE H/MAD HAWK	1.X.3.1.1.1.2.4.1	F	H	H	H	H
			SUGPUCDH H-*****	SFGPUCDH H-*****	SNGPUCDH H-*****	SHGPUCDH H-*****

Note: White filled icon represents
      white opaque filled icon.

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK UNIT COMBAT AIR DEFENSE H/MAD PATRIOT	1.X.3.1.1.1.2.4.2	F				
			SUGPUCDHP-*****	SFGPUCDHP-*****	SNGPUCDHP-*****	SHGPUCDHP-*****
GROUND TRACK UNIT COMBAT AIR DEFENSE GUN UNIT	1.X.3.1.1.1.3	F				
			SUGPUCDG-_*****	SFGPUCDG-_*****	SNGPUCDG-_*****	SHGPUCDG-_*****
GROUND TRACK UNIT COMBAT AIR DEFENSE COMPOSITE	1.X.3.1.1.1.4	F				
			SUGPUCDC-_*****	SFGPUCDC-_*****	SNGPUCDC-_*****	SHGPUCDC-_*****
GROUND TRACK UNIT COMBAT AIR DEFENSE TARGETING UNIT	1.X.3.1.1.1.5	F				
			SUGPUCDT--*****	SFGPUCDT--*****	SNGPUCDT-_*****	SHGPUCDT-_*****
GROUND TRACK UNIT COMBAT AIR DEFENSE THEATER MISSILE DEFENSE UNIT	1.X.3.1.1.1.6	F				
			SUGPUCDO-_*****	SFGPUCDO-_*****	SNGPUCDO-_*****	SHGPUCDO-_*****

Note: White filled icon represents
    white opaque filled icon.

APPENDIX A

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK UNIT COMBAT ARMOR	1.X.3.1.1.2	F	SUGPUCA---*****	SFGPUCA---*****	SNGPUCA---*****	SHGPUCA---*****
GROUND TRACK UNIT COMBAT ARMOR TRACK	1.X.3.1.1.2.1	F	SUGPUCAT--*****	SFGPUCAT--*****	SNGPUCAT-_*****	SHGPUCAT-_*****
GROUND TRACK UNIT COMBAT ARMOR TRACK AIRBORNE	1.X.3.1.1.2.1.1	F	SUGPUCATA-*****	SFGPUCATA-*****	SNGPUCATA-*****	SHGPUCATA-*****
GROUND TRACK UNIT COMBAT ARMOR TRACK AMPHIBIOUS	1.X.3.1.1.2.1.2	F	SUGPUCATW-*****	SFGPUCATW-*****	SNGPUCATW-*****	SHGPUCATW-*****
GROUND TRACK UNIT COMBAT ARMOR TRACK AMPHIBIOUS RECOVERY	1.X.3.1.1.2.1.2.1	F	SUGPUCATWR*****	SFGPUCATWR*****	SNGPUCATWR*****	SHGPUCATWR*****

Note: White filled icon represents
   white opaque filled icon.

APPENDIX A

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK UNIT COMBAT ARMOR TRACK LIGHT	1.X.3.1.1.2.1.3	F				
			SUGPUCATL-*****	SFGPUCATL-*****	SNGPUCATL-*****	SHGPUCATL-*****
GROUND TRACK UNIT COMBAT ARMOR TRACK MEDIUM	1.X.3.1.1.2.1.4	F				
			SUGPUCATM-*****	SFGPUCATM-*****	SNGPUCATM-*****	SHGPUCATM-*****
GROUND TRACK UNIT COMBAT ARMOR TRACK HEAVY	1.X.3.1.1.2.1.5	F				
			SUGPUCATH-*****	SFGPUCATH-*****	SNGPUCATH-*****	SHGPUCATH-*****
GROUND TRACK UNIT COMBAT ARMOR TRACK RECOVERY	1.X.3.1.1.2.1.6	F				
			SUGPUCATR-*****	SFGPUCATR-*****	SNGPUCATR-*****	SHGPUCATR-*****
GROUND TRACK UNIT COMBAT ARMOR WHEELED	1.X.3.1.1.2.2	F				
			SUGPUCAW--*****	SFGPUCAW--*****	SNGPUCAW--*****	SHGPUCAW--*****

Note: White filled icon represents
     white opaque filled icon.

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APPENDIX A

TABLE A-XIII. $\underline{C^2\text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT ARMOR WHEELED AIR ASSAULT	1.X.3.1.1.2.2.1	F				
			SUGPUCAWS-*****	SFGPUCAWS-*****	SNGPUCAWS-*****	SHGPUCAWS-*****
GROUND TRACK UNIT COMBAT ARMOR WHEELED AIRBORNE	1.X.3.1.1.2.2.2	F				
			SUGPUCAWA-*****	SFGPUCAWA-*****	SNGPUCAWA-*****	SHGPUCAWA-*****
GROUND TRACK UNIT COMBAT ARMOR WHEELED AMPHIBIOUS	1.X.3.1.1.2.2.3	F				
			SUGPUCAWW-*****	SFGPUCAWW-*****	SNGPUCAWW-*****	SHGPUCAWW-*****
GROUND TRACK UNIT COMBAT ARMOR WHEELED AMPHIBIOUS RECOVERY	1.X.3.1.1.2.2.3.1	F				
			SUGPUCAWWR*****	SFGPUCAWWR*****	SNGPUCAWWR*****	SHGPUCAWWR*****
GROUND TRACK UNIT COMBAT ARMOR WHEELED LIGHT	1.X.3.1.1.2.2.4	F				
			SUGPUCAWL-*****	SFGPUCAWL-*****	SNGPUCAWL-*****	SHGPUCAWL-*****

Note: White filled icon represents
    white opaque filled icon.

APPENDIX A

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK UNIT COMBAT ARMOR WHEELED MEDIUM	1.X.3.1.1.2.2.5	F	SUGPUCAWM-*****	SFGPUCAWM-*****	SNGPUCAWM-*****	SHGPUCAWM-*****
GROUND TRACK UNIT COMBAT ARMOR WHEELED HEAVY	1.X.3.1.1.2.2.6	F	SUGPUCAWH-*****	SFGPUCAWH-*****	SNGPUCAWH-*****	SHGPUCAWH-*****
GROUND TRACK UNIT COMBAT ARMOR WHEELED RECOVERY	1.X.3.1.1.2.2.7	F	SUGPUCAWR-*****	SFGPUCAWR-*****	SNGPUCAWR-*****	SHGPUCAWR-*****
GROUND TRACK UNIT COMBAT ANTI ARMOR	1.X.3.1.1.3	F	SUGPUCAA--*****	SFGPUCAA--*****	SNGPUCAA--*****	SHGPUCAA--*****
GROUND TRACK UNIT COMBAT ANTI ARMOR DISMOUNTED	1.X.3.1.1.3.1	F	SUGPUCAAD-*****	SFGPUCAAD-*****	SNGPUCAAD-*****	SHGPUCAAD-*****

Note: White filled icon represents
    white opaque filled icon.

APPENDIX A

TABLE A-XIII. C^2 Symbology: UEI set - ground - Continued.

| DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK UNIT COMBAT ANTI ARMOR LIGHT	1.X.3.1.1.3.2	F				
			SUGPUCAAL-*****	SFGPUCAAL-*****	SNGPUCAAL-*****	SHGPUCAAL-*****
GROUND TRACK UNIT COMBAT ANTI ARMOR AIRBORNE	1.X.3.1.1.3.3	F				
			SUGPUCAAM-*****	SFGPUCAAM-*****	SNGPUCAAM-*****	SHGPUCAAM-*****
GROUND TRACK UNIT COMBAT ANTI ARMOR AIR ASSAULT	1.X.3.1.1.3.4	F				
			SUGPUCAAS-*****	SFGPUCAAS-*****	SNGPUCAAS-*****	SHGPUCAAS-*****
GROUND TRACK UNIT COMBAT ANTI ARMOR MOUNTAIN	1.X.3.1.1.3.5	F				
			SUGPUCAAU-*****	SFGPUCAAU-*****	SNGPUCAAU-*****	SHGPUCAAU-*****
GROUND TRACK UNIT COMBAT ANTI ARMOR ARCTIC	1.X.3.1.1.3.6	F				
			SUGPUCAAC-*****	SFGPUCAAC-*****	SNGPUCAAC-*****	SHGPUCAAC-*****

Note: White filled icon represents
    white opaque filled icon.

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK UNIT COMBAT ANTI ARMOR ARMORED	1.X.3.1.1.3.7	F				
			SUGPUCAAA-*****	SFGPUCAAA-*****	SNGPUCAAA-*****	SHGPUCAAA-*****
GROUND TRACK UNIT COMBAT ANTI ARMOR ARMORED TRACKED	1.X.3.1.1.3.7.1	F				
			SUGPUCAAAT*****	SFGPUCAAAT*****	SNGPUCAAAT*****	SHGPUCAAAT*****
GROUND TRACK UNIT COMBAT ANTI ARMOR ARMORED WHEELED	1.X.3.1.1.3.7.2	F				
			SUGPUCAAAW*****	SFGPUCAAAW*****	SNGPUCAAAW*****	SHGPUCAAAW*****
GROUND TRACK UNIT COMBAT ANTI ARMOR ARMORED AIR ASSAULT	1.X.3.1.1.3.7.3	F				
			SUGPUCAAAS*****	SFGPUCAAAS*****	SNGPUCAAAS*****	SHGPUCAAAS*****
GROUND TRACK UNIT COMBAT ANTI ARMOR MOTORIZED	1.X.3.1.1.3.8	F				
			SUGPUCAAO-*****	SFGPUCAAO-*****	SNGPUCAAO-*****	SHGPUCAAO-*****

Note: White filled icon represents
    white opaque filled icon.

APPENDIX A

TABLE A-XIII. $\underline{C^2\ \text{Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT ANTI ARMOR MOTORIZED AIR ASSAULT	1.X.3.1.1.3.8.1	F				
			SUGPUCAAOS*****	SFGPUCAAOS*****	SNGPUCAAOS*****	SHGPUCAAOS*****
GROUND TRACK UNIT COMBAT AVIATION	1.X.3.1.1.4	F				
			SUGPUCV---*****	SFGPUCV---*****	SNGPUCV---*****	SHGPUCV---*****
GROUND TRACK UNIT COMBAT AVIATION FIXED WING	1.X.3.1.1.4.1	F				
			SUGPUCVF--*****	SFGPUCVF--*****	SNGPUCVF-_*****	SHGPUCVF-_*****
GROUND TRACK UNIT COMBAT AVIATION FIXED WING UTILITY	1.X.3.1.1.4.1.1	F				
			SUGPUCVFU-*****	SFGPUCVFU-*****	SNGPUCVFU-*****	SHGPUCVFU-*****
GROUND TRACK UNIT COMBAT AVIATION FIXED WING ATTACK	1.X.3.1.1.4.1.2	F				
			SUGPUCVFA-*****	SFGPUCVFA-*****	SNGPUCVFA-*****	SNGPUCVFA-*****

Note: White filled icon represents
    white opaque filled icon.

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TABLE A-XIII. $\underline{C^2\ Symbology:\ UEI\ set\ -\ ground}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT AVIATION FIXED WING RECON	1.X.3.1.1.4.1.3	F				
			SUGPUCVFR-*****	SFGPUCVFR-*****	SNGPUCVFR-*****	SHGPUCVFR-*****
GROUND TRACK UNIT COMBAT AVIATION ROTARY WING	1.X.3.1.1.4.2	F				
			SUGPUCVR--*****	SFGPUCVR--*****	SNGPUCVR--*****	SHGPUCVR--*****
GROUND TRACK UNIT COMBAT AVIATION ROTARY WING ATTACK	1.X.3.1.1.4.2.1	F				
			SUGPUCVRA-*****	SFGPUCVRA-*****	SNGPUCVRA-*****	SHGPUCVRA-*****
GROUND TRACK UNIT COMBAT AVIATION ROTARY WING SCOUT	1.X.3.1.1.4.2.2	F				
			SUGPUCVRS-*****	SFGPUCVRS-*****	SNGPUCVRS-*****	SHGPUCVRS-*****
GROUND TRACK UNIT COMBAT AVIATION ROTARY WING ANTI SUBMARINE WARFARE	1.X.3.1.1.4.2.3	F				
			SUGPUCVRW-*****	SFGPUCVRW-*****	SNGPUCVRW-*****	SHGPUCVRW-*****

Note: White filled icon represents
    white opaque filled icon.

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TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT AVIATION ROTARY WING UTILITY	1.X.3.1.1.4.2.4	F				
			SUGPUCVRU-*****	SFGPUCVRU-*****	SNGPUCVRU-*****	SHGPUCVRU-*****
GROUND TRACK UNIT COMBAT AVIATION ROTARY WING UTILITY LIGHT	1.X.3.1.1.4.2.4.1	F				
			SUGPUCVRUL*****	SFGPUCVRUL*****	SNGPUCVRUL*****	SHGPUCVRUL*****
GROUND TRACK UNIT COMBAT AVIATION ROTARY WING UTILITY MEDIUM	1.X.3.1.1.4.2.4.2	F				
			SUGPUCVRUM*****	SFGPUCVRUM*****	SNGPUCVRUM*****	SHGPUCVRUM*****
GROUND TRACK UNIT COMBAT AVIATION ROTARY WING UTILITY HEAVY	1.X.3.1.1.4.2.4.3	F				
			SUGPUCVRUH*****	SFGPUCVRUH*****	SNGPUCVRUH*****	SHGPUCVRUH*****
GROUND TRACK UNIT COMBAT AVIATION ROTARY WING C2	1.X.3.1.1.4.2.5	F				
			SUGPUCVRUC*****	SFGPUCVRUC*****	SNGPUCVRUC*****	SHGPUCVRUC*****

Note: White filled icon represents
    white opaque filled icon.

APPENDIX A

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT AVIATION ROTARY WING MEDEVAC	1.X.3.1.1.4.2.6	F	SUGPUCVR UE*****	SFGPUCVR UE*****	SNGPUCVR UE*****	SHGPUCVR UE*****
GROUND TRACK UNIT COMBAT AVIATION ROTARY WING MINE COUNTERMEASURE	1.X.3.1.1.4.2.7	F	SUGPUCVR M-*****	SFGPUCVR M-*****	SNGPUCVR M-*****	SHGPUCVR M-*****
GROUND TRACK UNIT COMBAT AVIATION SEARCH & RESCUE	1.X.3.1.1.4.3	F	SUGPUCVS-- *****	SFGPUCVS-- *****	SNGPUCVS- -*****	SHGPUCVS- -*****
GROUND TRACK UNIT COMBAT AVIATION COMPOSITE	1.X.3.1.1.4.4	F	SUGPUCVC- -*****	SFGPUCVC- -*****	SNGPUCVC- -*****	SHGPUCVC- -*****
GROUND TRACK UNIT COMBAT AVIATION VERTICAL/SHORT TAKEOFF AND LANDING (V/STOL)	1.X.3.1.1.4.5	F	SUGPUCVV- -*****	SFGPUCVV- -*****	SNGPUCVV- -*****	SHGPUCVV- -*****

Note: White filled icon represents
    white opaque filled icon.

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TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT AVIATION UNMANNED AERIAL VEHICLE	1.X.3.1.1.4.6	F				
			SUGPUCVU- -*****	SFGPUCVU- -*****	SNGPUCVU- -*****	SHGPUCVU- -*****
GROUND TRACK UNIT COMBAT AVIATION UNMANNED AERIAL VEHICLE FIXED WING	1.X.3.1.1.4.6.1	F				
			SUGPUCVU F-*****	SFGPUCVU F-*****	SNGPUCVU F-*****	SHGPUCVU F-*****
GROUND TRACK UNIT COMBAT AVIATION UNMANNED AERIAL VEHICLE ROTARY WING	1.X.3.1.1.4.6.2	F				
			SUGPUCVU R-*****	SFGPUCVU R-*****	SNGPUCVU R-*****	SHGPUCVU R-*****
GROUND TRACK UNIT COMBAT INFANTRY	1.X.3.1.1.5	F				
			SUGPUCI--- *****	SFGPUCI--- *****	SNGPUCI--- *****	SHGPUCI--- *****
GROUND TRACK UNIT COMBAT INFANTRY LIGHT	1.X.3.1.1.5.1	F				
			SUGPUCIL-- *****	SFGPUCIL-- *****	SNGPUCIL-- *****	SHGPUCIL-- *****

Note: White filled icon represents
     white opaque filled icon.

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TABLE A-XIII. C^2 Symbology: UEI set - ground - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK UNIT COMBAT INFANTRY MOTORIZED	1.X.3.1.1.5.2	F				
			SUGPUCIM--*****	SFGPUCIM--*****	SNGPUCIM-_*****	SHGPUCIM-_*****
GROUND TRACK UNIT COMBAT INFANTRY MOUNTAIN	1.X.3.1.1.5.3	F				
			SUGPUCIO--*****	SFGPUCIO--*****	SNGPUCIO--*****	SHGPUCIO--*****
GROUND TRACK UNIT COMBAT INFANTRY AIRBORNE	1.X.3.1.1.5.4	F				
			SUGPUCIA--*****	SFGPUCIA--*****	SNGPUCIA--*****	SHGPUCIA--*****
GROUND TRACK UNIT COMBAT INFANTRY AIR ASSAULT	1.X.3.1.1.5.5	F				
			SUGPUCIS--*****	SFGPUCIS--*****	SNGPUCIS--*****	SHGPUCIS--*****
GROUND TRACK UNIT COMBAT INFANTRY MECHANIZED	1.X.3.1.1.5.6	F				
			SUGPUCIZ--*****	SFGPUCIZ--*****	SNGPUCIZ--*****	SHGUCIZ--P*****

Note: White filled icon represents
    white opaque filled icon.

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT INFANTRY NAVAL	1.X.3.1.1.5.7	F	SUGPUCIN--*****	SFGPUCIN--*****	SNGPUCIN--*****	SHGPUCIN--*****
GROUND TRACK UNIT COMBAT INFANTRY INFANTRY FIGHTING VEHICLE	1.X.3.1.1.5.8	F	SUGPUCII--*****	SFGPUCII--*****	SNGPUCII--*****	SHGPUCII--*****
GROUND TRACK UNIT COMBAT INFANTRY ARCTIC	1.X.3.1.1.5.9	F	SUGPUCIC--*****	SFGPUCIC--*****	SNGPUCIC--*****	SHGPUCIC--*****
GROUND TRACK UNIT COMBAT ENGINEER	1.X.3.1.1.6	F	SUGPUCE---*****	SFGPUCE---*****	SNGPUCE---*****	SHGPUCE---*****
GROUND TRACK UNIT COMBAT ENGINEER COMBAT	1.X.3.1.1.6.1	F	SUGPUCEC--*****	SFGPUCEC--*****	SNGPUCEC-_*****	SHGPUCEC-_*****

Note: White filled icon represents
    white opaque filled icon.

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK UNIT COMBAT ENGINEER COMBAT AIR ASSAULT	1.X.3.1.1.6.1.1	F	SUGPUCEC S-*****	SFGPUCEC S-*****	SNGPUCEC S-*****	SHGPUCEC S-*****
GROUND TRACK UNIT COMBAT ENGINEER COMBAT AIRBORNE	1.X.3.1.1.6.1.2	F	SUGPUCEC A-*****	SFGPUCEC A-*****	SNGPUCEC A-*****	SHGPUCEC A-*****
GROUND TRACK UNIT COMBAT ENGINEER COMBAT ARCTIC	1.X.3.1.1.6.1.3	F	SUGPUCEC C-*****	SFGPUCEC C-*****	SNGPUCEC C-*****	SHGPUCEC C-*****
GROUND TRACK UNIT COMBAT ENGINEER COMBAT LIGHT (SAPPER)	1.X.3.1.1.6.1.4	F	SUGPUCEC L-*****	SFGPUCEC L-*****	SNGPUCEC L-*****	SHGPUCEC L-*****
GROUND TRACK UNIT COMBAT ENGINEER COMBAT MEDIUM	1.X.3.1.1.6.1.5	F	SUGPUCEC M-*****	SFGPUCEC M-*****	SNGPUCEC M-*****	SHGPUCEC M-*****

Note: White filled icon represents
    white opaque filled icon.

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TABLE A-XIII. C^2 Symbology: UEI set - ground - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK UNIT COMBAT ENGINEER COMBAT HEAVY	1.X.3.1.1.6.1.6	F	SUGPUCEC H-*****	SFGPUCEC H-*****	SNGPUCEC H-*****	SHGPUCEC H-*****
GROUND TRACK UNIT COMBAT ENGINEER COMBAT MECH (TRACK)	1.X.3.1.1.6.1.7	F	SUGPUCEC T-*****	SFGPUCEC T-*****	SNGPUCEC T-*****	SHGPUCEC T-*****
GROUND TRACK UNIT COMBAT ENGINEER COMBAT MOTORIZED	1.X.3.1.1.6.1.8	F	SUGPUCEC W-*****	SFGPUCEC W-*****	SNGPUCEC W-*****	SHGPUCEC W-*****
GROUND TRACK UNIT COMBAT ENGINEER COMBAT MOUNTAIN	1.X.3.1.1.6.1.9	F	SUGPUCEC O-*****	SFGPUCEC O-*****	SNGPUCEC O-*****	SHGPUCEC O-*****
GROUND TRACK UNIT COMBAT ENGINEER COMBAT RECON	1.X.3.1.1.6.1. 10	F	SUGPUCEC R-*****	SFGPUCEC R-*****	SNGPUCEC R-*****	SHGPUCEC R-*****

Note: White filled icon represents
      white opaque filled icon.

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APPENDIX A

TABLE A-XIII. C^2 Symbology: UEI set - ground - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK UNIT COMBAT ENGINEER CONSTRUCTION	1.X.3.1.1.6.2	F	SUGPUCEN--*****	SFGPUCEN--*****	SNGPUCEN-_*****	SHGPUCEN-_*****
GROUND TRACK UNIT COMBAT ENGINEER CONSTRUCTION NAVAL	1.X.3.1.1.6.2.1	F	SUGPUCENN-*****	SFGPUCENN-*****	SNGPUCENN-*****	SHGPUCENN-*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY	1.X.3.1.1.7	F	SUGPUCF---*****	SFGPUCF---*****	SNGPUCF---*****	SHGPUCF---*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN	1.X.3.1.1.7.1	F	SUGPUCFH--*****	SFGPUCFH--*****	SNGPUCFH-_*****	SHGPUCFH-_*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN SELF-PROPELLED	1.X.3.1.1.7.1.1	F	SUGPUCFHE-*****	SFGPUCFHE-*****	SNGPUCFHE-*****	SHGPUCFHE-*****

Note: White filled icon represents white opaque filled icon.

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APPENDIX A

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN AIR ASSAULT	1.X.3.1.1.7.1.2	F				
			SUGPUCFH S-*****	SFGPUCFH S-*****	SNGPUCFH S-*****	SHGPUCFH S-*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN AIRBORNE	1.X.3.1.1.7.1.3	F				
			SUGPUCFH A-*****	SFGPUCFH A-*****	SNGPUCFH A-*****	SHGPUCFH A-*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN ARCTIC	1.X.3.1.1.7.1.4	F				
			SUGPUCFH C-*****	SFGPUCFH C-*****	SNGPUCFH C-*****	SHGPUCFH C-*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN MOUNTAIN	1.X.3.1.1.7.1.5	F				
			SUGPUCFH O-*****	SFGPUCFH O-*****	SNGPUCFH O-*****	SHGPUCFH O-*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN LIGHT	1.X.3.1.1.7.1.6	F				
			SUGPUCFH L-*****	SFGPUCFH L-*****	SNGPUCFH L-*****	SHGPUCFH L-*****

Note: White filled icon represents
    white opaque filled icon.

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APPENDIX A

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN MEDIUM	1.X.3.1.1.7.1.7	F				
			SUGPUCFHM-*****	SFGPUCFHM-*****	SNGPUCFHM-*****	SHGPUCFHM-*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN HEAVY	1.X.3.1.1.7.1.8	F				
			SUGPUCFHH-*****	SFGPUCFHH-*****	SNGPUCFHH-*****	SHGPUCFHH-*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN AMPHIBIOUS	1.X.3.1.1.7.1.9	F				
			SUGPUCFHX-*****	SFGPUCFHX-*****	SNGPUCFHX-*****	SHGPUCFHX-*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET	1.X.3.1.1.7.2	F				
			SUGPUCFR--*****	SFGPUCFR--*****	SNGPUCFR-*****	SHGPUCFR-*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET SINGLE ROCKET LAUNCHER	1.X.3.1.1.7.2.1	F				
			SUGPUCFRS-*****	SFGPUCFRS-*****	SNGPUCFRS-*****	SHGPUCFRS-*****

Note: White filled icon represents
    white opaque filled icon.

APPENDIX A

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET SINGLE ROCKET LAUNCHER SINGLE ROCKET SELF-PROPELLED	1.X.3.1.1.7.2.1.1	F	SUGPUCFRS S*****	SFGPUCFRS S*****	SNGPUCFRS S*****	SHGPUCFRS S*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET SINGLE ROCKET LAUNCHER SINGLE ROCKET TRUCK	1.X.3.1.1.7.2.1.2	F	SUGPUCFRS R*****	SFGPUCFRS R*****	SNGPUCFRS R*****	SHGPUCFRS R*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET SINGLE ROCKET LAUNCHER SINGLE ROCKET TOWED	1.X.3.1.1.7.2.1.3	F	SUGPUCFRS T*****	SFGPUCFRS T*****	SNGPUCFRS T*****	SHGPUCFRS T*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET MULTI ROCKET LAUNCHER	1.X.3.1.1.7.2.2	F	SUGPUCFR M-*****	SFGPUCFR M-*****	SNGPUCFR M-*****	SHGPUCFR M-*****

Note: White filled icon represents
    white opaque filled icon.
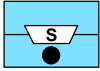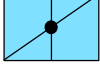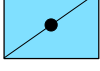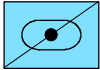
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TABLE A-XIII. C^2 Symbology: UEI set - ground - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET MULTI ROCKET LAUNCHER MULTI ROCKET SELF-PROPELLED	1.X.3.1.1.7.2.2.1	F	SUGPUCFR MS*****	SFGPUCFR MS*****	SNGPUCFR MS*****	SHGPUCFR MS*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET MULTI ROCKET LAUNCHER MULTI ROCKET TRUCK	1.X.3.1.1.7.2.2.2	F	SUGPUCFR MR*****	SFGPUCFR MR*****	SNGPUCFR MR*****	SHGPUCFR MR*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET MULTI ROCKET LAUNCHER MULTI ROCKET TOWED	1.X.3.1.1.7.2.2.3	F	SUGPUCFR MT*****	SFGPUCFR MT*****	SNGPUCFR MT*****	SHGPUCFR MT*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY TARGET ACQUISITION	1.X.3.1.1.7.3	F	SUGPUCFT-- *****	SFGPUCFT-- *****	SNGPUCFT-- *****	SHGPUCFT-- *****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY TARGET ACQUISITION RADAR	1.X.3.1.1.7.3.1	F	SUGPUCFT R-*****	SFGPUCFT R-*****	SNGPUCFT R-*****	SHGPUCFT R-*****

Note: White filled icon represents
    white opaque filled icon.

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APPENDIX A

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK UNIT COMBAT FIELD ARTILLERY TARGET ACQUISITION SOUND	1.X.3.1.1.7.3.2	F				
			SUGPUCFTS-*****	SFGPUCFTS-*****	SNGPUCFTS-*****	SHGPUCFTS-*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY TARGET ACQUISITION FLASH (OPTICAL)	1.X.3.1.1.7.3.3	F				
			SUGPUCFTF-*****	SFGPUCFTF-*****	SNGPUCFTF-*****	SHGPUCFTF-*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY TARGET ACQUISITION COLT/FIST	1.X.3.1.1.7.3.4	F				
			SUGPUCFTC-*****	SFGPUCFTC-*****	SNGPUCFTC-*****	SHGPUCFTC-*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY TARGET ACQUISITION COLT/FIST DISMOUNTED	1.X.3.1.1.7.3.4.1	F				
			SUGPUCFTCD*****	SFGPUCFTCD*****	SNGPUCFTCD*****	SHGPUCFTCD*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY TARGET ACQUISITION COLT/FIST TRACKED	1.X.3.1.1.7.3.4.2	F				
			SUGPUCFTCM*****	SFGPUCFTCM*****	SNGPUCFTCM*****	SHGPUCFTCM*****

Note: White filled icon represents
   white opaque filled icon.

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APPENDIX A

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK UNIT COMBAT FIELD ARTILLERY TARGET ACQUISITION ANGLICO	1.X.3.1.1.7.3.5	F				
			SUGPUCFTA-*****	SFGPUCFTA-*****	SNGPUCFTA-*****	SHGPUCFTA-*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR	1.X.3.1.1.7.4	F				
			SUGPUCFM--*****	SFGPUCFM--*****	SNGPUCFM--*****	SHGPUCFM--*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR SELF PROPELLED TRACKED	1.X.3.1.1.7.4.1	F				
			SUGPUCFMS-*****	SFGPUCFMS-*****	SNGPUCFMS-*****	SHGPUCFMS-*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR SELF PROPELLED WHEELED	1.X.3.1.1.7.4.2	F				
			SUGPUCFMW-*****	SFGPUCFMW-*****	SNGPUCFMW-*****	SHGPUCFMW-*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR TOWED	1.X.3.1.1.7.4.3	F				
			SUGPUCFMT-*****	SFGPUCFMT-*****	SNGPUCFMT-*****	SHGPUCFMT-*****

Note: White filled icon represents
    white opaque filled icon.

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR TOWED AIRBORNE	1.X.3.1.1.7.4.3.1	F	SUGPUCFMTA*****	SFGPUCFMTA*****	SNGPUCFMTA*****	SHGPUCFMTA*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR TOWED AIR ASSAULT	1.X.3.1.1.7.4.3.2	F	SUGPUCFMTS*****	SFGPUCFMTS*****	SNGPUCFMTS*****	SHGPUCFMTS*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR TOWED ARCTIC	1.X.3.1.1.7.4.3.3	F	SUGPUCFMTC*****	SFGPUCFMTC*****	SNGPUCFMTC*****	SHGPUCFMTC*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR TOWED MOUNTAIN	1.X.3.1.1.7.4.3.4	F	SUGPUCFMTO*****	SFGPUCFMTO*****	SNGPUCFMTO*****	SHGPUCFMTO*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR AMPHIBIOUS	1.X.3.1.1.7.4.4	F	SUGPUCFML-*****	SFGPUCFML-*****	SNGPUCFML-*****	SHGPUCFML-*****

Note: White filled icon represents
    white opaque filled icon.

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TABLE A-XIII. C^2 Symbology: UEI set - ground - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK UNIT COMBAT FIELD ARTILLERY ARTILLERY SURVEY	1.X.3.1.1.7.5	F	SUGPUCFS--*****	SFGPUCFS--*****	SNGPUCFS--*****	SHGPUCFS--*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY ARTILLERY SURVEY AIR ASSAULT	1.X.3.1.1.7.5.1	F	SUGPUCFSS-*****	SFGPUCFSS-*****	SNGPUCFSS-*****	SHGPUCFSS-*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY ARTILLERY SURVEY AIRBORNE	1.X.3.1.1.7.5.2	F	SUGPUCFSA-*****	SFGPUCFSA-*****	SNGPUCFSA-*****	SHGPUCFSA-*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY ARTILLERY SURVEY LIGHT	1.X.3.1.1.7.5.3	F	SUGPUCFSL-*****	SFGPUCFSL-*****	SNGPUCFSL-*****	SHGPUCFSL-*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY ARTILLERY SURVEY MOUNTAIN	1.X.3.1.1.7.5.4	F	SUGPUCFSO-*****	SFGPUCFSO-*****	SNGPUCFSO-*****	SHGPUCFSO-*****

Note: White filled icon represents
    white opaque filled icon.

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT FIELD ARTILLERY METEOROLOGICAL	1.X.3.1.1.7.6	F	MET	MET	MET	MET
			SUGPUCFO--*****	SFGPUCFO--*****	SNGPUCFO-_*****	SHGPUCFO-_*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY METEOROLOGICAL AIR ASSAULT	1.X.3.1.1.7.6.1	F	MET	MET	MET	MET
			SUGPUCFOS-*****	SFGPUCFOS-*****	SNGPUCFOS-*****	SHGPUCFOS-*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY METEOROLOGICAL AIRBORNE	1.X.3.1.1.7.6.2	F	MET	MET	MET	MET
			SUGPUCFOA-*****	SFGPUCFOA-*****	SNGPUCFOA-*****	SHGPUCFOA-*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY METEOROLOGICAL LIGHT	1.X.3.1.1.7.6.3	F	MET L	MET L	MET L	MET L
			SUGPUCFOL-*****	SFGPUCFOL-*****	SNGPUCFOL-*****	SHGPUCFOL-*****
GROUND TRACK UNIT COMBAT FIELD ARTILLERY METEOROLOGICAL MOUNTAIN	1.X.3.1.1.7.6.4	F	MET ▲	MET ▲	MET ▲	MET ▲
			SUGPUCFOO-*****	SFGPUCFOO-*****	SNGPUCFOO-*****	SHGPUCFOO-*****

Note: White filled icon represents
    white opaque filled icon.

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT RECONNAISSANCE	1.X.3.1.1.8	F				
			SUGPUCR---*****	SFGPUCR---*****	SNGPUCR---*****	SHGPUCR---*****
GROUND TRACK UNIT COMBAT RECONNAISSANCE HORSE	1.X.3.1.1.8.1	F				
			SUGPUCRH--*****	SFGPUCRH--*****	SNGPUCRH--*****	SHGPUCRH--*****
GROUND TRACK UNIT COMBAT RECONNAISSANCE CAVALRY	1.X.3.1.1.8.2	F				
			SUGPUCRV--*****	SFGPUCRV--*****	SNGPUCRV--*****	SHGPUCRV--*****
GROUND TRACK UNIT COMBAT RECONNAISSANCE CAVALRY ARMORED	1.X.3.1.1.8.2.1	F				
			SUGPUCRVA-*****	SFGPUCRVA-*****	SNGPUCRVA-*****	SHGPUCRVA-*****
GROUND TRACK UNIT COMBAT RECONNAISSANCE CAVALRY MOTORIZED	1.X.3.1.1.8.2.2	F				
			SUGPUCRVM-*****	SFGPUCRVM-*****	SNGPUCRVM-*****	SHGPUCRVM-*****

Note: White filled icon represents
    white opaque filled icon.

APPENDIX A

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK UNIT COMBAT RECONNAISSANCE CAVALRY GROUND	1.X.3.1.1.8.2.3	F	SUGPUCRVG-*****	SFGPUCRVG-*****	SNGPUCRVG-*****	SHGPUCRVG-*****
GROUND TRACK UNIT COMBAT RECONNAISSANCE CAVALRY AIR	1.X.3.1.1.8.2.4	F	SUGPUCRVO-*****	SFGPUCRVO-*****	SNGPUCRVO-*****	SHGPUCRVO-*****
GROUND TRACK UNIT COMBAT RECONNAISSANCE ARCTIC	1.X.3.1.1.8.3	F	SUGPUCRC--*****	SFGPUCRC--*****	SNGPUCRC-_*****	SHGPUCRC-_*****
GROUND TRACK UNIT COMBAT RECONNAISSANCE AIR ASSAULT	1.X.3.1.1.8.4	F	SUGPUCRS--*****	SFGPUCRS--*****	SNGPUCRS-_*****	SHGPUCRS-_*****
GROUND TRACK UNIT COMBAT RECONNAISSANCE AIRBORNE	1.X.3.1.1.8.5	F	SUGPUCRA-_*****	SFGPUCRA-_*****	SNGPUCRA-_*****	SHGPUCRA-_*****

Note: White filled icon represents
   white opaque filled icon.

APPENDIX A

TABLE A-XIII. C^2 Symbology: UEI set - ground - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK UNIT COMBAT RECONNAISSANCE MOUNTAIN	1.X.3.1.1.8.6	F	SUGPUCRO- -*****	SFGPUCRO- -*****	SNGPUCRO- -*****	SHGPUCRO- -*****
GROUND TRACK UNIT COMBAT RECONNAISSANCE LIGHT	1.X.3.1.1.8.7	F	SUGPUCRL L--*****	SFGPUCRL L--*****	SNGPUCRL L--*****	SHGPUCRL L--*****
GROUND TRACK UNIT COMBAT RECONNAISSANCE MARINE	1.X.3.1.1.8.8	F	SUGPUCRR-- *****	SFGPUCRR-- *****	SNGPUCRR- -*****	SHGPUCRR- -*****
GROUND TRACK UNIT COMBAT RECONNAISSANCE MARINE DIVISION	1.X.3.1.1.8.8.1	F	SUGPUCRR D-*****	SFGPUCRR D-*****	SNGPUCRR D-*****	SHGPUCRR D-*****
GROUND TRACK UNIT COMBAT RECONNAISSANCE MARINE FORCE	1.X.3.1.1.8.8.2	F	SUGPUCRR F-*****	SFGPUCRR F-*****	SNGPUCRR F-*****	SHGPUCRR F-*****

Note: White filled icon represents
    white opaque filled icon.

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT RECONNAISSANCE MARINE LIGHT ARMORED RECONNAISSANCE (LAR)	1.X.3.1.1.8.8.3	F	SUGPUCRRL-*****	SFGPUCRRL-*****	SNGPUCRRL-*****	SHGPUCRRL-*****
GROUND TRACK UNIT COMBAT RECONNAISSANCE LONG RANGE SURVEILLANCE (LRS)	1.X.3.1.1.8.9	F	SUGPUCRX--*****	SFGPUCRX--*****	SNGPUCRX--*****	SHGPUCRX--*****
GROUND TRACK UNIT COMBAT MISSILE (SURF-SURF)	1.X.3.1.1.9	F	SUGPUCM---*****	SFGPUCM---*****	SNGPUCM---*****	SHGPUCM---*****
GROUND TRACK UNIT COMBAT MISSILE (SURF-SURF) TACTICAL	1.X.3.1.1.9.1	F	SUGPUCMT--*****	SFGPUCMT--*****	SNGPUCMT--*****	SHGPUCMT--*****
GROUND TRACK UNIT COMBAT MISSILE (SURF-SURF) STRATEGIC	1.X.3.1.1.9.2	F	SUGPUCMS--*****	SFGPUCMS--*****	SNGPUCMS--*****	SHGPUCMS--*****

Note: White filled icon represents
    white opaque filled icon.

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TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

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

GROUND TRACK
UNIT
  COMBAT
    INTERNAL SECURITY FORCES
	1.X.3.1.1.10	F	SEC	SEC	SEC	SEC

			SUGPUCI--- *****	SFGPUCI--- *****	SNGPUCI--- *****	SHGPUCI--- *****

GROUND TRACK
UNIT
COMBAT
  INTERNAL SECURITY FORCES
    RIVERINE
	1.X.3.1.1.10.1	F	SEC	SEC	SEC	SEC

			SUGPUCIW-- *****	SFGPUCIW-- *****	SNGPUCIW- -*****	SHGPUCIW- -*****

GROUND TRACK
UNIT
COMBAT
  INTERNAL SECURITY FORCES
    GROUND
	1.X.3.1.1.10.2	F	SEC	SEC	SEC	SEC

			SUGPUCIG-- *****	SFGPUCIG-- *****	SNGPUCIG-- *****	SHGPUCIG-- *****

GROUND TRACK
UNIT
COMBAT
INTERNAL SECURITY FORCES
  GROUND
    DISMOUNTED
	1.X.3.1.1.10.2.1	F	SEC	SEC	SEC	SEC

			SUGPUCIG D-*****	SFGPUCIG D-*****	SNGPUCIG D-*****	SHGPUCIG D-*****

GROUND TRACK
UNIT
COMBAT
INTERNAL SECURITY FORCES
  GROUND
    MOTORIZED
	1.X.3.1.1.10.2.2	F	SEC	SEC	SEC	SEC

			SUGPUCIG M-*****	SFGPUCIG M-*****	SNGPUCIG M-*****	SHGPUCIG M-*****

Note: White filled icon represents
    white opaque filled icon.

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TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK UNIT COMBAT INTERNAL SECURITY FORCES GROUND MECHANIZED	1.X.3.1.1.10.2.3	F	SEC SUGPUCIGA-*****	SEC SFGPUCIGA-*****	SEC SNGPUCIGA-*****	SEC SHGPUCIGA-*****
GROUND TRACK UNIT COMBAT INTERNAL SECURITY FORCES WHEELED MECHANIZED	1.X.3.1.1.10.3	F	SEC SUGPUCIM--*****	SEC SFGPUCIM--*****	SEC SNGPUCIM-_*****	SEC SHGPUCIM-_*****
GROUND TRACK UNIT COMBAT INTERNAL SECURITY FORCES RAILROAD	1.X.3.1.1.10.4	F	SEC SUGPUCIR--*****	SEC SFGPUCIR--*****	SEC SNGPUCIR--*****	SEC SHGPUCIR--*****
GROUND TRACK UNIT COMBAT INTERNAL SECURITY FORCES AVIATION	1.X.3.1.1.10.5	F	SEC SUGPUCIA--*****	SEC SFGPUCIA--*****	SEC SNGPUCIA--*****	SEC SHGPUCIA--*****
GROUND TRACK UNIT COMBAT SUPPORT	1.X.3.1.2	F	CS SUGPUU----*****	CS SFGPUU----*****	CS SNGPUU----*****	CS SHGPUU----*****

Note: White filled icon represents
    white opaque filled icon.

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APPENDIX A

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

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

GROUND TRACK
UNIT
  COMBAT SUPPORT
    NBC
	1.X.3.1.2.1	F	SUGPUUA---
			*****
				SFGPUUA---
				*****
					SNGPUUA---
					*****
						SHGPUUA---
						*****

GROUND TRACK
UNIT
COMBAT SUPPORT
  NBC
    CHEMICAL
	1.X.3.1.2.1.1	F	SUGPUUAC-
			-*****
				SFGPUUAC-
				-*****
					SNGPUUAC-
					-*****
						SHGPUUAC-
						-*****

GROUND TRACK
UNIT
COMBAT SUPPORT
NBC
  CHEMICAL
    SMOKE/DECON
	1.X.3.1.2.1.1.1	F	SUGPUUAC
			C-*****
				SFGPUUAC
				C-*****
					SNGPUUAC
					C-*****
						SHGPUUAC
						C-*****

GROUND TRACK
UNIT
COMBAT SUPPORT
NBC
CHEMICAL
  SMOKE/DECON
    MECHANIZED
	1.X.3.1.2.1.1.1.1	F	SUGPUUAC
			CK*****
				SFGPUUAC
				CK*****
					SNGPUUAC
					CK*****
						SHGPUUAC
						CK*****

GROUND TRACK
UNIT
COMBAT SUPPORT
NBC
CHEMICAL
  SMOKE/DECON
    MOTORIZED
	1.X.3.1.2.1.1.1.2	F	SUGPUUAC
			CM*****
				SFGPUUAC
				CM*****
					SNGPUUAC
					CM*****
						SHGPUUAC
						CM*****

Note: White filled icon represents
    white opaque filled icon.

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APPENDIX A

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL SMOKE	1.X.3.1.2.1.1.2	F	SUGPUUAC S-*****	SFGPUUAC S-*****	SNGPUUAC S-*****	SHGPUUAC S-*****
GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL SMOKE MOTORIZED	1.X.3.1.2.1.1.2.1	F	SUGPUUACS M*****	SFGPUUACS M*****	SNGPUUAC SM*****	SHGPUUAC SM*****
GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL SMOKE ARMOR	1.X.3.1.2.1.1.2.2	F	SUGPUUACS A*****	SFGPUUACS A*****	SNGPUUAC SA*****	SHGPUUAC SA*****
GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL RECON	1.X.3.1.2.1.1.3	F	SUGPUUAC R-*****	SFGPUUAC R-*****	SNGPUUAC R-*****	SHGPUUAC R-*****
GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL RECON WHEELED ARMORED VEHICLE	1.X.3.1.2.1.1.3.1		SUGPUUAC RW*****	SFGPUUAC RW*****	SNGPUUAC RW*****	SHGPUUAC RW*****

Note: White filled icon represents
    white opaque filled icon.

147

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL RECON WHEELED ARMORED VEHICLE SURVEILLANCE	1.X.3.1.2.1.1.3.2		SUGPUUAC RS*****	SFGPUUAC RS*****	SNGPUUAC RS*****	SHGPUUAC RS*****
GROUND TRACK UNIT COMBAT SUPPORT NBC NUCLEAR	1.X.3.1.2.1.2	F	SUGPUUAN- -*****	SFGPUUAN- -*****	SNGPUUA N--*****	SHGPUUA N--*****
GROUND TRACK UNIT COMBAT SUPPORT NBC BIOLOGICAL	1.X.3.1.2.1.3	F	SUGPUUAB- -*****	SFGPUUAB- -*****	SNGPUUAB- -*****	SHGPUUAB- -*****
GROUND TRACK UNIT COMBAT SUPPORT NBC BIOLOGICAL RECON EQUIPPED	1.X.3.1.2.1.3.1		SUGPUUAB R-*****	SFGPUUAB R-*****	SNGPUUAB R-*****	SHGPUUAB R-*****
GROUND TRACK UNIT COMBAT SUPPORT NBC DECONTAMINATION	1.X.3.1.2.1.4	F	SUGPUUAD- -*****	SFGPUUAD- -*****	SNGPUUA D--*****	SHGPUUA D--*****

Note: White filled icon represents
    white opaque filled icon.

APPENDIX A

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID

GROUND TRACK
UNIT
  COMBAT SUPPORT
    MILITARY INTELLIGENCE
	1.X.3.1.2.2	F	MI	MI	MI	MI

			SUGPUUM--- *****	SFGPUUM--- *****	SNGPUUM-- -*****	SHGPUUM-- -*****

GROUND TRACK
UNIT
COMBAT SUPPORT
  MILITARY INTELLIGENCE
    AERIAL EXPLOITATION
	1.X.3.1.2.2.1	F	MI	MI	MI	MI

			SUGPUUMA- -*****	SFGPUUMA- -*****	SNGPUUM A--*****	SHGPUUM A--*****

GROUND TRACK
UNIT
COMBAT SUPPORT
  MILITARY INTELLIGENCE
    SIGNALS INTELLIGENCE
(SIGINT)
	1.X.3.1.2.2.2	F	MI	MI	MI	MI

			SUGPUUMS- -*****	SFGPUUMS- -*****	SNGPUUMS- -*****	SHGPUUMS- -*****

GROUND TRACK
UNIT
COMBAT SUPPORT
MILITARY INTELLIGENCE
  SIGNALS INTELLIGENCE (SIGINT)
    ELECTRONIC WARFARE
	1.X.3.1.2.2.2.1	F	EW	EW	EW	EW

			SUGPUUMS E-*****	SFGPUUMS E-*****	SNGPUUMS E-*****	SHGPUUMS E-*****

GROUND TRACK
UNIT
COMBAT SUPPORT
MILITARY INTELLIGENCE
SIGNALS INTELLIGENCE (SIGINT)
  ELECTRONIC WARFARE
    ARMORED WHEELED VEHICLE
	1.X.3.1.2.2.2.1.1	F	EW	EW	EW	EW

			SUGPUUMS EA*****	SFGPUUMS EA*****	SNGPUUMS EA*****	SHGPUUMS EA*****

Note: White filled icon represents
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
149

TABLE A-XIII. C^2 Symbology: UEI set - ground - Continued.

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

GROUND TRACK
UNIT
COMBAT SUPPORT
MILITARY INTELLIGENCE
SIGNALS INTELLIGENCE (SIGINT)
  ELECTRONIC WARFARE
    DIRECTION FINDING
	1.X.3.1.2.2.2.1.2	F				

			SUGPUUMS ED*****	SFGPUUMS ED*****	SNGPUUMS ED*****	SHGPUUMS ED*****

GROUND TRACK
UNIT
COMBAT SUPPORT
MILITARY INTELLIGENCE
SIGNALS INTELLIGENCE (SIGINT)
  ELECTRONIC WARFARE
    INTERCEPT
	1.X.3.1.2.2.2.1.3	F				

			SUGPUUMS EI*****	SFGPUUMS EI*****	SNGPUUMS EI*****	SHGPUUMS EI*****

GROUND TRACK
UNIT
COMBAT SUPPORT
MILITARY INTELLIGENCE
SIGNALS INTELLIGENCE (SIGINT)
  ELECTRONIC WARFARE
    JAMMING
	1.X.3.1.2.2.2.1.4	F				

			SUGPUUMS EJ*****	SFGPUUMS EJ*****	SNGPUUMS EJ*****	SHGPUUMS EJ*****

GROUND TRACK
UNIT
COMBAT SUPPORT
MILITARY INTELLIGENCE
SIGNALS INTELLIGENCE (SIGINT)
  ELECTRONIC WARFARE
    THEATER
	1.X.3.1.2.2.2.1.5	F				

			SUGPUUMS ET*****	SFGPUUMS ET*****	SNGPUUMS ET*****	SHGPUUMS ET*****

Note: White filled icon represents
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
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APPENDIX A

TABLE A-XIII. C^2 Symbology: UEI set - ground - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SIGNALS INTELLIGENCE (SIGINT) ELECTRONIC WARFARE CORPS	1.X.3.1.2.2.2.1.6	F	EW	EW	EW	EW
			SUGPUUMS EC*****	SFGPUUMS EC*****	SNGPUUMS EC*****	SHGPUUMS EC*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE COUNTER INTELLIGENCE	1.X.3.1.2.2.3	F	CI	CI	CI	CI
			SUGPUUMC- -*****	SFGPUUMC- -*****	SNGPUUM C--*****	SHGPUUM C--*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SURVEILLANCE	1.X.3.1.2.2.4	F	MI	MI	MI	MI
			SUGPUUMR- -*****	SFGPUUMR- -*****	SNGPUUM R--*****	SHGPUUM R--*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SURVEILLANCE GROUND SURVEILLANCE RADAR	1.X.3.1.2.2.4.1	F	MI	MI	MI	MI
			SUGPUUMR G-*****	SFGPUUMR G-*****	SNGPUUMR G-*****	SGG*UUMR G-*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SURVEILLANCE SENSOR	1.X.3.1.2.2.4.2	F	MI	MI	MI	MI
			SUGPUUMR S-*****	SFGPUUMR S-*****	SNGPUUMR S-*****	SHGPUUMR S-*****

Note: White filled icon represents
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
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TABLE A-XIII. C² Symbology: UEI set - ground - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SURVEILLANCE SENSOR SCM	1.X.3.1.2.2.4.2.1		SUGPUUMR SS*****	SFGPUUMR SS*****	SNGPUUMR SS*****	SHGPUUMR SS*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SURVEILLANCE GROUND STATION MODULE	1.X.3.1.2.2.4.3	F	SUGPUUMR X-*****	SFGPUUMR X-*****	SNGPUUMR X-*****	SHGPUUMR X-*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SURVEILLANCE METEOROLOGICAL	1.X.3.1.2.2.4.4	F	SUGPUUMM O-*****	SFGPUUMM O-*****	SNGPUUMM O-*****	SHGPUUMM O-*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE OPERATIONS	1.X.3.1.2.2.5	F	SUGPUUMO- *****	SFGPUUMO- *****	SNGPUUM O--*****	SHGPUUM O--*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE TACTICAL EXPLOIT	1.X.3.1.2.2.6	F	SUGPUUMT- *****	SFGPUUMT- *****	SNGPUUM T--*****	SHGPUUM T--*****

Note: White filled icon represents
   white opaque filled icon.

APPENDIX A

TABLE A-XIII. C^2 Symbology: UEI set - ground - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE INTERROGATION	1.X.3.1.2.2.7	F	IPW	IPW	IPW	IPW
			SUGPUUMQ- -*****	SFGPUUMQ- -*****	SNGPUUM Q--*****	SHGPUUM Q--*****
GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE JOINT INTELLIGENCE CENTER	1.X.3.1.2.2.8	F	JIC	JIC	JIC	JIC
			SUGPUUMJ-- *****	SFGPUUMJ-- *****	SNGPUUMJ- -*****	SHGPUUMJ- -*****
GROUND TRACK UNIT COMBAT SUPPORT LAW ENFORCEMENT UNIT	1.X.3.1.2.3	F	MP	MP	MP	MP
			SUGPUUL--- *****	SFGPUUL--- *****	SNGPUUL--- *****	SHGPUUL--- *****
GROUND TRACK UNIT COMBAT SUPPORT LAW ENFORCEMENT UNIT SHORE PATROL	1.X.3.1.2.3.1	F	SP	SP	SP	SP
			SUGPUULS-- *****	SFGPUULS-- *****	SNGPUULS- -*****	SHGPUULS- -*****
GROUND TRACK UNIT COMBAT SUPPORT LAW ENFORCEMENT UNIT MILITARY POLICE	1.X.3.1.2.3.2	F	MP	MP	MP	MP
			SUGPUULM- -*****	SFGPUULM- -*****	SNGPUUL M--*****	SHGPUUL M--*****

Note: White filled icon represents
    white opaque filled icon.
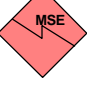
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APPENDIX A

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

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

GROUND TRACK
UNIT
COMBAT SUPPORT
  LAW ENFORCEMENT UNIT
    CIVILIAN LAW ENFORCEMENT
	1.X.3.1.2.3.3	F	SUGPUULC--
			*****
				SFGPUULC--
				*****
					SNGPUULC-
					_*****
						SHGPUULC-
						_*****

GROUND TRACK
UNIT
COMBAT SUPPORT
  LAW ENFORCEMENT UNIT
    SECURITY POLICE (AIR)
	1.X.3.1.2.3.4	F	SUGPUULF--
			*****
				SFGPUULF--
				*****
					SNGPUULF-
					_*****
						SHGPUULF-
						_*****

GROUND TRACK
UNIT
COMBAT SUPPORT
  LAW ENFORCEMENT UNIT
    CENTRAL INTELLIGENCE
DIVISION (CID)
	1.X.3.1.2.3.5	F	SUGPUULD-
			_*****
				SFGPUULD-
				_*****
					SNGPUULD-
					_*****
						SHGPUULD-
						_*****

GROUND TRACK
UNIT
  COMBAT SUPPORT
    SIGNAL UNIT
	1.X.3.1.2.4	F	SUGPUUS---
			*****
				SFGPUUS---
				*****
					SNGPUUS---
					*****
						SHGPUUS---
						*****

GROUND TRACK
UNIT
COMBAT SUPPORT
  SIGNAL UNIT
    AREA
	1.X.3.1.2.4.1	F	SUGPUUSA--
			*****
				SFGPUUSA--
				*****
					SNGPUUSA-
					_*****
						SHGPUUSA-
						_*****

Note: White filled icon represents
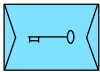   white opaque filled icon.

APPENDIX A

TABLE A-XIII. $\underline{C^2}$ Symbology: UEI set - ground - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT COMMUNICATION CONFIGURED PACKAGE	1.X.3.1.2.4.2	F				
			SUGPUUSC--*****	SFGPUUSC--*****	SNGPUUSC-_*****	SHGPUUSC-_*****
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT COMMUNICATION CONFIGURED PACKAGE LARGE COMMUNICATION CONFIGURED PACKAGE (LCCP)	1.X.3.1.2.4.2.1	F				
			SUGPUUSCL-*****	SFGPUUSCL-*****	SNGPUUSCL-*****	SHGPUUSCL-*****
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT COMMAND OPERATIONS	1.X.3.1.2.4.3	F				
			SUGPUUSO--*****	SFGPUUSO--*****	SNGPUUSO-_*****	SHGPUUSO-_*****
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT FORWARD COMMUNICATIONS	1.X.3.1.2.4.4	F				
			SUGPUUSF--*****	SFGPUUSF--*****	SNGPUUSF--*****	SHGPUUSF--*****
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT MULTIPLE SUBSCRIBER ELEMENT	1.X.3.1.2.4.5	F				
			SUGPUUSM-_*****	SFGPUUSM-_*****	SNGPUUSM-_*****	SHGPUUSM-_*****

Note: White filled icon represents
    white opaque filled icon.

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TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT MULTIPLE SUBSCRIBER ELEMENT SMALL EXTENSION NODE	1.X.3.1.2.4.5.1	F	SUGPUUSMS-*****	SFGPUUSMS-*****	SNGPUUSMS-*****	SHGPUUSMS-*****
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT MULTIPLE SUBSCRIBER ELEMENT LARGE EXTENSION NODE	1.X.3.1.2.4.5.2	F	SUGPUUSML-*****	SFGPUUSML-*****	SNGPUUSML-*****	SHGPUUSML-*****
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT MULTIPLE SUBSCRIBER ELEMENT NODE CENTER	1.X.3.1.2.4.5.3	F	SUGPUUSMN-*****	SFGPUUSMN-*****	SNGPUUSMN-*****	SHGPUUSMN-*****
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT RADIO UNIT	1.X.3.1.2.4.6	F	SUGPUUSR--*****	SFGPUUSR--*****	SNGPUUSR--*****	SHGPUUSR--*****
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT RADIO UNIT TACTICAL SATELLITE	1.X.3.1.2.4.6.1	F	SUGPUUSRS-*****	SFGPUUSRS-*****	SNGPUUSRS-*****	SHGPUUSRS-*****

Note: White filled icon represents
   white opaque filled icon.

APPENDIX A

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT 　RADIO UNIT 　　TELETYPE CENTER	1.X.3.1.2.4.6.2	F	SUGPUUSR T-*****	SFGPUUSR T-*****	SNGPUUSR T-*****	SHGPUUSR T-*****
GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT 　RADIO UNIT 　　RELAY	1.X.3.1.2.4.6.3	F	SUGPUUSR W-*****	SFGPUUSR W-*****	SNGPUUSR W-*****	SHGPUUSR W-*****
GROUND TRACK UNIT COMBAT SUPPORT 　SIGNAL UNIT 　　SIGNAL SUPPORT	1.X.3.1.2.4.7	F	SUGPUUSS-- *****	SFGPUUSS-- *****	SNGPUUSS-- *****	SHGPUUSS-- *****
GROUND TRACK UNIT COMBAT SUPPORT 　SIGNAL UNIT 　　TELEPHONE SWITCH	1.X.3.1.2.4.8	F	SUGPUUSW- -*****	SFGPUUSW- -*****	SNGPUUS W--*****	SHGPUUS W--*****
GROUND TRACK UNIT COMBAT SUPPORT 　SIGNAL UNIT 　　ELECTRONIC RANGING	1.X.3.1.2.4.9	F	SUGPUUSX-- *****	SFGPUUSX-- *****	SNGPUUSX- -*****	SHGPUUSX- -*****

Note: White filled icon represents
　　white opaque filled icon.

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TABLE A-XIII. C^2 Symbology: UEI set - ground - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SUPPORT INFORMATION WARFARE UNIT	1.X.3.1.2.5	F	IW	IW	IW	IW
			SUGPUUI---*****	SFGPUUI---*****	SNGPUUI---*****	SHGPUUI---*****
GROUND TRACK UNIT COMBAT SUPPORT LANDING SUPPORT	1.X.3.1.2.6	F	LS	LS	LS	LS
			SUGPUUP---*****	SFGPUUP---*****	SNGPUUP---*****	SHGPUUP---*****
GROUND TRACK UNIT COMBAT SUPPORT EXPLOSIVE ORDNANCE DISPOSAL	1.X.3.1.2.7	F	EOD	EOD	EOD	EOD
			SUGPUUE---*****	SFGPUUE---*****	SNGPUUE---*****	SHGPUUE---*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT	1.X.3.1.3	F	CSS	CSS	CSS	CSS
			SUGPUS----*****	SFGPUS----*****	SNGPUS----*****	SHGPUS----*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN)	1.X.3.1.3.1	F	ADM	ADM	ADM	ADM
			SUGPUSA---*****	SFGPUSA---*****	SNGPUSA---*****	SHGPUSA---*****

Note: White filled icon represents
    white opaque filled icon.

APPENDIX A

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE THEATER	1.X.3.1.3.1.1	F				
			SUGPUSAT-- *****	SFGPUSAT-- *****	SNGPUSAT- _*****	SHGPUSAT- _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE CORPS	1.X.3.1.3.1.2	F				
			SUGPUSAC-- *****	SFGPUSAC-- *****	SNGPUSAC- _*****	SHGPUSAC- _*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE JUDGE ADVOCATE GENERAL (JAG)	1.X.3.1.3.1.3	F				
			SUGPUSAJ-- *****	SFGPUSAJ-- *****	SNGPUSAJ-- *****	SHGPUSAJ-- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE JAG THEATER	1.X.3.1.3.1.3.1	F				
			SUGPUSAJT- *****	SFGPUSAJT- *****	SNGPUSAJ T-*****	SHGPUSAJ T-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE JAG CORPS	1.X.3.1.3.1.3.2	F				
			SUGPUSAJC- *****	SFGPUSAJC- *****	SNGPUSAJ C-*****	SHGPUSAJ C-*****

Note: White filled icon represents
   white opaque filled icon.

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TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

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

GROUND TRACK
UNIT
COMBAT SERVICE SUPPORT
  ADMINISTRATIVE
    POSTAL
	1.X.3.1.3.1.4	F	SUGPUSAO--*****	SFGPUSAO--*****	SNGPUSAO-_*****	SHGPUSAO-_*****

GROUND TRACK
UNIT
COMBAT SERVICE SUPPORT
ADMINISTRATIVE
  POSTAL
    THEATER
	1.X.3.1.3.1.4.1	F	SUGPUSAOT-*****	SFGPUSAOT-*****	SNGPUSAOT-*****	SHGPUSAOT-*****

GROUND TRACK
UNIT
COMBAT SERVICE SUPPORT
ADMINISTRATIVE
  POSTAL
    CORPS
	1.X.3.1.3.1.4.2	F	SUGPUSAOC-*****	SFGPUSAOC-*****	SNGPUSAOC-*****	SHGPUSAOC-*****

GROUND TRACK
UNIT
COMBAT SERVICE SUPPORT
  ADMINISTRATIVE
    FINANCE
	1.X.3.1.3.1.5	F	SUGPUSAF--*****	SFGPUSAF--*****	SNGPUSAF--*****	SHGPUSAF--*****

GROUND TRACK
UNIT
COMBAT SERVICE SUPPORT
ADMINISTRATIVE
  FINANCE
    THEATER
	1.X.3.1.3.1.5.1	F	SUGPUSAFT-*****	SFGPUSAFT-*****	SNGPUSAFT-*****	SHGPUSAFT-*****

Note: White filled icon represents
    white opaque filled icon.
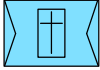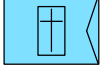
TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE FINANCE CORPS	1.X.3.1.3.1.5.2	F	SUGPUSAFC-*****	SFGPUSAFC-*****	SNGPUSAFC-*****	SHGPUSAFC-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE PERSONNEL SERVICES	1.X.3.1.3.1.6	F	SUGPUSAS--*****	SFGPUSAS--*****	SNGPUSAS--*****	SHGPUSAS--*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE PERSONNEL SERVICES THEATER	1.X.3.1.3.1.6.1	F	SUGPUSAST-*****	SFGPUSAST-*****	SNGPUSAST-*****	SHGPUSAST-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE PERSONNEL SERVICES CORPS	1.X.3.1.3.1.6.2	F	SUGPUSASC-*****	SFGPUSASC-*****	SNGPUSASC-*****	SHGPUSASC-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE MORTUARY/GRAVES REGISTRY	1.X.3.1.3.1.7	F	SUGPUSAM-_*****	SUGPUSAM-_*****	SNGPUSAM-_*****	SHGPUSAM-_*****

Note: White filled icon represents
    white opaque filled icon.

APPENDIX A

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

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

GROUND TRACK
UNIT
COMBAT SERVICE SUPPORT
ADMINISTRATIVE
  MORTUARY/GRAVES REGISTRY
    THEATER
	1.X.3.1.3.1.7.1	F				

			SUGPUSAMT-*****	SFGPUSAMT-*****	SNGPUSAMT-*****	SHGPUSAMT-*****

GROUND TRACK
UNIT
COMBAT SERVICE SUPPORT
ADMINISTRATIVE
  MORTUARY/GRAVES REGISTRY
    CORPS
	1.X.3.1.3.1.7.2	F				

			SUGPUSAMC-*****	SFGPUSAMC-*****	SNGPUSAMC-*****	SHGPUSAMC-*****

GROUND TRACK
UNIT
COMBAT SERVICE SUPPORT
  ADMINISTRATIVE
    RELIGIOUS/CHAPLAIN
	1.X.3.1.3.1.8	F	REL	REL	REL	REL

			SUGPUSAR--*****	SFGPUSAR--*****	SNGPUSAR-_*****	SHGPUSAR-_*****

GROUND TRACK
UNIT
COMBAT SERVICE SUPPORT
ADMINISTRATIVE
  RELIGIOUS/CHAPLAIN
    THEATER
	1.X.3.1.3.1.8.1	F	REL	REL	REL	REL

			SUGPART-*****	SFGPART-*****	SNGPART-*****	SHGPART-*****

GROUND TRACK
UNIT
COMBAT SERVICE SUPPORT
ADMINISTRATIVE
  RELIGIOUS/CHAPLAIN
    CORPS
	1.X.3.1.3.1.8.2	F	REL	REL	REL	REL

			SUGPUSARC-*****	SFGPUSARC-*****	SNGPUSARC-*****	SHGPUSARC-*****

Note: White filled icon represents
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
APPENDIX A

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE PUBLIC AFFAIRS	1.X.3.1.3.1.9	F	PA	PA	PA	PA
			SUGPUSAP--*****	SFGPUSAP--*****	SNGPUSAP--*****	SHGPUSAP--*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE PUBLIC AFFAIRS THEATER	1.X.3.1.3.1.9.1	F	PA	PA	PA	PA
			SUGPUSAPT-*****	SFGPUSAPT-*****	SNGPUSAPT-*****	SHGPUSAPT-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE PUBLIC AFFAIRS CORPS	1.X.3.1.3.1.9.2	F	PA	PA	PA	PA
			SUGPUSAPC-*****	SFGPUSAPC-*****	SNGPUSAPC-*****	SHGPUSAPC-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE PUBLIC AFFAIRS BROADCAST	1.X.3.1.3.1.9.3	F	BPAD	BPAD	BPAD	BPAD
			SUGPUSAPB-*****	SFGPUSAPB-*****	SNGPUSAPB-*****	SHGPUSAPB-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE PUBLIC AFFAIRS BROADCAST THEATER	1.X.3.1.3.1.9.3.1	F	BPAD	BPAD	BPAD	BPAD
			SUGPUSAPBT*****	SFGPUSAPBT*****	SNGPUSAPBT*****	SHGPUSAPBT*****

Note: White filled icon represents
    white opaque filled icon.

TABLE A-XIII. $\underline{C^2\ Symbology:\ UEI\ set\ -\ ground}$ - Continued.

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

GROUND TRACK
UNIT
COMBAT SERVICE SUPPORT
ADMINISTRATIVE
PUBLIC AFFAIRS
  BROADCAST
    CORPS
	1.X.3.1.3.1.9.3.2	F	BPAD	BPAD	BPAD	BPAD

			SUGPUSAPB C*****	SFGPUSAPB C*****	SNGPUSAPB C*****	SHGPUSAPB C*****

GROUND TRACK
UNIT
COMBAT SERVICE SUPPORT
ADMINISTRATIVE
  PUBLIC AFFAIRS
    JOINT INFORMATION BUREAU
(JIB)
	1.X.3.1.3.1.9.4	F	JIB	JIB	JIB	JIB

			SUGPUSAP M-*****	SFGPUSAP M-*****	SNGPUSAP M-*****	SHGPUSAP M-*****

GROUND TRACK
UNIT
COMBAT SERVICE SUPPORT
ADMINISTRATIVE
PUBLIC AFFAIRS
  JOINT INFORMATION BUREAU
    THEATER
	1.X.3.1.3.1.9.4.1	F	JIB	JIB	JIB	JIB

			SUGPUSAPM T*****	SFGPUSAP MT*****	SNGPUSAP MT*****	SHGPUSAP MT*****

GROUND TRACK
UNIT
COMBAT SERVICE SUPPORT
ADMINISTRATIVE
PUBLIC AFFAIRS
  JOINT INFORMATION BUREAU
    CORPS
	1.X.3.1.3.1.9.4.2	F	JIB	JIB	JIB	JIB

			SUGPUSAPM C*****	SFGPUSAP MC*****	SNGPUSAP MC*****	SHGPUSAP MC*****

Note: White filled icon represents
   white opaque filled icon.

APPENDIX A

TABLE A-XIII. C^2 Symbology: UEI set - ground - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE REPLACEMENT HOLDING UNIT (RHU)	1.X.3.1.3.1.10	F	RHU	RHU	RHU	RHU
			SUGPUSAX--*****	SFGPUSAX--*****	SNGPUSAX--*****	SHGPUSAX--*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE REPLACEMENT HOLDING UNIT THEATER	1.X.3.1.3.1.10.1	F	RHU	RHU	RHU	RHU
			SUGPUSAXT-*****	SFGPUSAXT-*****	SNGPUSAXT-*****	SHGPUSAXT-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE REPLACEMENT HOLDING UNIT CORPS	1.X.3.1.3.1.10.2	F	RHU	RHU	RHU	RHU
			SUGPUSAXC-*****	SFGPUSAXC-*****	SNGPUSAXC-*****	SHGPUSAXC-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE LABOR	1.X.3.1.3.1.11	F				
			SUGPUSAL--*****	SFGPUSAL--*****	SNGPUSAL--*****	SHGPUSAL--*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE LABOR THEATER	1.X.3.1.3.1.11.1	F				
			SUGPUSALT-*****	SFGPUSALT-*****	SNGPUSALT-*****	SHGPUSALT-*****

Note: White filled icon represents
    white opaque filled icon.
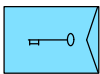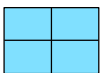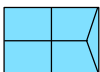
APPENDIX A

TABLE A-XIII. C^2 Symbology: UEI set - ground - Continued.

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

GROUND TRACK
UNIT
COMBAT SERVICE SUPPORT
ADMINISTRATIVE
  LABOR
    CORPS
	1.X.3.1.3.1.11.2	F				

			SUGPUSAL C-*****	SFGPUSAL C-*****	SNGPUSAL C-*****	SHGPUSAL C-*****

GROUND TRACK
UNIT
COMBAT SERVICE SUPPORT
  ADMINISTRATIVE
    MORALE, WELFARE,
RECREATION (MWR)
	1.X.3.1.3.1.12	F				

			SUGPUSAW- -*****	SFGPUSAW- -*****	SNGPUSA W--*****	SHGPUSA W--*****

GROUND TRACK
UNIT
COMBAT SERVICE SUPPORT
ADMINISTRATIVE
  MORALE, WELFARE, RECREATION
    THEATER
	1.X.3.1.3.1.12.1	F				

			SUGPUSAW T-*****	SFGPUSAW T-*****	SNGPUSAW T-*****	SHGPUSAW T-*****

GROUND TRACK
UNIT
COMBAT SERVICE SUPPORT
ADMINISTRATIVE
  MORALE, WELFARE, RECREATION
    CORPS
	1.X.3.1.3.1.12.2	F				

			SUGPUSAW C-*****	SFGPUSAW C-*****	SNGPUSAW C-*****	SHGPUSAW C-*****

GROUND TRACK
UNIT
COMBAT SERVICE SUPPORT
  ADMINISTRATIVE
    QUARTERMASTER (SUPPLY)
	1.X.3.1.3.1.13	F				

			SUGPUSAQ-- *****	SFGPUSAQ-- *****	SNGPUSAQ- -*****	SHGPUSAQ- -*****

Note: White filled icon represents
      white opaque filled icon.

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE QUARTERMASTER (SUPPLY) THEATER	1.X.3.1.3.1.13.1	F				
			SUGPUSAQ T-*****	SFGPUSAQ T-*****	SNGPUSAQ T-*****	SHGPUSAQ T-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE QUARTERMASTER (SUPPLY) CORPS	1.X.3.1.3.1.13.2	F				
			SUGPUSAQ C-*****	SFGPUSAQ C-*****	SNGPUSAQ C-*****	SHGPUSAQ C-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL	1.X.3.1.3.2	F				
			SUGPUSM--- *****	SFGPUSM--- *****	SNGPUSM--- *****	SHGPUSM--- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL THEATER	1.X.3.1.3.2.1	F				
			SUGPUSMT-- *****	SFGPUSMT- -*****	SNGPUSMT- -*****	SHGPUSMT- -*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL CORPS	1.X.3.1.3.2.2	F				
			SUGPUSMC- -*****	SFGPUSMC- -*****	SNGPUSMC- C--*****	SHGPUSMC- -*****

Note: White filled icon represents
    white opaque filled icon.

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL MEDICAL TREATMENT FACILITY	1.X.3.1.3.2.3	F	SUGPUSMM--*****	SFGPUSMM-*****	SNGPUSMM--*****	SHGPUSMM--*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL MEDICAL TREATMENT FACILITY THEATER	1.X.3.1.3.2.3.1	F	SUGPUSMMT-*****	SFGPUSMMT-*****	SNGPUSMMT-*****	SHGPUSMMT-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL MEDICAL TREATMENT FACILITY CORPS	1.X.3.1.3.2.3.2	F	SUGPUSMMC-*****	SFGPUSMMC-*****	SNGPUSMMC-*****	SHGPUSMMC-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL VETERINARY	1.X.3.1.3.2.4	F	SUGPUSMV--*****	SFGPUSMV-*****	SNGPUSMV--*****	SHGPUSMV--*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL VETERINARY THEATER	1.X.3.1.3.2.4.1	F	SUGPUSMVT-*****	SFGPUSMVT-*****	SNGPUSMVT-*****	SHGPUSMVT-*****

Note: White filled icon represents white opaque filled icon.

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APPENDIX A

TABLE A-XIII. C^2 Symbology: UEI set - ground - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL VETERINARY CORPS	1.X.3.1.3.2.4.2	F	SUGPUSMVC-*****	SFGPUSMVC-*****	SNGPUSMVC-*****	SHGPUSMVC-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL DENTAL	1.X.3.1.3.2.5	F	SUGPUSMD-_*****	SFGPUSMD-_*****	SNGPUSMD-_*****	SHGPUSMD-_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL DENTAL THEATER	1.X.3.1.3.2.5.1	F	SUGPUSMDT-*****	SFGPUSMDT-*****	SNGPUSMDT-*****	SHGPUSMDT-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL DENTAL CORPS	1.X.3.1.3.2.5.2	F	SUGPUSMDC-*****	SFGPUSMDC-*****	SNGPUSMDC-*****	SHGPUSMDC-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL PSYCHOLOGICAL	1.X.3.1.3.2.6	F	SUGPUSMP--*****	SFGPUSMP--*****	SNGPUSMP-_*****	SHGPUSMP-_*****

Note: White filled icon represents
    white opaque filled icon.

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL PSYCHOLOGICAL THEATER	1.X.3.1.3.2.6.1	F	SUGPUSMPT-*****	SFGPUSMPT-*****	SNGPUSMPT-*****	SHGPUSMPT-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL PSYCHOLOGICAL CORPS	1.X.3.1.3.2.6.2	F	SUGPUSMPC-*****	SFGPUSMPC-*****	SNGPUSMPC-*****	SHGPUSMPC-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY	1.X.3.1.3.3	F	SUGPUSS---*****	SFGPUSS---*****	SNGPUSS---*****	SHGPUSS---*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY THEATER	1.X.3.1.3.3.1	F	SUGPUSST--*****	SFGPUSST--*****	SNGPUSST--*****	SHGPUSST--*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CORPS	1.X.3.1.3.3.2	F	SUGPUSSC--*****	SFGPUSSC--*****	SNGPUSSC--*****	SHGPUSSC--*****

Note: White filled icon represents
   white opaque filled icon.

APPENDIX A

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS I	1.X.3.1.3.3.3	F	SUGPUSS1--*****	SFGPUSS1--*****	SNGPUSS1--*****	SHGPUSS1--*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS I THEATER	1.X.3.1.3.3.3.1	F	SUGPUSS1T-*****	SFGPUSS1T-*****	SNGPUSS1T-*****	SHGPUSS1T-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS I CORPS	1.X.3.1.3.3.3.2	F	SUGPUSS1C-*****	SFGPUSS1C-*****	SNGPUSS1C-*****	SHGPUSS1C-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS II	1.X.3.1.3.3.4	F	SUGPUSS2--*****	SFGPUSS2--*****	SNGPUSS2--*****	SHGPUSS2--*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS II THEATER	1.X.3.1.3.3.4.1	F	SUGPUSS2T-*****	SFGPUSS2T-*****	SNGPUSS2T-*****	SHGPUSS2T-*****

Note: White filled icon represents
    white opaque filled icon.

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TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

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

GROUND TRACK
UNIT
COMBAT SERVICE SUPPORT
SUPPLY
  CLASS II
    CORPS
	1.X.3.1.3.3.4.2	F	SUGPUSS2C-
			*****
				SFGPUSS2C-
				*****
					SNGPUSS2
					C-*****
						SHGPUSS2
						C-*****

GROUND TRACK
UNIT
COMBAT SERVICE SUPPORT
  SUPPLY
    CLASS III
	1.X.3.1.3.3.5	F	SUGPUSS3--
			*****
				SFGPUSS3--
				*****
					SNGPUSS3--
					*****
						SHGPUSS3--
						*****

GROUND TRACK
UNIT
COMBAT SERVICE SUPPORT
SUPPLY
  CLASS III
    THEATER
	1.X.3.1.3.3.5.1	F	SUGPUSS3T-
			*****
				SFGPUSS3T-
				*****
					SNGPUSS3
					T-*****
						SHGPUSS3
						T-*****

GROUND TRACK
UNIT
COMBAT SERVICE SUPPORT
SUPPLY
  CLASS III
    CORPS
	1.X.3.1.3.3.5.2	F	SUGPUSS3C-
			*****
				SFGPUSS3C-
				*****
					SNGPUSS3
					C-*****
						SHGPUSS3
						C-*****

GROUND TRACK
UNIT
COMBAT SERVICE SUPPORT
SUPPLY
  CLASS III
    AVIATION
	1.X.3.1.3.3.5.3	F	SUGPUSS3A-
			*****
				SFGPUSS3A-
				*****
					SNGPUSS3
					A-*****
						SHGPUSS3
						A-*****

Note: White filled icon represents
   white opaque filled icon.

TABLE A-XIII. $\underline{C^2}$ Symbology: UEI set - ground - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS III AVIATION THEATER	1.X.3.1.3.3.5.3.1	F				
			SUGPUSS3AT*****	SFGPUSS3AT*****	SNGPUSS3AT*****	SHGPUSS3AT*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS III AVIATION CORPS	1.X.3.1.3.3.5.3.2	F				
			SUGPUSS3AC*****	SFGPUSS3AC*****	SNGPUSS3AC*****	SHGPUSS3AC*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS IV	1.X.3.1.3.3.6	F				
			SUGPUSS4--*****	SFGPUSS4--*****	SNGPUSS4--*****	SHGPUSS4--*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS IV THEATER	1.X.3.1.3.3.6.1	F				
			SUGPUSS4T-*****	SFGPUSS4T-*****	SNGPUSS4T-*****	SHGPUSS4T-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS IV CORPS	1.X.3.1.3.3.6.2	F				
			SUGPUSS4C-*****	SFGPUSS4C-*****	SNGPUSS4C-*****	SHGPUSS4C-*****

Note: White filled icon represents
   white opaque filled icon.

APPENDIX A

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS V	1.X.3.1.3.3.7	F				
			SUGPUSS5--*****	SFGPUSS5--*****	SNGPUSS5--*****	SHGPUSS5--*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS V THEATER	1.X.3.1.3.3.7.1	F				
			SUGPUSS5T-*****	SFGPUSS5T-*****	SNGPUSS5T-*****	SHGPUSS5T-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS V CORPS	1.X.3.1.3.3.7.2	F				
			SUGPUSS5C-*****	SFGPUSS5C-*****	SNGPUSS5C-*****	SHGPUSS5C-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS VI	1.X.3.1.3.3.8	F				
			SUGPUSS6--*****	SFGPUSS6--*****	SNGPUSS6--*****	SHGPUSS6--*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS VI THEATER	1.X.3.1.3.3.8.1	F				
			SUGPUSS6T-*****	SFGPUSS6T-*****	SNGPUSS6T-*****	SHGPUSS6T-*****

Note: White filled icon represents
 white opaque filled icon.

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TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS VI CORPS	1.X.3.1.3.3.8.2	F	SUGPUSS6C-*****	SFGPUSS6C-*****	SNGPUSS6C-*****	SHGPUSS6C-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS VII	1.X.3.1.3.3.9	F	SUGPUSS7--*****	SFGPUSS7--*****	SNGPUSS7--*****	SHGPUSS7--*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS VII THEATER	1.X.3.1.3.3.9.1	F	SUGPUSS7T-*****	SFGPUSS7T-*****	SNGPUSS7T-*****	SHGPUSS7T-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS VII CORPS	1.X.3.1.3.3.9.2	F	SUGPUSS7C-*****	SFGPUSS7C-*****	SNGPUSS7C-*****	SHGPUSS7C-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS VIII	1.X.3.1.3.3.10	F	SUGPUSS8--*****	SFGPUSS8--*****	SNGPUSS8--*****	SHGPUSS8--*****

Note: White filled icon represents
    white opaque filled icon.

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TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

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

GROUND TRACK
UNIT
COMBAT SERVICE SUPPORT
SUPPLY
  CLASS VIII
    THEATER
	1.X.3.1.3.3.10.1	F	SUGPUSS8T-
			*****
				SFGPUSS8T-
				*****
					SNGPUSS8
					T-*****
						SHGPUSS8
						T-*****

GROUND TRACK
UNIT
COMBAT SERVICE SUPPORT
SUPPLY
  CLASS VIII
    CORPS
	1.X.3.1.3.3.10.2	F	SUGPUSS8C-
			*****
				SFGPUSS8C-
				*****
					SNGPUSS8
					C-*****
						SHGPUSS8
						C-*****

GROUND TRACK
UNIT
COMBAT SERVICE SUPPORT
  SUPPLY
    CLASS IX
	1.X.3.1.3.3.11	F	SUGPUSS9--
			*****
				SFGPUSS9--
				*****
					SNGPUSS9--
					*****
						SHGPUSS9--
						*****

GROUND TRACK
UNIT
COMBAT SERVICE SUPPORT
SUPPLY
  CLASS IX
    THEATER
	1.X.3.1.3.3.11.1	F	SUGPUSS9T-
			*****
				SFGPUSS9T-
				*****
					SNGPUSS9
					T-*****
						SHGPUSS9
						T-*****

GROUND TRACK
UNIT
COMBAT SERVICE SUPPORT
SUPPLY
  CLASS IX
    CORPS
	1.X.3.1.3.3.11.2	F	SUGPUSS9C-
			*****
				SFGPUSS9C-
				*****
					SNGPUSS9
					C-*****
						SHGPUSS9
						C-*****

Note: White filled icon represents
    white opaque filled icon.
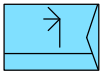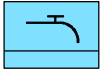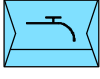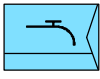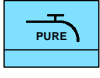
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TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS X	1.X.3.1.3.3.12	F	SUGPUSSX--*****	SFGPUSSX--*****	SNGPUSSX--*****	SHGPUSSX--*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS X THEATER	1.X.3.1.3.3.12.1	F	SUGPUSSXT-*****	SFGPUSSXT-*****	SNGPUSSXT-*****	SHGPUSSXT-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS X CORPS	1.X.3.1.3.3.12.2	F	SUGPUSSXC-*****	SFGPUSSXC-*****	SNGPUSSXC-*****	SHGPUSSXC-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY LAUNDRY/BATH	1.X.3.1.3.3.13	F	SUGPUSSL--*****	SFGPUSSL--*****	SNGPUSSL--*****	SHGPUSSL--*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY LAUNDRY/BATH THEATER	1.X.3.1.3.3.13.1	F	SUGPUSSLT-*****	SFGPUSSLT-*****	SNGPUSSLT-*****	SHGPUSSLT-*****

Note: White filled icon represents
   white opaque filled icon.

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY LAUNDRY/BATH CORPS	1.X.3.1.3.3.13.2	F	SUGPUSSLC-*****	SFGPUSSL C-*****	SNGPUSSL C-*****	SHGPUSSL C-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY WATER	1.X.3.1.3.3.14	F	SUGPUSSW--*****	SFGPUSSW-_*****	SNGPUSSW-_*****	SHGPUSSW-_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY WATER THEATER	1.X.3.1.3.3.14.1	F	SUGPUSSW T-*****	SFGPUSSW T-*****	SNGPUSSW T-*****	SHGPUSSW T-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY WATER CORPS	1.X.3.1.3.3.14.2	F	SUGPUSSW C-*****	SFGPUSSW C-*****	SNGPUSSW C-*****	SUGPUSSW C-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY WATER PURIFICATION	1.X.3.1.3.3.14.3	F	SUGPUSSW P-*****	SFGPUSSW P-*****	SNGPUSSW P-*****	SHGPUSSW P-*****

Note: White filled icon represents
    white opaque filled icon.

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TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY WATER PURIFICATION THEATER	1.X.3.1.3.3.14.3.1	F	SUGPUSSWPT*****	SFGPUSSWPT*****	SNGPUSSWPT*****	SHGPUSSWPT*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY WATER PURIFICATION CORPS	1.X.3.1.3.3.14.3.2	F	SUGPUSSWPC*****	SFGPUSSWPC*****	SNGPUSSWPC*****	SHGPUSSWPC*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION	1.X.3.1.3.4	F	SUGPUST---*****	SFGPUST---*****	SNGPUST---*****	SHGPUST---*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION THEATER	1.X.3.1.3.4.1	F	SUGPUSTT--*****	SFGPUSTT--*****	SNGPUSTT--*****	SHGPUSTT--*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION CORPS	1.X.3.1.3.4.2	F	SUGPUSTC--*****	SFGPUSTC--*****	SNGPUSTC--*****	SHGPUSTC--*****

Note: White filled icon represents
    white opaque filled icon.

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TABLE A-XIII. C^2 Symbology: UEI set - ground - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION MOVEMENT CONTROL CENTER (MCC)	1.X.3.1.3.4.3	F				
			SUGPUSTM--*****	SFGPUSTM-_*****	SNGPUSTM-_*****	SHGPUSTM-_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION MOVEMENT CONTROL CENTER (MCC) THEATER	1.X.3.1.3.4.3.1	F				
			SUGPUSTMT-*****	SFGPUSTMT-*****	SNGPUSTMT-*****	SHGPUSTMT-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION MOVEMENT CONTROL CENTER (MCC) CORPS	1.X.3.1.3.4.3.2	F				
			SUGPUSTMC-*****	SFGPUSTMC-*****	SNGPUSTMC-*****	SHGPUSTMC-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION RAILHEAD	1.X.3.1.3.4.4	F				
			SUGPUSTR--*****	SFGPUSTR--*****	SNGPUSTR--*****	SHGPUSTR--*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION RAILHEAD THEATER	1.X.3.1.3.4.4.1	F				
			SUGPUSTRT-*****	SFGPUSTRT-*****	SNGPUSTRT-*****	SHGPUSTRT-*****

Note: White filled icon represents
    white opaque filled icon.

APPENDIX A

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION RAILHEAD CORPS	1.X.3.1.3.4.4.2	F				
			SUGPUSTR C-*****	SFGPUSTR C-*****	SNGPUSTR C-*****	SHGPUSTR C-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION SPOD/SPOE	1.X.3.1.3.4.5	F				
			SUGPUSTS-- *****	SFGPUSTS-- *****	SNGPUSTS-- *****	SHGPUSTS-- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION SPOD/SPOE THEATER	1.X.3.1.3.4.5.1	F				
			SUGPUSTST- *****	SFGPUSTST- *****	SNGPUSTS T-*****	SHGPUSTS T-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION SPOD/SPOE CORPS	1.X.3.1.3.4.5.2	F				
			SUGPUSTSC- *****	SFGPUSTS C-*****	SNGPUSTS C-*****	SHGPUSTS C-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION APOD/APOE	1.X.3.1.3.4.6	F				
			SUGPUSTA-- *****	SFGPUSTA-- *****	SNGPUSTA- -*****	SHGPUSTA- -*****

Note: White filled icon represents
    white opaque filled icon.

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TABLE A-XIII. C^2 Symbology: UEI set - ground - Continued.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID

GROUND TRACK
UNIT
COMBAT SERVICE SUPPORT
TRANSPORTATION
  APOD/APOE
    THEATER
	1.X.3.1.3.4.6.1	F				

			SUGPUSTAT-*****	SFGPUSTAT-*****	SNGPUSTAT-*****	SHGPUSTAT-*****

GROUND TRACK
UNIT
COMBAT SERVICE SUPPORT
TRANSPORTATION
  APOD/APOE
    CORPS
	1.X.3.1.3.4.6.2	F				

			SUGPUSTAC-*****	SFGPUSTAC-*****	SNGPUSTAC-*****	SHGPUSTAC-*****

GROUND TRACK
UNIT
COMBAT SERVICE SUPPORT
  TRANSPORTATION
    MISSILE
	1.X.3.1.3.4.7	F				

			SUGPUSTI--*****	SFGPUSTI--*****	SNGPUSTI--*****	SHGPUSTI--*****

GROUND TRACK
UNIT
COMBAT SERVICE SUPPORT
TRANSPORTATION
  MISSILE
    THEATER
	1.X.3.1.3.4.7.1	F				

			SUGPUSTIT-*****	SFGPUSTIT-*****	SNGPUSTIT-*****	SHGPUSTIT-*****

GROUND TRACK
UNIT
COMBAT SERVICE SUPPORT
TRANSPORTATION
  MISSILE
    CORPS
	1.X.3.1.3.4.7.2	F				

			SUGPUSTIC-*****	SFGPUSTIC-*****	SNGPUSTIC-*****	SHGPUSTIC-*****

Note: White filled icon represents
white opaque filled icon.

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APPENDIX A

TABLE A-XIII. C^2 Symbology: UEI set - ground - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE	1.X.3.1.3.5	F	SUGPUSX--- *****	SFGPUSX--- *****	SNGPUSX--- *****	SHGPUSX--- *****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE THEATER	1.X.3.1.3.5.1	F	SUGPUSXT-- *****	SFGPUSXT-- *****	SNGPUSXT- -*****	SHGPUSXT- -*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE CORPS	1.X.3.1.3.5.2	F	SUGPUSXC-- *****	SFGPUSXC-- *****	SNGPUSXC- -*****	SHGPUSXC- -*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE HEAVY	1.X.3.1.3.5.3	F	SUGPUSXH-- *****	SFGPUSXH-- *****	SNGPUSXH- -*****	SHGPUSXH- -*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE HEAVY THEATER	1.X.3.1.3.5.3.1	F	SUGPUSXH T-*****	SFGPUSXH T-*****	SNGPUSXH T-*****	SHGPUSXH T-*****

Note: White filled icon represents
white opaque filled icon.
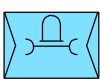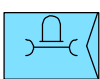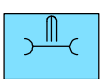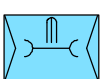
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TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE HEAVY CORPS	1.X.3.1.3.5.3.2	F	SUGPUSXHC-*****	SFGPUSXHC-*****	SNGPUSXHC-*****	SHGPUSXHC-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE RECOVERY	1.X.3.1.3.5.4	F	SUGPUSXR--*****	SFGPUSXR--*****	SNGPUSXR--*****	SHGPUSXR--*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE RECOVERY THEATER	1.X.3.1.3.5.4.1	F	SUGPUSXRT-*****	SFGPUSXRT-*****	SNGPUSXRT-*****	SHGPUSXRT-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE RECOVERY CORPS	1.X.3.1.3.5.4.2	F	SUGPUSXRC-*****	SFGPUSXRC-*****	SNGPUSXRC-*****	SHGPUSXRC-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ORDNANCE	1.X.3.1.3.5.5	F	SUGPUSXO--*****	SFGPUSXO--*****	SNGPUSXO--*****	SHGPUSXO--*****

Note: White filled icon represents
white opaque filled icon.
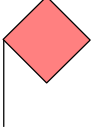
APPENDIX A

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ORDNANCE THEATER	1.X.3.1.3.5.5.1	F	SUGPUSXO T-*****	SFGPUSXO T-*****	SNGPUSXO T-*****	SHGPUSXO T-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ORDNANCE CORPS	1.X.3.1.3.5.5.2	F	SUGPUSXO C-*****	SFGPUSXO C-*****	SNGPUSXO C-*****	SHGPUSXO C-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ORDNANCE MISSILE	1.X.3.1.3.5.5.3	F	SUGPUSXO M-*****	SFGPUSXO M-*****	SNGPUSXO M-*****	SHGPUSXO M-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ORDNANCE MISSILE THEATER	1.X.3.1.3.5.5.3.1	F	SUGPUSXO MT*****	SFGPUSXO MT*****	SNGPUSXO MT*****	SHGPUSXO MT*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ORDNANCE MISSILE CORPS	1.X.3.1.3.5.5.3.2	F	SUGPUSXO MC*****	SFGPUSXO MC*****	SNGPUSXO MC*****	SHGPUSXO MC*****

Note: White filled icon represents
   white opaque filled icon.

APPENDIX A

TABLE A-XIII. C^2 Symbology: UEI set - ground - Continued.

| DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ELECTRO-OPTICAL	1.X.3.1.3.5.6	F	SUGPUSXE--*****	SFGPUSXE--*****	SNGPUSXE-_*****	SHGPUSXE-_*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ELECTRO-OPTICAL THEATER	1.X.3.1.3.5.6.1	F	SUGPUSXET-*****	SFGPUSXET-*****	SNGPUSXET-*****	SHGPUSXET-*****
GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ELECTRO-OPTICAL CORPS	1.X.3.1.3.5.6.2	F	SUGPUSXEC-*****	SFGPUSXEC-*****	SNGPUSXEC-*****	SNGPUSXEC-*****
GROUND TRACK UNIT SPECIAL C2 HEADQUARTERS COMPONENT NOTE: Refer to paragraph C.4.4.2 for construction of Special C2 Headquarters symbols.	1.X.3.1.4	F	SUGPUH----*****	SFGPUH----*****	SNGPUH----*****	SHGPUH----*****

Note: White filled icon represents
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
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APPENDIX A

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK EQUIPMENT	1.X.3.2	F				
			SUGPE----- *****	SFGPE----- *****	SNGPE----- *****	SHGPE----- *****
GROUND TRACK EQUIPMENT WEAPON	1.X.3.2.1					
GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER	1.X.3.2.1.1	F O				
			SUGPEWM-- -*****	SFGPEWM-- -*****	SNGPEWM-- -*****	SHGPEWM-- -*****
GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER AIR DEFENSE (AD)	1.X.3.2.1.1.1	F O				
			SUGPEWM A--*****	SFGPEWM A--*****	SNGPEWM A--*****	SHGPEWM A--*****

Note: White filled icon represents
white opaque filled icon.

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APPENDIX A

TABLE A-XIII. C^2 Symbology: UEI set - ground - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER AIR DEFENSE SHORT RANGE	1.X.3.2.1.1.1.1	F O				
			SUGPEWMAS-*****	SFGPEWMAS-*****	SNGPEWMAS-*****	SHGPEWMAS-*****
GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER AIR DEFENSE INTERMEDIATE RANGE	1.X.3.2.1.1.1.2	F O				
			SUGPEWMAI-*****	SFGPEWMAI-*****	SNGPEWMAI-*****	SHGPEWMAI-*****
GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER AIR DEFENSE LONG RANGE	1.X.3.2.1.1.1.3	F O				
			SUGPEWMAL-*****	SFGPEWMAL-*****	SNGPEWMAL-*****	SHGPEWMAL-*****

Note: White filled icon represents
    white opaque filled icon.

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APPENDIX A

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER AIR DEFENSE THEATER	1.X.3.2.1.1.1.4	F O				
			SUGPEWMA T-*****	SFGPEWMA T-*****	SNGPEWMA T-*****	SHGPEWMA T-*****
GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER SURF-SURF (SS)	1.X.3.2.1.1.2	F O				
			SUGPEWMS- -*****	SFGPEWMS- -*****	SNGPEWM S--*****	SHGPEWM S--*****
GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER SURF-SURF SHORT RANGE	1.X.3.2.1.1.2.1	F O				
			SUGPEWMS S-*****	SFGPEWMS S-*****	SNGPEWMS S-*****	SHGPEWMS S-*****

Note: White filled icon represents
    white opaque filled icon.

APPENDIX A

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK EQUIPMENT WEAPONS MISSILE LAUNCHER SURF-SURF INTERMEDIATE RANGE	1.X.3.2.1.1.2.2	F O				
			SUGPEWMS I-*****	SFGPEWMS I-*****	SNGPEWMS I-*****	SHGPEWMS I-*****
GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER SURF-SURF LONG RANGE	1.X.3.2.1.1.2.3	F O				
			SUGPEWMS L-*****	SFGPEWMS L-*****	SNGPEWMS L-*****	SHGPEWMS L-*****
GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER ANTITANK (AT)	1.X.3.2.1.1.3	F O				
			SUGPEWM T--*****	SFGPEWMT- -*****	SNGPEWM T--*****	SHGPEWM T--*****

Note: White filled icon represents
    white opaque filled icon.

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APPENDIX A

TABLE A-XIII. $\underline{C^2\ \text{Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER ANTITANK LIGHT	1.X.3.2.1.1.3.1	F O				
			SUGPEWMTL-*****	SFGPEWMTL-*****	SNGPEWMTL-*****	SHGPEWMTL-*****
GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER ANTITANK MEDIUM	1.X.3.2.1.1.3.2	F O				
			SUGPEWMTM-*****	SFGPEWMTM-*****	SNGPEWMTM-*****	SHGPEWMTM-*****
GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER ANTITANK HEAVY	1.X.3.2.1.1.3.3	F O				
			SUGPEWMTH-*****	SFGPEWMTH-*****	SNGPEWMTH-*****	SHGPEWMTH-*****

Note: White filled icon represents
    white opaque filled icon.

APPENDIX A

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK EQUIPMENT WEAPON SINGLE ROCKET LAUNCHER	1.X.3.2.1.2	F O	SUGPEWS---*****	SFGPEWS---*****	SNGPEWS---*****	SHGPEWS---*****
GROUND TRACK EQUIPMENT WEAPON SINGLE ROCKET LAUNCHER LIGHT	1.X.3.2.1.2.1	F O	SUGPEWSL--*****	SFGPEWSL--*****	SNGPEWSL--*****	SHGPEWSL--*****
GROUND TRACK EQUIPMENT WEAPON SINGLE ROCKET LAUNCHER MEDIUM	1.X.3.2.1.2.2	F O	SUGPEWSM--*****	SFGPEWSM--*****	SNGPEWSM--*****	SHGPEWSM--*****

Note: White filled icon represents
     white opaque filled icon.

TABLE A-XIII. C² Symbology: UEI set - ground - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPON SINGLE ROCKET LAUNCHER HEAVY	1.X.3.2.1.2.3	F O				
			SUGPEWSH-_*****	SFGPEWSH-_*****	SNGPEWSH-_*****	SHGPEWSH-_*****
GROUND TRACK EQUIPMENT WEAPON MULTIPLE ROCKET LAUNCHER	1.X.3.2.1.3	F O				
			SUGPEWX---*****	SFGPEWX---*****	SNGPEWX--_*****	SHGPEWX--_*****
GROUND TRACK EQUIPMENT WEAPON MULTIPLE ROCKET LAUNCHER LIGHT	1.X.3.2.1.3.1	F O				
			SUGPEWXL-_*****	SFGPEWXL-_*****	SNGPEWXL-_*****	SHGPEWXL-_*****

Note: White filled icon represents
    white opaque filled icon.

APPENDIX A

TABLE A-XIII. $\underline{C^2\text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK EQUIPMENT WEAPON MULTIPLE ROCKET LAUNCHER MEDIUM	1.X.3.2.1.3.2	F O	SUGPEWX M--*****	SFGPEWX M--*****	SNGPEWX M--*****	SHGPEWX M--*****
GROUND TRACK EQUIPMENT WEAPON MULTIPLE ROCKET LAUNCHER HEAVY	1.X.3.2.1.3.3	F O	SUGPEWX H--*****	SFGPEWXH- -*****	SNGPEWX H--*****	SHGPEWX H--*****
GROUND TRACK EQUIPMENT WEAPON ANTITANK ROCKET LAUNCHER	1.X.3.2.1.4	F O	SUGPEWT--- *****	SFGPEWT--- *****	SNGPEWT--- *****	SHGPEWT--- *****

Note: White filled icon represents
    white opaque filled icon.

APPENDIX A

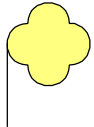TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPON ANTITANK ROCKET LAUNCHER LIGHT	1.X.3.2.1.4.1	F O				
			SUGPEWTL- -*****	SFGPEWTL- -*****	SNGPEWTL- -*****	SHGPEWTL- -*****
GROUND TRACK EQUIPMENT WEAPON ANTITANK ROCKET LAUNCHER MEDIUM	1.X.3.2.1.4.2	F O				
			SUGPEWT M--*****	SFGPEWTM- -*****	SNGPEWT M--*****	SHGPEWT M--*****
GROUND TRACK EQUIPMENT WEAPON ANTITANK ROCKET LAUNCHER HEAVY	1.X.3.2.1.4.3	F O				
			SUGPEWTH- -*****	SFGPEWTH- -*****	SNGPEWTH- -*****	SHGPEWTH- -*****

Note: White filled icon represents
   white opaque filled icon.

TABLE A-XIII. $\underline{C^2}$ Symbology: UEI set - ground - Continued.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPON RIFLE/AUTOMATIC WEAPON	1.X.3.2.1.5	F O				
			SUGPEWR---*****	SFGPEWR---*****	SNGPEWR---*****	SHGPEWR---*****
GROUND TRACK EQUIPMENT WEAPON RIFLE/AUTOMATIC WEAPON RIFLE	1.X.3.2.1.5.1	F O				
			SUGPEWRR-_*****	SFGPEWRR-_*****	SNGPEWRR-_*****	SHGPEWRR-_*****
GROUND TRACK EQUIPMENT WEAPON RIFLE/AUTOMATIC WEAPON LIGHT MACHINE GUN	1.X.3.2.1.5.2	F O				
			SUGPEWRL-_*****	SFGPEWRL-_*****	SNGPEWRL-_*****	SHGPEWRL-_*****

Note: White filled icon represents
   white opaque filled icon.

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TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK EQUIPMENT WEAPON RIFLE/AUTOMATIC WEAPON HEAVY MACHINE GUN	1.X.3.2.1.5.3	F O				
			SUGPEWRH- -*****	SFGPEWRH- -*****	SNGPEWR H--*****	SHGPEWR H--*****
GROUND TRACK EQUIPMENT WEAPON GRENADE LAUNCHER	1.X.3.2.1.6	F O				
			SUGPEWZ--- *****	SFGPEWZ--- *****	SNGPEWZ--- *****	SHGPEWZ--- *****
GROUND TRACK EQUIPMENT WEAPON GRENADE LAUNCHER LIGHT	1.X.3.2.1.6.1	F O				
			SUGPEWZL- -*****	SFGPEWZL- -*****	SNGPEWZL- -*****	SHGPEWZL- -*****

Note: White filled icon represents
    white opaque filled icon.

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TABLE A-XIII. $\underline{C^2\text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPON GRENADE LAUNCHER MEDIUM	1.X.3.2.1.6.2	F O				
			SUGPEWZM--*****	SFGPEWZM-*****	SNGPEWZM--*****	SHGPEWZM--*****
GROUND TRACK EQUIPMENT WEAPON GRENADE LAUNCHER HEAVY	1.X.3.2.1.6.3	F O				
			SUGPEWZH--*****	SFGPEWZH--*****	SNGPEWZH--*****	SHGPEWZH--*****
GROUND TRACK EQUIPMENT WEAPON MORTAR	1.X.3.2.1.7	F O				
			SUGPEWO---*****	SFGPEWO---*****	SNGPEWO--_*****	SHGPEWO--_*****

Note: White filled icon represents
white opaque filled icon.

APPENDIX A

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK EQUIPMENT WEAPON MORTAR LIGHT	1.X.3.2.1.7.1	F O				
			SUGPEWOL--*****	SFGPEWOL--*****	SNGPEWOL--*****	SHGPEWOL--******
GROUND TRACK EQUIPMENT WEAPON MORTAR MEDIUM	1.X.3.2.1.7.2	F O				
			SUGPEWOM--*****	SFGPEWOM--*****	SNGPEWOM--*****	SHGPEWOM--*****
GROUND TRACK EQUIPMENT WEAPON MORTAR HEAVY	1.X.3.2.1.7.3	F O				
			SUGPEWOH--*****	SFGPEWOH--*****	SNGPEWOH--*****	SHGPEWOH--*****

Note: White filled icon represents
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
APPENDIX A

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPON HOWITZER	1.X.3.2.1.8	F O				
			SUGPEWH---*****	SFGPEWH---*****	SNGPEWH--_*****	SHGPEWH--_*****
GROUND TRACK EQUIPMENT WEAPON HOWITZER LIGHT	1.X.3.2.1.8.1	F O				
			SUGPEWHL-_*****	SFGPEWHL-_*****	SNGPEWHL-_*****	SHGPEWHL-_*****
GROUND TRACK EQUIPMENT WEAPON HOWITZER LIGHT SELF-PROPELLED	1.X.3.2.1.8.1.1	F O				
			SUGPEWHLS-*****	SFGPEWHLS-*****	SNGPEWHLS-*****	SHGPEWHLS-*****

Note: White filled icon represents
    white opaque filled icon.

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APPENDIX A

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPON HOWITZER MEDIUM	1.X.3.2.1.8.2	F O				
			SUGPEWH M--*****	SFGPEWH M--*****	SNGPEWH M--*****	SHGPEWH M--*****
GROUND TRACK EQUIPMENT WEAPON HOWITZER MEDIUM SELF-PROPELLED	1.X.3.2.1.8.2.1	F O				
			SUGPEWHM S-*****	SFGPEWHM S-*****	SNGPEWHM S-*****	SHGPEWHM S-*****
GROUND TRACK EQUIPMENT WEAPON HOWITZER HEAVY	1.X.3.2.1.8.3	F O				
			SUGPEWH H--*****	SFGPEWHH- -*****	SNGPEWH H--*****	SHGPEWH H--*****

Note: White filled icon represents
    white opaque filled icon.

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TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK EQUIPMENT WEAPON HOWITZER HEAVY SELF-PROPELLED	1.X.3.2.1.8.3.1	F O	SUGPEWHHS-*****	SFGPEWHHS-*****	SNGPEWHHS-*****	SHGPEWHHS-*****
GROUND TRACK EQUIPMENT WEAPON ANTITANK GUN	1.X.3.2.1.9	F O	SUGPEWG---*****	SFGPEWG---*****	SNGPEWG--_*****	SHGPEWG--_*****
GROUND TRACK EQUIPMENT WEAPON ANTITANK GUN LIGHT	1.X.3.2.1.9.1	F O	SUGPEWGL-_*****	SFGPEWGL-_*****	SNGPEWGL-_*****	SHGPEWGL-_*****

Note: White filled icon represents white opaque filled icon.

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APPENDIX A

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT WEAPON ANTITANK GUN MEDIUM	1.X.3.2.1.9.2	F O				
			SUGPEWG M--*****	SFGPEWG M--******	SNGPEWG M--*****	SHGPEWG M--*****
GROUND TRACK EQUIPMENT WEAPON ANTITANK GUN HEAVY	1.X.3.2.1.9.3	F O				
			SUGPEWG H--*****	SFGPEWGH- -*****	SNGPEWG H--*****	SHGPEWG H--*****
GROUND TRACK EQUIPMENT WEAPON ANTITANK GUN RECOILLESS	1.X.3.2.1.9.4	F O				
			SUGPEWGR- -*****	SFGPEWGR- -*****	SNGPEWG R--*****	SHGPEWG R--*****

Note: White filled icon represents
    white opaque filled icon.

APPENDIX A

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID

GROUND TRACK EQUIPMENT
  WEAPON
    DIRECT FIRE GUN
	1.X.3.2.1.10	F O				

			SUGPEWD--- *****	SFGPEWD--- *****	SNGPEWD-- _*****	SHGPEWD-- _*****

GROUND TRACK EQUIPMENT
WEAPON
  DIRECT FIRE GUN
    LIGHT
	1.X.3.2.1.10.1	F O				

			SUGPEWDL- _*****	SFGPEWDL- _*****	SNGPEWDL- _*****	SHGPEWDL- _*****

GROUND TRACK EQUIPMENT
WEAPON
DIRECT FIRE GUN
  LIGHT
    SELF-PROPELLED
	1.X.3.2.1.10.1.1	F O				

			SUGPEWDL S-*****	SFGPEWDL S-*****	SNGPEWDL S-*****	SHGPEWDL S-*****

Note: White filled icon represents
    white opaque filled icon.

APPENDIX A

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK EQUIPMENT WEAPON DIRECT FIRE GUN MEDIUM	1.X.3.2.1.10.2	F O				
			SUGPEWD M--*****	SFGPEWD M--*****	SNGPEWD M--*****	SHGPEWD M--*****
GROUND TRACK EQUIPMENT WEAPON DIRECT FIRE GUN MEDIUM SELF-PROPELLED	1.X.3.2.1.10.2.1	F O				
			SUGPEWDM S-*****	SFGPEWDM S-*****	SNGPEWDM S-*****	SHGPEWDM S-*****
GROUND TRACK EQUIPMENT WEAPON DIRECT FIRE GUN HEAVY	1.X.3.2.1.10.3	F O				
			SUGPEWD H--*****	SFGPEWDH- -*****	SNGPEWD H--*****	SHGPEWD H--*****

Note: White filled icon represents
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
TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK EQUIPMENT WEAPON DIRECT FIRE GUN HEAVY SELF-PROPELLED	1.X.3.2.1.10.3.1	F O	SUGPEWDHS-*****	SFGPEWDHS-*****	SNGPEWDHS-*****	SHGPEWDHS-*****
GROUND TRACK EQUIPMENT WEAPON AIR DEFENSE GUN	1.X.3.2.1.11	F O	SUGPEWA---*****	SFGPEWA---*****	SNGPEWA--_*****	SHGPEWA--_*****
GROUND TRACK EQUIPMENT WEAPON AIR DEFENSE GUN LIGHT	1.X.3.2.1.11.1	F O	SUGPEWAL-_*****	SFGPEWAL-_*****	SNGPEWAL-_*****	SHGPEWAL-_*****

Note: White filled icon represents
    white opaque filled icon.

APPENDIX A

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK EQUIPMENT WEAPON AIR DEFENSE GUN MEDIUM	1.X.3.2.1.11.2	F O				
			SUGPEWA M--*****	SFGPEWA M--*****	SNGPEWA M--*****	SHGPEWA M--*****
GROUND TRACK EQUIPMENT WEAPON AIR DEFENSE GUN HEAVY	1.X.3.2.1.11.3	F O				
			SUGPEWA H--*****	SFGPEWAH- -*****	SNGPEWA H--*****	SHGPEWA H--*****
GROUND TRACK EQUIPMENT GROUND VEHICLE	1.X.3.2.2	F O				
			SUGPEV---- *****	SFGPEV---- *****	SNGPEV---- *****	SHGPEV---- *****

Note: White filled icon represents
    white opaque filled icon.

APPENDIX A

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID

GROUND TRACK EQUIPMENT
  GROUND VEHICLE
    ARMORED
	1.X.3.2.2.1	F O				

			SUGPEVA--- *****	SFGPEVA--- *****	SNGPEVA--- *****	SHGPEVA--- *****

GROUND TRACK EQUIPMENT
GROUND VEHICLE
  ARMORED
    TANK
	1.X.3.2.2.1.1	F O				

			SUGPEVAT- -*****	SFGPEVAT-- *****	SNGPEVAT- -*****	SHGPEVAT- -*****

GROUND TRACK EQUIPMENT
GROUND VEHICLE
ARMORED
  TANK
    LIGHT
	1.X.3.2.2.1.1.1	F O				

			SUGPEVAT L-*****	SFGPEVAT L-*****	SNGPEVAT L-*****	SHGPEVAT L-*****

Note: White filled icon represents
    white opaque filled icon.

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APPENDIX A

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED TANK LIGHT RECOVERY	1.X.3.2.2.1.1.1.1	F O	SUGPEVATL R-*****	SFGPEVATL R-*****	SNGPEVAT LR-*****	SHGPEVAT LR-*****
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED TANK MEDIUM	1.X.3.2.2.1.1.2	F O	SUGPEVAT M-*****	SFGPEVAT M-*****	SNGPEVAT M-*****	SHGPEVAT M-*****
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED TANK MEDIUM RECOVERY	1.X.3.2.2.1.1.2.1	F O	SUGPEVAT MR-*****	SFGPEVAT MR-*****	SNGPEVAT MR-*****	SHGPEVAT MR-*****

Note: White filled icon represents
    white opaque filled icon.

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APPENDIX A

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED TANK HEAVY	1.X.3.2.2.1.1.3	F O				
			SUGPEVAT H-*****	SFGPEVAT H-*****	SNGPEVAT H-*****	SHGPEVAT H-*****
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED TANK HEAVY RECOVERY	1.X.3.2.2.1.1.3.1	F O				
			SUGPEVAT HR-*****	SFGPEVATH R-*****	SNGPEVAT HR-*****	SHGPEVAT HR-*****
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED ARMORED PERSONNEL CARRIER	1.X.3.2.2.1.2	F O				
			SUGPEVAA- -*****	SFGPEVAA- -*****	SNGPEVAA- -*****	SHGPEVAA- -*****

Note: White filled icon represents
    white opaque filled icon.

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APPENDIX A

TABLE A-XIII. C^2 Symbology: UEI set - ground - Continued.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED ARMORED PERSONNEL CARRIER RECOVERY	1.X.3.2.2.1.2.1	F O				
			SUGPEVAAR-*****	SFGPEVAAR-*****	SNGPEVAAR-*****	SHGPEVAAR-*****
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED ARMORED INFANTRY	1.X.3.2.2.1.3	F O				
			SUGPEVAI--*****	SFGPEVAI--*****	SNGPEVAI--*****	SHGPEVAI--*****
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED C2V/ACV	1.X.3.2.2.1.4	F O				
			SUGPEVAC-_*****	SFGPEVAC--*****	SNGPEVAC-_*****	SHGPEVAC-_*****

Note: White filled icon represents
    white opaque filled icon.

211

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED COMBAT SERVICE SUPPORT VEHICLE	1.X.3.2.2.1.5	F O				
			SUGPEVAS--*****	SFGPEVAS--*****	SNGPEVAS-_*****	SHGPEVAS-_*****
GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED LIGHT ARMORED VEHICLE	1.X.3.2.2.1.6	F O				
			SUGPEVAL-_*****	SFGPEVAL--*****	SNGPEVAL-_*****	SHGPEVAL-_*****
GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE	1.X.3.2.2.2	F O				
			SUGPEVU---*****	SFGPEVU---*****	SNGPEVU---*****	SHGPEVU---*****

Note: White filled icon represents
    white opaque filled icon.

APPENDIX A

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE BUS	1.X.3.2.2.2.1	F O				
			SUGPEVUB-_*****	SFGPEVUB--*****	SNGPEVUB-_*****	SHGPEVUB-_*****
GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE SEMI	1.X.3.2.2.2.2	F O				
			SUGPEVUS--*****	SFGPEVUS--*****	SNGPEVUS-_*****	SHGPEVUS-_*****
GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE LIMITED CROSS-COUNTRY TRUCK	1.X.3.2.2.2.3	F O				
			SUGPEVUL-_*****	SFGPEVUL-_*****	SNGPEVUL-_*****	SHGPEVUL-_*****

Note: White filled icon represents
     white opaque filled icon.

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TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE CROSS-COUNTRY TRUCK	1.X.3.2.2.2.4	F O				
			SUGPEVUX-_*****	SFGPEVUX-_*****	SNGPEVUX-_*****	SHGPEVUX-_*****
GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE WATER CRAFT	1.X.3.2.2.2.5	F O				
			SUGPEVUR-_*****	SFGPEVUR--*****	SNGPEVUR-_*****	SHGPEVUR-_*****
GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE	1.X.3.2.2.3	F O				
			SUGPEVE---*****	SFGPEVE---*****	SNGPEVE---*****	SHGPEVE---*****

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
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TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE BRIDGE	1.X.3.2.2.3.1	F O				
			SUGPEVEB-- *****	SFGPEVEB-- *****	SNGPEVEB- _*****	SHGPEVEB- _*****
GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE EARTHMOVER	1.X.3.2.2.3.2	F O				
			SUGPEVEE-- *****	SFGPEVEE-- *****	SNGPEVEE-- *****	SHGPEVEE-- *****
GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE CONSTRUCTION VEHICLE	1.X.3.2.2.3.3	F O				
			SUGPEVEC-- *****	SFGPEVEC-- *****	SNGPEVEC- _*****	SHGPEVEC- _*****

Note: White filled icon represents
    white opaque filled icon.

APPENDIX A

TABLE A-XIII. $\underline{C^2}$ Symbology: UEI set - ground - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE MINE LAYING VEHICLE	1.X.3.2.2.3.4	F O				
			SUGPEVEM- -*****	SFGPEVEM- -*****	SNGPEVEM- -*****	SHGPEVEM- -*****
GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE MINE LAYING VEHICLE ARMORED CARRIER WITH VOLCANO	1.X.3.2.2.3.4.1	F O				
			SUGPEVEM V-*****	SFGPEVEM V-*****	SNGPEVEM V-*****	SHGPEVEM V-*****
GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE MINE LAYING VEHICLE TRUCK MOUNTED WITH VOLCANO	1.X.3.2.2.3.4.2	F O				
			SUGPEVEM L-*****	SFGPEVEM L-*****	SNGPEVEM L-*****	SHGPEVEM L-*****

Note: White filled icon represents
      white opaque filled icon.

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APPENDIX A

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE MINE CLEARING VEHICLE	1.X.3.2.2.3.5	F O				
			SUGPEVEA- _*****	SFGPEVEA-- *****	SNGPEVEA- _*****	SHGPEVEA- _*****
GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE MINE CLEARING VEHICLE ARMORED VEHICLE MOUNTED	1.X.3.2.2.3.5.1	F O				
			SUGPEVEA A-*****	SFGPEVEA A-*****	SNGPEVEA A-*****	SHGPEVEA A-*****
GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE MINE CLEARING VEHICLE TRAILER MOUNTED	1.X.3.2.2.3.5.2	F O				
			SUGPEVEA T-*****	SFGPEVEA T-*****	SNGPEVEA T-*****	SHGPEVEA T-*****

Note: White filled icon represents
    white opaque filled icon.

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TABLE A-XIII. $\underline{C^2}$ Symbology: UEI set - ground - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE DOZER	1.X.3.2.2.3.6	F O				
			SUGPEVED-_*****	SFGPEVED--*****	SNGPEVED-_*****	SHGPEVED-_*****
GROUND TRACK EQUIPMENT GROUND VEHICLE TRAIN LOCOMOTIVE	1.X.3.2.2.4	F O				
			SUGPEVT---*****	SFGPEVT---*****	SNGPEVT---*****	SHGPEVT---*****
GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE	1.X.3.2.2.5	F O	CIV	CIV	CIV	CIV
			SUGPEVC---*****	SFGPEVC---*****	SNGPEVC---*****	SHGPEVC---*****

Note: White filled icon represents
white opaque filled icon.

218

APPENDIX A

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK EQUIPMENT SENSOR	1.X.3.2.3	F O				
			SUGPES----*****	SFGPES----*****	SNGPES----*****	SHGPES----*****
GROUND TRACK EQUIPMENT SENSOR RADAR	1.X.3.2.3.1	F O				
			SUGPESR---*****	SFGPESR---*****	SNGPESR---*****	SHGPESR---*****
GROUND TRACK EQUIPMENT SENSOR EMPLACED	1.X.3.2.3.2	F O				
			SUGPESE---*****	SFGPESE---*****	SNGPESE---*****	SHGPESE---*****

Note: White filled icon represents
    white opaque filled icon.

APPENDIX A

TABLE A-XIII. C^2 Symbology: UEI set - ground - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK EQUIPMENT SPECIAL	1.X.3.2.4					
GROUND TRACK EQUIPMENT SPECIAL LASER	1.X.3.2.4.1	F O	SUGPEXL--- *****	SFGPEXL--- *****	SNGPEXL--- *****	SHGPEXL--- *****
GROUND TRACK EQUIPMENT SPECIAL NBC EQUIPMENT	1.X.3.2.4.2	F O	SUGPEXN--- *****	SFGPEXN--- *****	SNGPEXN--- *****	SHGPEXN--- *****
GROUND TRACK EQUIPMENT SPECIAL FLAME THROWER	1.X.3.2.4.3	F O	SUGPEXF--- *****	SFGPEXF--- *****	SNGPEXF--- *****	SHGPEXF--- *****

Note: White filled icon represents
white opaque filled icon.
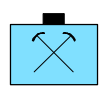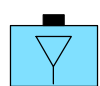
220

APPENDIX A

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK EQUIPMENT SPECIAL LAND MINES	1.X.3.2.4.4	F O				
			SUGPEXM--- -*****	SFGPEXM--- -*****	SNGPEXM--- -*****	SHGPEXM--- -*****
GROUND TRACK EQUIPMENT SPECIAL LAND MINES CLAYMORE	1.X.3.2.4.4.1	F O				
			SUGPEXMC- -*****	SFGPEXMC- -*****	SNGPEXMC- -*****	SHGPEXMC- -*****
GROUND TRACK EQUIPMENT SPECIAL LAND MINES LESS THAN LETHAL	1.X.3.2.4.4.2	F O				
			SUGPEXML- -*****	SFGPEXML- -*****	SNGPEXML- -*****	SHGPEXML- -*****

Note: White filled icon represents
white opaque filled icon.
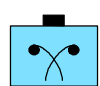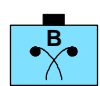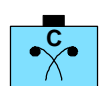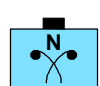
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APPENDIX A

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK INSTALLATION NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	1.X.3.3	F				
			SUGPI-----H****	SFGPI-----H****	SNGPI-----H****	SHGPI-----H****
GROUND TRACK INSTALLATION RAW MATERIAL PRODUCTION/STORAGE NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	1.X.3.3.1	F				
			SUGPIR----H****	SFGPIR----H****	SNGPIR----H****	SHGPIR----H****
GROUND TRACK INSTALLATION RAW MATERIAL PRODUCTION/STORAGE MINE NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	1.X.3.3.1.1	F				
			SUGPIRM---H****	SFGPIRM---H****	SNGPIRM---H****	SHGPIRM---H****
GROUND TRACK INSTALLATION RAW MATERIAL PRODUCTION/STORAGE PETROLEUM/GAS/OIL NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	1.X.3.3.1.2	F				
			SUGPIRP---H****	SFGPIRP---H****	SNGPIRP---H****	SHGPIRP---H****

Note: White filled icon represents
    white opaque filled icon.
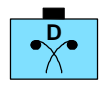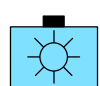
APPENDIX A

TABLE A-XIII. C^2 Symbology: UEI set - ground - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK INSTALLATION RAW MATERIAL PRODUCTION/STORAGE NBC NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	1.X.3.3.1.3	F	SUGPIRN---H****	SFGPIRN---H****	SNGPIRN---H****	SHGPIRN---H****
GROUND TRACK INSTALLATION RAW MATERIAL PRODUCTION/STORAGE NBC BIOLOGICAL NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	1.X.3.3.1.3.1	F	SUGIRNB--H****	SFGIRNB--H****	SNGIRNB--H****	SHGIRNB--H****
GROUND TRACK INSTALLATION RAW MATERIAL PRODUCTION/STORAGE NBC CHEMICAL NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	1.X.3.3.1.3.2	F	SUGPIRNC--H****	SFGPIRNC--H****	SNGPIRNC--H****	SHGPIRNC--H****
GROUND TRACK INSTALLATION RAW MATERIAL PRODUCTION/STORAGE NBC NUCLEAR NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	1.X.3.3.1.3.3	F	SUGPIRNN--H****	SFGPIRNN--H****	SNGPIRNN--H****	SHGPIRNN--H****

Note: White filled icon represents
    white opaque filled icon.
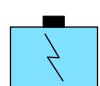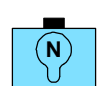
APPENDIX A

TABLE A-XIII. C^2 Symbology: UEI set - ground - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK INSTALLATION PROCESSING FACILITY NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	1.X.3.3.2	F	SUGPIP---- H****	SFGPIP---- H****	SNGPIP---- H****	SHGPIP---- H****
GROUND TRACK INSTALLATION PROCESSING FACILITY DECONTAMINATION NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	1.X.3.3.2.1	F	SUGPIPD--- H****	SFGPIPD--- H****	SNGPIPD--- H****	SHGPIPD--- H****
GROUND TRACK INSTALLATION EQUIPMENT MANUFACTURE NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	1.X.3.3.3	F	SUGPIE---- H****	SFGPIE---- H****	SNGPIE---- H****	SHGPIE---- H****
GROUND TRACK INSTALLATION SERVICE, RESEARCH, UTILITY FACILITY NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	1.X.3.3.4	F	SUGPIU---- H****	SFGPIU---- H****	SNGPIU---- H****	SHGPIU---- H****

Note: White filled icon represents white opaque filled icon.
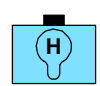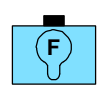
TABLE A-XIII. C^2 Symbology: UEI set - ground - Continued.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK INSTALLATION SERVICE, RESEARCH, UTILITY FACILITY TECHNOLOGICAL RESEARCH FACILITY NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	1.X.3.3.4.1	F	SUGPIUR---H****	SFGPIUR---H****	SNGPIUR---H****	SHGPIUR---H****
GROUND TRACK INSTALLATION SERVICE, RESEARCH, UTILITY FACILITY TELECOMMUNICATIONS FACILITY NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	1.X.3.3.4.2	F	SUGPIUT---H****	SFGPIUT---H****	SNGPIUT---H****	SHGPIUT---H****
GROUND TRACK INSTALLATION SERVICE, RESEARCH, UTILITY FACILITY ELECTRIC POWER FACILITY NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	1.X.3.3.4.3	F	SUGPIUE---H****	SFGPIUE---H****	SNGPIUE---H****	SUGPIUE---H****
GROUND TRACK INSTALLATION SERVICE, RESEARCH, UTILITY FACILITY ELECTRIC POWER FACILITY NUCLEAR PLANT NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	1.X.3.3.4.3.1	F	SUGPIUEN--H****	SFGPIUEN--H****	SNGPIUEN--H****	SUGPIUEN--H****

Note: White filled icon represents
   white opaque filled icon.
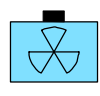
TABLE A-XIII. C^2 Symbology: UEI set - ground - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK INSTALLATION SERVICE, RESEARCH, UTILITY FACILITY ELECTRIC POWER FACILITY DAM NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	1.X.3.3.4.3.2	F	SUGPIUED--H****	SFGPIUED--H****	SNGPIUED--H****	SUGPIUED--H****
GROUND TRACK INSTALLATION SERVICE, RESEARCH, UTILITY FACILITY ELECTRIC POWER FACILITY FOSSIL FUEL NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	1.X.3.3.4.3.3	F	SUGPIUEF--H****	SFGPIUEF--H****	SNGPIUEF--H****	SUGPIUEF--H****
GROUND TRACK INSTALLATION SERVICE, RESEARCH, UTILITY FACILITY PUBLIC WATER SERVICES NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	1.X.3.3.4.4	F	SUGPIUP---H****	SFGPIUP---H****	SNGPIUP---H****	SHGPIUP---H****

Note: White filled icon represents
    white opaque filled icon.

APPENDIX A

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY	1.X.3.3.5					
GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY NUCLEAR ENERGY NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	1.X.3.3.5.1	F	SUGPIMF---H****	SFGPIMF---H****	SNGPIMF---H****	SHGPIMF---H****
GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY NUCLEAR ENERGY ATOMIC ENERGY REACTOR NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	1.X.3.3.5.1.1	F	SUGPIMFA--H****	SFGPIMFA--H****	SNGPIMFA--H****	SHGPIMFA--H****
GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY NUCLEAR ENERGY NUCLEAR MATERIAL PRODUCTION NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	1.X.3.3.5.1.2	F	SUGPIMFP--H****	SFGPIMFP--H****	SNGPIMFP--H****	SHGPIMFP--H****

Note: White filled icon represents
    white opaque filled icon.
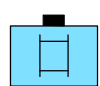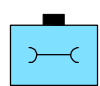
TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY NUCLEAR ENERGY NUCLEAR MATERIAL PRODUCTION WEAPONS GRADE NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	1.X.3.3.5.1.2.1	F	SUGPIMFPW-H****	SFGPIMFPW-H****	SNGPIMFPW-H****	SHGPIMFPW-H****
GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY NUCLEAR ENERGY NUCLEAR MATERIAL STORAGE NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	1.X.3.3.5.1.3	F	SUGPIMFS--H****	SFGPIMFS--H****	SNGPIMFS--H****	SHGPIMFS--H****
GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY AIRCRAFT PROD. & ASSEMBLY NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	1.X.3.3.5.2	F	SUGPIMA---H****	SFGPIMA---H****	SNGPIMA---H****	SHGPIMA---H****
GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY AMMUNITION AND EXPLOSIVES PRODUCTION NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	1.X.3.3.5.3	F	SUGPIME---H****	SFGPIME---H****	SNGPIME---H****	SHGPIME---H****

Note: White filled icon represents
      white opaque filled icon.
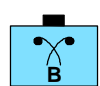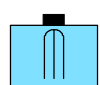
APPENDIX A

TABLE A-XIII. C^2 Symbology: UEI set - ground - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY ARMAMENT PRODUCTION NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	1.X.3.3.5.4	F				
			SUGPIMG---H****	SFGPIMG---H****	SNGPIMG---H****	SHGPIMG---H****
GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY MILITARY VEHICLE PRODUCTION NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	1.X.3.3.5.5	F				
			SUGPIMV---H****	SFGPIMV---H****	SNGPIMV---H****	SHGPIMV---H****
GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY ENGINEERING EQUIPMENT PRODUCTION NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	1.X.3.3.5.6	F				
			SUGPIMN---H****	SFGPIMN---H****	SNGPIMN---H****	SHGPIMN---H****
GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY ENGINEERING EQUIPMENT PRODUCTION BRIDGE NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	1.X.3.3.5.6.1	F				
			SUGPIMNB--H****	SFGPIMNB--H****	SNGPIMNB--H****	SHGPIMNB--H****

Note: White filled icon represents
    white opaque filled icon.
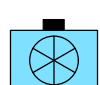
APPENDIX A

TABLE A-XIII. $\underline{C^2 \text{ Symbology: UEI set - ground}}$ - Continued.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY CHEMICAL & BIOLOGICAL WARFARE PRODUCTION NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	1.X.3.3.5.7	F				
			SUGPIMC---H****	SFGPIMC---H****	SNGPIMC---H****	SHGPIMC---H****
GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY SHIP CONSTRUCTION NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	1.X.3.3.5.8	F				
			SUGPIMS---H****	SFGPIMS---H****	SNGPIMS---H****	SHGPIMS---H****
GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY MISSILE & SPACE SYSTEM PRODUCTION NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	1.X.3.3.5.9	F				
			SUGPIMM---H****	SFGPIMM---H****	SNGPIMM---H****	SHGPIMM---H****
GROUND TRACK INSTALLATION GOV'T LEADERSHIP NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	1.X.3.3.6	F				
			SUGPIG----H****	SFGPIG----H****	SNGPIG----H****	SHGPIG----H****

Note: White filled icon represents
       white opaque filled icon.
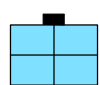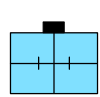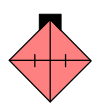
APPENDIX A

TABLE A-XIII. C² Symbology: UEI set - ground - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK INSTALLATION MILITARY BASE/FACILITY NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	1.X.3.3.7	F				
			SUGPIB----H****	SFGPIB----H****	SNGPIB----H****	SHGPIB----H****
GROUND TRACK INSTALLATION MILITARY BASE/FACILITY AIRPORT/AIRBASE NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	1.X.3.3.7.1	F				
			SUGPIBA---H****	SFGPIBA---H****	SNGPIBA---H****	SHGPIBA---H****
GROUND TRACK INSTALLATION MILITARY BASE/FACILITY SEAPORT/NAVAL BASE NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	1.X.3.3.7.2	F				
			SUGPIBN---H****	SFGPIBN---H****	SNGPIBN---H****	SHGPIBN---H****
GROUND TRACK INSTALLATION TRANSPORT FACILITY NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	1.X.3.3.8	F				
			SUGPIT----H****	SFGPIT----H****	SNGPIT----H****	SHGPIT----H****

Note: White filled icon represents
    white opaque filled icon.

APPENDIX A

TABLE A-XIII. C^2 Symbology: UEI set - ground - Continued.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK INSTALLATION MEDICAL FACILITY NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	1.X.3.3.9	F				
			SUGPIX----H****	SFGPIX----H****	SNGPIX----H****	SHGPIX----H****
GROUND TRACK INSTALLATION MEDICAL FACILITY HOSPITAL NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	1.X.3.3.9.1	F				
			SUGPIXH---H****	SFGPIXH---H****	SNGPIXH---H****	SHGPIXH---H****

Note: White filled icon represents
    white opaque filled icon.

APPENDIX A

TABLE A-XIV. C^2 Symbology: UEI set - sea surface.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK	1.X.4	F	SUSP------*****	SFSP------*****	SNSP------*****	SHSP------*****
SEA SURFACE TRACK COMBATANT	1.X.4.1	F	SUSPC-----*****	SFSPC-----*****	SNSPC-----*****	SHSPC-----*****

SEA SURFACE TRACK
  COMBATANT
    LINE
	1.X.4.1.1	F	SUSPCL----*****	SFSPCL----*****	SNSPCL----*****	SHSPCL----*****

SEA SURFACE TRACK
COMBATANT
  LINE
    CARRIER
	1.X.4.1.1.1	F	SUSPCLCV--*****	SFSPCLCV--*****	SNSPCLCV--*****	SHSPCLCV--*****

SEA SURFACE TRACK
COMBATANT
  LINE
    BATTLESHIP
	1.X.4.1.1.2	F	SUSPCLBB--*****	SFSPCLBB--*****	SNSPCLBB--*****	SHSPCLBB--*****

Note: White filled icon represents
    white opaque filled icon.

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TABLE A-XIV. C² Symbology: UEI set - sea surface - Continued.

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

SEA SURFACE TRACK
COMBATANT
  LINE
    CRUISER
	1.X.4.1.1.3	F	CC	CC	CC	CC

			SUSPCLCC-- *****	SFSPCLCC-- *****	SNSPCLCC-- *****	SHSPCLCC-- *****

SEA SURFACE TRACK
COMBATANT
  LINE
    DESTROYER
	1.X.4.1.1.4	F	DD	DD	DD	DD

			SUSPCLDD-- *****	SFSPCLDD-- *****	SNSPCLDD-- *****	SHSPCLDD-- *****

SEA SURFACE TRACK
COMBATANT
  LINE
    FRIGATE/CORVETTE
	1.X.4.1.1.5	F	FF	FF	FF	FF

			SUSPCLFF-- *****	SFSPCLFF-- *****	SNSPCLFF-- *****	SHSPCLFF-- *****

SEA SURFACE TRACK
  COMBATANT
    AMPHIBIOUS WARFARE SHIP
	1.X.4.1.2	F	↓	↓	↓	↓

			SUSPCA---- *****	SFSPCA---- *****	SNSPCA---- *****	SHSPCA---- *****

SEASURFACE TRACK
COMBATANT
  AMPHIBIOUS WARFARE
    ASSAULT VESSEL
	1.X.4.1.2.1	F	LA	LA	LA	LA

			SUSPCALA-- *****	SFSPCALA-- *****	SNSPCALA-- *****	SHSPCALA-- *****

Note: White filled icon represents
    white opaque filled icon.

APPENDIX A

TABLE A-XIV. $\underline{C^2 \text{ Symbology: UEI set - sea surface}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
SEA SURFACE TRACK COMBATANT AMPHIBIOUS WARFARE LANDING SHIP	1.X.4.1.2.2	F	LS	LS	LS	LS
			SUSPCALS--*****	SFSPCALS--*****	SNSPCALS--*****	SHSPCALS--*****
SEA SURFACE TRACK COMBATANT AMPHIBIOUS WARFARE LANDING CRAFT	1.X.4.1.2.3	F	LC	LC	LC	LC
			SUSPCALC--****	SFSPCALC--****	SNSPCALC--****	SHSPCALC--****
SEA SURFACE TRACK COMBATANT MINE WARFARE VESSEL	1.X.4.1.3	F				
			SUSPCM----*****	SFSPCM----*****	SNSPCM----*****	SHSPCM----*****
SEA SURFACE TRACK COMBATANT MINE WARFARE MINELAYER	1.X.4.1.3.1	F	ML	ML	ML	ML
			SUSPCMML-_*****	SFSPCMML-_*****	SNSPCMML-_*****	SHSPCMML-_*****
SEA SURFACE TRACK COMBATANT MINE WARFARE MINESWEEPER	1.X.4.1.3.2	F	MS	MS	MS	MS
			SUSPCMMS-_*****	SFSPCMMS-_*****	SNSPCMMS-_*****	SHSPCMMS-_*****

Note: White filled icon represents
     white opaque filled icon.

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TABLE A-XIV. C² Symbology: UEI set - sea surface - Continued.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID

SEA SURFACE TRACK COMBATANT
  MINE WARFARE
    MINEHUNTER
	1.X.4.1.3.3	F	MH	MH	MH	MH

			SUSPCMMH--*****	SFSPCMMH-*****	SNSPCMMH--*****	SHSPCMMH--*****

SEA SURFACE TRACK COMBATANT
  MINE WARFARE
    MCM SUPPORT
	1.X.4.1.3.4	F	MA	MA	MA	MA

			SUSPCMMA--*****	SFSPCMMA-*****	SNSPCMMA--*****	SHSPCMMA--*****

SEA SURFACE TRACK COMBATANT
  MINE WARFARE
    MCM DRONE
	1.X.4.1.3.5	F	MD	MD	MD	MD

			SUSPCMMD--*****	SFSPCMMD-*****	SNSPCMMD--*****	SHSPCMMD--*****

SEA SURFACE TRACK
  COMBATANT
    PATROL
	1.X.4.1.4	F	⬇	⬇	⬇	⬇

			SUSPCP----*****	SFSPCP----*****	SNSPCP----*****	SHSPCP----*****

SEA SURFACE TRACK COMBATANT
  PATROL
    ANTISUBMARINE WARFARE
	1.X.4.1.4.1	F	PC	PC	PC	PC

			SUSPCPSB--*****	SFSPCPSB--*****	SNSPCPSB--*****	SHSPCPSB--*****

Note: White filled icon represents
    white opaque filled icon.

TABLE A-XIV. $\underline{C^2 \text{ Symbology: UEI set - sea surface}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK COMBATANT PATROL ANTISURFACE WARFARE	1.X.4.1.4.2	F	SUSPCPSU--*****	SFSPCPSU--*****	SNSPCPSU--*****	SHSPCPSU--*****
SEA SURFACE TRACK COMBATANT HOVERCRAFT	1.X.4.1.5	F	SUSPCH----*****	SFSPCH----*****	SNSPCH----*****	SHSPCH----*****
SEA SURFACE TRACK COMBATANT STATION	1.X.4.1.6	F	SUSPS-----*****	SFSPS-----*****	SNSPS-----*****	SHSPS-----*****
SEA SURFACE TRACK COMBATANT STATION PICKET	1.X.4.1.6.1	F	SUSPSP----*****	SFSPSP----*****	SNSPSP----*****	SHSPSP----*****
SEA SURFACE TRACK COMBATANT STATION ASW SHIP	1.X.4.1.6.2	F	SUSPSA----*****	SFSPSA----*****	SNSPSA----*****	SHSPSA----*****

Note: White filled icon represents
    white opaque filled icon.

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TABLE A-XIV. $\underline{C^2 \text{ Symbology: UEI set - sea surface}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
SEA SURFACE TRACK COMBATANT NAVY GROUP	1.X.4.1.7	F	SUSPG----- *****	SFSPG----- *****	SNSPG----- *****	SHSPG----- *****
SEA SURFACE TRACK COMBATANT NAVY GROUP NAVY TASK FORCE	1.X.4.1.7.1	F	SUSPGT---- *****	SFSPGT---- *****	SNSPGT---- *****	SHSPGT---- *****
SEA SURFACE TRACK COMBATANT NAVY GROUP NAVY TASK GROUP	1.X.4.1.7.2	F	SUSPGG---- *****	SFSPGG---- *****	SNSPGG---- ****	SHSPGG---- *****
SEA SURFACE TRACK COMBATANT NAVY GROUP NAVY TASK UNIT	1.X.4.1.7.3	F	SUSPGU---- *****	SFSPGU---- *****	SNSPGU---- *****	SHSPGU---- *****
SEA SURFACE TRACK COMBATANT NAVY GROUP CONVOY	1.X.4.1.7.4	F	SUSPGC---- *****	SFSPGC---- *****	SNSPGC---- *****	SHSPGC---- *****

Note: White filled icon represents
white opaque filled icon.

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TABLE A-XIV. $\underline{C^2 \text{ Symbology: UEI set - sea surface}}$ - Continued.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
SEA SURFACE TRACK NONCOMBATANT	1.X.4.2	F				
			SUSPN----- *****	SUSPN----- *****	SUSPN----- *****	SUSPN----- *****
SEA SURFACE TRACK NONCOMBATANT UNDERWAY REPLENISHMENT (OILER/TANKER, STORES, AMMUNITION, TROOP TRANSPORT)	1.X.4.2.1	F	AR	AR	AR	AR
			SUSPNR---- *****	SFSPNR---- *****	SNSPNR---- *****	SHSPNR---- *****
SEA SURFACE TRACK NONCOMBATANT FLEET SUPPORT (TENDER, TUG)	1.X.4.2.2	F	AS	AS	AS	AS
			SUSPNF---- *****	SFSPNF---- *****	SNSPNF---- *****	SHSPNF---- *****
SEA SURFACE TRACK NONCOMBATANT INTELLIGENCE (OCEANOGRAPHIC, AGI)	1.X.4.2.3	F	JI	JI	JI	JI
			SUSPNI---- *****	SFSPNI---- *****	SNSPNI---- *****	SHSPNI---- *****
SEA SURFACE TRACK NONCOMBATANT SERVICE & SUPPORT HARBOR (YARDCRAFT, BARGE, HARBOR, TUG)	1.X.4.2.4	F	YY	YY	YY	YY
			SUSPNS---- *****	SFSPNS---- *****	SNSPNS---- *****	SHSPNS---- *****

Note: White filled icon represents
white opaque filled icon.

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TABLE A-XIV. C² Symbology: UEI set - sea surface - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK NONCOMBATANT HOSPITAL SHIP	1.X.4.2.5	F				
			SUSPNM----*****	SFSPNM----*****	SNSPNM----*****	SHSPNM----*****
SEA SURFACE TRACK NONCOMBATANT HOVERCRAFT	1.X.4.2.6	F				
			SUSPNH----*****	SFSPNH----*****	SNSPNH----*****	SHSPNH----*****
SEA SURFACE TRACK NONCOMBATANT STATION	1.X.4.2.7	F				
			SUSPNN----*****	SFSPNN----*****	SNSPNN----*****	SHSPNN----*****
SEA SURFACE TRACK NONCOMBATANT STATION RESCUE	1.X.4.2.7.1	F				
			SUSPNNR---*****	SFSPNNR---*****	SNSPNNR---*****	SHSPNNR---*****

Note: White filled icon represents
      white opaque filled icon.

APPENDIX A

TABLE A-XIV. $\underline{C^2 \text{ Symbology: UEI set - sea surface}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
SEA SURFACE TRACK NONMILITARY	1.X.4.3					
SEA SURFACE TRACK NONMILITARY MERCHANT	1.X.4.3.1	FO				
			SUSPXM---- *****	SFSPXM---- *****	SNSPXM---- *****	SHSPXM---- *****
SEA SURFACE TRACK NONMILITARY MERCHANT CARGO	1.X.4.3.1.1	FO				
			SUSPXMC--- *****	SFSPXMC--- *****	SNSPXMC--- *****	SHSPXMC--- *****
SEA SURFACE TRACK NONMILITARY MERCHANT ROLL ON/ROLL OFF (RO/RO)	1.X.4.3.1.2	FO				
			SUSPXMR--- *****	SFSPXMR--- *****	SNSPXMR--- *****	SHSPXMR--- *****

Note: White filled icon represents
        white opaque filled icon.

TABLE A-XIV. $\underline{C^2 \text{ Symbology: UEI set - sea surface}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
SEA SURFACE TRACK NONMILITARY MERCHANT OILER/TANKER	1.X.4.3.1.3					
		FO				
			SUSPXMO--- *****	SFSPXMO--- *****	SNSPXMO--- *****	SHSPXMO--- *****
SEA SURFACE TRACK NONMILITARY MERCHANT TUG	1.X.4.3.1.4					
		FO				
			SUSPXMTU- _*****	SFSPXMTU- _*****	SNSPXMTU- _*****	SHSPXMTU- _*****
SEA SURFACE TRACK NONMILITARY MERCHANT FERRY	1.X.4.3.1.5					
		FO				
			SUSPXMF--- *****	SFSPXMF--- *****	SNSPXMF--- *****	SHSPXMF--- *****

Note: White filled icon represents
   white opaque filled icon.

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
TABLE A-XIV. $\underline{C^2 \text{ Symbology: UEI set - sea surface}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
SEA SURFACE TRACK NONMILITARY MERCHANT PASSENGER	1.X.4.3.1.6	F O				
			SUSPXMP--- *****	SFSPXMP--- *****	SNSPXMP--- *****	SHSPXMP--- *****
SEA SURFACE TRACK NONMILITARY MERCHANT HAZARDOUS MATERIALS (HAZMAT)	1.X.4.3.1.7	F O				
			SUSPXMH--- *****	SFSPXMH--- *****	SNSPXMH--- *****	SHSPXMH--- *****
SEA SURFACE TRACK NONMILITARY MERCHANT TOWING VESSEL	1.X.4.3.1.8	F O				
			SUSPXMTO- -*****	SFSPXMTO- -*****	SNSPXMTO- -*****	SHSPXMTO- -*****

Note: White filled icon represents
    white opaque filled icon.

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TABLE A-XIV. $\underline{C^2}$ Symbology: UEI set - sea surface - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK 　NONMILITARY 　　FISHING	1.X.4.3.2	FO				
			SUSPXF---- *****	SFSPXF---- *****	SNSPXF---- *****	SHSPXF---- *****
SEA SURFACE TRACK NONMILITARY 　FISHING 　　DRIFTER	1.X.4.3.2.1	FO				
			SUSPXFDF-- *****	SFSPXFDF-- *****	SNSPXFDF-- *****	SHSPXFDF-- *****
SEA SURFACE TRACK NONMILITARY 　FISHING 　　DREDGE	1.X.4.3.2.2	FO				
			SUSPXFDR-- *****	SFSPXFDR-- *****	SNSPXFDR-- *****	SHSPXFDR-- *****

Note: White filled icon represents
　　white opaque filled icon.

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TABLE A-XIV. C² Symbology: UEI set - sea surface - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK NONMILITARY FISHING TRAWLER	1.X.4.3.2.3	FO				
			SUSPXFTR--*****	SFSPXFTR--*****	SNSPXFTR--*****	SHSPXFTR--*****
SEA SURFACE TRACK NONMILITARY LEISURE CRAFT	1.X.4.3.3	FO				
			SUSPXR----*****	SFSPXR----*****	SNSPXR----*****	SHSPXR----*****
SEA SURFACE TRACK NONMILITARY LAW ENFORCEMENT VESSEL	1.X.4.3.4	FO				
			SUSPXL----*****	SFSPXL----*****	SNSPXL----*****	SHSPXL----*****

Note: White filled icon represents
white opaque filled icon.

TABLE A-XIV. C² Symbology: UEI set - sea surface - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK NONMILITARY HOVERCRAFT	1.X.4.3.5	F O				
			SUSPXH----*****	SFSPXH----*****	SNSPXH----*****	SHSPXH----*****
SEA SURFACE TRACK NONMILITARY OWN TRACK	1.X.4.4	U F				
			SUSPO-----*****	SFSPO-----*****	SNSPO-----*****	SHSPO-----*****

Note: White filled icon represents
   white opaque filled icon.

APPENDIX A

TABLE A-XV. $\underline{C^2 \text{ Symbology: UEI set - sea subsurface}}$.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
SUBSURFACE TRACK	1.X.5	F	SUUP------ *****	SFUP------ *****	SNUP------ *****	SHUP------ *****
SUBSURFACE TRACK SUBMARINE	1.X.5.1	F	SUUPS----- *****	SFUPS----- *****	SNUPS----- *****	SHUPS----- *****
SUBSURFACE TRACK SUBMARINE NUCLEAR PROPULSION (STRATEGIC, ATTACK, GUIDED MISSILE)	1.X.5.1.1	F	SUUPSN---- *****	SFUPSN---- *****	SNUPSN---- *****	SHUPSN---- *****
SUBSURFACE TRACK SUBMARINE CONVENTIONAL PROPULSION (CONVENTIONAL STRATEGIC, CONVENTIONAL ATTACK, CONVENTIONAL GUIDED MISSILE)	1.X.5.1.2	F	SUUPSC---- *****	SFUPSC---- *****	SNUPSC---- *****	SHUPSC---- *****
SUBSURFACE TRACK SUBMARINE OTHER SUBMERSIBLE (RESCUE, RESEARCH, UNDERWATER TUG)	1.X.5.1.3	F	SUUPSO---- *****	SFUPSO---- *****	SNUPSO---- *****	SHUPSO---- *****

Note: White filled icon represents
      white opaque filled icon.

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TABLE A-XV. C² Symbology: UEI set - sea subsurface - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
SUBSURFACE TRACK SUBMARINE OTHER SUBMERSIBLE UNMANNED UNDERWATER VEHICLE (UUV)	1.X.5.1.3.1	F	SUUPSU---- *****	SFUPSU---- *****	SNUPSU---- *****	SHUPSU---- *****
SUBSURFACE TRACK SUBMARINE STATION	1.X.5.1.4	F	SUSPSS---- *****	SFSPSS---- *****	SNSPSS---- *****	SHSPSS---- *****
SUBSURFACE TRACK SUBMARINE STATION ASW SUBMARINE	1.X.5.1.4.1	F	SUSPSSA--- *****	SFSPSSA--- *****	SNSPSSA--- *****	SHSPSSA--- *****
SUBSURFACE TRACK UNDERWATER WEAPON	1.X.5.2	F	SUUPW----- *****	SFUPW----- *****	SNUPW----- *****	SHUPW----- *****
SUBSURFACE TRACK UNDERWATER WEAPON TORPEDO	1.X.5.2.1	F	SUUPWT---- *****	SF*WT---- *****	SN*WT---- *****	SH*WT---- *****

Note: White filled icon represents
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
APPENDIX A

TABLE A-XV. $\underline{C^2 \text{ Symbology: UEI set - sea subsurface}}$ - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE	1.X.5.2.2	U F				
			SUUPWM---- *****	SF*WM---- *****	SN*WM---- *****	SH*WM---- *****
SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE DEALT	1.X.5.2.2.1	U F				
			SUUPWMD-- -*****	SFUPWMD-- -*****	SNUPWMD-- -*****	SHUPWMD-- -*****
SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (GROUND)	1.X.5.2.2.2	U F				
			SUUPWMG-- -*****	SFUPWMG-- -*****	SNUPWMG-- -*****	SHUPWMG-- -*****
SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (GROUND) DEALT	1.X.5.2.2.2.1	U F				
			SUUPWMG D--*****	SFUPWMG D--*****	SNUPWMG D--*****	SHUPWMG D--*****
SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (MOORED)	1.X.5.2.2.3	U F				
			SUUPWMM- --*****	SFUPWMM-- -*****	SNUPWMM- --*****	SHUPWMM- --*****

Note: White filled icon represents
     white opaque filled icon.

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TABLE A-XV. $\underline{C^2 \text{ Symbology: UEI set - sea subsurface}}$ - Continued.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (MOORED) DEALT	1.X.5.2.2.3.1	U F				
			SUUPWMM D--*****	SFUPWMM D--*****	SNUPWMM D--*****	SHUPWMM D--*****
SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (FLOATING)	1.X.5.2.2.4	U F				
			SUUPWMF-- -*****	SFUPWMF--- *****	SNUPWMF-- -*****	SHUPWMF-- -*****
SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (FLOATING) DEALT	1.X.5.2.2.4.1	U F				
			SUUPWMF D--****	SFUPWMF D--****	SNUPWMF D--****	SHUPWMF D--****
SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (OTHER POSITION)	1.X.5.2.2.5	U F				
			SUUPWMO-- -*****	SF*WMO--- *****	SN*WMO--- *****	SH*WMO--- *****
SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (OTHER POSITION) DEALT	1.X.5.2.2.5.1	U F				
			SUUPWMO D--*****	SFUPWMO D--*****	SNUPWMO D--*****	SHUPWMO D--*****

Note: White filled icon represents
    white opaque filled icon.

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TABLE A-XV. C² Symbology: UEI set - sea subsurface - Continued.

DESCRIPTION	HIERARCHY	F R A M E	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SUBSURFACE TRACK UNDERWATER DECOY	1.X.5.3	U F				
			SUUPWD----*****	SFUPWD----*****	SNUPWD----*****	SHUPWD----*****
SUBSURFACE TRACK UNDERWATER DECOY SEA MINE DECOY	1.X.5.3.1	U F				
			SUUPWDM--_*****	SFUPWDM--_*****	SNUPWDM--_*****	SHUPWDM--_*****
SUBSURFACE TRACK NONSUBMARINE	1.X.5.4					
SUBSURFACE TRACK NONSUBMARINE DIVER(HARDTOP DIVER, SCUBA DIVER)	1.X.5.4.1	U F				
			SUUPND----*****	SFUPND----*****	SNUPND----*****	SHUPND----*****

Note: White filled icon represents
    white opaque filled icon.

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TABLE A-XVI. $\underline{C^2 \text{ Symbology: UEI set - special operations forces}}$.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SPECIAL OPERATIONS FORCES (SOF) UNIT	1.X.6	F				
			SUFP------*****	SFFP------*****	SNFP------*****	SHFP------*****
SOF UNIT AVIATION	1.X.6.1	F				
			SUFPA-----*****	SFFPA-----*****	SNFPA-----*****	SHFPA-----*****
SOF UNIT AVIATION FIXED WING	1.X.6.1.1	F				
			SUFPAF----*****	SFFPAF----*****	SNFPAF----*****	SHFPAF----*****
SOF UNIT AVIATION FIXED WING ATTACK	1.X.6.1.1.1	F				
			SUFPAFA---*****	SFFPAFA---*****	SNFPAFA---*****	SHFPAFA---*****
SOF UNIT AVIATION FIXED WING REFUEL	1.X.6.1.1.2	F				
			SUFPAFK---*****	SFFPAFK---*****	SNFPAFK---*****	SHFPAFK---*****

Note: White filled icon represents
     white opaque filled icon.

TABLE A-XVI. C² Symbology: UEI set - special operations forces - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SOF UNIT AVIATION FIXED WING UTILITY	1.X.6.1.1.3	F				
			SUFPAFU---*****	SFFPAFU---*****	SNFPAFU---*****	SHFPAFU---*****
SOF UNIT AVIATION FIXED WING UTILITY LIGHT	1.X.6.1.1.3.1	F				
			SUFPAFUL--*****	SFFPAFUL--*****	SNFPAFUL--*****	SHFPAFUL--*****
SOF UNIT AVIATION FIXED WING UTILITY MEDIUM	1.X.6.1.1.3.2	F				
			SUFPAFUM-_*****	SFFPAFUM--*****	SNFPAFUM-_*****	SHFPAFUM-_*****
SOF UNIT AVIATION FIXED WING UTILITY HEAVY	1.X.6.1.1.3.3	F				
			SUFPAFUH-_*****	SFFPAFUH--*****	SNFPAFUH--*****	SHFPAFUH--*****
SOF UNIT AVIATION V/STOL	1.X.6.1.2	F				
			SUFPAV----*****	SFFPAV----*****	SNFPAV----*****	SHFPAV----*****

Note: White filled icon represents
white opaque filled icon.

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TABLE A-XVI. $\underline{C^2}$ Symbology: UEI set - special operations forces - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SOF UNIT AVIATION ROTARY WING	1.X.6.1.3	F	SUFPAH----*****	SFFPAH----*****	SNFPAH----*****	SHFPAH----*****
SOF UNIT AVIATION ROTARY WING COMBAT SEARCH AND RESCUE	1.X.6.1.3.1	F	SUFPAHH---*****	SFFPAHH---*****	SNFPAHH---*****	SHFPAHH---*****
SOF UNIT AVIATION ROTARY WING ATTACK	1.X.6.1.3.2	F	SUFPAHA---*****	SFFPAHA---*****	SNFPAHA---*****	SHFPAHA---*****
SOF UNIT AVIATION ROTARY WING UTILITY	1.X.6.1.3.3	F	SUFPAHU---*****	SFFPAHU---*****	SNFPAHU---*****	SHFPAHU---*****
SOF UNIT AVIATION ROTARY WING UTILITY LIGHT	1.X.6.1.3.3.1	F	SUFPAHUL-_*****	SFFPAHUL--*****	SNFPAHUL-_*****	SHFPAHUL-_*****

Note: White filled icon represents
   white opaque filled icon.

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TABLE A-XVI. C² Symbology: UEI set - special operations forces - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SOF UNIT AVIATION ROTARY WING UTILITY MEDIUM	1.X.6.1.3.3.2	F	SUFPAHU M--*****	SFFPAHUM- -*****	SNFPAHUM- -*****	SHFPAHUM- -*****
SOF UNIT AVIATION ROTARY WING UTILITY HEAVY	1.X.6.1.3.3.3	F	SUFPAHUH- -*****	SFFPAHUH- *****	SNFPAHUH- -*****	SHFPAHUH- -*****
SOF UNIT NAVAL	1.X.6.2	F	SUFPN----- *****	SFFPN----- *****	SNFPN----- *****	SHFPN----- *****
SOF UNIT NAVAL SEAL	1.X.6.2.1	F	SUFPNS---- *****	SFFPNS---- *****	SNFPNS---- *****	SHFPNS---- *****
SOF UNIT NAVAL UNDERWATER DEMOLITION TEAM	1.X.6.2.2	F	SUFPNU---- *****	SFFPNU---- *****	SNFPNU---- *****	SHFPNU---- *****

Note: White filled icon represents
white opaque filled icon.

APPENDIX A

TABLE A-XVI. C² Symbology: UEI set - special operations forces - Continued.

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

SOF UNIT
  NAVAL
    SPECIAL BOAT
	1.X.6.2.3	F	SUFPNB----
			*****
				SFFPNB----
				*****
					SNFPNB----
					*****
						SHFPNB----
						*****

SOF UNIT
  NAVAL
    SPECIAL SSNR
	1.X.6.2.4	F	SUFPNN----
			*****
				SFFPNN----
				*****
					SNFPNN----
					*****
						SHFPNN----
						*****

SOF UNIT GROUND	1.X.6.3	F	SUFPG----- *****	SFFPG----- *****	SNFPG----- *****	SHFPG----- *****

SOF UNIT
  GROUND
    SPECIAL FORCES
	1.X.6.3.1	F	SUFPGS----
			*****
				SFFPGS----
				*****
					SNFPGS----
					*****
						SHHF*GS----
						*****

SOF UNIT
  GROUND
    RANGER
	1.X.6.3.2	F	SUFPGR---
			*****
				SFFPGR---
				*****
					SNFPGR---
					*****
						SHFPGR---
						*****

Note: White filled icon represents
    white opaque filled icon.

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APPENDIX A

TABLE A-XVI. C^2 Symbology: UEI set - special operations forces - Continued.

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

SOF UNIT
  GROUND
    PSYCHOLOGICAL OPERATIONS (PSYOP)
	1.X.6.3.3	F				

			SUFPGP---- *****	SFFPGP---- *****	SNFPGP---- *****	SHFPGP---- *****

SOF UNIT
GROUND
  PSYOP
    FIXED WING AVIATION
	1.X.6.3.3.1	F				

			SUFPGPA--- *****	SFFPGPA--- *****	SNFPGPA--- *****	SHFPGPA--- *****

SOF UNIT
  GROUND
    CIVIL AFFAIRS
	1.X.6.3.4	F				

			SUFPGC---- *****	SFFPGC---- *****	SNFPGC---- *****	SHFPGC---- *****
SOF UNIT SUPPORT	1.X.6.4	F				
			SUFPB----- *****	SFFPB----- *****	SNFPB----- *****	SHFPB----- *****

Note: White filled icon represents
    white opaque filled icon.

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APPENDIX B

C^2 SYMBOLOGY: MILITARY OPERATIONS (TACTICAL GRAPHICS)

B.1 SCOPE

B.1.1 Scope. This appendix addresses tacical graphics that support military operations in the C^2 domain. The tables in this appendix present graphics that support battlefield planning and management by delineating responsibilities and missions, providing guidance, establishing control measures, and identifying items of interest. While FM101-5-1/MCRP 5-2A is the principal source for correct usage of these tactical graphics for operations, MIL-STD-2525 contains the correct implementation instructions. This appendix is a mandatory part of this standard. The information contained herein is intended for compliance.

B.2 APPLICABLE DOCUMENTS

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 GENERAL REQUIREMENTS

B.4.1 Organization. The purpose of warfighting symbology is to convey information about objects in the warfighter battlespace. This appendix contains the technical specifications, symbol coding scheme, symbology hierarchy, and the tactical graphics for the C^2 Symbology: Military Operations symbology set.

B.5 DETAILED REQUIREMENTS

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

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

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

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

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

a. Position 1, code scheme, indicates which overall symbology set a graphic belongs to.

b. Position 2, affiliation, indicates the graphic's affiliation.

c. Position 3, category, indicates which of the groups of operation the graphic belongs to.

d. Position 4, status, indicates the graphic's planned or present status.

e.   Positions 5 through 10, function ID, identifies a graphic's function. Each position indicates an increasing level of detail and specialization.

f. Positions 11 and 12, echelon/size indicator, identifies the command level of a unit or the size in kilotons of a nuclear event. Table B-II contains the specific values used in this field.

g.   Positions 13 and 14, country code, identifies the country with which a symbol is associated. Country code identifiers are listed in the Federal Information Processing Standard (FIPS) Pub 10 series.

h. Position 15, order of battle, provides additional information about the role of a symbol in the battlespace. All tactical graphics described in this appendix will have an "X" in this position.

APPENDIX B

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

CODING SCHEME (1) (POSITION 1)	AFFILIATION (1) (POSITION 2)	CATEGORY (1) (POSITION 3)	STATUS (1) (POSITION 4)
S - C² Symbology: Units, Equipment, and Installations G - C² Symbology: Military Operations W - METOC I - Signals Intelligence M - Mapping (Reserved - under Development) O - Military Operations Other than War (MOOTW)	P - Pending U - Unknown A - Assumed Friend F - Friend N - Neutral S - Suspect H - Hostile J - Joker K - Faker O - None Specified	T - Tasks G - C² & General Maneuver M - Mobility/survivability F - Fire Support S - Combat Service Support O - Other	A - Anticipated/Planned P - Present
FUNCTION ID (6) (POSITIONS 5 - 10)	ECHELON/SIZE (2) (POSITIONS 11, 12)	COUNTRY CODE (2) (POSITIONS 13, 14)	ORDER OF BATTLE (1) (POSITION 15)
See table B-III for specific values.	See table B-II for specific values	See FIPS Pub series 10	X - Control Markings

TABLE B-II. Echelon/size codes.

CODE	DESCRIPTION	CODE	DESCRIPTION
- A	TEAM/CREW	- H	BRIGADE
- B	SQUAD	- I	DIVISION
- C	SECTION	- J	CORPS/MEF
- D	PLATOON/DETACHMENT	- K	ARMY
- E	COMPANY/BATTERY/TROOP	- L	ARMY GROUP/FRONT
- F	BATTALION/SQUADRON	- M	REGION
- G	REGIMENT/GROUP	- -	NULL
		K -	NUCLEAR YIELD IN KILOTONS - Size value located in field modifier C.

B.5.2.2   Symbol ID code table.   Table B-III lists the codes for tactical graphics. As stated earlier in paragraph B.5.2.1, a dash (-) is used to fill each unused position. An asterisk (*) indicates positions that are user defined based on specific symbol circumstances, such as affiliation or echelon/size.

TABLE B-III. C² Symbology: Military Operations symbol ID codes.

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID			SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X	G	*	--	-	--	--	--	--	--	X	TACTICAL GRAPHICS
2.X.1	G	*	T	*	--	--	--	**	**	X	TASKS
2.X.1.1	G	*	T	*	B-	--	--	**	**	X	BLOCK
2.X.1.2	G	*	T	*	H-	--	--	**	**	X	BREACH
2.X.1.3	G	*	T	*	Y-	--	--	**	**	X	BYPASS
2.X.1.4	G	*	T	*	C-	--	--	**	**	X	CANALIZE
2.X.1.5	G	*	T	*	X-	--	--	**	**	X	CLEAR
2.X.1.6	G	*	T	*	J-	--	--	**	**	X	CONTAIN
2.X.1.7	G	*	T	*	K-	--	--	**	**	X	COUNTERATTACK (CATK)
2.X.1.7.1	G	*	T	*	KF	--	--	**	**	X	COUNTERATTACK BY FIRE
2.X.1.8	G	*	T	*	L-	--	--	**	**	X	DELAY
2.X.1.9	G	*	T	*	D-	--	--	**	**	X	DESTROY
2.X.1.10	G	*	T	*	T-	--	--	**	**	X	DISRUPT
2.X.1.11	G	*	T	*	F-	--	--	**	**	X	FIX
2.X.1.12	G	*	T	*	A-	--	--	**	**	X	FOLLOW AND ASSUME
2.X.1.12.1	G	*	T	*	AS	--	--	**	**	X	FOLLOW AND SUPPORT
2.X.1.13	G	*	T	*	I-	--	--	**	**	X	INTERDICT
2.X.1.14	G	*	T	*	E-	--	--	**	**	X	ISOLATE
2.X.1.15	G	*	T	*	N-	--	--	**	**	X	NEUTRALIZE
2.X.1.16	G	*	T	*	O-	--	--	**	**	X	OCCUPY
2.X.1.17	G	*	T	*	P-	--	--	**	**	X	PENETRATE
2.X.1.18	G	*	T	*	R-	--	--	**	**	X	RELIEF IN PLACE (RIP)
2.X.1.19	G	*	T	*	Q-	--	--	**	**	X	RETAIN
2.X.1.20	G	*	T	*	M-	--	--	**	**	X	RETIREMENT
2.X.1.21	G	*	T	*	S-	--	--	**	**	X	SECURE
2.X.1.22	G	-	T	*	U	--	--	--	--	X	SECURITY
2.X.1.22.1	G	*	T	*	US	--	--	**	**	X	SCREEN
2.X.1.22.2	G	*	T	*	UG	--	--	**	**	X	GUARD
2.X.1.22.3	G	*	T	*	UC	-	--	**	**	X	COVER
2.X.1.23	G	*	T	*	Z-	--	--	**	**	X	SEIZE
2.X.1.24	G	*	T	*	W-	--	--	**	**	X	WITHDRAW
2.X.1.24.1	G	*	T	*	WP	--	--	**	**	X	WITHDRAW UNDER PRESSURE
2.X.2	G	*	G	*	--	--	--	**	**	X	COMMAND AND CONTROL AND GENERAL MANEUVER
2.X.2.1	G	*	G	*	G	--	--	**	**	X	GENERAL
2.X.2.1.1	G	*	G	*	GP	--	--	**	**	X	POINTS
2.X.2.1.1.1	G	*	G	*	GP	U-	--	**	**	X	UNDER SEA WARFARE

TABLE B-III. C² Symbology: Military Operations symbol ID codes. - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.2.1.1.1.1	G	*	G	*	GP UU --	**	**	X	UNDERWATER
2.X.2.1.1.1.1.1	G	*	G	*	GP UU D-	**	**	X	DATUM
2.X.2.1.1.1.1.2	G	*	G	*	GP UU B-	**	**	X	BRIEF CONTACT
2.X.2.1.1.1.1.3	G	*	G	*	GP UU L-	**	**	X	LOST CONTACT
2.X.2.1.1.1.1.4	G	*	G	*	GP UU S-	**	**	X	SINKER
2.X.2.1.1.1.2	G	*	G	*	GP UY --	**	**	X	SONOBUOY
2.X.2.1.1.1.2.1	G	*	G	*	GP UY P-	**	**	X	PATTERN CENTER
2.X.2.1.1.1.2.2	G	*	G	*	GP UY D-	**	**	X	DIRECTIONAL FREQUENCY ANALYZING AND RECORDING (DIFAR)
2.X.2.1.1.1.2.3	G	*	G	*	GP UY L-	**	**	X	LOW FREQUENCY ANALYZING AND RECORDING (LOFAR)
2.X.2.1.1.1.2.4	G	*	G	*	GP UY C-	**	**	X	COMMAND ACTIVE SONOBUOY SYSTEM (CASS)
2.X.2.1.1.1.2.5	G	*	G	*	GP UY S-	**	**	X	DIRECTIONAL COMMAND ACTIVE SONOBUOY SYSTEM (DICASS)
2.X.2.1.1.1.2.6	G	*	G	*	GP UY B-	**	**	X	BATHYTHERMOGRAPH TRANSMITTING (BT)
2.X.2.1.1.1.2.7	G	*	G	*	GP UY A-	**	**	X	ANM
2.X.2.1.1.1.2.8	G	*	G	*	GP UY V-	**	**	X	VERTICAL LINE ARRAY DIFAR (VLAD)
2.X.2.1.1.1.2.9	G	*	G	*	GP UY T-	**	**	X	ATAC
2.X.2.1.1.1.2.10	G	*	G	*	GP UY R-	**	**	X	RANGE ONLY (RO)
2.X.2.1.1.1.2.11	G	*	G	*	GP UY K-	**	**	X	KINGPIN
2.X.2.1.1.1.3	G	*	G	*	GP US --	**	**	X	SEARCH
2.X.2.1.1.1.3.1	G	*	G	*	GP US A-	**	**	X	SEARCH AREA
2.X.2.1.1.1.3.2	G	*	G	*	GP US D-	**	**	X	DIP POSITION
2.X.2.1.1.1.3.3	G	*	G	*	GP US C-	**	**	X	SEARCH CENTER
2.X.2.1.1.2	G	*	G	*	GP R- --	**	**	X	REFERENCE POINT
2.X.2.1.1.2.1	G	*	G	*	GP RS --	**	**	X	SPECIAL POINT
2.X.2.1.1.2.2	G	*	G	*	GP RN --	**	**	X	NAV REFERENCE
2.X.2.1.1.2.3	G	*	G	*	GP RD --	**	**	X	DLRP
2.X.2.1.1.2.4	G	*	G	*	GP RI --	**	**	X	POINT OF INTEREST
2.X.2.1.1.3	G	*	G	*	GP W- --	**	**	X	WEAPON
2.X.2.1.1.3.1	G	*	G	*	GP WA --	**	**	X	AIM POINT
2.X.2.1.1.3.2	G	*	G	*	GP WD --	**	**	X	DROP POINT
2.X.2.1.1.3.3	G	*	G	*	GP WE --	**	**	X	ENTRY POINT
2.X.2.1.1.3.4	G	*	G	*	GP WG --	**	**	X	GROUND ZERO
2.X.2.1.1.3.5	G	*	G	*	GP WM --	**	**	X	MSL DETECT POINT
2.X.2.1.1.3.6	G	*	G	*	GP WI --	**	**	X	IMPACT POINT
2.X.2.1.1.3.7	G	*	G	*	GP WP --	**	**	X	PREDICTED IMPACT POINT
2.X.2.1.1.4	G	*	G	*	GP F- --	**	**	X	FORMATION
2.X.2.1.1.5	G	*	G	*	GP H- --	**	**	X	HARBOR (GENERAL)
2.X.2.1.1.5.1	G	*	G	*	GP HQ --	**	**	X	POINT Q

TABLE B-III. C² Symbology: Military Operations symbol ID codes. - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.2.1.1.5.2	G	*	G	*	GP HA --	**	**	X	POINT A
2.X.2.1.1.5.3	G	*	G	*	GP HY --	**	**	X	POINT Y
2.X.2.1.1.5.4	G	*	G	*	GP HX --	**	**	X	POINT X
2.X.2.1.1.6	G	*	G	*	GP O- --	**	**	X	ROUTE
2.X.2.1.1.6.1	G	*	G	*	GP OZ --	**	**	X	RENDEZVOUS
2.X.2.1.1.6.2	G	*	G	*	GP OD --	**	**	X	DIVERSIONS
2.X.2.1.1.6.3	G	*	G	*	GP OW --	**	**	X	WAYPOINT
2.X.2.1.1.6.4	G	*	G	*	GP OP --	**	**	X	PIM
2.X.2.1.1.6.5	G	*	G	*	GP OR --	**	**	X	POINT R
2.X.2.1.1.7	G	*	G	*	GP A- --	**	**	X	AIR CONTROL
2.X.2.1.1.7.1	G	*	G	*	GP AP --	**	**	X	COMBAT AIR PATROL (CAP)
2.X.2.1.1.7.2	G	*	G	*	GP AW --	**	**	X	AIRBORNE EARLY WARNING (AEW)
2.X.2.1.1.7.3	G	*	G	*	GP AT --	**	**	X	TACAN
2.X.2.1.1.7.4	G	*	G	*	GP AK --	**	**	X	TANKING
2.X.2.1.1.7.5	G	*	G	*	GP AA --	**	**	X	ANTISUBMARINE WARFARE , FIXED WING
2.X.2.1.1.7.6	G	*	G	*	GP AH --	**	**	X	ANTISUBMARINE WARFARE, ROTARY WING
2.X.2.1.1.7.7	G	*	G	*	GP AO --	**	**	X	TOMCAT
2.X.2.1.1.7.8	G	*	G	*	GP AR --	**	**	X	RESCUE
2.X.2.1.1.7.9	G	*	G	*	GP AL --	**	**	X	REPLENISH
2.X.2.1.1.7.10	G	*	G	*	GP AM --	**	**	X	MARSHALL
2.X.2.1.1.7.11	G	*	G	*	GP AS --	**	**	X	STRIKE IP
2.X.2.1.1.7.12	G	*	G	*	GP AC --	**	**	X	CORRIDOR TAB
2.X.2.1.1.8	G	*	G	*	GP P- --	**	**	X	ACTION POINTS (GENERAL)
2.X.2.1.1.8.1	G	*	G	*	GP PK --	**	**	X	CHECK POINT
2.X.2.1.1.8.2	G	*	G	*	GP PC --	**	**	X	CONTACT POINT
2.X.2.1.1.8.3	G	*	G	*	GP PO --	**	**	X	COORDINATION POINT
2.X.2.1.1.8.4	G	*	G	*	GP PD --	**	**	X	DECISION POINT
2.X.2.1.1.8.5	G	*	G	*	GP PL --	**	**	X	LINKUP POINT
2.X.2.1.1.8.6	G	*	G	*	GP PP --	**	**	X	PASSAGE POINT
2.X.2.1.1.8.7	G	*	G	*	GP PR --	**	**	X	RALLY POINT
2.X.2.1.1.8.8	G	*	G	*	GP PE --	**	**	X	RELEASE POINT
2.X.2.1.1.8.9	G	*	G	*	GP PS --	**	**	X	START POINT
2.X.2.1.1.8.10	G	*	G	*	GP PW --	**	**	X	WAYPOINT
2.X.2.1.2	G	*	G	*	GL -- --	**	**	X	LINES
2.X.2.1.2.1	G	*	G	*	GL B- --	**	**	X	BOUNDARIES
2.X.2.1.2.2	G	*	G	*	GL F- --	**	**	X	FORWARD LINE OF OWN TROOPS (FLOT)
2.X.2.1.2.3	G	*	G	*	GL C- --	**	**	X	LINE OF CONTACT
2.X.2.1.2.4	G	*	G	*	GL P- --	**	**	X	PHASE LINE
2.X.2.1.2.5	G	*	G	*	GL L- --	**	**	X	LIGHT LINE
2.X.2.1.3	G	*	G	*	GA -- --	**	**	X	AREAS

TABLE B-III. C² Symbology: Military Operations symbol ID codes. - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.2.1.3.1	G	*	G	*	GA G- --	**	**	X	GENERAL AREA
2.X.2.1.3.2	G	*	G	*	GA A- --	**	**	X	ASSEMBLY AREA
2.X.2.1.3.3	G	*	G	*	GA E- --	**	**	X	ENGAGEMENT AREA
2.X.2.1.3.4	G	*	G	*	GA F- --	**	**	X	FORTIFIED AREA
2.X.2.1.3.5	G	*	G	*	GA D- --	**	**	X	DROP ZONE
2.X.2.1.3.6	G	*	G	*	GA X- --	**	**	X	EXTRACTION ZONE (EZ)
2.X.2.1.3.7	G	*	G	*	GA L- --	**	**	X	LANDING ZONE (LZ)
2.X.2.1.3.8	G	*	G	*	GA P- --	**	**	X	PICKUP ZONE (PZ)
2.X.2.1.3.9	G	*	G	*	GA S- --	**	**	X	SEARCH AREA/RECONNAISSANCE AREA
2.X.2.1.3.10	G	*	G	*	GA Y- --	**	**	X	LIMITED ACCESS AREA
2.X.2.1.3.11	G	*	G	*	GA Z- --	**	**	X	AIRFIELD ZONE
2.X.2.2	G	*	G	*	A- -- --	**	**	X	AVIATION
2.X.2.2.1	G	*	G	*	AP -- --	**	**	X	POINTS
2.X.2.2.1.1	G	*	G	*	AP P- --	**	**	X	AIR CONTROL POINT (ACP)
2.X.2.2.1.2	G	*	G	*	AP C- --	**	**	X	COMMUNICATIONS CHECKPOINT (CCP)
2.X.2.2.1.3	G	*	G	*	AP U- --	**	**	X	POP-UP POINT (PUP)
2.X.2.2.1.4	G	*	G	*	AP D- --	**	**	X	DOWNED AIRCREW PICKUP POINT
2.X.2.2.2	G	*	G	*	AL -- --	**	**	X	LINES
2.X.2.2.2.1	G	*	G	*	AL C- --	**	**	X	AIR CORRIDOR
2.X.2.2.2.2	G	*	G	*	AL M- --	**	**	X	MINIMUM RISK ROUTE (MRR)
2.X.2.2.2.3	G	*	G	*	AL S- --	**	**	X	STANDARD-USE ARMY AIRCRAFT FLIGHT ROUTE (SAAFR)
2.X.2.2.2.4	G	*	G	*	AL U- --	**	**	X	UNMANNED AERIAL VEHICLE (UAV) ROUTE
2.X.2.2.2.5	G	*	G	*	AL L- --	**	**	X	LOW LEVEL TRANSIT ROUTE (LLTR)
2.X.2.2.3	G	*	G	*	AA -- --	**	**	X	AREAS
2.X.2.2.3.1	G	*	G	*	AA R- --	**	**	X	RESTRICTED OPERATIONS ZONE (ROZ)
2.X.2.2.3.2	G	*	G	*	AA F- --	**	**	X	FORWARD AREA AIR DEFENSE ZONE (FAADEZ)
2.X.2.2.3.3	G	*	G	*	AA H- --	**	**	X	HIGH DENSITY AIRSPACE CONTROL ZONE (HIDACZ)
2.X.2.2.3.4	G	*	G	*	AA M- --	**	**	X	MISSILE ENGAGEMENT ZONE (MEZ)
2.X.2.2.3.4.1	G	*	G	*	AA ML --	**	**	X	LOW ALTITUDE MEZ
2.X.2.2.3.4.2	G	*	G	*	AA MH --	**	**	X	HIGH ALTITUDE MEZ
2.X.2.2.3.5	G	*	G	*	AA W- --	**	**	X	WEAPONS FREE ZONE
2.X.2.3	G	*	G	*	P- -- --	**	**	X	DECEPTION
2.X.2.3.1	G	*	G	*	PD -- --	**	**	X	DUMMY (DECEPTION/DECOY)
2.X.2.3.2	G	*	G	*	PA -- --	**	**	X	AXIS OF ADVANCE FOR FEINT
2.X.2.3.3	G	*	G	*	PF -- --	**	**	X	DIRECTION OF ATTACK FOR FEINT
2.X.2.3.4	G	*	G	*	PM -- --	**	**	X	DECOY MINED AREA
2.X.2.3.5	G	*	G	*	PY -- --	**	**	X	DECOY MINED AREA, FENCED
2.X.2.3.6	G	*	G	*	PN -- --	**	**	X	DUMMY MINEFIELD (STATIC)
2.X.2.3.7	G	*	G	*	PC -- --	**	**	X	DUMMY MINEFIELD (DYNAMIC)

TABLE B-III. C² Symbology: Military Operations symbol ID codes. - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID	SIZE/ MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.2.4	G	*	G	*	D- -- --	**	**	X	DEFENSE
2.X.2.4.1	G	*	G	*	DP -- --	**	**	X	POINTS
2.X.2.4.1.1	G	*	G	*	DP T- --	**	**	X	TARGET REFERENCE POINT (TRP)
2.X.2.4.1.2	G	*	G	*	DP O- --	**	**	X	OBSERVATION POST/OUTPOST
2.X.2.4.1.2.1	G	*	G	*	DP OC --	**	**	X	COMBAT OUTPOST
2.X.2.4.1.2.2	G	*	G	*	DP OR --	**	**	X	OBSERVATION POST OCCUPIED BY DISMOUNTED SCOUTS OR RECONNAISSANCE
2.X.2.4.1.2.3	G	*	G	*	DP OF --	**	**	X	FORWARD OBSERVER POSITION
2.X.2.4.1.2.4	G	*	G	*	DP OS --	**	**	X	SENSOR OUTPOST/LISTENING POST (OP/LP)
2.X.2.4.1.2.5	G	*	G	*	DP ON --	**	**	X	NBC OBSERVATION POST (DISMOUNTED)
2.X.2.4.2	G	*	G	*	DL -- --	**	**	X	LINES
2.X.2.4.2.1	G	*	G	*	DL F- --	**	**	X	FORWARD EDGE OF BATTLE AREA (FEBA)
2.X.2.4.2.2	G	*	G	*	DL P- --	**	**	X	PRINCIPAL DIRECTION OF FIRE (PDF)
2.X.2.4.3	G	*	G	*	DA -- --	**	**	X	AREAS
2.X.2.4.3.1	G	F	G	*	DA B- --	**	**	X	BATTLE POSITION
2.X.2.4.3.1.1	G	*	G	*	DA BP --	**	**	X	PREPARED BUT NOT OCCUPIED
2.X.2.4.3.2	G	*	G	*	DA E- --	**	**	X	ENGAGEMENT AREA
2.X.2.5	G	*	G	*	O- -- --	**	**	X	OFFENSE
2.X.2.5.1	G	*	G	*	OP -- --	**	**	X	POINTS
2.X.2.5.1.1	G	*	G	*	OP P- --	**	**	X	POINT OF DEPARTURE
2.X.2.5.2	G	*	G	*	OL -- --	**	**	X	LINES
2.X.2.5.2.1	G	*	G	*	OL A- --	**	**	X	AXIS OF ADVANCE
2.X.2.5.2.1.1	G	*	G	*	OL AV --	**	**	X	FRIENDLY AVIATION
2.X.2.5.2.1.2	G	*	G	*	OL AA --	**	**	X	FRIENDLY AIRBORNE
2.X.2.5.2.1.3	G	*	G	*	OL AR --	**	**	X	FRIENDLY ATTACK, ROTARY WING
2.X.2.5.2.1.4	G	*	G	*	OL AG --	**	**	X	GROUND
2.X.2.5.2.1.4.1	G	*	G	*	OL AG M-	**	**	X	MAIN ATTACK
2.X.2.5.2.1.4.2	G	*	G	*	OL AG S-	**	**	X	SUPPORTING ATTACK
2.X.2.5.2.2	G	*	G	*	OL K- --	**	**	X	DIRECTION OF ATTACK
2.X.2.5.2.2.1	G	*	G	*	OL KA --	**	**	X	AVIATION
2.X.2.5.2.2.2	G	*	G	*	OL KG --	**	**	X	GROUND
2.X.2.5.2.2.2.1	G	*	G	*	OL KG M-	**	**	X	MAIN ATTACK
2.X.2.5.2.2.2.2	G	*	G	*	OL KG S-	**	**	X	SUPPORTING ATTACK
2.X.2.5.2.3	G	*	G	*	OL F- --	**	**	X	FINAL COORDINATION LINE
2.X.2.5.2.4	G	*	G	*	OL I- --	**	**	X	INFILTRATION LINE
2.X.2.5.2.5	G	*	G	*	OL L- --	**	**	X	LIMIT OF ADVANCE
2.X.2.5.2.6	G	*	G	*	OL T- --	**	**	X	LINE OF DEPARTURE
2.X.2.5.2.7	G	*	G	*	OL C- --	**	**	X	LINE OF DEPARTURE/LINE OF CONTACT (LD/LC)
2.X.2.5.2.8	G	*	G	*	OL P- --	**	**	X	PROBABLE LINE OF DEPLOYMENT (PLD)
2.X.2.5.3	G	*	G	*	OA -- --	**	**	X	AREAS

TABLE B-III. C² Symbology: Military Operations symbol ID codes. - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID	SIZE/ MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.2.5.3.1	G	*	G	*	OA A- --	**	**	X	ASSAULT POSITION
2.X.2.5.3.2	G	*	G	*	OA K- --	**	**	X	ATTACK POSITION
2.X.2.5.3.3	G	*	G	*	OA F- --	**	**	X	ATTACK BY FIRE POSITION
2.X.2.5.3.4	G	*	G	*	OA S- --	**	**	X	SUPPORT BY FIRE POSITION
2.X.2.5.3.5	G	*	G	*	OA O- --	**	**	X	OBJECTIVE
2.X.2.5.3.6	G	*	G	*	OA P- --	**	**	X	PENETRATION BOX
2.X.2.6	G	*	G	*	S- -- --	**	**	X	SPECIAL
2.X.2.6.1	G	*	G	*	SL -- --	**	**	X	LINE
2.X.2.6.1.1	G	*	G	*	SL A- --	**	**	X	AMBUSH
2.X.2.6.1.2	G	*	G	*	SL H- --	**	**	X	HOLDING LINE
2.X.2.6.1.3	G	*	G	*	SL R- --	**	**	X	RELEASE LINE
2.X.2.6.2	G	*	G	*	SA -- --	**	**	X	AREA
2.X.2.6.2.1	G	*	G	*	SA O- --	**	**	X	AREA OF OPERATIONS (AO)
2.X.2.6.2.2	G	*	G	*	SA A- --	**	**	X	AIRHEAD
2.X.2.6.2.3	G	*	G	*	SA B- --	**	**	X	BRIDGEHEAD
2.X.2.6.2.4	G	*	G	*	SA E- --	**	**	X	ENCIRCLEMENT
2.X.2.6.2.5	G	*	G	*	SA N- --	**	**	X	NAMED AREA OF INTEREST (NAI)
2.X.2.6.2.6	G	*	G	*	SA T- --	**	**	X	TARGETED AREA OF INTEREST (TAI)
2.X.3	G	*	M	*	-- -- --	**	**	X	MOBILITY/SURVIVABILITY
2.X.3.1	G	*	M	*	O- -- --	**	**	X	OBSTACLES
2.X.3.1.1	G	*	M	*	OG -- --	**	**	X	GENERAL
2.X.3.1.1.1	G	*	M	*	OG B- --	**	**	X	BELT
2.X.3.1.1.2	G	*	M	*	OG L- --	**	**	X	LINE
2.X.3.1.1.3	G	*	M	*	OG Z- --	**	**	X	ZONE
2.X.3.1.1.4	G	*	M	*	OG F- --	**	**	X	OBSTACLE FREE AREA
2.X.3.1.1.5	G	*	M	*	OG R- --	**	**	X	OBSTACLE RESTRICTED AREA
2.X.3.1.2	G	*	M	*	OS -- --	**	**	X	ABATIS
2.X.3.1.3	G	*	M	*	OA -- --	**	**	X	ANTITANK OBSTACLES
2.X.3.1.3.1	G	*	M	*	OA D- --	**	**	X	ANTITANK DITCH
2.X.3.1.3.1.1	G	*	M	*	OA DU --	**	**	X	UNDER CONSTRUCTION
2.X.3.1.3.1.2	G	*	M	*	OA DC --	**	**	X	COMPLETE
2.X.3.1.3.2	G	*	M	*	OA R- --	**	**	X	ANTITANK DITCH REINFORCED WITH ANTITANK MINES
2.X.3.1.3.3	G	*	M	*	OA O- --	**	**	X	ANTITANK OBSTACLES: TETRAHEDRONS, DRAGONS TEETH, AND OTHER SIMILAR OBSTACLES
2.X.3.1.3.3.1	G	*	M	*	OA OF --	**	**	X	FIXED AND PREFABRICATED
2.X.3.1.3.3.2	G	*	M	*	OA OM --	**	**	X	MOVEABLE
2.X.3.1.3.3.3	G	*	M	*	OA OP --	**	**	X	MOVEABLE AND PREFABRICATED
2.X.3.1.3.4	G	*	M	*	OA W- --	**	**	X	ANTITANK WALL
2.X.3.1.4	G	*	M	*	OB -- --	**	**	X	BOOBY TRAP
2.X.3.1.5	G	*	M	*	OM -- --	**	**	X	MINES

TABLE B-III. C² Symbology: Military Operations symbol ID codes. - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID			SIZE/ MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.3.1.5.1	G	*	M	*	OM	U-	--	**	**	X	UNSPECIFIED MINE
2.X.3.1.5.2	G	*	M	*	OM	T-	--	**	**	X	ANTITANK MINE (AT)
2.X.3.1.5.3	G	*	M	*	OM	D-	--	**	**	X	ANTITANK MINE WITH ANTIHANDLING DEVICE
2.X.3.1.5.4	G	*	M	*	OM	E-	--	**	**	X	ANTITANK MINE (DIRECTIONAL)
2.X.3.1.5.5	G	*	M	*	OM	P-	--	**	**	X	ANTIPERSONNEL (AP) MINES
2.X.3.1.5.6	G	*	M	*	OM	W-	--	**	**	X	WIDE AREA MINES
2.X.3.1.5.7	G	*	M	*	OM	C-	--	**	**	X	MINE CLUSTER
2.X.3.1.6	G	*	M	*	OF	--	--	**	**	X	MINEFIELDS
2.X.3.1.6.1	G	*	M	*	OF	S-	--	**	**	X	STATIC DEPICTION
2.X.3.1.6.2	G	*	M	*	OF	D-	--	**	**	X	DYNAMIC DEPICTION
2.X.3.1.6.3	G	*	M	*	OF	G-	--	**	**	X	GAP
2.X.3.1.6.4	G	*	M	*	OF	A-	--	**	**	X	MINED AREA
2.X.3.1.7	G	*	M	*	OE	--	--	**	**	X	OBSTACLE EFFECT
2.X.3.1.7.1	G	*	M	*	OE	B-	--	**	**	X	BLOCK
2.X.3.1.7.2	G	*	M	*	OE	F-	--	**	**	X	FIX
2.X.3.1.7.3	G	*	M	*	OE	T-	--	**	**	X	TURN
2.X.3.1.7.4	G	*	M	*	OE	D-	--	**	**	X	DISRUPT
2.X.3.1.8	G	*	M	*	OU	--	--	**	**	X	UNEXPLODED ORDINANCE AREA (UXO)
2.X.3.1.9	G	*	M	*	OR	--	--	**	**	X	ROADBLOCKS, CRATERS, AND BLOWN BRIDGES
2.X.3.1.9.1	G	*	M	*	OR	P-	--	**	**	X	PLANNED
2.X.3.1.9.2	G	*	M	*	OR	S-	--	**	**	X	EXPLOSIVES, STATE OF READINESS 1 (SAFE)
2.X.3.1.9.3	G	*	M	*	OR	A-	--	**	**	X	EXPLOSIVES, STATE OF READINESS 2 (ARMED-BUT PASSABLE)
2.X.3.1.9.4	G	*	M	*	OR	C-	--	**	**	X	ROADBLOCK COMPLETE (EXECUTED)
2.X.3.1.10	G	*	M	*	OT	--	--	**	**	X	TRIP WIRE
2.X.32.1.11	G	*	M	*	OW	--	--	**	**	X	WIRE OBSTACLE
2.X.3.1.11.1	G	H	M	*	OW	U-	--	**	**	X	UNSPECIFIED
2.X.3.1.11.2	G	H	M	*	OW	S-	--	**	**	X	SINGLE FENCE
2.X.3.1.11.3	G	F	M	*	OW	D-	--	**	**	X	DOUBLE FENCE
2.X.3.1.11.4	G	*	M	*	OW	A-	--	**	**	X	DOUBLE APRON FENCE
2.X.3.1.11.5	G	*	M	*	OW	L-	--	**	**	X	LOW WIRE FENCE
2.X.3.1.11.6	G	*	M	*	OW	H-	--	**	**	X	HIGH WIRE FENCE
2.X.3.1.11.7	G	*	M	*	OW	C-	--	**	**	X	CONCERTINA
2.X.3.1.11.7.1	G	*	M	*	OW	CS	--	**	**	X	SINGLE CONCERTINA
2.X.3.1.11.7.2	G	*	M	*	OW	CD	--	**	**	X	DOUBLE STRAND CONCERTINA
2.X.3.1.11.7.3	G	*	M	*	OW	CT	--	**	**	X	TRIPLE STRAND CONCERTINA
2.X.3.2	G	*	M	*	B-	--	--	**	**	X	OBSTACLE BYPASS
2.X.3.2.1	G	*	M	*	BD	--	--	**	**	X	OBSTACLE BYPASS DIFFICULTY
2.X.3.2.1.1	G	*	M	*	BD	E-	--	**	**	X	BYPASS EASY
2.X.3.2.1.2	G	*	M	*	BD	D-	--	**	**	X	BYPASS DIFFICULT

TABLE B-III. C² Symbology: Military Operations symbol ID codes. - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID	SIZE/ MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.3.2.1.3	G	*	M	*	BD I- --	**	**	X	BYPASS IMPOSSIBLE
2.X.3.2.2	G	*	M	*	BC -- --	**	**	X	CROSSING SITE/WATER CROSSING
2.X.3.2.2.1	G	*	M	*	BC A- --	**	**	X	ASSAULT CROSSING AREA
2.X.3.2.2.2	G	*	M	*	BC B- --	**	**	X	BRIDGE OR GAP
2.X.3.2.2.3	G	*	M	*	BC F- --	**	**	X	FERRY
2.X.3.2.2.4	G	*	M	*	BC E- --	**	**	X	FORD EASY
2.X.3.2.2.5	G	*	M	*	BC D- --	**	**	X	FORD DIFFICULT
2.X.3.2.2.6	G	*	M	*	BC L- --	**	**	X	LANE
2.X.3.2.2.7	G	*	M	*	BC R- --	**	**	X	RAFT SITE
2.X.3.2.2.8	G	*	M	*	BC P- --	**	**	X	ENGINEER REGULATING POINT
2.X.3.3	G	*	M	*	S- -- --	**	**	X	SURVIVABILITY
2.X.3.3.1	G	*	M	*	SE -- --	**	**	X	EARTHWORK, SMALL TRENCH OR FORTIFICATION
2.X.3.3.2	G	*	M	*	SF -- --	**	**	X	FORT
2.X.3.3.3	G	*	M	*	SL -- --	**	**	X	FORTIFIED LINE
2.X.3.3.4	G	*	M	*	SW -- --	**	**	X	FOXHOLE, EMPLACEMENT OR WEAPON SITE
2.X.3.3.5	G	*	M	*	SP -- --	**	**	X	STRONG POINT
2.X.3.3.6	G	*	M	*	SS -- --	**	**	X	SURFACE SHELTER
2.X.3.3.7	G	*	M	*	SU -- --	**	**	X	UNDERGROUND SHELTER
2.X.3.4	G	*	M	*	N- -- --	**	**	X	NUCLEAR, BIOLOGICAL AND CHEMICAL
2.X.3.4.1	G	*	M	*	NM -- --	**	**	X	MINIMUM SAFE DISTANCE ZONES
2.X.3.4.2	G	*	M	*	NZ -- --	**	**	X	NUCLEAR DETINATIONS GROUND ZERO
2.X.3.4.3	G	*	M	*	NF -- --	**	**	X	FALLOUT PRODUCING
2.X.3.4.4	G	*	M	*	NR -- --	**	**	X	RADIOACTIVE AREA
2.X.3.4.5	G	*	M	*	NB -- --	**	**	X	BIOLOGICALLY CONTAMINATED AREA
2.X.3.4.6	G	*	M	*	NC -- --	**	**	X	CHEMICALLY CONTAMINATED AREA
2.X.3.4.7	G	*	M	*	NE -- --	**	**	X	RELEASE EVENTS
2.X.3.4.7.1	G	*	M	*	NE B- --	**	**	X	BIOLOGICAL
2.X.3.4.7.2	G	*	M	*	NE C- --	**	**	X	CHEMICAL
2.X.3.4.8	G	*	M	*	ND -- --	**	**	X	DECONTAMINATION (DECON) POINTS
2.X.3.4.8.1	G	*	M	*	ND P- --	**	**	X	DECON SITE/POINT (UNSPECIFIED)
2.X.3.4.8.2	G	*	M	*	ND A- --	**	**	X	ALTERNATE DECON SITE/POINT (UNSPECIFIED)
2.X.3.4.8.3	G	*	M	*	ND T- --	**	**	X	DECON SITE/POINT (TROOPS)
2.X.3.4.8.4	G	*	M	*	ND E- --	**	**	X	DECON SITE/POINT (EQUIPMENT)
2.X.3.4.8.5	G	*	M	*	ND B- --	**	**	X	DECON SITE/POINT (EQUIPMENT AND TROOPS)
2.X.3.4.8.6	G	*	M	*	ND O- --	**	**	X	DECON SITE/POINT (OPERATIONAL DECONTAMINATION)
2.X.3.4.8.7	G	*	M	*	ND D- --	**	**	X	DECON SITE/POINT (THOROUGH DECONTAMINATION)
2.X.3.4.9	G	*	M		NL -- --	**	**	X	DOSE RATE CONTOUR LINES
2.X.4	G	*	F	*	-- -- --	**	**	X	FIRE SUPPORT
2.X.4.1	G	*	F	*	P- -- --	**	**	X	POINT

TABLE B-III. C² Symbology: Military Operations symbol ID codes. - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID			SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.4.1.1	G	*	F	*	PT	--	--	**	**	X	TARGET
2.X.4.1.1.1	G	*	F	*	PT	S-	--	**	**	X	POINT/SINGLE TARGET
2.X.4.1.1.2	G	*	F	*	PT	N-	--	**	**	X	NUCLEAR TARGET
2.X.4.1.1.3	G	*	F	*	PT	C-	--	**	**	X	CIRCULAR TARGET
2.X.4.1.1.4	G	*	F	*	PT	R-	--	**	**	X	RECTANGULAR TARGET
2.X.4.1.2	G	*	F	*	PS	--	--	**	**	X	FIRE SUPPORT STATION
2.X.4.2	G	*	F	*	L-	--	--	**	**	X	LINES
2.X.4.2.1	G	*	F	*	LF	--	--	**	**	X	FIRE SUPPORT COORDINATION LINE (FSCL)
2.X.4.2.2	G	*	F	*	LC	--	--	**	**	X	COORDINATED FIRE LINE (CFL)
2.X.4.2.3	G	*	F	*	LN	--	--	**	**	X	NO-FIRE LINE (NFL)
2.X.4.2.4	G	*	F	*	LR	--	--	**	**	X	RESTRICTIVE FIRE LINE (RFL)
2.X.4.2.5	G	*	F	*	LL	--	--	**	**	X	LINEAR TARGET
2.X.4.2.6	G	*	F	*	LP	--	--	**	**	X	FINAL PROTECTIVE FIRE (FPF)
2.X.4.2.7	G	*	F	*	LS	--	--	**	**	X	LINEAR SMOKE TARGET
2.X.4.3	G	*	F	*	A-	--	--	**	**	X	AREAS
2.X.4.3.1	G	*	F	*	AA	--	--	**	**	X	FIRE SUPPORT AREA (FSA)
2.X.4.3.2	G	*	F	*	AC	--	--	**	**	X	AIRSPACE COORDINATION AREA (ACA)
2.X.4.3.3	G	*	F	*	AT	--	--	**	**	X	AREA TARGET
2.X.4.3.4	G	*	F	*	AK	--	--	**	**	X	SMOKE
2.X.4.3.5	G	*	F	*	AS	--	--	**	**	X	SERIES OR GROUP OF TARGETS
2.X.4.3.6	G	*	F	*	AB	--	--	**	**	X	BOMB AREA
2.X.4.3.7	G	*	F	*	AF	--	--	**	**	X	FREE FIRE AREA (FFA)
2.X.4.3.8	G	*	F	*	AN	--	--	**	**	X	NO-FIRE AREA (NFA)
2.X.4.3.9	G	*	F	*	AR	--	--	**	**	X	RESTRICTIVE FIRE AREA (RFA)
2.X.4.3.10	G	*	F	*	AP	--	--	**	**	X	POSITION AREA FOR ARTILLERY (PAA)
2.X.5	G	*	S	*	--	--	--	**	**	X	COMBAT SERVICE SUPPORT
2.X.5.1	G	*	S	*	P-	--	--	**	**	X	POINTS
2.X.5.1.1	G	*	S	*	PX	--	--	**	**	X	AMBULANCE EXCHANGE POINT
2.X.5.1.2	G	*	S	*	PC	--	--	**	**	X	CANNIBALIZATION POINT
2.X.5.1.3	G	*	S	*	PY	--	--	**	**	X	CASUALTY COLLECTION POINT
2.X.5.1.4	G	*	S	*	PT	--	--	**	**	X	CIVILIAN COLLECTION POINT
2.X.5.1.5	G	*	S	*	PD	--	--	**	**	X	DETAINEE COLLECTION POINT
2.X.5.1.6	G	*	S	*	PE	--	--	**	**	X	ENEMY PRISONER OF WAR (EPW) COLLECTION POINT
2.X.5.1.7	G	*	S	*	PL	--	--	**	**	X	LOGISTICS RELEASE POINT (LRP)
2.X.5.1.8	G	*	S	*	PM	--	--	**	**	X	MAINTENANCE COLLECTION POINT
2.X.5.1.9	G	*	S	*	PR	--	--	**	**	X	REARM, REFUEL AND RESUPPLY POINT
2.X.5.1.10	G	*	S	*	PU	--	--	**	**	X	REFUEL ON THE MOVE (ROM) POINT
2.X.5.1.11	G	*	S	*	PO	--	--	**	**	X	TRAFFIC CONTROL POST (TCP)
2.X.5.1.12	G	*	S	*	PI	--	--	**	**	X	TRAILER TRANSFER POINT
2.X.5.1.13	G	*	S	*	PN	--	--	**	**	X	UNIT MAINTENANCE COLLECTION POINT

TABLE B-III. C² Symbology: Military Operations symbol ID codes. - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID			SIZE/ MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.5.1.14	G	*	S	*	PS	--	--	**	**	X	SUPPLY POINTS
2.X.5.1.14.1	G	*	S	*	PS	Z-	--	**	**	X	GENERAL
2.X.5.1.14.2	G	*	S	*	PS	A-	--	**	**	X	CLASS 1
2.X.5.1.14.3	G	*	S	*	PS	B-	--	**	**	X	CLASS II
2.X.5.1.14.4	G	*	S	*	PS	C-	--	**	**	X	CLASS III
2.X.5.1.14.5	G	*	S	*	PS	D-	--	**	**	X	CLASS IV
2.X.5.1.14.6	G	*	S	*	PS	E-	--	**	**	X	CLASS V
2.X.5.1.14.7	G	*	S	*	PS	F-	--	**	**	X	CLASS VI
2.X.5.1.14.8	G	*	S	*	PS	G-	--	**	**	X	CLASS VII
2.X.5.1.14.9	G	*	S	*	PS	H-	--	**	**	X	CLASS VIII
2.X.5.1.14.10	G	*	S	*	PS	I-	--	**	**	X	CLASS IX
2.X.5.1.14.11	G	*	S	*	PS	J-	--	**	**	X	CLASS X
2.X.5.1.15	G	*	S	*	PA	--	--	**	**	X	AMMUNITION POINTS
2.X.5.1.15.1	G	*	S	*	PA	S-	--	**	**	X	AMMUNITION SUPPLY POINT (ASP)
2.X.5.1.15.2	G	*	S	*	PA	T-	--	**	**	X	AMMUNITION TRANSFER POINT (ATP)
2.X.5.2	G	*	S	*	L-	--	--	**	**	X	LINES
2.X.5.2.1	G	*	S	*	LC	--	--	**	**	X	CONVOYS
2.X.5.2.1.1	G	*	S	*	LC	M-	--	**	**	X	MOVING CONVOY
2.X.5.2.1.2	G	*	S	*	LC	H-	--	**	**	X	HALTED CONVOY
2.X.5.2.2	G	*	S	*	LR	--	--	**	**	X	SUPPLY ROUTES
2.X.5.2.2.1	G	*	S	*	LR	M-	--	**	**	X	MAIN SUPPLY ROUTE
2.X.5.2.2.2	G	*	S	*	LR	A-	--	**	**	X	ALTERNATE SUPPLY ROUTE
2.X.5.2.2.3	G	*	S	*	LR	O-	--	**	**	X	ONE-WAY TRAFFIC
2.X.5.2.2.4	G	*	S	*	LR	T-	--	**	**	X	ALTERNATING TRAFFIC
2.X.5.2.2.5	G	*	S	*	LR	W-	--	**	**	X	TWO-WAY TRAFFIC
2.X.5.3	G	*	S	*	A-	--	--	**	**	X	AREA
2.X.5.3.1	G	*	S	*	AD	--	--	**	**	X	DETAINEE HOLDING AREA
2.X.5.3.2	G	*	S	*	AE	--	--	**	**	X	ENEMY PRISONER OF WAR (EPW) HOLDING AREA
2.X.5.3.3	G	*	S	*	AR	--	--	**	**	X	FORWARD ARMING AND REFUELING AREA (FARP)
2.X.5.3.4	G	*	S	*	AH	--	--	**	**	X	REFUGEE HOLDING AREA
2.X.5.3.5	G	*	S	*	AS	--	--	**	**	X	SUPPORT AREAS
2.X.5.3.5.1	G	*	S	*	AS	B-	--	**	**	X	BRIGADE (BSA)
2.X.5.3.5.2	G	*	S	*	AS	D-	--	**	**	X	DIVISION (DSA)
2.X.5.3.5.3	G	*	S	*	AS	R-	--	**	**	X	REGIMENTAL (RSA)
2.X.6	G	*	O	*	--	--	--	**	**	X	OTHER
2.X.6.1	G	*	O	*	E-	--	--	**	**	X	EMERGENCY
2.X.6.1.1	G	*	O	*	ED	--	--	**	**	X	DITCHED AIRCRAFT
2.X.6.1.2	G	*	O	*	EP	--	--	**	**	X	PERSON IN WATER
2.X.6.1.3	G	*	O	*	EV	--	--	**	**	X	DISTRESSED VESSEL
2.X.6.2	G	*	O	*	H-	--	--	**	**	X	HAZARD

TABLE B-III. $\underline{C^2}$ Symbology: Military Operations symbol ID codes. - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID			SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.6.2.1	G	*	O	*	HM	--	--	**	**	X	SEA MINE-LIKE
2.X.6.2.2	G	*	O	*	HN	--	--	**	**	X	NAVIGATIONAL
2.X.6.2.3	G	*	O	*	HI	--	--	**	**	X	ICEBERG
2.X.6.2.4	G	*	O	*	HO	--	--	**	**	X	OIL RIG
2.X.6.3	G	*	O	*	S-	--	--	**	**	X	SEA SUBSURFACE RETURNS
2.X.6.3.1	G	*	O	*	SB	--	--	**	**	X	BOTTOM RETURN/NOMBO
2.X.6.3.1.1	G	*	O	*	SB	M-	--	**	**	X	INSTALLATION/MANMADE
2.X.6.3.1.2	G	*	O	*	SB	N-	--	**	**	X	SEABED ROCK/STONE, OBSTACLE, OTHER
2.X.6.3.1.3	G	*	O	*	SB	W-	--	**	**	X	WRECK
2.X.6.3.2	G	*	O	*	SM	--	--	**	**	X	MARINE LIFE
2.X.6.3.3	G	*	O	*	SS	--	--	**	**	X	SEA ANOMALY (WAKE, CURRENT, KNUCKLE)
2.X.6.4	G	*	O	*	B-	--	--	**	**	X	BEARING LINE
2.X.6.4.1	G	*	O	*	BE	--	--	**	**	X	ELECTRONIC
2.X.6.4.2	G	*	O	*	BA	--	--	**	**	X	ACOUSTIC
2.X.6.4.3	G	*	O	*	BT	--	--	**	**	X	TORPEDO
2.X.6.4.4	G	*	O	*	BO	--	--	**	**	X	ELECTRO-OPTICAL INTERCEPT
2.X.6.5	G	*	O	*	F-	--	--	**	**	X	FIX
2.X.6.5.1	G	*	O	*	FA	--	--	**	**	X	ACOUSTIC
2.X.6.5.2	G	*	O	*	FE	--	--	**	**	X	ELECTRO-MAGNETIC
2.X.6.5.3	G	*	O	*	FO	--	--	**	**	X	ELECTRO-OPTICAL

APPENDIX B

B.5.3   Symbology hierarchy.   The flowcharts illustrating the symbology hierarchy for C^2 Symbology: Military Operations are broken down to show individual branches of the hierarchy. Each branch—tasks, C^2 and general manuever, mobility/survivability, fire support, combat service support, and other—is graphically represented to its lowest level.

FIGURE B-1. Tactical graphics.

FIGURE B-2. Tasks.

FIGURE B-3. <u>Command and control and general maneuver</u>.

FIGURE B-4. <u>General</u>.

2.X
TACTICAL GRAPHICS

COMMAND AND CONTROL AND GENERAL MANEUVER
2.X.2

GENERAL
2.X.2.1

POINTS 2.X.2.1.1
LINES 2.X.2.1.2
AREAS 2.X.2.1.3

UNDER SEA WARFARE 2.X.2.1.1.1

REFERENCE POINT 2.X.2.1.1.2
- 2.X.2.1.1.2.1 SPECIAL POINT
- 2.X.2.1.1.2.2 NAV REFERENCE
- 2.X.2.1.1.2.3 DLRP
- 2.X.2.1.1.2.4 POINT OF INTEREST

WEAPON 2.X.2.1.1.3
- 2.X.2.1.1.3.1 AIM POINT
- 2.X.2.1.1.3.2 DROP POINT
- 2.X.2.1.1.3.3 ENTRY POINT
- 2.X.2.1.1.3.4 GROUND ZERO
- 2.X.2.1.1.3.5 MSL DETECT POINT
- 2.X.2.1.1.3.6 IMPACT POINT
- 2.X.2.1.1.3.7 PREDICTED IMPACT POINT

FORMATION 2.X.2.1.1.4

HARBOR (GENERAL) 2.X.2.1.1.5
- 2.X.2.1.1.5.1 POINT Q
- 2.X.2.1.1.5.2 POINT A
- 2.X.2.1.1.5.3 POINT Y
- 2.X.2.1.1.5.4 POINT X

ROUTE 2.X.2.1.1.6
- 2.X.2.1.1.6.1 RENDEZVOUS
- 2.X.2.1.1.6.2 DIVERSIONS
- 2.X.2.1.1.6.3 WAYPOINT
- 2.X.2.1.1.6.4 PIM
- 2.X.2.1.1.6.5 POINT R

AIR CONTROL 2.X.2.1.1.7
- 2.X.2.1.1.7.1 COMBAT AIR PATROL (CAP)
- 2.X.2.1.1.7.2 AIRBORNE EARLY WARNING (AEW)
- 2.X.2.1.1.7.3 TACAN
- 2.X.2.1.1.7.4 TANKING
- 2.X.2.1.1.7.5 ANTISUBMARINE WARFARE, FIXED WING
- 2.X.2.1.1.7.6 ANTISUBMARINE WARFARE, ROTARY WING
- 2.X.2.1.1.7.7 TOMCAT
- 2.X.2.1.1.7.8 RESCUE
- 2.X.2.1.1.7.9 REPLENISH
- 2.X.2.1.1.7.10 MARSHALL
- 2.X.2.1.1.7.11 STRIKE IP
- 2.X.2.1.1.7.12 CORRIDOR TAB

ACTION POINTS (GENERAL) 2.X.2.1.1.8
- 2.X.2.1.1.8.1 CHECK POINT
- 2.X.2.1.1.8.2 CONTACT POINT
- 2.X.2.1.1.8.3 COORDINATION POINT
- 2.X.2.1.1.8.4 DECISION POINT
- 2.X.2.1.1.8.5 LINKUP POINT
- 2.X.2.1.1.8.6 PASSAGE POINT
- 2.X.2.1.1.8.7 RALLY POINT
- 2.X.2.1.1.8.8 RELEASE POINT
- 2.X.2.1.1.8.9 START POINT
- 2.X.2.1.1.8.10 WAYPOINT

UNDERWATER 2.X.2.1.1.1.1
- 2.X.2.1.1.1.1.1 DATUM
- 2.X.2.1.1.1.1.2 BRIEF CONTACT
- 2.X.2.1.1.1.1.3 LOST CONTACT
- 2.X.2.1.1.1.1.4 SINKER

SONOBUOY 2.X.2.1.1.1.2
- 2.X.2.1.1.1.2.1 PATTERN CENTER
- 2.X.2.1.1.1.2.2 DIRECTIONAL FREQUENCY ANALYZING AND RECORDING (DIFAR)
- 2.X.2.1.1.1.2.3 LOW FREQUENCY ANALYZING AND RECORDING (LOFAR)
- 2.X.2.1.1.1.2.4 COMMAND ACTIVE SONOBUOY SYSTEM (CASS)
- 2.X.2.1.1.1.2.5 DIRECTIONAL COMMAND ACTIVE SONOBUOY SYSTEM (DICASS)
- 2.X.2.1.1.1.2.6 BATHYTHERMOGRAPH TRANSMITTING (BT)
- 2.X.2.1.1.1.2.7 ANM
- 2.X.2.1.1.1.2.8 VERTICAL LINE ARRAY DIFAR (VLAD)
- 2.X.2.1.1.1.2.9 ATAC
- 2.X.2.1.1.1.2.10 RANGE ONLY (RO)
- 2.X.2.1.1.1.2.11 KINGPIN

SEARCH 2.X.2.1.1.1.3
- 2.X.2.1.1.1.3.1 SEARCH AREA
- 2.X.2.1.1.1.3.2 DIP POSITION
- 2.X.2.1.1.1.3.3 SEARCH CENTER

FIGURE B-5. Points,

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FIGURE B-6. Aviation.

FIGURE B-7. Deception.

FIGURE B-8. Offense.

APPENDIX B

FIGURE B-9. Offense.

APPENDIX B

FIGURE B-10. Areas.

FIGURE B-11. Special.

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FIGURE B-12. Mobility/survivability.

FIGURE B-13. Obstacles.

FIGURE B-14. Obstacle bypass.

FIGURE B-15. Survivability.

2.X
TACTICAL GRAPHICS

MOBILITY/ SURVIVABILITY

2.X.3
NUCLEAR, BIOLOGICAL AND CHEMICAL

2.X.3.4

MINIMUM SAFE DISTANCE ZONES
2.X.3.4.1

FALLOUT PRODUCING
2.X.3.4.3

BIOLOGICALLY CONTAMINATED AREA
2.X.3.4.5

RELEASE EVENTS
2.X.3.4.7

— **2.X.3.4.7.1 BIOLOGICAL**

— **2.X.3.4.7.2 CHEMICAL**

DOSE RATE CONTOUR LINES
2.X.3.4.9

NUCLEAR DETINATIONS GROUND ZERO
2.X.3.4.2

RADIOACTIVE AREA
2.X.3.4.4

CHEMICALLY CONTAMINATED AREA
2.X.3.4.6

DECONTAMINATION (DECON) POINTS
2.X.3.4.8

— **2.X.3.4.8.1 DECON SITE/POINT (UNSPECIFIED)**

— **2.X.3.4.8.2 ALTERNATE DECON SITE/POINT (UNSPECIFIED)**

— **2.X.3.4.8.3 DECON SITE/POINT (TROOPS)**

— **2.X.3.4.8.4 DECON SITE/POINT (EQUIPMENT)**

— **2.X.3.4.8.5 DECON SITE/POINT (EQUIPMENT AND TROOPS)**

— **2.X.3.4.8.6 DECON SITE/POINT (OPERATIONAL DECONTAMINATION)**

— **2.X.3.4.8.7 DECON SITE/POINT (THOROUGH DECONTAMINATION)**

FIGURE B-16. Nuclear, biological and chemical.

FIGURE B-17. Fire support.

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                                    2.X
                                 TACTICAL
                                 GRAPHICS

                                  COMBAT
                                  SERVICE
                                  SUPPORT
                                             2.X.5

          POINTS              LINES                          AREA

          2.X.5.1             2.X.5.2                        2.X.5.3

                    CONVOYS      SUPPLY       DETAINEE    ENEMY PRISONER   FORWARD ARMING   REFUGEE     SUPPORT
                                 ROUTES       HOLDING     OF WAR (EPW)     AND REFUELING    HOLDING     AREAS
                                              AREA        HOLDING AREA     AREA (FARP)      AREA
                    2.X.5.2.1    2.X.5.2.2                                                              2.X.5.3.5
                    2.X.5.2.1.1  2.X.5.2.2.1  2.X.5.3.1    2.X.5.3.2        2.X.5.3.3        2.X.5.3.4   2.X.5.3.5.1
                    MOVING       MAIN SUPPLY                                                            BRIGADE (BSA)
                    CONVOY       ROUTE
                                                                                                       2.X.5.3.5.2
                    2.X.5.2.1.2  2.X.5.2.2.2                                                            DIVISION (DSA)
                    HALTED       ALTERNATE SUPPLY ROUTE
                    CONVOY                                                                              2.X.5.3.5.3
                                 2.X.5.2.2.3                                                            REGIMENTAL (RSA)
                                 ONE-WAY TRAFFIC

                                 2.X.5.2.2.4
                                 ALTERNATING TRAFFIC

                                 2.X.5.2.2.5
                                 TWO-WAY TRAFFIC
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AMBULANCE    CASUALTY       DETAINEE      LOGISTICS      REARM, REFUEL   TRAFFIC        UNIT           AMMUNITION
EXCHANGE     COLLECTION     COLLECTION    RELEASE        AND RESUPPLY    CONTROL        MAINTENANCE    POINTS
POINT        POINT          POINT         POINT (LRP)    POINT           POST (TCP)     COLLECTION
                                                                                        POINT          2.X.5.1.15
2.X.5.1.1    2.X.5.1.3      2.X.5.1.5     2.X.5.1.7      2.X.5.1.9       2.X.5.1.11     2.X.5.1.13     2.X.5.1.15.1
                                                                                                       AMMUNITION SUPPLY
                                                                                                       POINT (ASP)

             CANNIBALIZATION  CIVILIAN    ENEMY PRISONER  MAINTENANCE    REFUEL ON      TRAILER       2.X.5.1.15.2
             POINT            COLLECTION  OF WAR (EPW)    COLLECTION     THE MOVE       TRANSFER       AMMUNITION TRANSFER
                              POINT       COLLECTION POINT POINT         (ROM) POINT    POINT          POINT (ATP)
             2.X.5.1.2                                                                  SUPPLY
                              2.X.5.1.4   2.X.5.1.6      2.X.5.1.8       2.X.5.1.10     2.X.5.1.12     POINTS
                                                                                                       2.X.5.1.14
                                                                                                       2.X.5.1.14.1
                                                                                                       GENERAL

                                                                                                       2.X.5.1.14.2
                                                                                                       CLASS I

                                                                                                       2.X.5.1.14.3
                                                                                                       CLASS II

                                                                                                       2.X.5.1.14.4
                                                                                                       CLASS III

                                                                                                       2.X.5.1.14.5
                                                                                                       CLASS IV

                                                                                                       2.X.5.1.14.6
                                                                                                       CLASS V

                                                                                                       2.X.5.1.14.7
                                                                                                       CLASS VI

                                                                                                       2.X.5.1.14.8
                                                                                                       CLASS VII

                                                                                                       2.X.5.1.14.9
                                                                                                       CLASS VIII

                                                                                                       2.X.5.1.14.10
                                                                                                       CLASS IX

                                                                                                       2.X.5.1.14.11
                                                                                                       CLASS X
```

FIGURE B-18. Combat service support.

FIGURE B-19. Other.

B.5.4 Symbology set. Table B-IV provides a graphic representation of each approved tactical graphic in the C² Symbology: Military Operations set. In the following table, the Description column provides a concise description of each tactical graphic using operational terminology. The Static/Dynamic column indicates whether the tactical graphic's size is fixed or changes in proportion with the background projection. The Hierarchy/SYM ID column presents the information hierarchy (taxonomy) number and the 15-character alphanumeric identifier necessary for automated systems to create each specific graphic. As indicated previously, an asterisk (*) indicates a position that is defined by the user based on specific symbol circumstances, while a dash (-) indicates that no information is provided in the position.
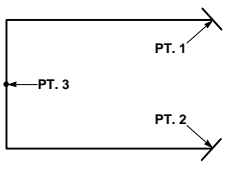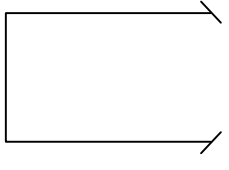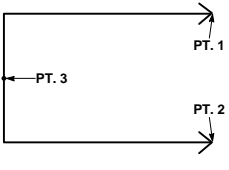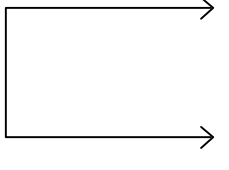
TABLE B-IV. $\underline{C^2 \text{ Symbology: Military Operations set}}$.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY		TACTICAL GRAPHIC
		SYM-ID		
TACTICAL GRAPHICS Implementation Instructions 1. Unless otherwise noted, tactical graphics whose orientations depend on enemy location are orientated as if the enemy were located to the right side of the page. 2. Unless otherwise noted, all parameters are required. Required parameters must be entered by the system operator to complete the creation of the graphic. Optional parameters are entered only as needed by the system operator.	N/A	2.X		
TASKS	N/A	2.X.1		
TASKS BLOCK Parameters 1. Anchor points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic's vertical line. Point 3 defines the the endpoint of the graphic's horizontal line. 2. Size/Shape. Points 1 and 2 determine the length of the vertical line. Points 2 and 3 determine the length of the horizontal line, which will project perpendicularly from the midpoint of the vertical line. 3. Orientation. The head of the "T" typically faces enemy forces.	D	2.X.1.1 G*TPB-----****X	 	
		Example		

APPENDIX B

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
TASKS BREACH Parameters 1. Anchor points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic's opening and point 3 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the graphic's height and point 3 determines its length. The vertical line at the rear of the graphic will be the same height as the opening. 3. Orientation. The opening defines the span of the breach and typically faces enemy forces.	D	2.X.1.2	
		G*TPH-----****X	
		Example	
TASKS BYPASS Parameters 1. Anchor points. This graphic requires three anchor points. Points 1 and 2 define the tips of the arrowheads and point 3 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the graphic's height and point 3 determines its length. The vertical line at the rear of the graphic will be the same height as the opening. 3. Orientation. The opening typically faces enemy forces.	D	2.X.1.3	
		G*TPY-----****X	
		Example	

APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	
		SYM-ID	TACTICAL GRAPHIC
TASKS CANALIZE Parameters 1. Anchor points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic's opening, and point 3 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the graphic's height and point 3 determines its length. The vertical line at the rear of the graphic will be the same height as the opening. 3. Orientation. The opening typically faces enemy forces.	D	2.X.1.4 G*TPC-----****X Example	
TASKS CLEAR Parameters 1. Anchor points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic's vertical line and point 3 defines the rear of the graphic. 2. Size. Points 1.and 2 determine the graphic's height and point 3 determines its length. The spacing between the graphic's arrows will stay proportional to the graphic's height. The tip of the middle arrowhead will be at the midpoint of the vertical line. 3. Orientation. The arrows typically point toward enemy forces.	D	2.X.1.5 G*TPX-----****X Example	

APPENDIX B

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY SYM-ID	TACTICAL GRAPHIC
TASKS CONTAIN Parameters 1. Anchor points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the semicircle's opening. Point 3 defines the end of the arrow. 2. Size/Shape. Points 1 and 2 determine the diameter of the semicircle and point 3 determines the length of the arrow. The tip of the arrowhead will be at the centerpoint of the semicircle's diameter, and will project perpendicularly from the line between points 1 and 2. 3. Orientation. The opening typically faces enemy forces.	D	2.X.1.6 G*TPJ-----****X Example	
TASKS COUNTERATTACK (CATK) Parameters 1. Anchor points. This graphic requires three anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the rear of the graphic. Point 3 defines the back of the arrowhead and the width of the graphic's shaft. Additional points (2.1, 2.2,..., 2.n), may be added along the graphic's centerline to define bends in the graphic. 2. Size/Shape. Points 1 and 2 determine the graphic's centerline and anchor point 3 determines the width. The width of the grapic's shaft shall remain constant if additional points (2.1, 2.2, ..., 2n) are defined along its centerline. 3. Orientation. The arrowhead typically points toward enemy forces.	D	2.X.1.7 G*TPK-----****X Example	

APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	

TASKS
  COUNTERATTACK (CATK)
    COUNTERATTACK BY FIRE
 	
Parameters
 	
1. Anchor points. This graphic requires three anchor points. Point 1 defines the location of the tip of the arrowhead. Point 2 defines the rear of the symbol. Points 1 and 2 form the center line of the arrow. Point 3 defines the back of the arrowhead. Additional points (2.1, 2.2,..., 2.n), may be added along the graphic's centerline to define bends in the graphic.
 	
2. Size/Shape. Points 1 and 2 determine the graphic's centerline and anchor point 3 determines the width. The width of the graphic's shaft shall remain constant if additional points (2.1, 2.2, ..., 2n) are defined along it's centerline.
 	
3. Orientation. The arrowhead typically points toward enemy forces.
	D	2.X.1.7.1	

		G*TPKF----****X	
		Example	
TASKS DELAY Parameters 1. Anchor points. This graphic requires three anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the end of the straight line portion of the graphic. Point 3 defines the end of the curve. 2. Size/Shape. Points 1 and 2 determine the length of the straight line portion of the symbol. Points 2 and 3 determine the diameter of the curved portion of the symbol. 3. Orientation. The arrow points in the direction of the action. The tip of the arrowhead may indicate the location where the action is to conclude. The unit's current location is typically represented at the base of the curve.	D	2.X.1.8	
		G*TPL-----****X	
		Example	

APPENDIX B

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
TASKS DESTROY Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines center of the graphic . 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.1.9 G*TPD-----****X Example	
TASKS DISRUPT Parameters 1. Anchor points. This graphic requires three anchor points. Points 1 and 2 define the end points of the graphic's vertical line. Point 3 defines the tip of the longest arrow. 2. Size/Shape. Points 1 and 2 determine the height of the graphic and point 3 determines its length. The spacing between the graphic's arrows will stay proportional to the graphic's vertical line. The length of the short arrows will remain in proportion to the length of the longest arrow. 3. Orientation. The arrows typically point toward enemy forces.	D	2.X.1.10 G*TPT-----****X Example	
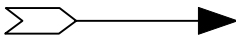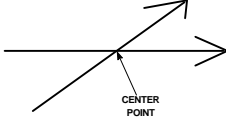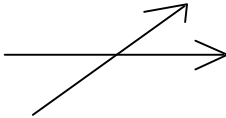
APPENDIX B

TABLE B-IV. $\underline{C^2}$ Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY		TACTICAL GRAPHIC
		SYM-ID		
TASKS FIX 1. Anchor Points. This graphic requires 2 anchor points. Point 1 defines the tip of the arrowhead, and point 2 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. 3. Orientation. The arrow typically points toward enemy forces with the tip of the arrowhead indicating the location of the action.	D	2.X.1.11		PT. 2 PT. 1
		G*TPF-----****X		
		Example		
TASKS FOLLOW AND ASSUME Parameters 1. Anchor points. This graphic requires two anchor points. Point 1 defines the tip of the arrowhead, and point 2 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. 3. Orientation. The arrow typically points in the direction of the action.	D	2.X.1.12		PT. 2 PT. 1
		G*TPA-----****X		
		Example		
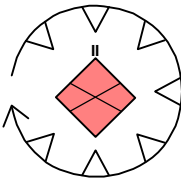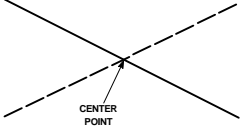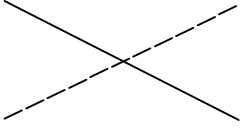
TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	
		SYM-ID	TACTICAL GRAPHIC

TASKS
  FOLLOW AND ASSUME
    FOLLOW AND SUPPORT
 	
Parameters
 	
1. Anchor points. This graphic requires two anchor points. Point 1 defines the tip of the arrowhead, and point 2 defines the rear of the graphic.
 	
2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. The arrowhead will be a filled-in version of a common arrowhead.
 	
3. Orientation. The arrow points in the direction of the action.
	D	2.X.1.12.1	

		G*TPAS----****X	
		Example	
TASKS INTERDICT Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic . 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.1.13	
		G*TPI-----****X	
		Example	

APPENDIX B

TABLE B-IV. $\underline{C^2 \text{ Symbology: Military Operations set}}$ - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	
		SYM-ID	TACTICAL GRAPHIC
TASKS ISOLATE **Parameters** 1. Anchor points. This graphic requires two anchor points. Point 1 defines the center point of the graphic and point 2 defines the graphic's start point and radius. 2. Size/Shape. The radius will be long enough for the graphic to encompass the UEI(s) or feature(s) being isolated. The opening will be a 30 degree arc of the circle. 3. Orientation. The opening will be on the friendly side of the graphic.	D	2.X.1.14	
		G*TPE-----****X	
		Example	
TASKS NEUTRALIZE **Parameters** 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic . 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.1.15	
		G*TPN-----****X	
		Example	

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
TASKS OCCUPY Parameters 1. Anchor points. This graphic requires two anchor points. Point 1 defines the center point of the graphic and point 2 defines the graphic's start point and radius. 2. Size/Shape. Points 1 and 2 will determine a radius that is long enough for the graphic to encompass the feature(s) being occupied. The opening will be a 22 degree arc of the circle. 3. Orientation. The opening will be on the friendly side of the graphic.	D	2.X.1.16	PT. 2 (START POINT) PT. 1 (CENTER POINT)
		G*TPO-----****X	
		Example	
TASKS PENETRATE Parameters 1. Anchor points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic's vertical line. Point 3 defines the the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the height of the graphic and point 3 determines its length. The arrow will project perpendicularly from the midpoint of the vertical line. 3. Orientation. The arrow points toward enemy forces.	D	2.X.1.17	PT. 1 PT. 3 PT. 2
		G*TPP-----****X	

APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
TASKS RELIEF IN PLACE (RIP) Parameters 1. Anchor points. This graphic requires four anchor points. Point 1 defines the tip of the first arrowhead. Point 2 defines the end of the straight line portion of the first arrow. Point 3 defines the tip of the second arrowhead. Point 4 defines the end of the second arrow. 2. Size/Shape. Points 1 and 2, and points 3 and 4 determine the length of each arrow. Points 2 and 3 shall be connected by a smooth, curved line. 3. Orientation. Determined by the anchor points. The unit being relieved is typically located at the base of the curve, and the unit performing the relief is typically located at the end of the symbol. The arrowhead typically points to the location the relieved unit should move to.	D	2.X.1.18	
		G*TPR-----****X	
		Example	
TASKS RETAIN Parameters 1. Anchor points. This graphic requires two anchor points. Point 1 defines the center point of the graphic and point 2 defines the graphic's start point and radius. 2. Size/Shape. Points 1 and 2 will determine a radius that is long enough for the graphic to encompass the feature(s) being retained. The opening will be a 22 degree arc of the circle. 3. Orientation. The opening will be on the friendly side of the graphic.	D	2.X.1.19	
		G*TPQ-----****X	
		Example	

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
TASKS RETIREMENT Parameters 1. Anchor points. This graphic requires three anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the end of the straight line portion of the graphic. Point 3 defines the end of the curve. 2. Size/Shape. Points 1 and 2 determine the length of the straight line portion of the symbol. Points 2 and 3 determine the diameter of the curved portion of the symbol. 3. Orientation. The arrow points in the direction of the action. The tip of the arrowhead may indicate the location where the action is to conclude. The unit's current location is typically represented at the base of the curve.	D	2.X.1.20	
		G*TPM-----****X	
		Example	
TASKS SECURE Parameters 1. Anchor points. This graphic requires two anchor points. Point 1 defines the center point of the graphic and point 2 defines the graphic's start point and radius. 2. Size/Shape. Points 1 and 2 will determine a radius that is long enough for the graphic to encompass the feature(s) being secured. The opening will be a 22 degree arc of the circle. 3. Orientation. The opening will be on the friendly side of the graphic.	D	2.X.1.21	
		G*TPS-----****X	
		Example	

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
TASKS SECURITY		2.X.1.22	
TASKS SECURITY SCREEN

Parameters

1. Anchor points. This symbol requires three anchor points. Point 1 defines the vertex of the graphic. Points 2 and 3 define the tips of the arrowheads.

2. Size/Shape. Points 1 and 2 and points 1 and 3 determine the length of the arrows. The length and orientation of the arrows can vary independently.

3. Orientation. Orientation is determined by the anchor points. The arrowheads may touch other graphics that define the limits of the task. The tactical symbol indicator is centered over point 1. | D | 2.X.1.22.1 | |
| | | G*TPUS----****X | |
| | | Example | |
| TASKS SECURITY GUARD

Parameters

1. Anchor points. This symbol requires three anchor points. Point 1 defines the vertex of the graphic. Points 2 and 3 define the tips of the arrowheads.

2. Size/Shape. Points 1 and 2 and points 1 and 3 determine the length of the arrows. The length and orientation of the arrows can vary independently.

3. Orientation. Orientation is determined by the anchor points. The arrowheads may touch other graphics that define the limits of the task. The tactical symbol indicator is centered over point 1. | D | 2.X.1.22.2 | |
| | | G*TPUG----****X | |
| | | Example | |

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	

TASKS
  SECURITY
    COVER
 	
Parameters
 	
1. Anchor points. This symbol requires three anchor points. Point 1 defines the vertex of the graphic. Points 2 and 3 define the tips of the arrowheads.
 	
2. Size/Shape. Points 1 and 2 and points 1 and 3 determine the length of the arrows. The length and orientation of the arrows can vary independently.
 	
3. Orientation. Orientation is determined by the anchor points. The arrowheads may touch other graphics that define the limits of the task. The tactical symbol indicator is centered over point 1.
	D	2.X.1.22.3	

		G*TPUC----****X	
		Example	
TASKS SEIZE Parameters 1. Anchor points. This symbol requires two anchor points. Point 1 defines the center point of the circle. Point 2 defines the tip of the arrowhead. 2. Size/Shape. Points 1 and 2 are connected by a 90 degree arc. The circle will at least be large enough to accommodate a tactical symbol. 3. Orientation. The arrowhead identifies the location/object to be seized, and the circle identifies the unit(s) assigned the task. See paragraph 5.7.4 for options to accommodate multiple units.	D	2.X.1.23	
		G*TPZ----****X	
		Example	

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
TASKS WITHDRAW Parameters 1. Anchor points. This graphic requires three anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the end of the straight line portion of the graphic. Point 3 defines the end of the curve. 2. Size/Shape. Points 1 and 2 determine the length of the straight line portion of the symbol. Points 2 and 3 determine the diameter of the curved portion of the symbol. 3. Orientation. The arrow points in the direction of the action. The tip of the arrowhead may indicate the location where the action is to conclude. The unit's current location is typically represented at the base of the curve.	D	2.X.1.24	
		G*TPW-----****X	
		Example	

TASKS
  WITHDRAW
    WITHDRAW UNDER PRESSURE
 	
Parameters
 	
1. Anchor points. This graphic requires three anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the end of the straight line portion of the graphic. Point 3 defines the end of the curve.
 	
2. Size/Shape. Points 1 and 2 determine the length of the straight line portion of the symbol. Points 2 and 3 determine the diameter of the curved portion of the symbol.
 	
3. Orientation. The arrow points in the direction of the action. The tip of the arrowhead may indicate the location where the action is to conclude. The unit's current location is typically represented at the base of the curve.
	D	2.X.1.24.1	

		G*TPWP----****X	
		Example	

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER	N/A	2.X.2	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL	N/A	2.X.2.1	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS	N/A	2.X.2.1.1	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE	N/A	2.X.2.1.1.1	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE UNDERWATER	N/A	2.X.2.1.1.1.1	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE UNDERWATER DATUM Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic will be oriented as shown in the example to the right, and will be centered over the datum.	S	2.X.2.1.1.1.1.1 G*GPGPUUD-****X Example	 CENTER POINT

300

APPENDIX B

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE UNDERWATER BRIEF CONTACT Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the arrowhead. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.2.1.1.1.1.2	
		G*GPGPUUB-****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE UNDERWATER LOST CONTACT Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the arrowhead. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.2.1.1.1.1.3	
		G*GPGPUUL-****X	
		Example	
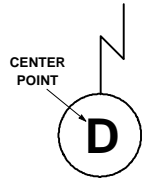
TABLE B-IV. $\underline{C^2}$ Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE UNDERWATER DATUM SINKER Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the arrowhead. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.2.1.1.1.1.4	
		G*GPGPUUS-****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the center of the circle. 2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.2.1.1.1.2	
		G*GPGPUY--****X	
		Example	
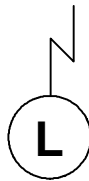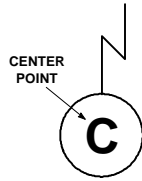
TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	

COMMAND AND CONTROL AND GENERAL MANEUVER
GENERAL
POINTS
UNDER SEA WARFARE
  SONOBUOY
    PATTERN CENTER
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The point defines the center of the circle.
 	
2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic.
 	
3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.
	S	2.X.2.1.1.1.2.1	CENTER POINT → Ⓟ

		G*GPGPUYP-****X	
		Example	Ⓟ

COMMAND AND CONTROL AND GENERAL MANEUVER
GENERAL
POINTS
UNDER SEA WARFARE
  SONOBUOY
    DIRECTIONAL FREQUENCY ANALYZING AND RECORDING (DIFAR)
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The point defines the center of the circle.
 	
2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic.
 	
3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.
	S	2.X.2.1.1.1.2.2	CENTER POINT → Ⓓ

		G*GPGPUYD-****X	
		Example	Ⓓ

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	
		SYM-ID	TACTICAL GRAPHIC

COMMAND AND CONTROL AND GENERAL MANEUVER
GENERAL
POINTS
UNDER SEA WARFARE
  SONOBUOY
    LOW FREQUENCY ANALYZING AND RECORDING (LOFAR)
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The point defines the center of the circle.
 	
2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic.
 	
3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.
	S	2.X.2.1.1.1.2.3	CENTER POINT

		G*GPGPUYL-****X	
		Example	

COMMAND AND CONTROL AND GENERAL MANEUVER
GENERAL
POINTS
UNDER SEA WARFARE
  SONOBUOY
    COMMAND ACTIVE SONOBUOY SYSTEM (CASS)
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The point defines the center of the circle.
 	
2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic.
 	
3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.
	S	2.X.2.1.1.1.2.4	CENTER POINT

		G*GPGPUYC-****X	
		Example	

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY DIRECTIONAL COMMAND ACTIVE SONOBUOY SYSTEM (DICASS) Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the center of the circle. 2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.2.1.1.1.2.5	CENTER POINT Ⓢ
		G*GPGPUYS-****X	
		Example	Ⓢ
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY BATHYTHERMOGRAPH TRANSMITTING (BT) Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the center of the circle. 2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.2.1.1.1.2.6	CENTER POINT Ⓑ
		G*GPGPUYB-****X	
		Example	Ⓑ

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY ANM Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the center of the circle. 2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.2.1.1.1.2.7	
		G*GPGPUYA-****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY VERTICAL LINE ARRAY DIFAR (VLAD) Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the center of the circle. 2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.2.1.1.1.2.8	
		G*GPGPUYV-****X	
		Example	

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY ATAC Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the center of the circle. 2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.2.1.1.1.2.9	CENTER POINT T
		G*GPGPUYT-****X	
		Example	T
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY RANGE ONLY (RO) Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the center of the circle. 2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.2.1.1.1.2.10	CENTER POINT R
		G*GPGPUYR-****X	
		Example	R

APPENDIX B

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY SYM-ID	TACTICAL GRAPHIC
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY KINGPIN Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the center of the circle. 2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.2.1.1.1.2.11	CENTER POINT **K**
		G*GPGPUYK-****X	
		Example	**K**
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SEARCH Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.1.3	CENTER POINT
		G*GPGPUS--****X	
		Example	

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	

COMMAND AND CONTROL AND GENERAL MANEUVER
GENERAL
POINTS
UNDER SEA WARFARE
  SEARCH
    SEARCH AREA
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic.
 	
2. Size/Shape. Static.
 	
3. Orientation. The graphic is typically centered over the desired location.
	S	2.X.2.1.1.1.3.1	

		G*GPGPUSA-****X	
		Example	

COMMAND AND CONTROL AND GENERAL MANEUVER
GENERAL
POINTS
UNDER SEA WARFARE
  SEARCH
    DIP POSITION
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic.
 	
2. Size/Shape. Static.
 	
3. Orientation. The graphic is typically centered over the desired location.
	S	2.X.2.1.1.1.3.2	

		G*GPGPUSD-****X	
		Example	

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SEARCH SEARCH CENTER Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.1.3.3	
		G*GPGPUSC-****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS REFERENCE POINT	N/A	2.X.2.1.1.2	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS REFERENCE POINT SPECIAL POINT Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.2.1	
		G*GPGPRS--****X	
		Example	

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS REFERENCE POINT NAV REFERENCE Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.2.2	
		G*GPGPRN--****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS REFERENCE POINT DLRP Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.2.3	
		G*GPGPRD--****X	
		Example	

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY		TACTICAL GRAPHIC
		SYM-ID		
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS REFERENCE POINT POINT OF INTEREST Parameters 1. Anchor points. The graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.2.1.1.2.4 G*GPGPRI--****X Example		
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS WEAPON	N/A	2.X.2.1.1.3		
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS WEAPON AIM POINT Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.3.1 G*GPGPWA--****X Example		

APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	
		SYM-ID	**TACTICAL GRAPHIC**
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS WEAPON DROP POINT Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the bottom of the central vertical line in the graphic where the curved and vertical lines meet. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.2.1.1.3.2	
		G*GPGPWD--****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS WEAPON ENTRY POINT Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the point where all the lines meet. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.		2.X.2.1.1.3.3	
		G*GPGPWE--****X	
		Example	
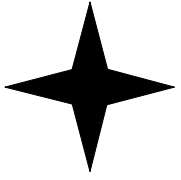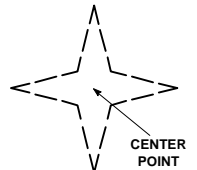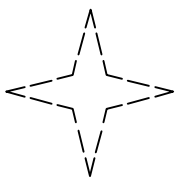
313

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS WEAPON GROUND ZERO Parameters 1. Anchor points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.2.1.1.3.4	
		G*GPGPWG--****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS WEAPON MSL DETECT POINT Parameters 1. Anchor points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.2.1.1.3.5	
		G*GPGPWM--****X	
		Example	
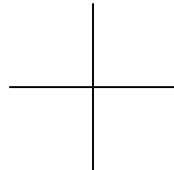
APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY SYM-ID	TACTICAL GRAPHIC
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS WEAPON IMPACT POINT Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.3.6 G*GPGPWI--****X Example	 CENTER POINT
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS WEAPON PREDICTED IMPACT POINT Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.3.7 G*GPGPWP--****X Example	 CENTER POINT

APPENDIX B

TABLE B-IV. $\underline{C^2}$ Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	
		SYM-ID	TACTICAL GRAPHIC
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS FORMATION Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic, where the two lines intersect. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.4	CENTER POINT
		G*GPGPF---****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS HARBOR (GENERAL) Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. The graphic's corners form a 70 degree angle. 3. Orientation. The graphic is typically centered over the desired location. A user can use this graphic to define a new type of point if the selection that follows is not sufficient.	S	2.X.2.1.1.5	CENTER POINT
		G*GPGPH---****X	
		Example	

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY		TACTICAL GRAPHIC
		SYM-ID		
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS HARBOR POINT Q Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. The graphic's corners form a 70 degree angle. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.5.1		
		G*GPGPHQ--****X		
		Example		
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS HARBOR POINT A Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. The graphic's corners form a 70 degree angle. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.5.2		
		G*GPGPHA--****X		
		Example		
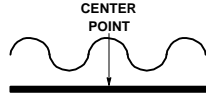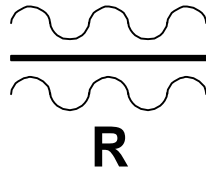
TABLE B-IV. $\underline{C^2}$ Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	
		SYM-ID	TACTICAL GRAPHIC
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS HARBOR POINT Y Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. The graphic's corners form a 70 degree angle. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.5.3	
		G*GPGPHY--****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS HARBOR POINT X Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. The graphic's corners form a 70 degree angle. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.5.4	
		G*GPGPHX--****X	
		Example	
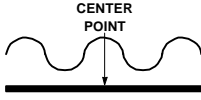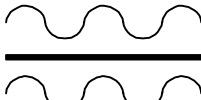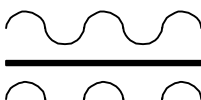
TABLE B-IV. <u>C² Symbology: Military Operations set</u> - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	
		SYM-ID	**TACTICAL GRAPHIC**

COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL
  POINTS
    ROUTE
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic's straight line.
 	
2. Size/Shape. Static.
 	
3. Orientation. The graphic is typically centered over the desired location.
	S	2.X.2.1.1.6	CENTER POINT

		G*GPGPO---****X	
		Example	

COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL
POINTS
  ROUTE
    RENDEZVOUS
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic's straight line.
 	
2. Size/Shape. Static.
 	
3. Orientation. The graphic is typically centered over the desired location.
	S	2.X.2.1.1.6.1	CENTER POINT
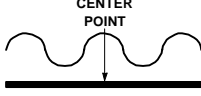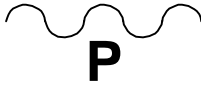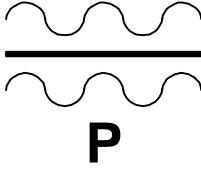
		G*GPGPOZ--****X	R
		Example	R

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	
		SYM-ID	TACTICAL GRAPHIC
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ROUTE DIVERSIONS Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic's straight line. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.6.2	CENTER POINT
		G*GPGPOD--****X	
		Example	D
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ROUTE WAYPOINT Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic's straight line. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.6.3	CENTER POINT
		G*GPGPOW-- ****X	W
		Example	W
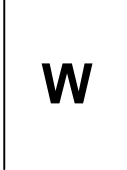
TABLE B-IV. $\underline{C^2}$ Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ROUTE PIM Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic's straight line. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.6.4	CENTER POINT
		G*GPGPOP--****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ROUTE POINT R Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic's straight line. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.6.5	CENTER POINT
		G*GPGPOR--****X	
		Example	
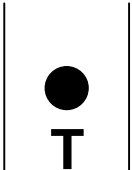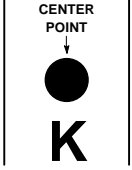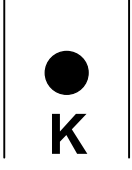
TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	

COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL
  POINTS
   AIR CONTROL
	N/A	2.X.2.1.1.7	

COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL
POINTS
  AIR CONTROL
   COMBAT AIR PATROL (CAP)
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic.
 	
2. Size/Shape. Static.
 	
3. Orientation. The graphic is typically centered over the desired location.
	S	2.X.2.1.1.7.1	CENTER POINT
			C

		G*GPGPAP--****X	
		Example	C

COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL
POINTS
  AIR CONTROL
   AIRBORNE EARLY WARNING (AEW)
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic.
 	
2. Size/Shape. Static.
 	
3. Orientation. The graphic is typically centered over the desired location.
	S	2.X.2.1.1.7.2	CENTER POINT
			W
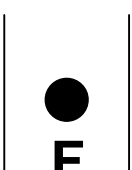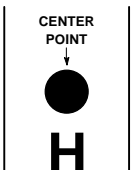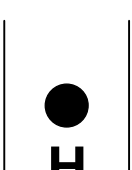
		G*GPGPAW--****X	
		Example	W

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY SYM-ID	TACTICAL GRAPHIC
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL TACAN Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.7.3	**CENTER POINT** ↓ (symbol: filled circle over letter T between vertical lines)
		G*GPGPAT--****X	
		Example	(symbol: filled circle over letter T between vertical lines)
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL TANKING Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.7.4	**CENTER POINT** ↓ (symbol: filled circle over letter K between vertical lines)
		G*GPGPAK--****X	
		Example	(symbol: filled circle over letter K between vertical lines)
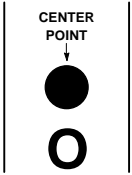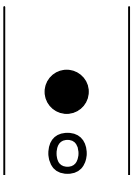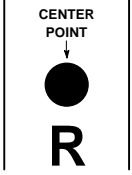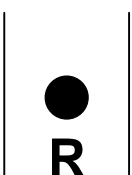
TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL   ANTISUBMARINE WARFARE, FIXED WING

Parameters

1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic.

2. Size/Shape. Static.

3. Orientation. The graphic is typically centered over the desired location. | S | 2.X.2.1.1.7.5 | CENTER POINT ↓ ● F |
| | | G*GPGPAA--****X | |
| | | Example | ● F |
| COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL   ANTISUBMARINE WARFARE, ROTARY WING

Parameters

1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic.

2. Size/Shape. Static.

3. Orientation. The graphic is typically centered over the desired location. | S | 2.X.2.1.1.7.6 | CENTER POINT ↓ ● H |
| | | G*GPGPAH--****X | |
| | | Example | ● H |
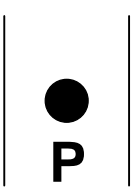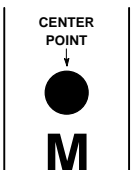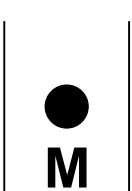
TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL TOMCAT Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.7.7	CENTER POINT
		G*GPGPAO--****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL RESCUE Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.7.8	CENTER POINT
		G*GPGPAR--****X	
		Example	
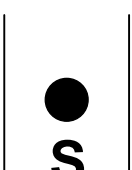
TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL REPLENISH Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.7.9	CENTER POINT ↓ ● P
		G*GPGPAL--****X	
		Example	● P
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL MARSHALL Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.7.10	CENTER POINT ↓ ● M
		G*GPGPAM-- ****X	
		Example	● M

TABLE B-IV. $\underline{C^2\ \text{Symbology: Military Operations set}}$ - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	
		SYM-ID	TACTICAL GRAPHIC
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL STRIKE IP Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.7.11	CENTER POINT ↓ ● S
		G*GPGPAS--****X	
		Example	● S
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL CORRIDOR TAB Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.7.12	CENTER POINT ↓ ● C
		G*GPGPAC--****X	
		Example	● C
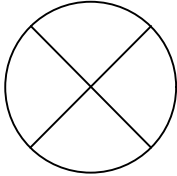
APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS (GENERAL) Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. The graphic's corners form a 75 degree angle. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. A user can use this graphic to define a new type of point if the selection that follows is not sufficient. (Refer to Figures 10, 11 and 12 on Page 34)	S	2.X.2.1.1.8	
		G*GPGPP---****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS CHECKPOINT Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.2.1.1.8.1	
		G*GPGPPK--****X	
		Example	
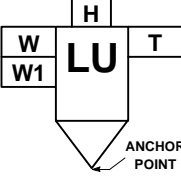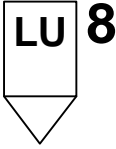
APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS CONTACT POINT Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the end of the stem. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.2.1.1.8.2	
		G*GPGPPC--****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS COORDINATION POINT 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.8.3	
		G*GPGPPO--****X	
		Example	

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	
		SYM-ID	**TACTICAL GRAPHIC**
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS DECISION POINT Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.8.4	
		G*GPGPPD--****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS LINK-UP POINT Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.2.1.1.8.5	
		G*GPGPPL--****X	
		Example	

TABLE B-IV. $\underline{C^2}$ Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS PASSAGE POINT Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.2.1.1.8.6	
		G*GPGPPP--****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS RALLY POINT Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.2.1.1.8.7	
		G*GPGPPR--****X	
		Example	

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

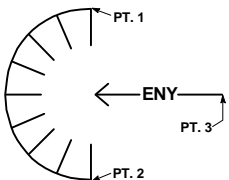| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS RELEASE POINT Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.2.1.1.8.8	
		G*GPGPPE--****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS START POINT Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.2.1.1.8.9	
		G*GPGPPS--****X	
		Example	

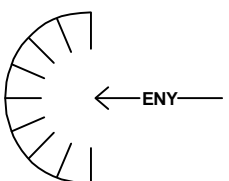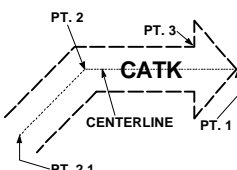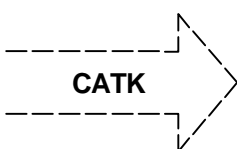## APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

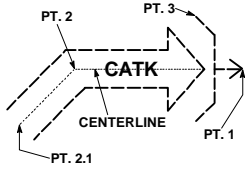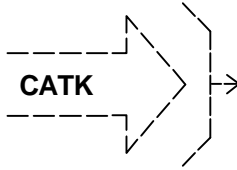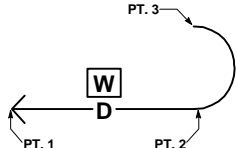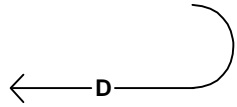| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS WAYPOINT Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.1.1.8.10	 CENTER PT.
		G*GPGPPW--****X	
		Example	

TABLE B-IV. C² Symbology: Military Operations set - Continued.

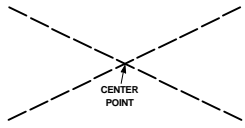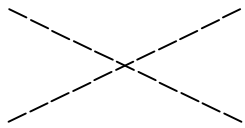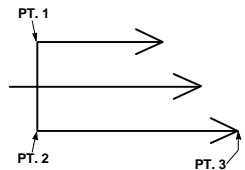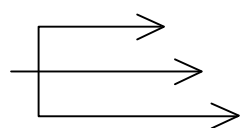| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	

COMMAND AND CONTROL AND GENERAL MANEUVER
  GENERAL
    LINES
	N/A	2.X.2.1.2	

COMMAND AND CONTROL AND GENERAL MANEUVER
GENERAL
  LINES
    BOUNDARIES
 	
Parameters
 	
1. Anchor points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line.
 	
2. Size/Shape. The first and last anchor points determine the length of the line. The line segment between each pair of anchor points will repeat all information associated with the line segment between points 1 and 2.
 	
3. Orientation. Orientation is determined by the anchor points.
	D	2.X.2.1.2.1
		
		G*GPGLB---****X	

		GFGPGLB---****X Example	
		GFGAGLB---****X Example	**2ID** – – – – – **XX** – – – – – **25ID**
		GHGPGLB---****X Example	
		GHGAGLB---****X Example	**40ID** – ENY – – **XX** – – ENY – **18ID**

APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL LINES FORWARD LINE OF OWN TROOPS (FLOT) Parameters 1. Anchor points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen. 3. Orientation. Orientation is determined by the order in which the anchor points are entered.	D	2.X.2.1.2.2	
		G*GPGLF---****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL LINES LINE OF CONTACT Parameters 1. Anchor points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.2.1.2.3	
		G*GPGLC---****X	
		Example	

335
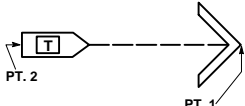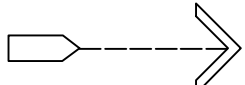
TABLE B-IV. C² Symbology: Military Operations set - Continued.

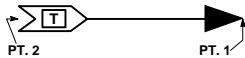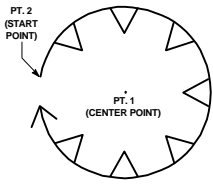| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL LINES PHASE LINE Parameters 1. Anchor points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen. 3. Orientation. Orientation is determined by the anchor points	D	2.X.2.1.2.4	
		G*GPGLP---****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL LINES LIGHT LINE Parameters 1. Anchor points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.2.1.2.5	
		G*GPGLL---****X	
		Example	
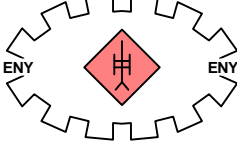
TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS	N/A	2.X.2.1.3	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS GENERAL AREA Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. 3. Orientation. Not applicable. Note: Although unit symbols are not part of tactical graphic area, numerous unit symbols can be included in the area for presentation.	D	2.X.2.1.3.1	
		G*GPGAG---****X	
		Example	BLUE
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS ASSEMBLY AREA Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable. Note: Although unit symbols are not part of tactical graphic area, numerous unit symbols can be included in the area for presentation.		2.X.2.1.3.2	
		G*GPGAA---****X	
		Example	AA ATLANTA
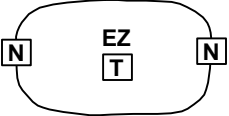
337

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	
		SYM-ID	TACTICAL GRAPHIC

COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL
  AREAS
   ENGAGEMENT AREA
 	
Parameters
 	
1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.
 	
2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.
 	
3. Orientation. Not applicable.
 	
Note: Although unit symbols are not part of tactical graphic area, numerous unit symbols can be included in the area for presentation.
	D	2.X.2.1.3.3	

		G*GPGAE---****X	
		Example	

COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL
  AREAS
   FORTIFIED AREA
 	
Parameters
 	
1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.
 	
2. Size/Shape. Determined by the anchor points.
 	
3. Orientation. Not applicable.
 	
Note: Although unit symbols are not part of tactical graphic area, numerous unit symbols can be included in the area for presentation.
	D	2.X.2.1.3.4	

		G*GPGAF---****X	
		Example	

TABLE B-IV. $\underline{C^2 \text{ Symbology: Military Operations set}}$ - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	
		SYM-ID	**TACTICAL GRAPHIC**
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS DROP ZONE Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable. Note: Although unit symbols are not part of tactical graphic area, numerous unit symbols can be included in the area for presentation.	D	2.X.2.1.3.5	
		G*GPGAD---****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS EXTRACTION ZONE (EZ) Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable. Note: Although unit symbols are not part of tactical graphic area, numerous unit symbols can be included in the area for presentation.	D	2.X.2.1.3.6	
		G*GPGAX---****X	
		Example	

TABLE B-IV. C² Symbology: Military Operations set - Continued.

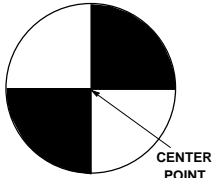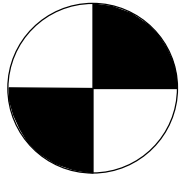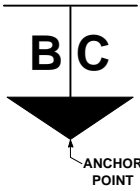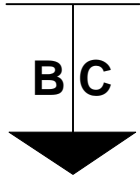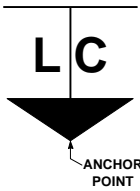| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	

COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL
  AREAS
   LANDING ZONE (LZ)
 	
Parameters
 	
1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.
 	
2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.
 	
3. Orientation. Not applicable.
 	
Note: Although unit symbols are not part of tactical graphic area, numerous unit symbols can be included in the area for presentation.
	D	2.X.2.1.3.7	

		G*GPGAL---****X	 N LZ N T
		Example	 LZ ATLANTA

COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL
  AREAS
   PICKUP ZONE (PZ)
 	
Parameters
 	
1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.
 	
2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.
 	
3. Orientation. Not applicable.
 	
Note: Although unit symbols are not part of tactical graphic area, numerous unit symbols can be included in the area for presentation.
	D	2.X.2.1.3.8	

		G*GPGAP---****X	 N PZ N T
		Example	 PZ BOSTON

APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

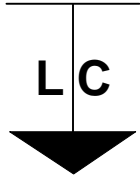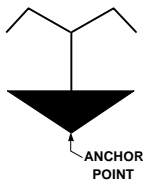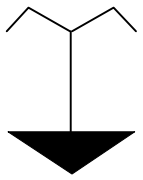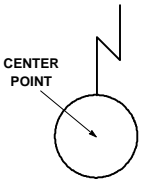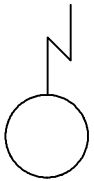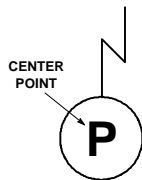| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY SYM-ID	TACTICAL GRAPHIC
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS SEARCH AREA/RECONNAISSANCE AREA Parameters 1. Anchor points. This symbol requires three anchor points. Point 1 defines the vertex of the graphic. Points 2 and 3 define the tips of the arrowheads. 2. Size/Shape. Points 1 and 2 and points 1 and 3 determine the length of the arrows. The length and orientation of the arrows can vary independently. 3. Orientation. Orientation is determined by the anchor points. The arrowheads may touch other graphics that define the limits of the task. The tactical symbol indicator is centered over point 1.	D	2.X.2.1.3.9 G*GPGAS---****X Example	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS LIMITED ACCESS AREA (NOTE: A limited access area is comprised of a general area graphic, which defines the area and relays the nature of the hazard or obstacle, and a pentagon, which denotes the unit or equipment type that is restricted from the area. More pentagons can be added as necessary if more units and equipment are barred from the area. Pentagons can be positioned so as not to obscure any important data also presented on the display.) Parameters 1. Anchor points. The area graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. A pentagon requires one anchor point and is connected to the area graphic with a straight line. 2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. 3. Orientation. A pentagon will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. Note: Although unit symbols are not part of tactical graphic area, numerous unit symbols can be included in the area for presentation.	D	2.X.2.1.3.10 G*GPGAY---****X Example	

TABLE B-IV. C² Symbology: Military Operations set - Continued.

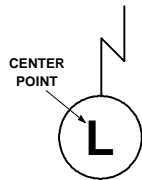| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS AIRFIELD ZONE Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The airfield graphic should be moveable within the area. 3. Orientation. Not applicable. Note: Although unit symbols are not part of tactical graphic area, numerous unit symbols can be included in the area for presentation.	D	2.X.2.1.3.11	
		G*GPGAZ---****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION	N/A	2.X.2.2	
COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION POINTS		2.X.2.2.1	
COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION POINTS AIR CONTROL POINT (ACP) Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.2.1.1	
		G*GPAPP---****X	
		Example	

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

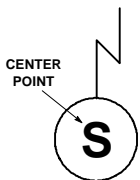| DESCRIPTION | FIXED/ DYNAMIC | HIERARCHY | TACTICAL GRAPHIC |
		SYM-ID	

COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION
    POINTS
      COMMUNICATIONS CHECKPOINT (CCP)
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic.
 	
2. Size/Shape. Static.
 	
3. Orientation. The graphic is typically centered over the desired location.
	S	2.X.2.2.1.2

		G*GPAPC---****X	
		Example	

COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION
    POINTS
      PULL-UP POINT (PUP)
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic.
 	
2. Size/Shape. Static.
 	
3. Orientation. The graphic is typically centered over the desired location.
	S	2.X.2.2.1.3

		G*GPAPU---****X	
		Example	

TABLE B-IV. C² Symbology: Military Operations set - Continued.

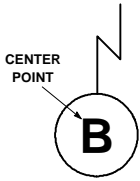| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	

COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION
  POINTS
   DOWNED AIRCREW PICKUP POINT
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone.
 	
2. Size/Shape. Static.
 	
3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.
	S	2.X.2.2.1.4	ANCHOR POINT

		G*GPAPD--****X	
		Example	

COMMAND AND CONTROL AND GENERAL MANEUVER
  AVIATION
   LINES
	N/A	2.X.2.2.2	

COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION
  LINES
   AIR CORRIDOR
	D	2.X.2.2.2.1	

		G*GPALC---****X	

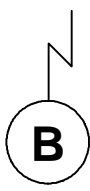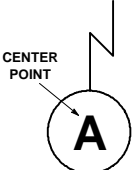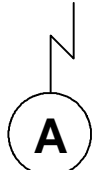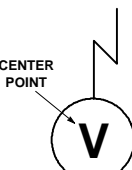Example

TABLE B-IV. C² Symbology: Military Operations set - Continued.

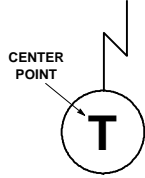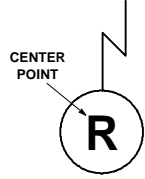| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	

COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION
   LINES
     MINIMUM RISK ROUTE (MRR)
 	
Parameters
 	
1. Anchor points. This graphic requires 2 anchor points. Points 1 and 2 define the endpoints of the graphic's centerline.
 	
2. Size/Shape. Points 1 and 2 determine the length of the graphic. The height of the graphic is typically equal to the diameter of the control point the graphic is connected to.
 	
3. Orientation. Orientation is determined by the anchor points.
	D	2.X.2.2.2.2	
			
			MRR
			W - W1

		G*GPALM---****X	
		Example	ACP 1 **MRR** 270600Z-280600Z ACP 2

COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION
   LINES
     STANDARD-USE ARMY AIRCRAFT FLIGHT ROUTE (SAAFR)
 	
Parameters
 	
1. Anchor points. This graphic requires 2 anchor points. Points 1 and 2 define the endpoints of the graphic's centerline.
 	
2. Size/Shape. Points 1 and 2 determine the length of the graphic. The height of the graphic is typically equal to the diameter of the control point the graphic is connected to. The information fields associated with each segment of the route should be moveable and scalable as a block.
 	
3. Orientation. Orientation is determined by the anchor points.
	D	2.X.2.2.2.3	Name
			Width
			Min Alt
			Max Alt
			
			NAME

		G*GPALS---****X	
		Example	Name Width Min Alt Max Alt Name Width Min Alt Max Alt BLUE ACP 2 **NAME** ACP 3 ACP

TABLE B-IV. C² Symbology: Military Operations set - Continued.

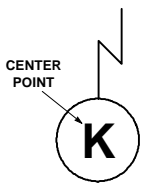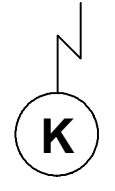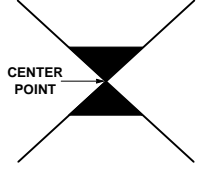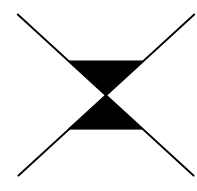| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION LINES UNMANNED AERIAL VEHICLE (UAV) ROUTE Parameters 1. Anchor points. This graphic requires 2 anchor points. Points 1 and 2 define the endpoints of the graphic's centerline. 2. Size/Shape. Points 1 and 2 determine the length of the graphic. The height of the graphic is typically equal to the diameter of the control point the graphic is connected to. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.2.2.2.4	PT. 1 PT. 2 UAV W - W1
		G*GPALU---****X	
		Example	ACP 1 UAV ACP 2 270600Z-270900Z
COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION LINES LOW LEVEL TRANSIT ROUTE (LLTR) Parameters 1. Anchor points. This graphic requires 2 anchor points. Points 1 and 2 define the endpoints of the graphic's centerline. 2. Size/Shape. Points 1 and 2 determine the length of the graphic. The height of the graphic is typically equal to the diameter of the control point the graphic is connected to. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.2.2.2.5	PT. 1 PT. 2 LLTR W - W1
		G*GPALL---****X	
		Example	ACP 1 LLTR ACP 2 270600Z-280600Z

TABLE B-IV. C² Symbology: Military Operations set - Continued.

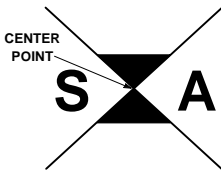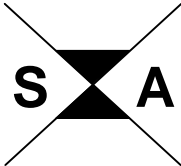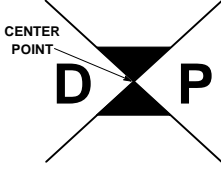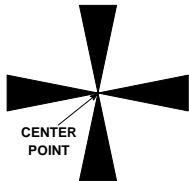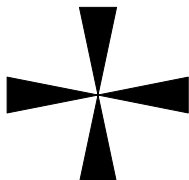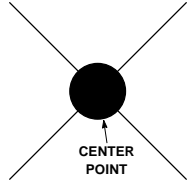| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION AREAS	N/A	2.X.2.2.3	

COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION
  AREAS
   RESTRICTED OPERATIONS ZONE (ROZ)
 	
Parameters
 	
1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.
 	
2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.
 	
3. Orientation. Not applicable.
	D	2.X.2.2.3.1	

		G*GPAAR---****X	
		Example	

COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION
  AREAS
   FORWARD AREA AIR DEFENSE ZONE (FAADEZ)
 	
Parameters
 	
1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.
 	
2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.
 	
3. Orientation. Not applicable.
	D	2.X.2.2.3.2	

		G*GPAAF---****X	
		Example	

APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	

COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION
  AREAS
   HIGH DENSITY AIRSPACE CONTROL ZONE (HIDACZ)
 	
Parameters
 	
1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.
 	
2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.
 	
3. Orientation. Not applicable.
	D	2.X.2.2.3.3	

		G*GPAAH---****X	
		Example	

COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION
  AREAS
   MISSILE ENGAGEMENT ZONE (MEZ)
 	
Parameters
 	
1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.
 	
2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.
 	
3. Orientation. Not applicable.
	D	2.X.2.2.3.4	

		G*GPAAM---****X	
		Example	

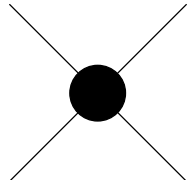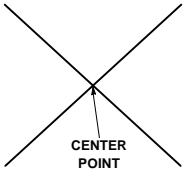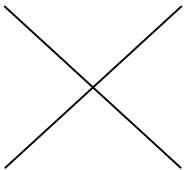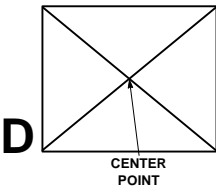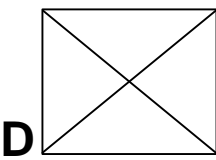## APPENDIX B

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

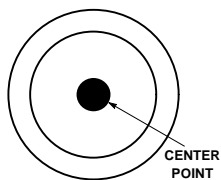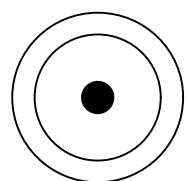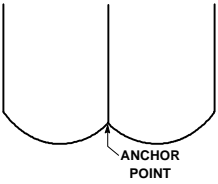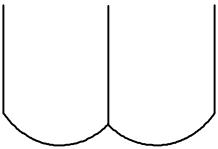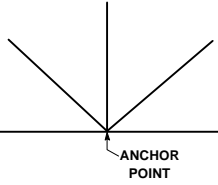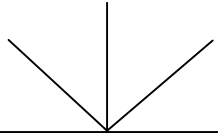| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION AREAS MISSILE ENGAGEMENT ZONE (MEZ) LOW ALTITUDE MEZ Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable.	D	2.X.2.2.3.4.1	LOMEZ T MIN ALT: H MAX ALT: H1 TIME FROM: W TIME TO: W1
		G*GPAAML--****X	
		Example	LOMEZ (Unit ID) MIN ALT: 100 FT MAX ALT: 1000 FT TIME FROM: 250500Z TIME TO: 251800Z
COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION AREAS MISSILE ENGAGEMENT ZONE (MEZ) HIGH ALTITUDE MEZ Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable.	D	2.X.2.2.3.4.2	HIMEZ T MIN ALT: H MAX ALT: H1 TIME FROM: W TIME TO: W1
		G*GPAAMH--****X	
		Example	HIMEZ (Unit ID) MIN ALT: 10000 FT MAX ALT: 30000 FT TIME FROM: 180500Z TIME TO: 191800Z

TABLE B-IV. C² Symbology: Military Operations set - Continued.

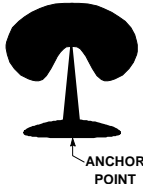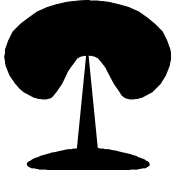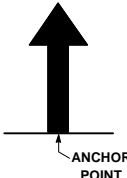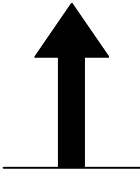| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	

COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION
  AREAS
    WEAPONS FREE ZONE
 	
Parameters
 	
1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.
 	
2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.
 	
3. Orientation. Not applicable.
	D	2.X.2.2.3.5	

		G*GPAAW---****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER DECEPTION	N/A	2.X.2.3	

COMMAND AND CONTROL AND GENERAL MANEUVER
  DECEPTION
    DUMMY (DECEPTION) (DECOY)
 	
Parameters
 	
1. Anchor points. This graphic requires 3 anchor points. Point 1 defines the vertex of the graphic, and points 2 and 3 define its endpoints.
 	
2. Size/Shape. Points 1, 2, and 3 determine the length of the lines connecting them. The line defined by points 1 and 2 is typically the same length as the line between points 2 and 3.
 	
3. Orientation. Orientation is determined by the anchor points.
	D	2.X.2.3.1	

		G*GPPD----****X	
		Example	

TABLE B-IV. C² Symbology: Military Operations set - Continued.

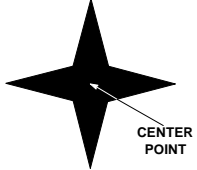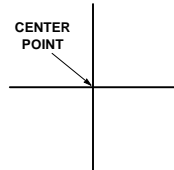| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER DECEPTION AXIS OF ADVANCE FOR FEINT Parameters 1. Anchor points. This graphic requires three anchor points. Point 1 defines the vertex of the feint. Point 2 defines the rear of the symbol. Point 3 defines the back of the arrowhead. 2. Size/Shape. Points 1 and 2 determine the graphic's centerline and anchor point 3 determines its width. 3. Orientation. The arrowhead typically points toward enemy forces.	D	2.X.2.3.2	
		G*GPPA----****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER DECEPTION DIRECTION OF ATTACK FOR FEINT Parameters 1. Anchor points. This graphic requires two anchor points. Point 1 defines the vertex of the feint, and point 2 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. 3. Orientation. The arrow points in the direction of the action.	D	2.X.2.3.3	
		G*GPPF----****X	
		Example	

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

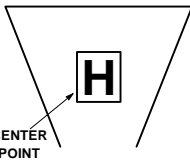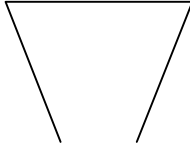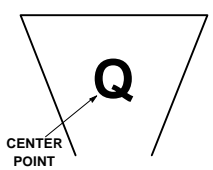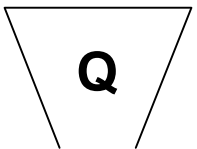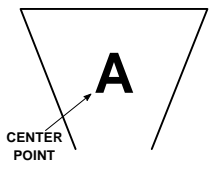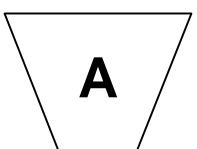| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	

COMMAND AND CONTROL AND GENERAL MANEUVER
  DECEPTION
    DECOY MINED AREA
 	
Parameters
 	
1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.
 	
2. Size/Shape. Determined by the anchor points. The feint should be moveable and scalable within the area.
 	
3. Orientation. Not applicable.
	D	2.X.2.3.4	

		G*GPPM----****X	
		Example	

COMMAND AND CONTROL AND GENERAL MANEUVER
  DECEPTION
    DECOY MINED AREA, FENCED
 	
Parameters
 	
1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.
 	
2. Size/Shape. Determined by the anchor points. The feint should be moveable and scalable within the area.
 	
3. Orientation. Not applicable.
	D	2.X.2.3.5	

		G*GPPY----****X	
		Example	

TABLE B-IV. C² Symbology: Military Operations set - Continued.

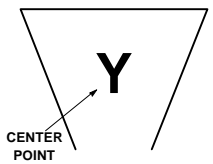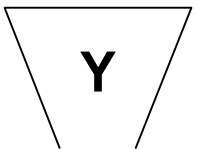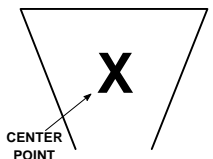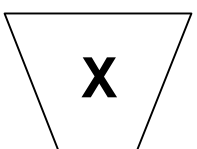| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER 　DECEPTION 　　DUMMY MINEFIELD - STATIC Parameters 1. Anchor Points. This graphic requires one anchor points. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic's center point is typically centered over the desired location. If an offset location indicator is used with this graphic, the indicator will point to the center of mass of the minefield.	S	2.X.2.3.6	
		G*GPPN----****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER 　DECEPTION 　　DUMMY MINEFIELD - DYNAMIC Parameters 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. An additional 3 points will define the decoy graphic (see 2.X.2.3.1) above the area. 2. Size/Shape. Determined by anchor points. The graphic will be filled with unspecified mines (See 2.X.3.1.5.5). 3. Orientation. Not applicable.	D	2.X.2.3.7	
		G*GPPC----****X	
		Example	

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE	N/A	2.X.2.4	

COMMAND AND CONTROL AND GENERAL MANEUVER
   DEFENSE
     POINTS
	N/A	2.X.2.4.1	

COMMAND AND CONTROL AND GENERAL MANEUVER
DEFENSE
   POINTS
     TARGET REFERENCE
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic.
 	
2. Size/Shape. Static.
 	
3. Orientation. The graphic is typically centered over the desired location.
	S	2.X.2.4.1.1
		
		G*GPDPT---****X
		
		Example	

COMMAND AND CONTROL AND GENERAL MANEUVER
DEFENSE
  POINTS
    OBSERVATION POST/OUTPOST
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic.
 	
2. Size/Shape. Static.
 	
3. Orientation. The graphic is typically centered over the desired location.
	S	2.X.2.4.1.2
		
		G*GPDPO---****X
		
		Example	

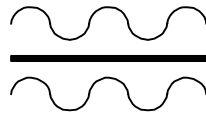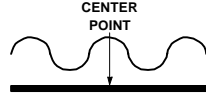## APPENDIX B

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY SYM-ID	TACTICAL GRAPHIC
COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE POINTS OBSERVATION POST/OUTPOST COMBAT OUTPOST Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.4.1.2.1 G*GPDPOC--****X Example	
COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE POINTS OBSERVATION POST/OUTPOST OBSERVATION POST OCCUPIED BY DISMOUNTED SCOUTS OR RECONNAISSANCE Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.4.1.2.2 G*GPDPOR--****X Example	

TABLE B-IV. $\underline{C^2}$ Symbology: Military Operations set - Continued.

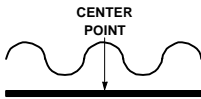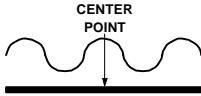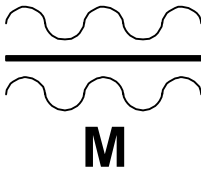| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE POINTS OBSERVATION POST/OUTPOST FORWARD OBSERVER POSITION Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.4.1.2.3	 CENTER POINT
		G*GPDPOF--****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE POINTS OBSERVATION POST/OUTPOST SENSOR OUTPOST/LISTENING POST (OP/LP) Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.4.1.2.4	 CENTER POINT
		G*GPDPOS--****X	
		Example	
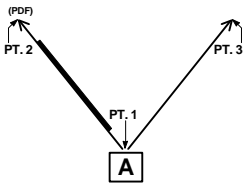
TABLE B-IV. C² Symbology: Military Operations set - Continued.

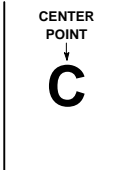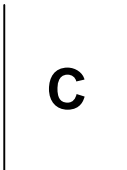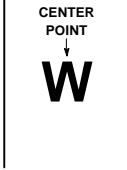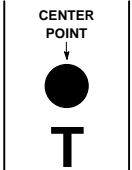| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY SYM-ID	TACTICAL GRAPHIC
COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE POINTS OBSERVATION POST/OUTPOST NBC OBSERVATION POST (DISMOUNTED) Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.2.4.1.2.5	CENTER POINT
		G*GPDPON--****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE LINES	N/A	2.X.2.4.2	
COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE LINES FORWARD EDGE OF BATTLE AREA (FEBA) Parameters 1. Anchor points. This graphic requires two anchor points. Points 1 and 2 define the center of the circular portions of the graphic. 2. Size/Shape. Static 3. Orientation. The centerpoint of the circles in the graphic are typically centered over the endpoints of a phase line as displayed on a screen.	D	2.X.2.4.2.1	FEBA ⊗ ⊗ FEBA PT. 1 PT. 2
		G*GPDLF---****X	
		Example	FEBA ⊗〜〜〜〜⊗ FEBA

APPENDIX B

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

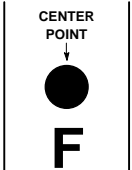| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	
		SYM-ID	**TACTICAL GRAPHIC**
COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE LINES PRINCIPAL DIRECTION OF FIRE (PDF) Parameters 1. Anchor points. This symbol requires three anchor points. Point 1 defines the vertex of the graphic. Points 2 and 3 define the tips of the arrowheads. 2. Size/Shape. The length and orientation of the arrows can vary independently. 3. Orientation. Orientation is determined by the anchor points. The arrowheads may touch other graphics that define the limits of the task. The tactical symbol indicator is centered over point 1.	D	2.X.2.4.2.2	
		G*GPDLP---****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE AREAS		2.X.2.4.3	
COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE AREAS BATTLE POSITION Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information field should be moveable and scalable within the area. 3. Orientation. Not applicable.	D	2.X.2.4.3.1	
		G*GPDAB---****X	
		Example: Friendly Occupied GFGPDAB---****X	
		Example: Friendly Planned GFGADAB---****X	

TABLE B-IV. $\underline{C^2}$ Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY SYM-ID	TACTICAL GRAPHIC
COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE AREAS BATTLE POSITION PREPARED BUT NOT OCCUPIED Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable.	D	2.X.2.4.3.1.1 G*GPDABP--****X	
		Example GFGADAB---****X	
COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE AREAS ENGAGEMENT AREA Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. 3. Orientation. Not applicable.	D	2.X.2.4.3.2 G*GPDAE---****X	
		Example	

APPENDIX B

TABLE B-IV. $\underline{C^2}$ Symbology: Military Operations set - Continued.

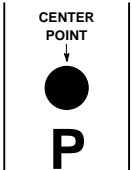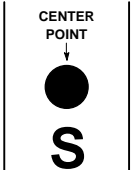| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE	N/A	2.X.2.5	

COMMAND AND CONTROL AND GENERAL MANEUVER
   OFFENSE
    POINTS
	N/A	2.X.2.5.1	

COMMAND AND CONTROL AND GENERAL MANEUVER
OFFENSE
   POINTS
    POINT OF DEPARTURE
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone.
 	
2. Size/Shape. Static.
 	
3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.
	D	2.X.2.5.1.1	

		G*GPOPP---****X	
		Example	

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY SYM-ID	TACTICAL GRAPHIC
COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES	N/A	2.X.2.5.2	
COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES AXIS OF ADVANCE	N/A	2.X.2.5.2.1	
COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES   AXIS OF ADVANCE   FRIENDLY AVIATION

Parameters

1. Anchor points. This graphic requires three anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the rear of the symbol. Point 3 defines the back of the arrowhead.

2. Size/Shape. Points 1 and 2 determine the graphic's centerline and point 3 determines the width.

3. Orientation. The arrowhead typically points toward enemy forces. | D | 2.X.2.5.2.1.1

G*GPOLAV--****X

Example | |
| COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES   AXIS OF ADVANCE   FRIENDLY AIRBORNE

Parameters

1. Anchor points. This graphic requires three anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the rear of the symbol. Point 3 defines the back of the arrowhead.

2. Size/Shape. Points 1 and 2 determine the graphic's centerline and point 3 determines the width.

3. Orientation. The arrowhead typically points toward enemy forces. | D | 2.X.2.5.2.1.2
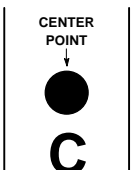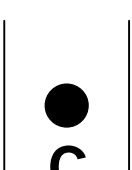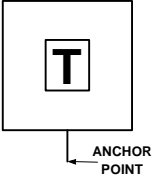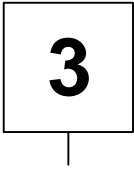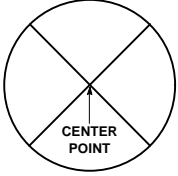
G*GPOLAA--****X

Example | |

APPENDIX B

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES AXIS OF ADVANCE FRIENDLY ATTACK, ROTARY WING Parameters 1. Anchor points. This graphic requires three anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the rear of the symbol. Point 3 defines the back of the arrowhead. 2. Size/Shape. Points 1 and 2 determine the graphic's centerline and point 3 determines the width. 3. Orientation. The arrowhead typically points toward enemy forces.	D	2.X.2.5.2.1.3	
		G*GPOLAR--****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES AXIS OF ADVANCE GROUND	N/A	2.X.2.5.2.1.4	
COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES AXIS OF ADVANCE GROUND MAIN ATTACK Parameters 1. Anchor points. This graphic requires three anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the rear of the symbol. Point 3 defines the back of the arrowhead. 2. Size/Shape. Points 1 and 2 determine the graphic's centerline and point 3 determines the width. 3. Orientation. The arrowhead typically points toward enemy forces.	D	2.X.2.5.2.1.4.1	
		G*GPOLAGM-****X	
		Example	

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES AXIS OF ADVANCE GROUND SUPPORTING ATTACK Parameters 1. Anchor points. This graphic requires three anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the rear of the symbol. Point 3 defines the back of the arrowhead. 2. Size/Shape. Points 1 and 2 determine the graphic's centerline and point 3 determines the width. 3. Orientation. The arrowhead typically points toward enemy forces.	D	2.X.2.5.2.1.4.2	PT. 3 PT. 2 PT. 1
		G*GPOLAGS-****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES DIRECTION OF ATTACK	N/A	2.X.2.5.2.2	
COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES DIRECTION OF ATTACK AVIATION Parameters 1. Anchor points. This graphic requires two anchor points. Point 1 defines the tip of the arrowhead, and point 2 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. 3. Orientation. The arrow points in the direction of the action.	D	2.X.2.5.2.2.1	PT. 2 PT. 1
		G*GPOLKA--****X	
		Example	

APPENDIX B

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

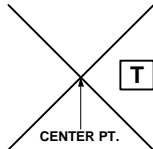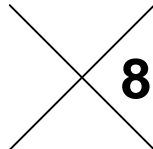| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	

COMMAND AND CONTROL AND GENERAL MANEUVER
OFFENSE
LINES
  DIRECTION OF ATTACK
    GROUND
	N/A	2.X.2.5.2.2.2	

COMMAND AND CONTROL AND GENERAL MANEUVER
OFFENSE
LINES
DIRECTION OF ATTACK
  GROUND
    MAIN ATTACK
 	
Parameters
 	
1. Anchor points. This graphic requires two anchor points.   Point 1 defines the tip of the arrowhead, and point 2 defines the rear of the graphic.
 	
2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length.
 	
3. Orientation. The arrow points in the direction of the action.
	D	2.X.2.5.2.2.2.1	

		G*GPOLKGM-****X	
		Example	

COMMAND AND CONTROL AND GENERAL MANEUVER
OFFENSE
LINES
DIRECTION OF ATTACK
  GROUND
    SUPPORTING ATTACK
 	
Parameters
 	
1. Anchor points. This graphic requires two anchor points.   Point 1 defines the tip of the arrowhead, and point 2 defines the rear of the graphic.
 	
2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length.
 	
3. Orientation. The arrow points in the direction of the action.
	D	2.X.2.5.2.2.2.2	

		G*GPOLKGS-****X	
		Example	

TABLE B-IV. C² Symbology: Military Operations set - Continued.

| DESCRIPTION | FIXED/ DYNAMIC | HIERARCHY | TACTICAL GRAPHIC |
		SYM-ID	

COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE
  LINES
    FINAL COORDINATION LINE
 	
Parameters
 	
1. Anchor points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line .
 	
2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen.
 	
 3. Orientation. Orientation is determined by the anchor points.
	D	2.X.2.5.2.3	

		G*GPOLF---****X	
		Example	

COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE
  LINES
    INFILTRATION LINE
 	
Parameters
 	
1. Anchor points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the infiltration lane, and point 3 defines one side of the lane.
 	
2. Size/Shape. Points 1 and 2 determine the centerline of the graphic, and point 3 determines the width of the infiltration lane. The rest of the graphic
stays proportional to the length of the centerline.
 	
3. Orientation. Orientation is detemined by points 1 and 2.
	D	2.X.2.5.2.4	

		G*GPOLI---****X	
		Example:	

APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

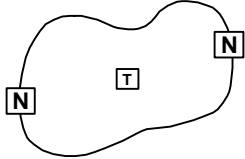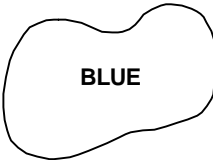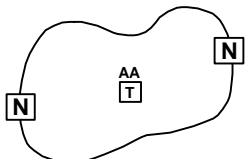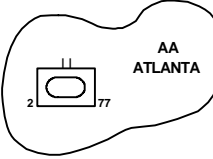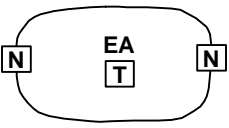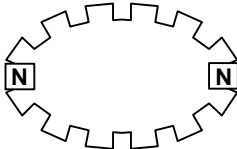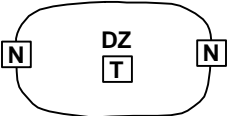| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY SYM-ID	TACTICAL GRAPHIC

COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE
  LINES
    LIMIT OF ADVANCE
 	
Parameters
 	
1. Anchor points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line.
 	
2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen.
 	
3. Orientation. Orientation is determined by the anchor points.
	D	2.X.2.5.2.5	

		G*GPOLL---****X	
		Example	

COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE
  LINES
    LINE OF DEPARTURE
 	
Parameters
 	
1. Anchor points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line.
 	
2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen.
 	
3. Orientation. Orientation is determined by the anchor points.
	D	2.X.2.5.2.6	

		G*GPOLT---****X	
		Example	
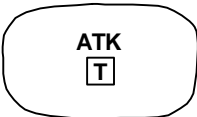
APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	
		SYM-ID	**TACTICAL GRAPHIC**
COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES LINE OF DEPARTURE/LINE OF CONTACT (LD/LC) Parameters 1. Anchor points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.2.5.2.7	
		G*GPOLC---****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES PROBABLE LINE OF DEPLOYMENT (PLD) Parameters 1. Anchor points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.2.5.2.8	
		G*GPOLP---****X	
		Example	

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

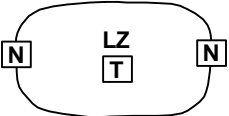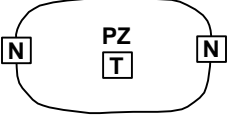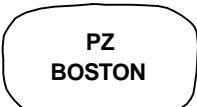| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE AREAS	N/A	2.X.2.5.3	
COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE AREAS ASSAULT POSITION Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. 3. Orientation. Not applicable.	D	2.X.2.5.3.1	ASLT PSN T
		G*GPOAA---****X	
		Example	ASLT PSN ATLANTA
COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE AREAS ATTACK POSITION Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable	D	2.X.2.5.3.2	ATK T
		G*GPOAK---****X	
		Example	ATK GREEN

TABLE B-IV. C² Symbology: Military Operations set - Continued.

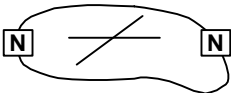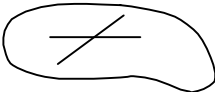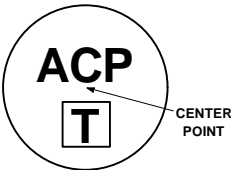| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE AREAS ATTACK BY FIRE POSITION Parameters 1. Anchor points. This graphic requires three anchor points. Point 1 is the tip of the arrowhead. Points 2 and 3 define the endpoints of the straight line on the back side of the graphic. 2. Size/Shape. Points 2 and 3 determine the length of the straight line on the back side of the graphic. The rear of the arrow should connect to the midpoint of the line between points 2 and 3. 3. Orientation. Orientation is determined by the anchor points. The back side of the graphic encompasses the firing position, while the arrowhead typically points at the target .	D	2.X.2.5.3.3	
		G*GPOAF---****X	
		Example	
COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE AREAS SUPPORT BY FIRE POSITION Parameters 1. Anchor points. This graphic requires four anchor points. Points 1 and 2 define the endpoints of the straight line on the back side of the graphic. Points 3 and 4 define the tips of the arrowheads. 2. Size/Shape. Points 1 and 2 determine the length of the straight line on the back side of the graphic. The rear of the arrows should connect to points 1 and 2. 3. Orientation. Orientation is determined by the anchor points. The back side of the graphic encompasses the firing position, while the arrowheads typically indicate the arc of coverage that the firing position is meant to support.	D	2.X.2.5.3.4	
		G*GPOAS---****X	
		Example	

APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE AREAS OBJECTIVE Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable.	D	2.X.2.5.3.5	
		G*GPOAO---****X	OBJ T
		Example	OBJ BOSTON
COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE AREAS PENETRATION BOX Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. 3. Orientation. Not applicable.	D	2.X.2.5.3.6	
		G*GPOAP---****X	
		Example	

TABLE B-IV. $\underline{C^2}$ Symbology: Military Operations set - Continued.

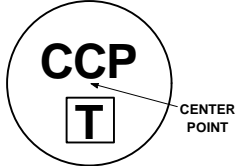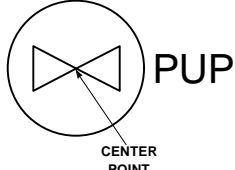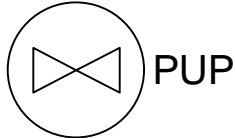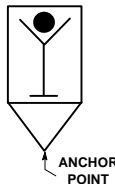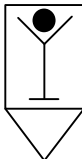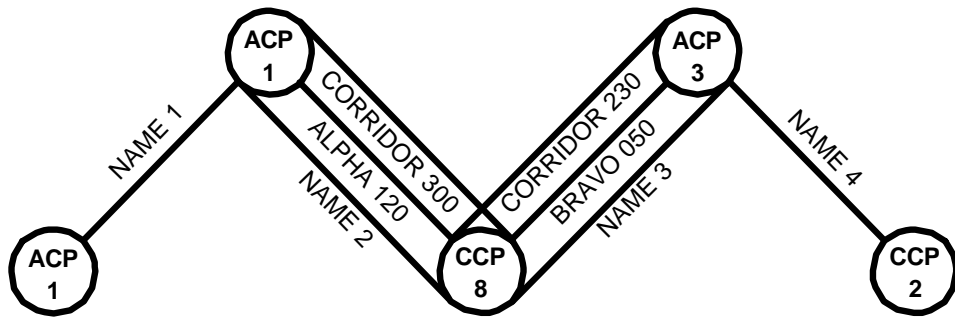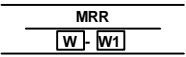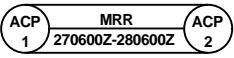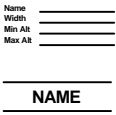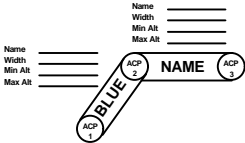| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	
		SYM-ID	TACTICAL GRAPHIC
COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL	N/A	2.X.2.6	

COMMAND AND CONTROL AND GENERAL MANEUVER
  SPECIAL
    LINE
	N/A	2.X.2.6.1	

COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL
  LINE
    AMBUSH
 	
Parameters
 	
1. Anchor points. This graphic requires three anchor points. Point 1 is the tip of the arrowhead. Points 2 and 3 define the endpoints of the curved line on the back side of the graphic.
 	
2. Size/Shape. Points 2 and 3 determine the length of the curved line on the back side of the graphic. The rear of the arrow should connect to the midpoint of the line between points 2 and 3.
 	
3. Orientation. Orientation is determined by the anchor points. The back side of the graphic encompasses the ambush position, while the arrowhead typically points at the target .
	D	2.X.2.6.1.1
		
		G*GPSLA---****X
		
		Example	

COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL
  LINE
    HOLDING LINE
 	
Parameters
 	
1. Anchor points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line.
 	
2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen.
 	
3. Orientation. Orientation is determined by the anchor points.
	D	2.X.2.6.1.2
		
		G*GPSLH---****X
		
		Example	
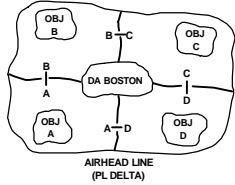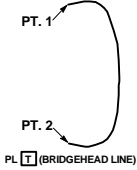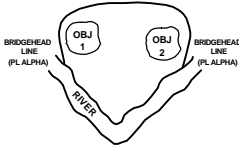
APPENDIX B

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

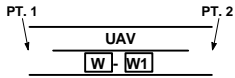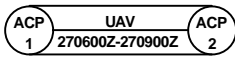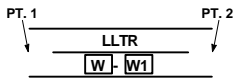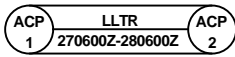| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	

COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL
  LINE
    RELEASE LINE
 	
Parameters
 	
1. Anchor points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line .
 	
2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen.
 	
 3. Orientation. Orientation is determined by the anchor points.
	D	2.X.2.6.1.3	

		G*GPSLR---****X	
		Example	

COMMAND AND CONTROL AND GENERAL MANEUVER
  SPECIAL
    AREA
	N/A	2.X.2.6.2	

COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL
  AREA
    AREA OF OPERATIONS (AO)
 	
Parameters
 	
1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.
 	
2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.
 	
3. Orientation. Not applicable.
	D	2.X.2.6.2.1	

		G*GPSAO---****X	
		Example	

TABLE B-IV. C² Symbology: Military Operations set - Continued.

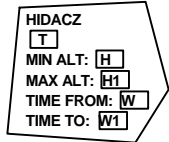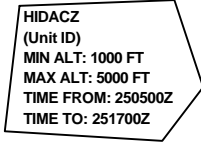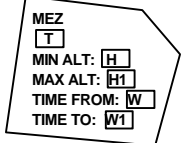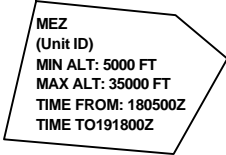| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	

COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL
  AREA
   AIRHEAD
 	
Parameters
 	
1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.
 	
2. Size/Shape. Determined by the anchor points.
 	
3. Orientation. Not applicable.
	D	2.X.2.6.2.2	
			AIRHEAD LINE (PL T)

		G*GPSAA---****X	
		Example	 AIRHEAD LINE (PL DELTA)

COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL
  AREA
   BRIDGEHEAD
 	
Parameters
 	
1. Anchor points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.
 	
2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen.
 	
3. Orientation. Orientation is determined by the anchor points.
	D	2.X.2.6.2.3	
			PT. 1
			PT. 2
			PL T (BRIDGEHEAD LINE)

		G*GPSAB---****X	
		Example	

APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	

COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL
  AREA
    ENCIRCLEMENT
 	
Parameters
 	
1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.
 	
2. Size/Shape. Determined by the anchor points.
 	
3. Orientation. Not applicable. The area will encompass one or more UEIs or features.
	D	2.X.2.6.2.4
		
		G*GPSAE---****X	

		Example G*GPSAE---****X	
		Example G*GPSAE---****X	

COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL
  AREA
    NAMED AREA OF INTEREST (NAI)
 	
Parameters
 	
1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.
 	
2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.
 	
3. Orientation. Not applicable.
	D	2.X.2.6.2.5
		
		G*GPSAN---****X	

		Example	

APPENDIX B

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL AREA TARGETED AREA OF INTEREST (TAI) Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable.	D	2.X.2.6.2.6	
		G*GPSAT---****X	
		Example	

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
MOBILITY/SURVIVABILITY	N/A	2.X.3	
MOBILITY/SURVIVABILITY OBSTACLES	N/A	2.X.3.1	
MOBILITY/SURVIVABILITY OBSTACLES GENERAL	N/A	2.X.3.1.1	
MOBILITY/SURVIVABILITY OBSTACLES GENERAL BELT Parameters 1. Anchor points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.3.1.1.1 G*MPOGB---****X Example	 PT. 1 PT. 2 3/27 AD
MOBILITY/SURVIVABILITY OBSTACLES GENERAL LINE Parameters 1. Anchor points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.3.1.1.2 G*MPOGL---****X Example	 PT. 1 PT. 2

TABLE B-IV. C² Symbology: Military Operations set - Continued.

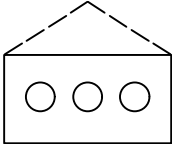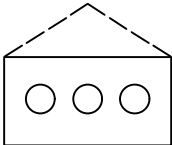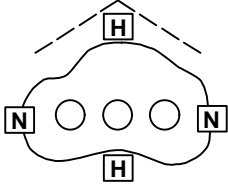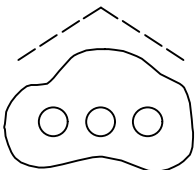| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
MOBILITY/SURVIVABILITY OBSTACLES GENERAL ZONE Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. 3. Orientation. Not applicable.	D	2.X.3.1.1.3	
		G*MPOGZ---****X	
		Example	27 AD
MOBILITY/SURVIVABILITY OBSTACLES GENERAL OBSTACLE FREE AREA Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable.	D	2.X.3.1.1.4	FREE T W W1
		G*MPOGF---****X	
		Example	FREE 23 AD 200900- 272100Z SEP

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

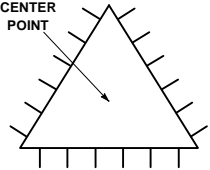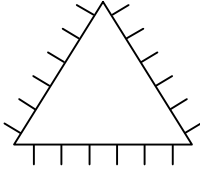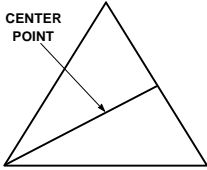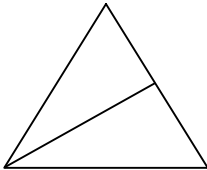| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	
		SYM-ID	TACTICAL GRAPHIC
MOBILITY/SURVIVABILITY OBSTACLES GENERAL OBSTACLE RESTRICTED AREA Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable.	D	2.X.3.1.1.5	
		G*MPOGR---****X	
		Example	23 AD 200900- 272100Z SEP
MOBILITY/SURVIVABILITY OBSTACLES ABATIS Parameters 1. Anchor points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. The size of the tooth does not change. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.3.1.2	PT. 1 PT. 2
		G*MPOS----****X	
		Example	
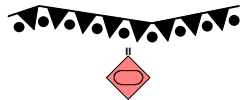
TABLE B-IV. C² Symbology: Military Operations set - Continued.

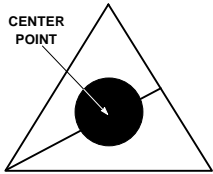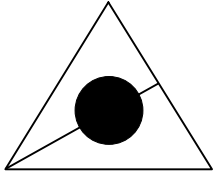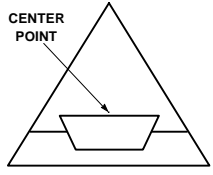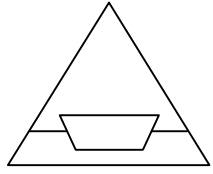| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	

MOBILITY/SURVIVABILITY
  OBSTACLES
    ANTITANK OBSTACLES
	N/A	2.X.3.1.3	

MOBILITY/SURVIVABILITY
OBSTACLES
  ANTITANK OBSTACLES
   ANTITANK DITCH
	N/A	2.X.3.1.3.1	

MOBILITY/SURVIVABILITY
OBSTACLES
ANTITANK OBSTACLES
  ANTITANK DITCH
    UNDER CONSTRUCTION
 	
Parameters
 	
1. Anchor points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.
 	
2. Size/Shape. The first and last anchor points determine the length of the line.
 	
3. Orientation. Orientation is determined by the anchor points. The teeth typically point toward enemy forces.
	D	2.X.3.1.3.1.1
		
		G*MPOADU--****X
		
		Example	

MOBILITY/SURVIVABILITY
OBSTACLES
ANTITANK OBSTACLES
  ANTITANK DITCH
    COMPLETE
 	
Parameters
 	
1. Anchor points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.
 	
2. Size/Shape. The first and last anchor points determine the length of the line.
 	
3. Orientation. Orientation is determined by the anchor points. The teeth typically point toward enemy forces.
	D	2.X.3.1.3.1.2
		
		G*MPOADC--****X
		
		Example	

TABLE B-IV. C² Symbology: Military Operations set - Continued.

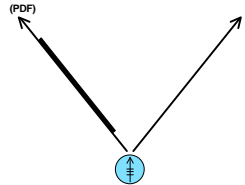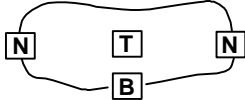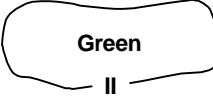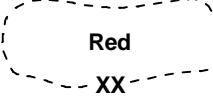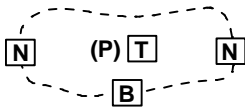| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	
		SYM-ID	**TACTICAL GRAPHIC**
MOBILITY/SURVIVABILITY OBSTACLES ANTITANK OBSTACLES ANTITANK DITCH REINFORCED WITH ANTITANK MINES Parameters 1. Anchor points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. 3. Orientation. Orientation is determined by the anchor points. The teeth typically point toward enemy forces.	D	2.X.3.1.3.2	
		G*MPOAR---****X	
		Example	
MOBILITY/SURVIVABILITY OBSTACLES ANTITANK OBSTACLES ANTITANK OBSTACLES, TETRAHEDRONS, DRAGONS TEETH, AND OTHER SIMILAR OBSTACLES	N/A	2.X.3.1.3.3	
MOBILITY/SURVIVABILITY OBSTACLES ANTITANK OBSTACLES ANTITANK OBSTACLES, TETRAHEDRONS, DRAGONS TEETH, AND OTHER SIMILAR OBSTACLES FIXED AND PREFABRICATED Parameters 1. Anchor points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.3.1.3.3.1	
		G*MPOAOF--****X	
		Example	
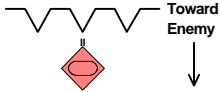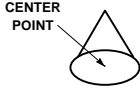
APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY SYM-ID	TACTICAL GRAPHIC

MOBILITY/SURVIVABILITY
OBSTACLES
ANTITANK OBSTACLES
  ANTITANK OBSTACLES, TETRAHEDRONS, DRAGONS TEETH, AND OTHER SIMILAR OBSTACLES
    MOVEABLE
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base.
 	
2. Size/Shape. Static.
 	
3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.
	S	2.X.3.1.3.3.2
		
		G*MPOAOM--****X
		
		Example
			
			ANCHOR POINT

MOBILITY/SURVIVABILITY
OBSTACLES
ANTITANK OBSTACLES
  ANTITANK OBSTACLES, TETRAHEDRONS, DRAGONS TEETH, AND OTHER SIMILAR OBSTACLES
    MOVEABLE AND PREFABRICATED
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base.
 	
2. Size/Shape. Static.
 	
3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.
	S	2.X.3.1.3.3.3
		
		G*MPOAOP--****X
		
		Example
			
			ANCHOR POINT

APPENDIX B

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	

MOBILITY/SURVIVABILITY
OBSTACLES
  ANTITANK OBSTACLES
    ANTITANK WALL
 	
Parameters
 	
1. Anchor points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.
 	
2. Size/Shape. The first and last anchor points determine the length of the line.
 	
3. Orientation. Orientation is determined by the anchor points. The teeth typically point toward enemy forces.
	D	2.X.3.1.3.4	

		G*MPOAW---****X	
		Example	

MOBILITY/SURVIVABILITY
  OBSTACLES
    BOOBY TRAP
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The center point defines the center of the ellipse.
 	
2. Size/Shape. Static.
 	
3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.
	S	2.X.3.1.4	

		G*MPOB----****X	
		Example	

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	
		SYM-ID	TACTICAL GRAPHIC

MOBILITY/SURVIVABILITY
  OBSTACLES
    MINES
	N/A	2.X.3.1.5	

MOBILITY/SURVIVABILITY
OBSTACLES
  MINES
    UNSPECIFIED MINE
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The center point defines the center of the circle.
 	
2. Size/Shape. Static.
 	
3. Orientation. The graphic's center point is typically centered over the desired location.
	S	2.X.3.1.5.1	CENTER POINT

		G*MPOMU---****X	
		Example	

MOBILITY/SURVIVABILITY
OBSTACLES
  MINES
    ANTITANK MINE (AT)
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The center point defines the center of the circle.
 	
2. Size/Shape. Static.
 	
3. Orientation. The graphic is typically centered over the desired location.
	S	2.X.3.1.5.2	CENTER POINT

		G*MPOMT---****X	
		Example	

TABLE B-IV. C² Symbology: Military Operations set - Continued.

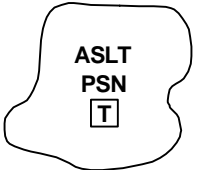| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	

MOBILITY/SURVIVABILITY
OBSTACLES
  MINES
    ANTITANK MINE WITH ANTIHANDLING DEVICE
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The center point defines the center of the circle.
 	
2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the symbol.
 	
3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.
	S	2.X.3.1.5.3	CENTER POINT

		G*MPOMD---****X	
		Example	

MOBILITY/SURVIVABILITY
OBSTACLES
  MINES
    ANTITANK MINE (DIRECTIONAL)
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The center point defines the center of the circle.
 	
2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the symbol.
 	
3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. Arrow shows effects.
	S	2.X.3.1.5.4	CENTER POINT

		G*MPOME---****X	
		Example	

APPENDIX B

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY		TACTICAL GRAPHIC
			SYM-ID	
MOBILITY/SURVIVABILITY OBSTACLES MINES ANTIPERSONNEL (AP) MINES Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the circle. 2. Size/Shape. Static. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.3.1.5.5		CENTER POINT
		G*MPOMP---****X		
		Example		
MOBILITY/SURVIVABILITY OBSTACLES MINES WIDE AREA MINES Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the circle. 2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the symbol. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.3.1.5.6		CENTER POINT
		G*MPOMW---****X		
		Example		
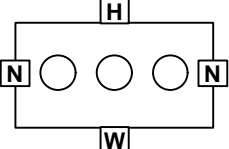
TABLE B-IV. $\underline{C^2}$ Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	
		SYM-ID	**TACTICAL GRAPHIC**
MOBILITY/SURVIVABILITY OBSTACLES 　MINES 　　MINE CLUSTER Parameters 1. Anchor points. This graphic requires at least two anchor points. Points 1.and 2 define the corners of the graphic. 2. Size/Shape. Points 1 and 2 determine the lenght of the straight line. The radius of the semicircle is ½ the length of the straight line. 3. Orientation. Not applicable.	D	2.X.3.1.5.7	
		G*MPOMC---****X	PT. 1　　　　PT. 2
		Example	

TABLE B-IV. $\underline{C^2}$ Symbology: Military Operations set - Continued.

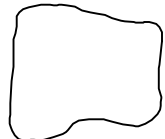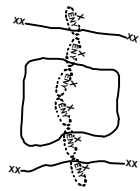| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	

MOBILITY/SURVIVABILITY
  OBSTACLES
    MINEFIELDS
	N/A	2.X.3.1.6	

MOBILITY/SURVIVABILITY
OBSTACLES
  MINEFIELDS
    STATIC DEPICTION
 	
Parameters
 	
1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.
 	
2. Size/Shape. Static. The graphic will be filled with the type of mine(s) contained in the minefield (see mine types listed in this appendix). If scatterable mines are within the minefield, the H field will be filled with an "S" or a "+S" as appropriate, and a self-destruct time will be posted in the W field.
 	
3. Orientation. The graphic's center point is typically centered over the desired location. If an offset location indicator is used with this graphic, the indicator will point to the center of mass of the minefield.
	S	2.X.3.1.6.1 <hr> G*MPOFS---****X	

Example: Friendly Present GFMPOFS---****X		Example: Enemy Known GHMPOFS---****X	
Example: Friendly Planned GFMAOFS---****X		Example: Enemy Suspected GHMAOFS---****X	

TABLE B-IV. C² Symbology: Military Operations set - Continued.

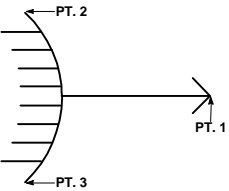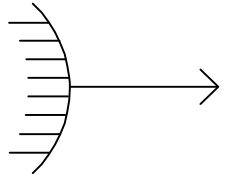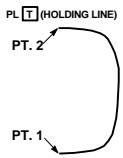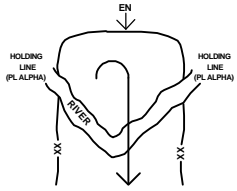| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
MOBILITY/SURVIVABILITY OBSTACLES MINEFIELDS DYNAMIC DEPICTION Parameters 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. 2. Size/Shape. Determined by the anchor points. The graphic will be filled with the type of mine(s) contained in the minefield (see mine types listed in this appendix). If scatterable mines are within the minefield, the H field will be filled with an "S" or a "+S" as appropriate, and a self-destruct time will be posted in the W field. 3. Orientation. Not applicable.	D	2.X.3.1.6.2	
		G*MPOFD---****X	
		Example	
MOBILITY/SURVIVABILITY OBSTACLES MINEFIELDS GAP Parameters 1. Anchor Points. This graphic requires four points. Points 1 and 2 define one side of the gap and points 3 and 4 define the opposite side of the gap 2. Size/Shape. Determined by the anchor points. 3. Orientation. Not applicable.	D	2.X.3.1.6.3	
		G*MPOFG---****X	
		Example	 272100ZSEP - 300400ZSEP

APPENDIX B

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	

MOBILITY/SURVIVABILITY
OBSTACLES
  MINEFIELDS
    MINED AREA
 	
Parameters
 	
1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.
 	
2. Size/Shape. Determined by the anchor points.
 	
3. Orientation. Not applicable.
	D	2.X.3.1.6.4	

		G*MPOFA---****X	
		Example	
MOBILITY/SURVIVABILITY OBSTACLES OBSTACLE EFFECT	N/A	2.X.3.1.7	

MOBILITY/SURVIVABILITY
OBSTACLES
  OBSTACLE EFFECT
    BLOCK
 	
Parameters
 	
1. Anchor points. This graphic requires three anchor points. They define the endpoints of the symbol's vertical line.
2. Size/Shape. The anchor points determine the length of the vertical line. The horizontal line's length will be twice the length of the vertical line. The horizontal line will project perpendicualrly from the midpoint of the vertical line.
3. Orientation. The horizontal line's orientation must be selected. The "flat" side of the vertical line faces enemy forces, with the horizontal line projecting from the other side.
	D	2.X.3.1.7.1	

		G*MPOEB---****X	
		Example	

APPENDIX B

TABLE B-IV. $\underline{C^2}$ Symbology: Military Operations set - Continued.

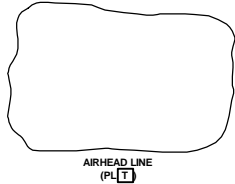| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	
		SYM-ID	TACTICAL GRAPHIC
MOBILITY/SURVIVABILITY OBSTACLES OBSTACLE EFFECT FIX Parameters 1. Anchor Points. This graphic requires 2 anchor points. Point 1 defines the tip of the arrowhead, and point 2 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. 3. Orientation. The arrow typically points away from enemy forces with the tip of the arrowhead indicating the location of the action.	D	2.X.3.1.7.2	
		G*MPOEF---****X	
		Example	
MOBILITY/SURVIVABILITY OBSTACLES OBSTACLE EFFECT TURN Parameters 1. Anchor points. This symbol requires two anchor points. Point 1 defines the rear of the graphic. Point 2 defines the tip of the arrowhead. 2. Size/Shape. Points 1 and 2 are connected by a 90 degree arc. 3. Orientation. The rear of the graphic identifies the enemy's location and the arrow points in the direction the obstacle should force the enemy to turn.	D	2.X.3.1.7.3	
		G*MPOET---****X	
		Example	

390

TABLE B-IV. C² Symbology: Military Operations set - Continued.

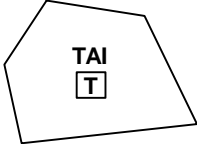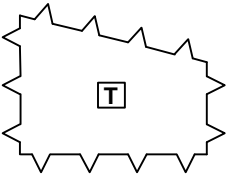| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	
		SYM-ID	TACTICAL GRAPHIC
MOBILITY/SURVIVABILITY OBSTACLES OBSTACLE EFFECT DISRUPT Parameters 1. Anchor points. This graphic requires three anchor points. Points 1 and 2 define the end points of the graphic's vertical line. Point 3 defines the tip of the longest arrow. 2. Size/Shape. Points 1 and 2 determine the height of the graphic and point 3 determines its length. The spacing between the graphic's arrows will stay proportional to the graphic's vertical line. The length of the short arrows will remain in proportion to the length of the longest arrow. 3. Orientation. The arrows typically point away from enemy forces.	D	2.X.3.1.7.4	
		G*MPOED---****X	
		Example	
MOBILITY/SURVIVABILITY OBSTACLES UNEXPLODED ORDINANCE AREA (UXO) Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. 3. Orientation. Not applicable.	D	2.X.3.1.8	
		G*MPOU----****X	
		Example	
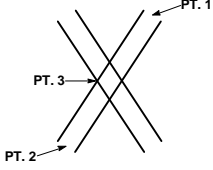
TABLE B-IV. C² Symbology: Military Operations set - Continued.

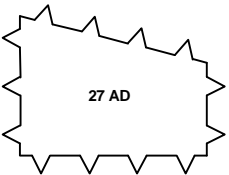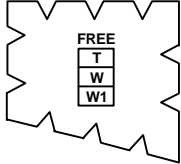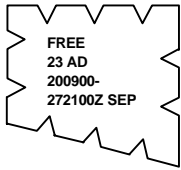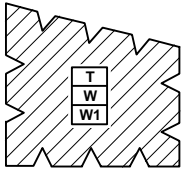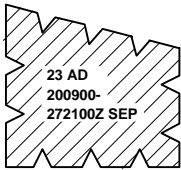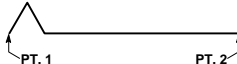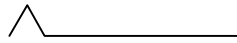| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	

MOBILITY/SURVIVABILITY
  OBSTACLES
    ROADBLOCKS, CRATERS, AND BLOWN BRIDGES
	N/A	2.X.3.1.9	

MOBILITY/SURVIVABILITY
OBSTACLES
  ROADBLOCKS, CRATERS, AND BLOWN BRIDGES
    PLANNED
 	
Parameters
 	
1. Anchor points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic, and point 3 defines the location of one side of the graphic.
 	
2. Size/Shape. Points 1 and 2 determine the centerline of the graphic, and point 3 determines its width.
 	
3. Orientation. Orientation is detemined by the anchor points.
	D	2.X.3.1.9.1
		
		G*MPORP---****X
		
		Example	

MOBILITY/SURVIVABILITY
OBSTACLES
  ROADBLOCKS, CRATERS, AND BLOWN BRIDGES
    EXPLOSIVES, STATE OF READINESS 1 (SAFE)
 	
Parameters
 	
1. Anchor points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic, and point 3 defines the location of one side of the graphic.
 	
2. Size/Shape. Points 1 and 2 determine the centerline of the graphic, and point 3 determines its width.
 	
3. Orientation. Orientation is detemined by the anchor points.
	D	2.X.3.1.9.2
		
		G*MPORS---****X
		
		Example	

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	

MOBILITY/SURVIVABILITY
OBSTACLES
  ROADBLOCKS, CRATERS, AND BLOWN BRIDGES
    EXPLOSIVES, STATE OF READINESS 2 (ARMED-BUT PASSABLE)
 	
Parameters
 	
1. Anchor points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic, and point 3 defines the location of one side of the graphic.
 	
2. Size/Shape. Points 1 and 2 determine the centerline of the graphic, and point 3 determines its width.
 	
3. Orientation. Orientation is detemined by the anchor points.
	D	2.X.3.1.9.3	

		G*MPORA---****X	
		Example	

MOBILITY/SURVIVABILITY
OBSTACLES
  ROADBLOCKS, CRATERS, AND BLOWN BRIDGES
    ROADBLOCK COMPLETE (EXECUTED)
 	
Parameters
 	
1. Anchor points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic, and point 3 defines the location of one side of the graphic.
 	
2. Size/Shape. Points 1 and 2 determine the centerline of one set of the graphic's parallel lines, and point 3 determines their width. The additional set of parallel lines stays proportional to the first set, and crosses the first set at the center point of the overall graphic.
 	
3. Orientation. Orientation is detemined by the anchor points.
	D	2.X.3.1.9.4	

		G*MPORC---****X	
		Example	

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

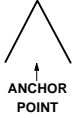| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY SYM-ID	TACTICAL GRAPHIC
MOBILITY/SURVIVABILITY OBSTACLES TRIP WIRE Parameters 1. Anchor points. This graphic requires three anchor points. Points 1 and 2 define the vertical straight line portion of the graphic. Point 3 defines an end of the horizontal line. 2. Size/Shape. Points 1 and 2 determine the length of the vertical, straight-line portion of the graphic and point 3 determines its width. The distance between the line connecting points 1 and 2, and point 3 is the radius of the 90 degree arc at the bottom of the graphic. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.3.1.10	
		G*MPOT----****X	
		Example	
MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE	N/A	2.X.3.1.11	
MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE UNSPECIFIED Parameters 1. Anchor points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.3.1.11.1	
		G*MPOWU---****X	
		Example	

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

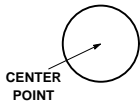| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	

MOBILITY/SURVIVABILITY
OBSTACLES
  WIRE OBSTACLE
    SINGLE FENCE
 	
Parameters
 	
1. Anchor points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.
 	
2. Size/Shape. The first and last anchor points determine the length of the line.
 	
3. Orientation. Orientation is determined by the anchor points.
	D	2.X.3.1.11.2	

		G*MPOWS---****X	
		Example	

MOBILITY/SURVIVABILITY
OBSTACLES
  WIRE OBSTACLE
    DOUBLE FENCE
 	
Parameters
 	
1. Anchor points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.
 	
2. Size/Shape. The first and last anchor points determine the length of the line.
 	
3. Orientation. Orientation is determined by the anchor points.
	D	2.X.3.1.11.3	

		G*MPOWD---****X	
		Example	

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APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	
		SYM-ID	TACTICAL GRAPHIC

MOBILITY/SURVIVABILITY
OBSTACLES
  WIRE OBSTACLE
    DOUBLE APRON FENCE
 	
Parameters
 	
1. Anchor points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.
 	
2. Size/Shape. The first and last anchor points determine the length of the line.
 	
3. Orientation. Orientation is determined by the anchor points.
	D	2.X.3.1.11.4	XXXXXXXX
			PT. 1 PT. 2

		G*MPOWA---****X	
		Example	XXXXXXXX

MOBILITY/SURVIVABILITY
OBSTACLES
  WIRE OBSTACLE
    LOW WIRE FENCE
 	
Parameters
 	
1. Anchor points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.
 	
2. Size/Shape. The first and last anchor points determine the length of the line.
 	
3. Orientation. Orientation is determined by the anchor points.
	D	2.X.3.1.11.5	XXXXXXXX
			PT. 1 PT. 2

		G*MPOWL---****X	
		Example	XXXXXXXX

APPENDIX B

TABLE B-IV. $\underline{C^2\ \text{Symbology: Military Operations set}}$ - Continued.

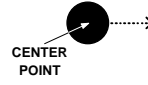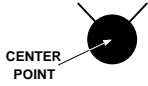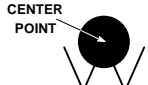| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	

MOBILITY/SURVIVABILITY
OBSTACLES
  WIRE OBSTACLE
   HIGH WIRE FENCE
 	
Parameters
 	
1. Anchor points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.
 	
2. Size/Shape. The first and last anchor points determine the length of the line.
 	
3. Orientation. Orientation is determined by the anchor points.
	D	2.X.3.1.11.6	

		G*MPOWH---****X	
		Example	

MOBILITY/SURVIVABILITY
OBSTACLES
  WIRE OBSTACLE
   CONCERTINA
	N/A	2.X.3.1.11.7	

MOBILITY/SURVIVABILITY
OBSTACLES
  WIRE OBSTACLE
   SINGLE CONCERTINA
 	
Parameters
 	
1. Anchor points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.
 	
2. Size/Shape. The first and last anchor points determine the length of the line.
 	
3. Orientation. Orientation is determined by the anchor points.
	D	2.X.3.1.11.7.1	

		G*MPOWCS--****X	
		Example	

APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

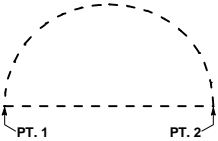| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	

MOBILITY/SURVIVABILITY
OBSTACLES
  WIRE OBSTACLE
    DOUBLE STRAND CONCERTINA
 	
Parameters
 	
1. Anchor points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.
 	
2. Size/Shape. The first and last anchor points determine the length of the line.
 	
3. Orientation. Orientation is determined by the anchor points.
	D	2.X.3.1.11.7.2	

		G*MPOWCD--****X	
		Example	

MOBILITY/SURVIVABILITY
OBSTACLES
  WIRE OBSTACLE
    TRIPLE STRAND CONCERTINA
 	
Parameters
 	
1. Anchor points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.
 	
2. Size/Shape. The first and last anchor points determine the length of the line.
 	
3. Orientation. Orientation is determined by the anchor points.
	D	2.X.3.1.11.7.3	

		G*MPOWCT--****X	
		Example	

APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

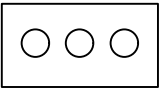| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
MOBILITY/SURVIVABILITY OBSTACLE BYPASS	N/A	2.X.3.2	
MOBILITY/SURVIVABILITY OBSTACLE BYPASS OBSTACLE BYPASS DIFFICULTY	N/A	2.X.3.2.1	
MOBILITY/SURVIVABILITY OBSTACLE BYPASS OBSTACLE BYPASS DIFFICULTY BYPASS EASY Parameters 1. Anchor points. This graphic requires three anchor points. Points 1 and 2 define the tips of the arrowheads and point 3 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the graphic's height and point 3 determines its length. The vertical line at the rear of the graphic will be the same length as the opening. 3. Orientation. The opening typically faces enemy forces.	D	2.X.3.2.1.1 G*MPBDE---****X Example	
MOBILITY/SURVIVABILITY OBSTACLE BYPASS OBSTACLE BYPASS DIFFICULTY BYPASS DIFFICULT Parameters 1. Anchor points. This graphic requires three anchor points. Points 1 and 2 define the tips of the arrowheads and point 3 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the graphic's height and point 3 determines its length. The vertical line at the rear of the graphic will be the same length as the opening. 3. Orientation. The opening typically faces enemy forces.	D	2.X.3.2.1.2 G*MPBDD---****X Example	

TABLE B-IV. C² Symbology: Military Operations set - Continued.

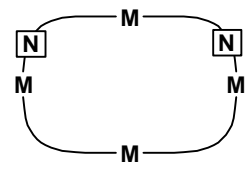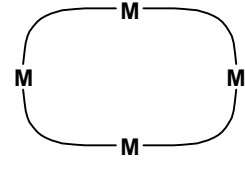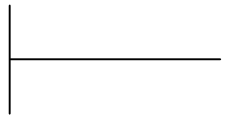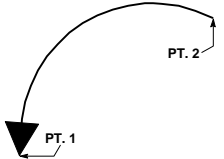| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
MOBILITY/SURVIVABILITY OBSTACLE BYPASS OBSTACLE BYPASS DIFFICULTY BYPASS IMPOSSIBLE Parameters 1. Anchor points. This graphic requires three anchor points. Points 1 and 2 define the tips of the arrowheads and point 3 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the graphic's height and point 3 determines its length. The vertical line at the rear of the graphic will be the same length as the opening, and the gap will be at the line's midpoint. 3. Orientation. The opening typically faces enemy forces.	D	2.X.3.2.1.3	
		G*MPBDI---****X	
		Example	
MOBILITY/SURVIVABILITY OBSTACLE BYPASS CROSSING SITE/WATER CROSSING	N/A	2.X.3.2.2	
MOBILITY/SURVIVABILITY OBSTACLE BYPASS CROSSING SITE/WATER CROSSING ASSAULT CROSSING AREA Parameters 1. Anchor points. This graphic requires four anchor points. Points 1 and 2 define the endpoints one bank of the crossing area, and points 3 and 4 define the endpoints on the opposite bank. 2. Size/Shape. Points 1, 2, 3, and 4 determine the length and width of the graphic. 3. Orientation. Orientation is detemined by the anchor points. The graphic is typically parallel to a river.	D	2.X.3.2.2.1	
		G*MPBCA---****X	
		Example	

APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

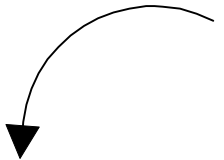| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	

MOBILITY/SURVIVABILITY
OBSTACLE BYPASS
  CROSSING SITE/WATER CROSSING
    BRIDGE OR GAP
 	
Parameters
 	
1. Anchor points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic, and point 3 defines the location of one side of the graphic.
 	
2. Size/Shape. Points 1 and 2 determine the centerline of the graphic, and point 3 determines its width.
 	
3. Orientation. Orientation is detemined by the anchor points. The graphic is typically perpendicular to a river.
	D	2.X.3.2.2.2	

		G*MPBCB---****X	
		Example	

MOBILITY/SURVIVABILITY
OBSTACLE BYPASS
  CROSSING SITE/WATER CROSSING
    FERRY
 	
Parameters
 	
1. Anchor points. This graphic requires two anchor points. Points 1 and two define the tips of the arrowheads.
 	
2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. The arrowheads will be filled-in versions of a common arrowhead.
 	
3. Orientation. Orientation is detemined by the anchor points. The graphic is typically perpendicular to a river.
	D	2.X.3.2.2.3	

		G*MPBCF---****X	
		Example	

TABLE B-IV. C² Symbology: Military Operations set - Continued.

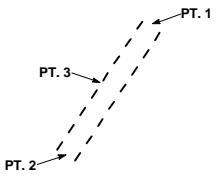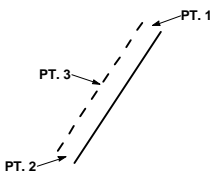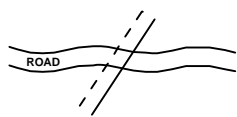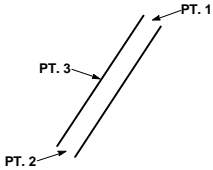| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	

MOBILITY/SURVIVABILITY
OBSTACLE BYPASS
  CROSSING SITE/WATER CROSSING
    FORD EASY
 	
Parameters
 	
1. Anchor points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the first line. Point 3 defines the location of the parallel line.
 	
2. Size/Shape. Points 1 and 2 determine the length of the graphic. Point 3 determines its width.
 	
3. Orientation. Orientation is detemined by the anchor points. The graphic is typically perpendicular to a river.
	D	2.X.3.2.2.4	

		G*MPBCE---****X	
		Example	

MOBILITY/SURVIVABILITY
OBSTACLE BYPASS
  CROSSING SITE/WATER CROSSING
    FORD DIFFICULT
 	
Parameters
 	
1. Anchor points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the first line. Point 3 defines the location of the parallel line.
 	
2. Size/Shape. Points 1 and 2 determine the length of the graphic. Point 3 determines its width.
 	
3. Orientation. Orientation is detemined by the anchor points. The graphic is typically perpendicular to a river.
	D	2.X.3.2.2.5	

		G*MPBCD---****X	
		Example	

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	
		SYM-ID	TACTICAL GRAPHIC
MOBILITY/SURVIVABILITY OBSTACLE BYPASS CROSSING SITE/WATER CROSSING LANE Parameters 1. Anchor points. This graphic requires two anchor points. Points 1 and 2 define the tips of the arrowheads. 2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. The lines of the arrowhead will form an acute angle. 3. Orientation. Orientation is detemined by the anchor points. The graphic is typically perpendicular to a river.	D	2.X.3.2.2.6	
		G*MPBCL---****X	
		Example	
MOBILITY/SURVIVABILITY OBSTACLE BYPASS CROSSING SITE/WATER CROSSING RAFT SITE Parameters 1. Anchor points. This graphic requires two anchor points. Points 1 and two define the tips of the arrowheads. 2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. The lines of hte arrowheads will form an obtuse angle. 3. Orientation. Orientation is detemined by the anchor points. The graphic is typically perpendicular to a river.	D	2.X.3.2.2.7	
		G*MPBCR---****X	
		Example	

TABLE B-IV. $\underline{C^2}$ Symbology: Military Operations set - Continued.

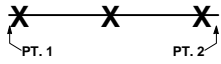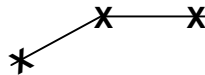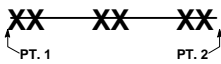| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
MOBILITY/SURVIVABILITY OBSTACLE BYPASS CROSSING SITE/WATER CROSSING ENGINEER REGULATING POINT Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The symbol will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments	S	2.X.3.2.2.8	
		G*MPBCP---****X	
		Example	
MOBILITY/SURVIVABILITY SURVIVABILITY	N/A	2.X.3.3	
MOBILITY/SURVIVABILITY SURVIVABILITY EARTHWORK, SMALL TRENCH OR FORTIFICATION Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.3.3.1	
		G*MPSE----****X	
		Example	

APPENDIX B

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

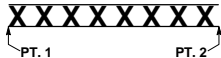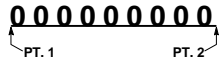| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	

MOBILITY/SURVIVABILITY
  SURVIVABILITY
    FORT
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic.
 	
2. Size/Shape. Static.
 	
3. Orientation. The graphic's center point is typically centered over the desired location.
	S	2.X.3.3.2	CENTER POINT

		G*MPSF----****X	
		Example	

MOBILITY/SURVIVABILITY
  SURVIVABILITY
    FORTIFIED LINE
 	
Parameters
 	
1. Anchor points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.
 	
2. Size/Shape. The first and last anchor points determine the length of the line.
 	
3. Orientation. Orientation is determined by the anchor points. The ramparts typically point toward enemy forces.
	D	2.X.3.3.3	

		G*MPSL----****X	PT. 1 PT. 2
		Example	

TABLE B-IV. C² Symbology: Military Operations set - Continued.

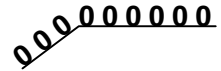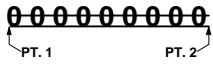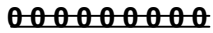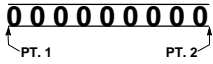| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	

MOBILITY/SURVIVABILITY
  SURVIVABILITY
   FOXHOLE, EMPLACEMENT OR WEAPON SITE
 	
Parameters
 	
1. Anchor points. This graphic requires two anchor points. Points 1 and two define the corners on the front of the graphic.
 	
2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length.
 	
3. Orientation. Orientation is detemined by the anchor points. The graphic typically faces enemy forces.
	D	2.X.3.3.4	

		G*MPSW----****X	PT. 1 PT. 2
		Example	

MOBILITY/SURVIVABILITY
  SURVIVABILITY
   STRONG POINT
 	
Parameters
 	
1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.
 	
2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area.
 	
3. Orientation. Not applicable.
	D	2.X.3.3.5	

		G*MPSP----****X	T B
		Example	Letter, # or Name

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
MOBILITY/SURVIVABILITY SURVIVABILITY SURFACE SHELTER Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic's center point is typically centered over the desired location.	S	2.X.3.3.6	
		G*MPSS----****X	
		Example	
MOBILITY/SURVIVABILITY SURVIVABILITY UNDERGROUND SHELTER Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of thegraphic. 2. Size/Shape. Static. 3. Orientation. The graphic's center point is typically centered over the desired location.	S	2.X.3.3.7	
		G*MPSU----****X	
		Example	

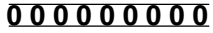## TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL	N/A	2.X.3.4	

MOBILITY/SURVIVABILITY
  NUCLEAR, BIOLOGICAL AND CHEMICAL
    MINIMUM SAFE DISTANCE ZONES
 	
Parameters
 	
1. Anchor points. This graphic requires four anchor points. The centerpoint defines the center of the graphic. Points 1, 2, and 3 define the radii of circles 1, 2, and 3.
 	
2. Size/Shape. As defined by the operator.
 	
3. Orientation. The centerpoint is typically centered over the known/suspected source location of an NBC event.
	D	2.X.3.4.1	

		G*MPNM----****X	
		Example	

MOBILITY/SURVIVABILITY
  NUCLEAR, BIOLOGICAL AND CHEMICAL
    NUCLEAR DETINATIONS GROUND ZERO
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base.
 	
2. Size/Shape. Static.
 	
3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.
	S	2.X.3.4.2	

		G*MPNZ----****X	
		Example	

APPENDIX B

TABLE B-IV. $\underline{C^2 \text{ Symbology: Military Operations set}}$ - Continued.

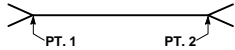| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	
		SYM-ID	TACTICAL GRAPHIC

MOBILITY/SURVIVABILITY
  NUCLEAR, BIOLOGICAL AND CHEMICAL
    FALLOUT PRODUCING
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base.
 	
2. Size/Shape. Static.
 	
3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.
	S	2.X.3.4.3	

		G*MPNF----****X	
		Example	

MOBILITY/SURVIVABILITY
  NUCLEAR, BIOLOGICAL AND CHEMICAL
    RADIOACTIVE AREA
 	
Parameters
 	
1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.
 	
2. Size/Shape. Determined by the anchor points. The nuclear graphic, hierarchy number 2.X.3.4.2, should be moveable within the area.
 	
3. Orientation. Not applicable.
	D	2.X.3.4.4	

		G*MPNR----****X	
		Example	

TABLE B-IV. C² Symbology: Military Operations set - Continued.

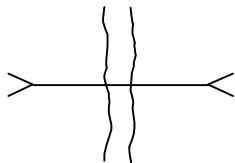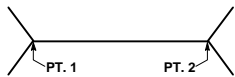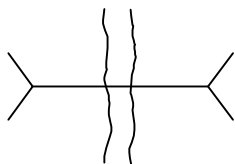| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	

MOBILITY/SURVIVABILITY
  NUCLEAR, BIOLOGICAL AND CHEMICAL
    BIOLOGICALLY CONTAMINATED AREA
 	
Parameters
 	
1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.
 	
2. Size/Shape. Determined by the anchor points. The biological graphic, hierarchy number 2.X.3.4.7.1, should be moveable within the area.
 	
3. Orientation. Not applicable.
	D	2.X.3.4.5	

		G*MPNB----****X	
		Example	

MOBILITY/SURVIVABILITY
  NUCLEAR, BIOLOGICAL AND CHEMICAL
    CHEMICALLY CONTAMINATED AREA
 	
Parameters
 	
1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.
 	
2. Size/Shape. Determined by the anchor points. The chemical graphic, hierarchy number 2.X.3.4.7.2, should be moveable within the area.
 	
3. Orientation. Not applicable.
	D	2.X.3.4.6	

		G*MPNC----****X	
		Example	

APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

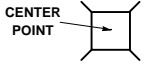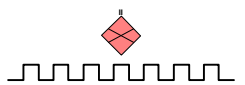| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL RELEASE EVENTS	N/A	2.X.3.4.7	
MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL RELEASE EVENTS BIOLOGICAL Parameters 1. Anchor points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.3.4.7.1 G*MPNEB---****X Example	
MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL RELEASE EVENTS CHEMICAL Parameters 1. Anchor points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	S	2.X.3.4.7.2 G*MPNEC---****X Example	

APPENDIX B

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

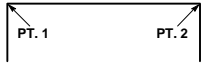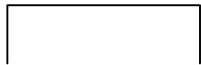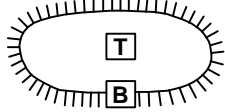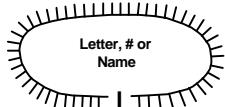| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	

MOBILITY/SURVIVABILITY
  NUCLEAR, BIOLOGICAL AND CHEMICAL
    DECONTAMINATION (DECON) POINTS
	N/A	2.X.3.4.8	

MOBILITY/SURVIVABILITY
NUCLEAR, BIOLOGICAL AND CHEMICAL
  DECONTAMINATION (DECON) POINTS
    DECON SITE/POINT (UNSPECIFIED)
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone.
 	
2. Size/Shape. Static.
 	
3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .
	S	2.X.3.4.8.1	

		G*MPNDP---****X	
		Example	

MOBILITY/SURVIVABILITY
NUCLEAR, BIOLOGICAL AND CHEMICAL
  DECONTAMINATION (DECON) POINTS
    ALTERNATE DECON SITE/POINT (UNSPECIFIED)
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone.
 	
2. Size/Shape. Static.
 	
3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .
	S	2.X.3.4.8.2	

		G*MPNDA---****X	
		Example	

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TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

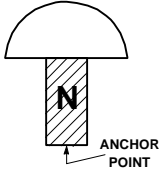| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	
		SYM-ID	TACTICAL GRAPHIC
MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL DECONTAMINATION (DECON) POINTS DECON SITE/POINT (TROOPS) <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.3.4.8.3	
		G*MPNDT---****X	
		Example	
MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL DECONTAMINATION (DECON) POINTS DECON SITE/POINT (EQUIPMENT) <u>Parameters</u> 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.3.4.8.4	
		G*MPNDE---****X	
		Example	

TABLE B-IV. C² Symbology: Military Operations set - Continued.

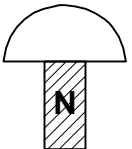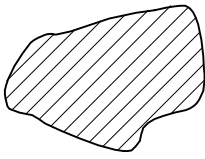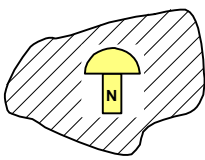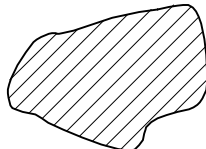| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	

MOBILITY/SURVIVABILITY
NUCLEAR, BIOLOGICAL AND CHEMICAL
  DECONTAMINATION (DECON) POINTS
    DECON SITE/POINT (EQUIPMENT AND TROOPS)
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone.
 	
2. Size/Shape. Static.
 	
3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .
	S	2.X.3.4.8.5	

		G*MPNDB---****X	
		Example	

MOBILITY/SURVIVABILITY
NUCLEAR, BIOLOGICAL AND CHEMICAL
  DECONTAMINATION (DECON) POINTS
    DECON SITE/POINT (OPERATIONAL DECONTAMINATION)
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone.
 	
2. Size/Shape. Static.
 	
3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .
	S	2.X.3.4.8.6	

		G*MPNDO---****X	
		Example	

APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

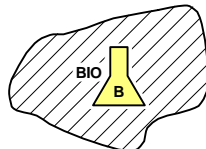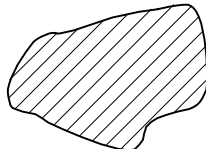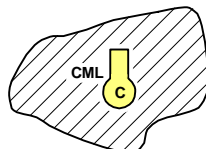| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL DECONTAMINATION (DECON) POINTS DECON SITE/POINT (THOROUGH DECONTAMINATION) Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.3.4.8.7	
		G*MPNDD---****X	
		Example	
MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL DOSE RATE CONTOUR LINES Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. 3. Orientation. Not applicable.	D	2.X.3.4.9	
		G*MPNL----****X	
		Example	

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY SYM-ID	TACTICAL GRAPHIC
FIRE SUPPORT	N/A	2.X.4	
FIRE SUPPORT POINT	N/A	2.X.4.1	

FIRE SUPPORT
  POINT
   TARGET
	N/A	2.X.4.1.1	

FIRE SUPPORT
POINT
  TARGET
   POINT/SINGLE TARGET
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic.
 	
2. Size/Shape. Static.
 	
3. Orientation. The graphic is typically centered over the desired location.
	S	2.X.4.1.1.1 / G*FPPTS---****X / Example	

FIRE SUPPORT
POINT
  TARGET
   NUCLEAR TARGET
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic.
 	
2. Size/Shape. Static.
 	
3. Orientation. The graphic is typically centered over the desired location.
	S	2.X.4.1.1.2 / G*FPPTN---****X / Example	
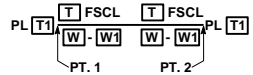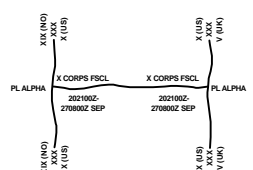
APPENDIX B

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	

FIRE SUPPORT
POINT
  TARGET
    CIRCULAR TARGET
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic.
 	
2. Size/Shape. Static.
 	
3. Orientation. The graphic is typically centered over the desired location.
	S	2.X.4.1.1.3
		
		G*FPPTC---****X
		
		Example
			CENTER POINT → T
			
			AG9999

FIRE SUPPORT
POINT
  TARGET
    RECTANGULAR TARGET
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic.
 	
2. Size/Shape. Static.
 	
3. Orientation. The graphic is typically centered over the desired location.
	S	2.X.4.1.1.4
		
		G*FPPTR---****X
		
		Example
			T
			CENTER PT.
			
			AG9999

APPENDIX B

TABLE B-IV. $\underline{C^2}$ Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
FIRE SUPPORT POINT FIRE SUPPORT STATION Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.4.1.2	
		G*FPPS----****X	
		Example	FSS 7
FIRE SUPPORT LINES	N/A	2.X.4.2	
FIRE SUPPORT LINES FIRE SUPPORT COORDINATION LINE (FSCL) Parameters 1. Anchor points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.4.2.1	
		G*FPLF----****X	
		Example	

APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

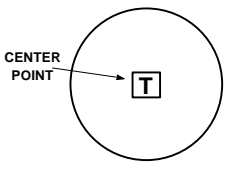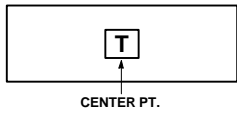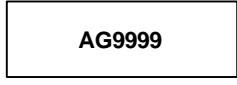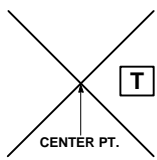| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	

FIRE SUPPORT
  LINES
    COORDINATED FIRE LINE (CFL)
 	
Parameters
 	
1. Anchor points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line .
 	
2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen.
 	
 3. Orientation. Orientation is determined by the anchor points.
	D	2.X.4.2.2	

		G*FPLC----****X	
		Example	

FIRE SUPPORT
  LINES
    NO-FIRE LINE (NFL)
 	
Parameters
 	
1. Anchor points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line .
 	
2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen.
 	
 3. Orientation. Orientation is determined by the anchor points.
	D	2.X.4.2.3	

		G*FPLN----****X	
		Example	

TABLE B-IV. <u>C² Symbology: Military Operations set</u> - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	
		SYM-ID	**TACTICAL GRAPHIC**

FIRE SUPPORT
  LINES
    RESTRICTIVE FIRE LINE (RFL)
 	
Parameters
 	
1. Anchor points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line .
 	
2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen.
 	
 3. Orientation. Orientation is determined by the anchor points.
	D	2.X.4.2.4	

		G*FPLR----****X	
		Example	

FIRE SUPPORT
  LINES
    LINEAR TARGET
 	
Parameters
 	
1. Anchor points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.
 	
2. Size/Shape. The first and last anchor points determine the length of the line. The line segment between each pair of anchor points will repeat all information associated with the line segment between points 1 and 2.
 	
3. Orientation. Orientation is determined by the anchor points.
	D	2.X.4.2.5	

		G*FPLL----****X	
		Example	

APPENDIX B

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

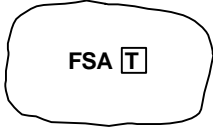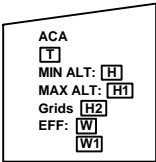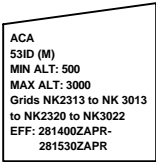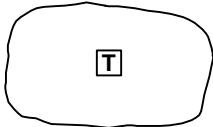| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY SYM-ID	TACTICAL GRAPHIC

FIRE SUPPORT
  LINES
    FINAL PROTECTIVE FIRE (FPF)
 	
Parameters
 	
1. Anchor points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic's vertical line. Point 3 defines the the endpoint of the graphic's horizontal line.
 	
2. Size/Shape. Points 1 and 2 determine the length of the vertical line. Points 2 and three determine the length of the horizontal line, which will project perpendicularly from the midpoint of the vertical line.
 	
3. Orientation. The head of the "T" typically faces enemy forces.
	D	2.X.4.2.6
		
		G*FPLP----****X
		
		Example

FIRE SUPPORT
  LINES
    LINEAR SMOKE TARGET
 	
Parameters
 	
1. Anchor points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.
 	
2. Size/Shape. The first and last anchor points determine the length of the line. The line segment between each pair of anchor points will repeat all information associatd with the line segment between points 1 and 2.
 	
3. Orientation. Orientation is determined by the anchor points.
	D	2.X.4.2.7
		
		G*FPLS----****X
		
		Example

APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
FIRE SUPPORT AREAS	N/A	2.X.4.3	

FIRE SUPPORT
  AREAS
    FIRE SUPPORT AREA (FSA)
 	
Parameters
 	
1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.
 	
2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area.
 	
3. Orientation. Not applicable..
	D	2.X.4.3.1	FSA T

		G*FPAA----****X	
		Example	FSA VII

FIRE SUPPORT
  AREAS
    AIRSPACE COORDINATION AREA (ACA)
 	
Parameters
 	
1. Anchor points. This graphic requires at least three anchor points. to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape
 	
2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.
 	
3. Orientation. Not applicable.
	D	2.X.4.3.2	ACA T
			MIN ALT: H
			MAX ALT: H1
			Grids H2
			EFF: W
			W1
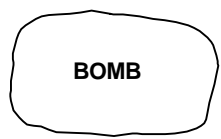
		G*FPAC----****X	
		Example	ACA 53ID (M) MIN ALT: 500 MAX ALT: 3000 Grids NK2313 to NK 3013 to NK2320 to NK3022 EFF: 281400ZAPR- 281530ZAPR

APPENDIX B

TABLE B-IV. $\underline{C^2}$ Symbology: Military Operations set - Continued.

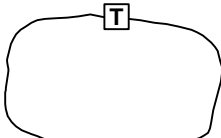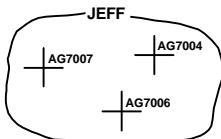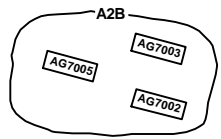| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
FIRE SUPPORT AREAS AREA TARGET Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. 3. Orientation. Not applicable.	D	2.X.4.3.3	
		G*FPAT----****X	
		Example	
FIRE SUPPORT AREAS SMOKE Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable.	D	2.X.4.3.4	
		G*FPAK---****X	
		Example	

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

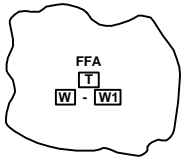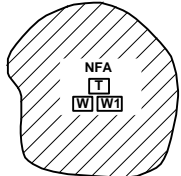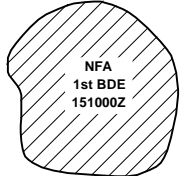| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	
		SYM-ID	TACTICAL GRAPHIC

FIRE SUPPORT
  AREAS
   SERIES OR GROUP OF TARGETS
 	
<u>Parameters</u>
1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.
 	
2. Size/Shape. Determined by the anchor points.
 	
3. Orientation. Not applicable. The area will encompass two or more fire support graphics (point/single target, nuclear target, circular target, or rectangular target). The naming convention determines whether the area describes a series or group of targets.
	D	2.X.4.3.5
		
		G*FPAS----****X
		
		Example:
		Series of targets
		
		Example:
		Group of targets

FIRE SUPPORT
  AREAS
   BOMB AREA
 	
<u>Parameters</u>
 	
1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.
 	
2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area.
 	
3. Orientation. Not applicable.
	D	2.X.4.3.6
		
		G*FPAB----****X
		
		Example

TABLE B-IV. $\underline{C^2}$ Symbology: Military Operations set - Continued.

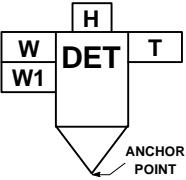| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	

FIRE SUPPORT
  AREAS
    FREE FIRE AREA (FFA)
 	
Parameters
 	
1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.
 	
2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.
 	
3. Orientation. Not applicable.
	D	2.X.4.3.7	

		G*FPAF----****X	
		Example	

FIRE SUPPORT
  AREAS
    NO-FIRE AREA (NFA)
 	
Parameters
 	
1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.
 	
2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the .
 	
3. Orientation. Not applicable.
	D	2.X.4.3.8	

		G*FPAN----****X	
		Example	

425

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	

FIRE SUPPORT
  AREAS
    RESTRICTIVE FIRE AREA (RFA)
 	
Parameters
 	
1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.
 	
2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.
 	
3. Orientation. Not applicable.
	D	2.X.4.3.9	

		G*FPAR----****X	
		Example	

FIRE SUPPORT
  AREAS
    POSITION AREA FOR ARTILLERY (PAA)
 	
Parameters
 	
1. Anchor points. This graphic requires two anchor points. Points 1 and 2 define the opposite corners of the quadrilateral.
 	
2. Size/Shape. Determined by the anchor points.
 	
3. Orientation. Not applicable.
	D	2.X.4.3.10	

		G*FPAP----****X	
		Example	

TABLE B-IV. $\underline{C^2}$ Symbology: Military Operations set - Continued.

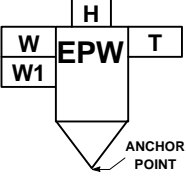| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMBAT SERVICE SUPPORT	N/A	2.X.5	
COMBAT SERVICE SUPPORT POINTS	N/A	2.X.5.1	
COMBAT SERVICE SUPPORT POINTS AMBULANCE EXCHANGE POINT Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.5.1.1 G*SPPX----****X Example	
COMBAT SERVICE SUPPORT POINTS CANNIBALIZATION POINT Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.5.1.2 G*SPPC----****X Example	

APPENDIX B

TABLE B-IV. $\underline{C^2}$ Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	

COMBAT SERVICE SUPPORT
  POINTS
    CASUALTY COLLECTION POINT
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone.
 	
2. Size/Shape. Static.
 	
3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .
	S	2.X.5.1.3	(graphic)

		G*SPPY----****X	
		Example	(graphic)

COMBAT SERVICE SUPPORT
  POINTS
    CIVILIAN COLLECTION POINT
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone.
 	
2. Size/Shape. Static.
 	
3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .
	S	2.X.5.1.4	(graphic)

		G*SPPT----****X	
		Example	(graphic)

APPENDIX B

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMBAT SERVICE SUPPORT POINTS DETAINEE COLLECTION POINT **Parameters** 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.5.1.5	
		G*SPPD----****X	
		Example	
COMBAT SERVICE SUPPORT POINTS ENEMY PRISONER OF WAR (EPW) COLLECTION POINT **Parameters** 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.5.1.6	
		G*SPPE----****X	
		Example	

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY SYM-ID	TACTICAL GRAPHIC

COMBAT SERVICE SUPPORT
  POINTS
    LOGISTICS RELEASE POINT (LRP)
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone.
 	
2. Size/Shape. Static.
 	
3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .
	S	2.X.5.1.7	

		G*SPPL----****X	
		Example	

COMBAT SERVICE SUPPORT
  POINTS
    MAINTENANCE COLLECTION POINT
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone.
 	
2. Size/Shape. Static.
 	
3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .
	S	2.X.5.1.8	

		G*SPPM----****X	
		Example	

TABLE B-IV. C² Symbology: Military Operations set - Continued.

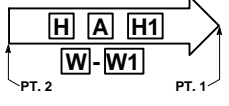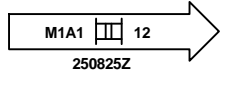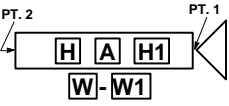| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	

COMBAT SERVICE SUPPORT
    POINTS
       REARM, REFUEL AND RESUPPLY POINT
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone.
 	
2. Size/Shape. Static.
 	
3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .
	S	2.X.5.1.9	

		G*SPPR----****X	
		Example	

COMBAT SERVICE SUPPORT
    POINTS
       REFUEL ON THE MOVE (ROM) POINT
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone.
 	
2. Size/Shape. Static.
 	
3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .
	S	2.X.5.1.10	

		G*SPPU----****X	
		Example	

APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMBAT SERVICE SUPPORT POINTS TRAFFIC CONTROL POST (TCP) Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.5.1.11	
		G*SPPO----****X	
		Example	
COMBAT SERVICE SUPPORT POINTS TRAILER TRANSFER POINT Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.5.1.12	
		G*SPPI----****X	
		Example	

APPENDIX B

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

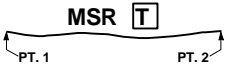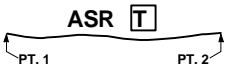| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY SYM-ID	TACTICAL GRAPHIC
COMBAT SERVICE SUPPORT POINTS UNIT MAINTENANCE COLLECTION POINT Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.5.1.13	
		G*SPPN----****X	
		Example	
COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS	N/A	2.X.5.1.14	
COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS GENERAL Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.5.1.14.1	
		G*SPPSZ---****X	
		Example	

TABLE B-IV. C² Symbology: Military Operations set - Continued.

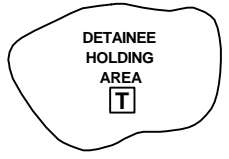| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS I Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.5.1.14.2	
		G*SPPSA---****X	
		Example	
COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS II Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.5.1.14.3	
		G*SPPSB---****X	
		Example	

TABLE B-IV. C² Symbology: Military Operations set - Continued.

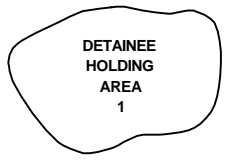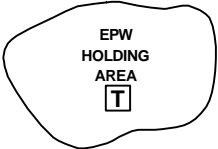| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS III Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.5.1.14.4	
		G*SPPSC---****X	
		Example	
COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS IV Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.5.1.14.5	
		G*SPPSD---****X	
		Example	

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS V Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.5.1.14.6	
		G*SPPSE---****X	
		Example	
COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS VI Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.5.1.14.7	
		G*SPPSF---****X	
		Example	

TABLE B-IV. $\underline{C^2}$ Symbology: Military Operations set - Continued.

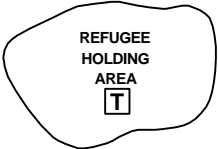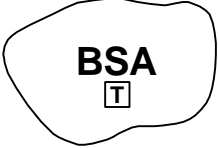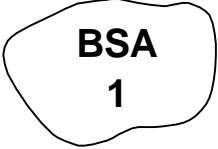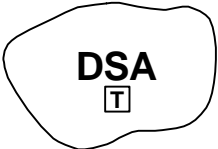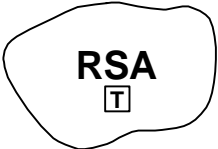| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC
COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS VII Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.5.1.14.8 G*SPPSG---****X Example	
COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS VIII Parameters 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .	S	2.X.5.1.14.9 G*SPPSH---****X Example	

TABLE B-IV. C² Symbology: Military Operations set - Continued.

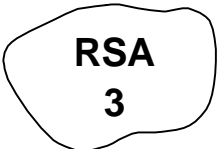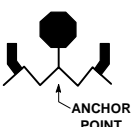| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	

COMBAT SERVICE SUPPORT POINTS
  SUPPLY POINTS
    CLASS IX
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone.
 	
2. Size/Shape. Static.
 	
3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.
	S	2.X.5.1.14.10	

		G*SPPSI---****X	
		Example	

COMBAT SERVICE SUPPORT POINTS
  SUPPLY POINTS
    CLASS X
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone.
 	
2. Size/Shape. Static.
 	
3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.
	S	2.X.5.1.14.11	

		G*SPPSJ---****X	
		Example	
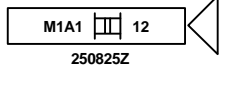
APPENDIX B

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

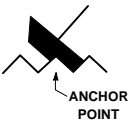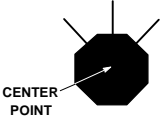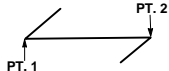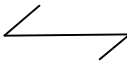| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	

COMBAT SERVICE SUPPORT
   POINTS
     AMMUNITION POINTS
	N/A	2.X.5.1.15	

COMBAT SERVICE SUPPORT
 POINTS
   AMMUNITION POINTS
     AMMUNITION SUPPLY POINT (ASP)
 	
 Parameters
 	
 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone.
 	
 2. Size/Shape. Static.
 	
 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .
	S	2.X.5.1.15.1
		
		 G*SPPAS---****X
		
		 Example	

COMBAT SERVICE SUPPORT
 POINTS
   AMMUNITION POINTS
     AMMUNITION TRANSFER POINT (ATP)
 	
 Parameters
 	
 1. Anchor points. This graphic requires one anchor point. The point defines the tip of the inverted cone.
 	
 2. Size/Shape. Static.
 	
 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .
	S	2.X.5.1.15.2
		
		 G*SPPAT---****X
		
		 Example	

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMBAT SERVICE SUPPORT LINES	N/A	2.X.5.2	
COMBAT SERVICE SUPPORT LINES CONVOYS	N/A	2.X.5.2.1	
COMBAT SERVICE SUPPORT LINES CONVOYS MOVING CONVOY Parameters 1. Anchor points. This graphic requires two anchor points. Point 1 defines the tip of the arrowhead, and point 2 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. 3. Orientation. The arrow points in the direction the convoy is moving.	D	2.X.5.2.1.1 / G*SPLCM---****X / Example	
COMBAT SERVICE SUPPORT LINES CONVOYS HALTED CONVOY Parameters 1. Anchor points. This graphic requires two anchor points. Point 1 defines the tip of the arrowhead, and point 2 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. 3. Orientation. The arrow points to the location where the convoy has halted.	D	2.X.5.2.1.2 / G*SPLCH---****X / Example	

TABLE B-IV. $\underline{C^2}$ $\underline{\text{Symbology: Military Operations set}}$ - Continued.

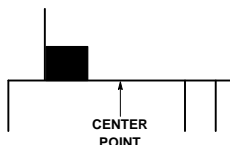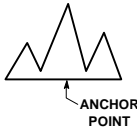| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	

COMBAT SERVICE SUPPORT
  LINES
    SUPPLY ROUTES
	N/A	2.X.5.2.2	

COMBAT SERVICE SUPPORT
LINES
  SUPPLY ROUTES
    MAIN SUPPLY ROUTE
 	
Parameters
 	
1. Anchor points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line .
 	
2. Size/Shape. The first and last anchor points determine the length of the line. The line segment between each pair of anchor points will repeat all information associated with the line segment between points 1 and 2.
 	
 3. Orientation. Orientation is determined by the anchor points.
	D	2.X.5.2.2.1
		
		G*SPLRM---****X
		
		Example
			MSR T
			PT. 1 PT. 2
			
			MSR ALPHA

COMBAT SERVICE SUPPORT
LINES
  SUPPLY ROUTES
    ALTERNATE SUPPLY ROUTE
 	
Parameters
 	
1. Anchor points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line .
 	
2. Size/Shape. The first and last anchor points determine the length of the line. The line segment between each pair of anchor points will repeat all information associated with the line segment between points 1 and 2.
 	
 3. Orientation. Orientation is determined by the anchor points.
	D	2.X.5.2.2.2
		
		G*SPLRA---****X
		
		Example
			ASR T
			PT. 1 PT. 2
			
			ASR ALPHA

TABLE B-IV. C² Symbology: Military Operations set - Continued.

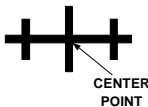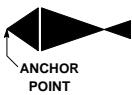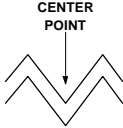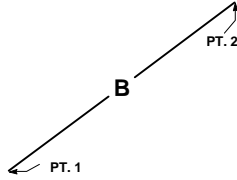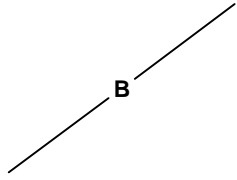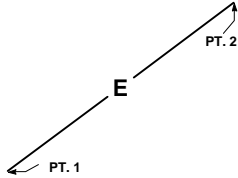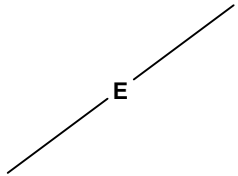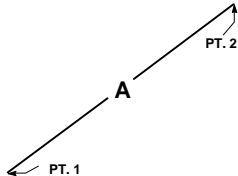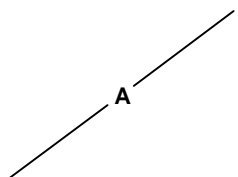| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	
		SYM-ID	TACTICAL GRAPHIC
COMBAT SERVICE SUPPORT LINES SUPPLY ROUTES ONE-WAY TRAFFIC Parameters 1. Anchor points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points determine the length of the line. The line segment between each pair of anchor points will repeat all information associated with the line segment between points 1 and 2. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.5.2.2.3	
		G*SPLRO---****X	MSR T PT. 1 PT. 2
		Example	MSR BRAVO
COMBAT SERVICE SUPPORT LINES SUPPLY ROUTES ALTERNATING TRAFFIC Parameters 1. Anchor points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points establish the length of the line. The line segment between each pair of anchor points will repeat all information associated with the line segment between points 1 and 2. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.5.2.2.4	MSR T ALT PT. 1 PT. 2
		G*SPLRT---****X	
		Example	MSR CHARLIE ALT

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMBAT SERVICE SUPPORT LINES SUPPLY ROUTES TWO-WAY TRAFFIC Parameters 1. Anchor points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points determine the length of the line. The line segment between each pair of anchor points will repeat all information associated with the line segment between points 1 and 2. 3. Orientation. Orientation is determined by the anchor points.	D	2.X.5.2.2.5	MSR T PT. 1 PT. 2
		G*SPLRW---****X	
		Example	MSR DELTA
COMBAT SERVICE SUPPORT AREA	N/A	2.X.5.3	
COMBAT SERVICE SUPPORT AREA DETAINEE HOLDING AREA Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. 3. Orientation. Not applicable.	D	2.X.5.3.1	DETAINEE HOLDING AREA T
		G*SPAD----****X	
		Example	DETAINEE HOLDING AREA 1

TABLE B-IV. $\underline{C^2}$ Symbology: Military Operations set - Continued.

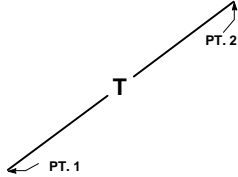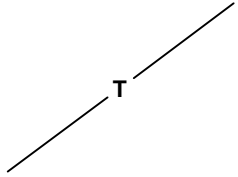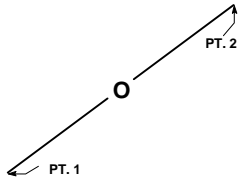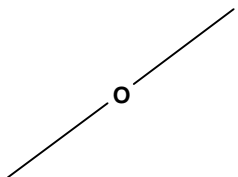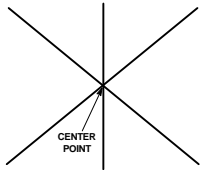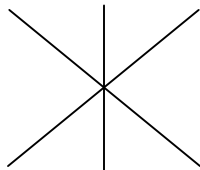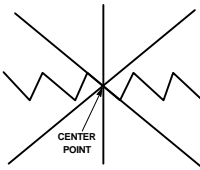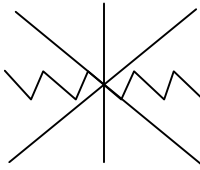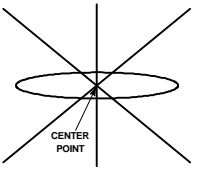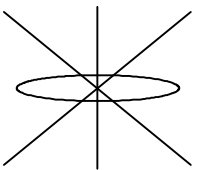| DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	

COMBAT SERVICE SUPPORT
  AREA
    ENEMY PRISONER OF WAR (EPW) HOLDING AREA
 	
Parameters
 	
1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.
 	
2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area.
 	
3. Orientation. Not applicable.
	D	2.X.5.3.2
		
		G*SPAE----****X
		
		Example
			EPW HOLDING AREA T
			
			EPW HOLDING AREA 2

COMBAT SERVICE SUPPORT
  AREA
    FORWARD ARMING AND REFUELING AREA (FARP)
 	
Parameters
 	
1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.
 	
2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area.
 	
3. Orientation. Not applicable.
	D	2.X.5.3.3
		
		G*SPAR----****X
		
		Example
			FARP T
			
			FARP 3

APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMBAT SERVICE SUPPORT AREA REFUGEE HOLDING AREA Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. 3. Orientation. Not applicable.	D	2.X.5.3.4	REFUGEE HOLDING AREA T
		G*SPAH----****X	
		Example	REFUGEE HOLDING AREA 4
COMBAT SERVICE SUPPORT AREA SUPPORT AREAS	N/A	2.X.5.3.5	
COMBAT SERVICE SUPPORT AREA SUPPORT AREAS BRIGADE (BSA) Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. 3. Orientation. Not applicable.	D	2.X.5.3.5.1	BSA T
		G*SPASB---****X	
		Example	BSA 1

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
COMBAT SERVICE SUPPORT AREA SUPPORT AREAS DIVISION (DSA) Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. 3. Orientation. Not applicable.	D	2.X.5.3.5.2 G*SPASD---****X Example	DSA T DSA 2
COMBAT SERVICE SUPPORT AREA SUPPORT AREAS REGIMENTAL (RSA) Parameters 1. Anchor points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. 3. Orientation. Not applicable.	D	2.X.5.3.5.3 G*SPASR---****X Example	RSA T RSA 3

TABLE B-IV. $\underline{C^2}$ Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY		TACTICAL GRAPHIC
			SYM-ID	
OTHER	N/A	2.X.6		
OTHER EMERGENCY	N/A	2.X.6.1		

OTHER
  EMERGENCY
    DITCHED AIRCRAFT
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base.
 	
2. Size/Shape. Static.
 	
3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.
	S	2.X.6.1.1		

		G*OPED----****X		
		Example		

OTHER
  EMERGENCY
    PERSON IN WATER
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base.
 	
2. Size/Shape. Static.
 	
3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.
	S	2.X.6.1.2		

		G*OPEP----****X		
		Example		

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	
		SYM-ID	TACTICAL GRAPHIC

OTHER
  EMERGENCY
    DISTRESSED VESSEL
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base.
 	
2. Size/Shape. Static.
 	
3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.
	S	2.X.6.1.3	

		G*OPEV----****X	
		Example	
OTHER HAZARD	N/A	2.X.6.2	

OTHER
  HAZARD
    SEA MINE-LIKE
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The center point defines the center of the octagon.
 	
2. Size/Shape. Static.
 	
3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.
	S	2.X.6.2.1	

		G*OPHM----****X	
		Example	
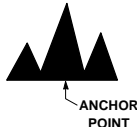
APPENDIX B

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	

OTHER
  HAZARD
    NAVIGATIONAL
 	
Parameters
 	
1. Anchor points. This graphic requires two anchor points. Points 1 and 2 define the corner points of the graphic.
 	
2. Size/Shape. The graphic varies only in length.
 	
3. Orientation. Orientation is determined by the anchor points.
	S	2.X.6.2.2	PT. 2
			PT. 1

		G*OPHN----****X	
		Example	

OTHER
  HAZARD
    ICEBERG
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The center point defines center of the graphic
 	
2. Size/Shape. Static.
 	
3. Orientation. The graphic is typically centered over the desired location.
	S	2.X.6.2.3	CENTER POINT

		G*OPHI----****X	
		Example	

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	

OTHER
  HAZARD
    OIL RIG
 	
<u>Parameters</u>
 	
1. Anchor points. This graphic requires one anchor point. The center point defines center of the graphic
 	
2. Size/Shape. Static.
 	
3. Orientation. The graphic is typically centered over the desired location.
	S	2.X.6.2.4	

		G*OPHO----****X	
		Example	
OTHER SEA SUBSURFACE RETURNS	N/A	2.X.6.3	

OTHER
  SEA SUBSURFACE RETURNS
    BOTTOM RETURN/NOMBO
 	
<u>Parameters</u>
 	
1. Anchor points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base.
 	
2. Size/Shape. Static.
 	
3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.
	S	2.X.6.3.1	

		G*OPSB----****X	
		Example	

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	
		SYM-ID	TACTICAL GRAPHIC

OTHER
SEA SUBSURFACE RETURNS
  BOTTOM RETURN/NOMBO
    INSTALLATION/MANMADE
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base.
 	
2. Size/Shape. Static.
 	
3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.
	S	2.X.6.3.1.1	

		G*OPSBM---****X	
		Example	

OTHER
SEA SUBSURFACE RETURNS
  BOTTOM RETURN/NOMBO
    SEABED ROCK/STONE, OBSTACLE,OTHER
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base.
 	
2. Size/Shape. Static.
 	
3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.
	S	2.X.6.3.1.2	

		G*OPSBN---****X	
		Example	

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TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	
		SYM-ID	TACTICAL GRAPHIC

OTHER
SEA SUBSURFACE RETURNS
  BOTTOM RETURN/NOMBO
    WRECK
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic.
 	
2. Size/Shape. Static.
 	
3. Orientation. The graphic's center point is typically centered over the desired location.
	S	2.X.6.3.1.3	
			CENTER POINT

		G*OPSBW---****X	
		Example	

OTHER
  SEA SUBSURFACE RETURNS
    MARINE LIFE
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The anchor point defines "nose" of the graphic
 	
2. Size/Shape. Static.
 	
3. Orientation. The graphic is typically centered over the desired location.
	S	2.X.6.3.2	
			ANCHOR POINT

		G*OPSM----****X	
		Example	

APPENDIX B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY / SYM-ID	TACTICAL GRAPHIC

OTHER
  SEA SUBSURFACE RETURNS
    SEA ANOMALY (WAKE, CURRENT, KNUCKLE)
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The center point defines center of the graphic
 	
2. Size/Shape. Static.
 	
3. Orientation. The graphic is typically centered over the desired location.
	S	2.X.6.3.3	CENTER POINT

		G*OPSS----****X	
		Example	
OTHER BEARING LINE Parameters 1. Anchor points. This graphic requires two anchor points. Points 1 and 2 define the endpoints of the graphic. 2. Size/Shape. The graphic varies only in length. 3. Orientation. One point defines the origin from which the bearing is being taken, and the other point defines the location or diretion from which a contact is made.	D	2.X.6.4	PT. 2 B PT. 1
		G*OPB-----****X	
		Example	B

TABLE B-IV. C² Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	

OTHER
  BEARING LINE
    TORPEDO
 	
Parameters
 	
1. Anchor points. This graphic requires two anchor points. Points 1 and 2 define the endpoints of the graphic.
 	
2. Size/Shape. The graphic varies only in length.
 	
3. Orientation. One point defines the origin from which the bearing is being taken, and the other point defines the location or diretion from which a contact is made.
	D	2.X.6.4.3	

		G*OPBT----****X	
		Example	

OTHER
  BEARING LINE
    ELECTRO-OPTICAL INTERCEPT
 	
Parameters
 	
1. Anchor points. This graphic requires two anchor points. Points 1 and 2 define the endpoints of the graphic.
 	
2. Size/Shape. The graphic varies only in length.
 	
3. Orientation. One point defines the origin from which the bearing is being taken, and the other point defines the location or diretion from which a contact is made.
	D	2.X.6.4.4	

		G*OPBO----****X	
		Example	

TABLE B-IV. C^2 Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
OTHER FIX	N/A	2.X.6.5	

OTHER
  FIX
    ACOUSTIC
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The center point defines center of the graphic
 	
2. Size/Shape. Static.
 	
3. Orientation. The graphic is typically centered over the desired location.
	S	2.X.6.5.1	

		G*OPFA----****X	
		Example	

OTHER
  FIX
    ELECTRO-MAGNETIC
 	
Parameters
 	
1. Anchor points. This graphic requires one anchor point. The center point defines center of the graphic
 	
2. Size/Shape. Static.
 	
3. Orientation. The graphic is typically centered over the desired location.
	S	2.X.6.5.2	

		G*OPFE----****X	
		Example	

APPENDIX B

TABLE B-IV. $\underline{C^2}$ Symbology: Military Operations set - Continued.

DESCRIPTION	FIXED/ DYNAMIC	HIERARCHY SYM-ID	TACTICAL GRAPHIC
OTHER FIX ELECTRO-OPTICAL Parameters 1. Anchor points. This graphic requires one anchor point. The center point defines center of the graphic 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.	S	2.X.6.5.3	
		G*OPFO----****X	
		Example	

APPENDIX C

METEOROLOGICAL AND OCEANOGRAPHIC (METOC) SYMBOLOGY

C.1 GENERAL

C.1.1   Scope. This appendix addresses tactical graphics in the Meteorological and Oceanographic (METOC) domain. Although the symbology in this domain is outside the configuration management of MIL-STD-2525, it is beneficial to present the information to users of this standard as a separate appendix. This appendix has been coordinated and approved by the Joint METOC community and is a mandatory part of this standard. The information contained herein is intended for compliance.

C.2 APPLICABLE DOCUMENTS

This section is not applicable to this appendix.

C.3 DEFINITIONS

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

C.4 GENERAL REQUIREMENTS

C.4.1 Organization. The purpose of warfighting symbology is to convey information about objects in the warfighter battlespace. This appendix contains the technical specifications, symbol coding scheme, symbology hierarchy, and the tactical graphics for the METOC symbology set.

C.5. DETAILED REQUIREMENTS

C.5.1 Technical Specifications. Composition, construction, display, and transmission of tactical graphics are explained in the Detailed Requirements section of the standard.

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

C.5.2.1 Code positions. The positions of the symbol ID code are described below. Since many graphics do not have an entry in every code position, a dash (-) is used to fill each unused position. Table C-I identifies the fields of information included in a symbol ID code and the position each occupies in the 15-character identifier. The values in each field are filled from left to right unless otherwise specified.

a. Position 1, coding scheme, indicates which overall symbology set a graphic belongs to.

b.   Position 2, category, identifies a graphic as an atmospheric, oceanic, or space weather phenomenon.

c. Positions 3 and 4 are not used in the METOC symbology set.

d. Positions 5 through 10, function ID, identify a graphic's function. Each position indicates an increasing level of detail and specialization.

e. Positions 11 through 15 are not used in the METOC symbology set.

TABLE C-I. Symbol code positions and categories.

CODING SCHEME (1) (POSITION 1)	CATEGORY(1) (POSITION 2)	(POSITIONS 3-4)	FUNCTION ID (POSITIONS 5-10)	(POSITIONS 11-15)
S - C^2 Symbology: Units, Equipment, and Installations G - C2 Symbology: Military Operations W - METOC I - Signals Intelligence M - Mapping (Reserved - under Development) O - Military Operations Other Than War (MOOTW)	A - Atmospheric O - Oceanic S - Space	Not Used	See table C-II for specific values.	Not Used

C.5.2.2 Symbol ID code table. Table C-II lists the codes for METOC symbology. As stated earlier in paragraph A.5.2.1, a dash (-) is used to fill each unused position.

TABLE C-II. METOC graphics symbol ID codes.

HIERARCHY	CODE SCHEME	CATEGORY	NOT USED^1	FUNCTION ID	NOT USED^2	DESCRIPTION
3	W	-	- -	-- -- --	-- -- -	METOC
3.1	W	A	- -	-- -- --	-- -- -	ATMOSPHERIC
3.1	W	A	- -	P- -- --	-- -- -	PRESSURE SYSTEMS
3.1.1.1	W	A	- -	PL -- --	-- -- -	LOW PRESSURE CENTER
3.1.1.2	W	A	- -	PH -- --	-- -- -	HIGH PRESSURE CENTER
3.1.1.3	W	A	- -	PF -- --	-- -- -	FRONTAL SYSTEMS
3.1.1.3.1	W	A	- -	PF C- --	-- -- -	COLD FRONT
3.1.1.3.1.1	W	A	- -	PF CU --	-- -- -	UPPER COLD FRONT
3.1.1.3.2	W	A	- -	PF W- --	-- -- -	WARM FRONT
3.1.1.3.2.1	W	A	- -	PF WU --	-- -- -	UPPER WARM FRONT
3.1.1.3.3	W	A	- -	PF O- --	-- -- -	OCCLUDED FRONT
3.1.1.3.4	W	A	- -	PF S- --	-- -- -	STATIONARY FRONT
3.1.1.4	W	A	- -	PX -- --	-- -- -	LINES

TABLE C-II. METOC graphics symbol ID codes - Continued.

HIERARCHY	CODE SCHEME	CATEGORY	NOT USED		FUNCTION ID			NOT USED			DESCRIPTION
3.1.1.4.1	W	A	-	-	PX	T-	--	--	--	-	TROUGH LINE
3.1.1.4.2	W	A	-	-	PX	R-	--	--	--	-	RIDGE LINE
3.1.1.4.3	W	A	-	-	PX	S-	--	--	--	-	SQUALL LINE
3.1.2	W	A	-	-	T-	--	--	--	--	-	TURBULENCE
3.1.2.1	W	A	-	-	TL	--	--	--	--	-	LIGHT TURBULENCE
3.1.2.2	W	A	-	-	TM	--	--	--	--	-	MODERATE TURBULENCE
3.1.2.3	W	A	-	-	TS	--	--	--	--	-	SEVERE TURBULENCE
3.1.2.4	W	A	-	-	TE	--	--	--	--	-	EXTREME TURBULENCE
3.1.3	W	A	-	-	I-	--	--	--	--	-	ICING
3.1.3.1	W	A	-	-	IC	--	--	--	--	-	CLEAR ICING
3.1.3.1.1	W	A	-	-	IC	L-	--	--	--	-	LIGHT CLEAR ICING
3.1.3.1.2	W	A	-	-	IC	M-	--	--	--	-	MODERATE CLEAR ICING
3.1.3.1.3	W	A	-	-	IC	S-	--	--	--	-	SEVERE CLEAR ICING
3.1.3.2	W	A	-	-	IR	--	--	--	--	-	RIME ICING
3.1.3.2.1	W	A	-	-	IR	L-	--	--	--	-	LIGHT RIME ICING
3.1.3.2.2	W	A	-	-	IR	M-	--	--	--	-	MODERATE RIME ICING
3.1.3.2.3	W	A	-	-	IR	S-	--	--	--	-	SEVERE RIME ICING
3.1.3.3	W	A	-	-	IM	--	--	--	--	-	MIXED ICING
3.1.3.3.1	W	A	-	-	IM	L-	--	--	--	-	LIGHT MIXED ICING
3.1.3.3.2	W	A	-	-	IM	M-	--	--	--	-	MODERATE MIXED ICING
3.1.3.3.3	W	A	-	-	IM	S-	--	--	--	-	SEVERE MIXED ICING
3.1.4	W	A	-	-	W-	--	--	--	--	-	WIND BARB
3.1.4.1	W	A	-	-	WJ	--	--	--	--	-	JET STREAM
3.1.5	W	A	-	-	F-	--	--	--	--	-	FLIGHT RULES
3.1.5.1	W	A	-	-	FI	--	--	--	--	-	INSTRUMENT CEILING
3.1.5.2	W	A	-	-	FV	--	--	--	--	-	VISUAL CEILING
3.1.6	W	A	-	-	C-	--	--	--	--	-	COVERAGE SYMBOLS
3.1.6.1	W	A	-	-	CC	--	--	--	--	-	CLEAR SKY (SKC)
3.1.6.2	W	A	-	-	CS	--	--	--	--	-	SCATTERED SKY (SCT)
3.1.6.3	W	A	-	-	CB	--	--	--	--	-	BROKEN SKY (BKN)
3.1.6.4	W	A	-	-	CW	--	--	--	--	-	OVERCAST WITH BREAKS
3.1.6.5	W	A	-	-	CO	--	--	--	--	-	OVERCAST (OVC)
3.1.6.6	W	A	-	-	CP	--	--	--	--	-	SKY OBSCURED OR PARTIALLY OBSCURED
3.1.7	W	A	-	-	R-	--	--	--	--	-	PRECIPITATION
3.1.7.1	W	A	-	-	RR	--	--	--	--	-	RAIN (RA)
3.1.7.1.1	W	A	-	-	RR	S-	--	--	--	-	RAIN SHOWER
3.1.7.1.2	W	A	-	-	RR	F-	--	--	--	-	FREEZING RAIN (FZRA)
3.1.7.1.3	W	A	-	-	RR	D-	--	--	--	-	DRIZZLE (DZ)
3.1.7.1.3.1	W	A	-	-	RR	DF	--	--	--	-	FREEZING DRIZZLE (FZDZ)
3.1.7.2	W	A	-	-	RS	--	--	--	--	-	SNOW(SN)
3.1.7.2.1	W	A	-	-	RS	S-	--	--	--	-	SNOW SHOWERS
3.1.7.2.2	W	A	-	-	RS	G-	--	--	--	-	SNOW GRAINS (SG)
3.1.7.3	W	A	-	-	RH	--	--	--	--	-	HAIL

TABLE C-II. METOC graphics symbol ID codes - Continued.

HIERARCHY	CODE SCHEME	CATEGORY	NOT USED		FUNCTION ID			NOT USED			DESCRIPTION
3.1.7.4	W	A	-	-	RI	--	--	--	--	-	ICE PELLETS (PE)
3.1.7.5	W	A	-	-	RC	--	--	--	--	-	ICE CRYSTALS (IC)
3.1.8	W	A	-	-	S-	--	--	--	--	-	STORMS
3.1.8.1	W	A	-	-	ST	--	--	--	--	-	THUNDERSTORMS (TS)
3.1.8.1.1	W	A	-	-	ST	R-	--	--	--	-	THUNDERSTORM (TS) WITH RAIN (RA)
3.1.8.1.2	W	A	-	-	ST	F-	--	--	--	-	FUNNEL CLOUD (FC)/TORNADO/WATERSPOUT
3.1.8.1.3	W	A	-	-	ST	L-	--	--	--	-	LIGHTNING (LTG)
3.1.8.2	W	A	-	-	SS	--	--	--	--	-	STORM SYSTEMS
3.1.8.2.1	W	A	-	-	SS	T-	--	--	--	-	TROPICAL STORM
3.1.8.2.2	W	A	-	-	SS	H-	--	--	--	-	HURRICANE
3.1.9	W	A	-	-	O-	--	--	--	--	-	OBSTRUCTIONS TO VISIBILITY
3.1.9.1	W	A	-	-	OS	--	--	--	--	-	BLOWING SNOW (BLSN)
3.1.9.2	W	A	-	-	OF	--	--	--	--	-	FOG (FG)
3.1.9.2.1	W	A	-	-	OF	F-	--	--	--	-	FREEZING FOG (FZFG)
3.1.9.3	W	A	-	-	OT	--	--	--	--	-	DUST/SAND STORM
3.1.9.4	W	A	-	-	OD	--	--	--	--	-	DUST DEVIL
3.1.9.5	W	A	-	-	OK	--	--	--	--	-	SMOKE (FU)
3.1.9.6	W	A	-	-	OH	--	--	--	--	-	HAZE (HZ)
3.1.9.7	W	A	-	-	OB	--	--	--	--	-	BLOWING DUST OR SAND
3.2	W	O	-	-	--	--	--	--	--	-	OCEANIC
3.3	W	S	-	-	--	--	--	--	--	-	SPACE

C.5.3 <u>Symbology hierarchy</u>. The flowcharts illustrating the symbology hierarchy for METOC are broken down to show individual branches of the hierarchy. Each branch is graphically represented to its lowest level.
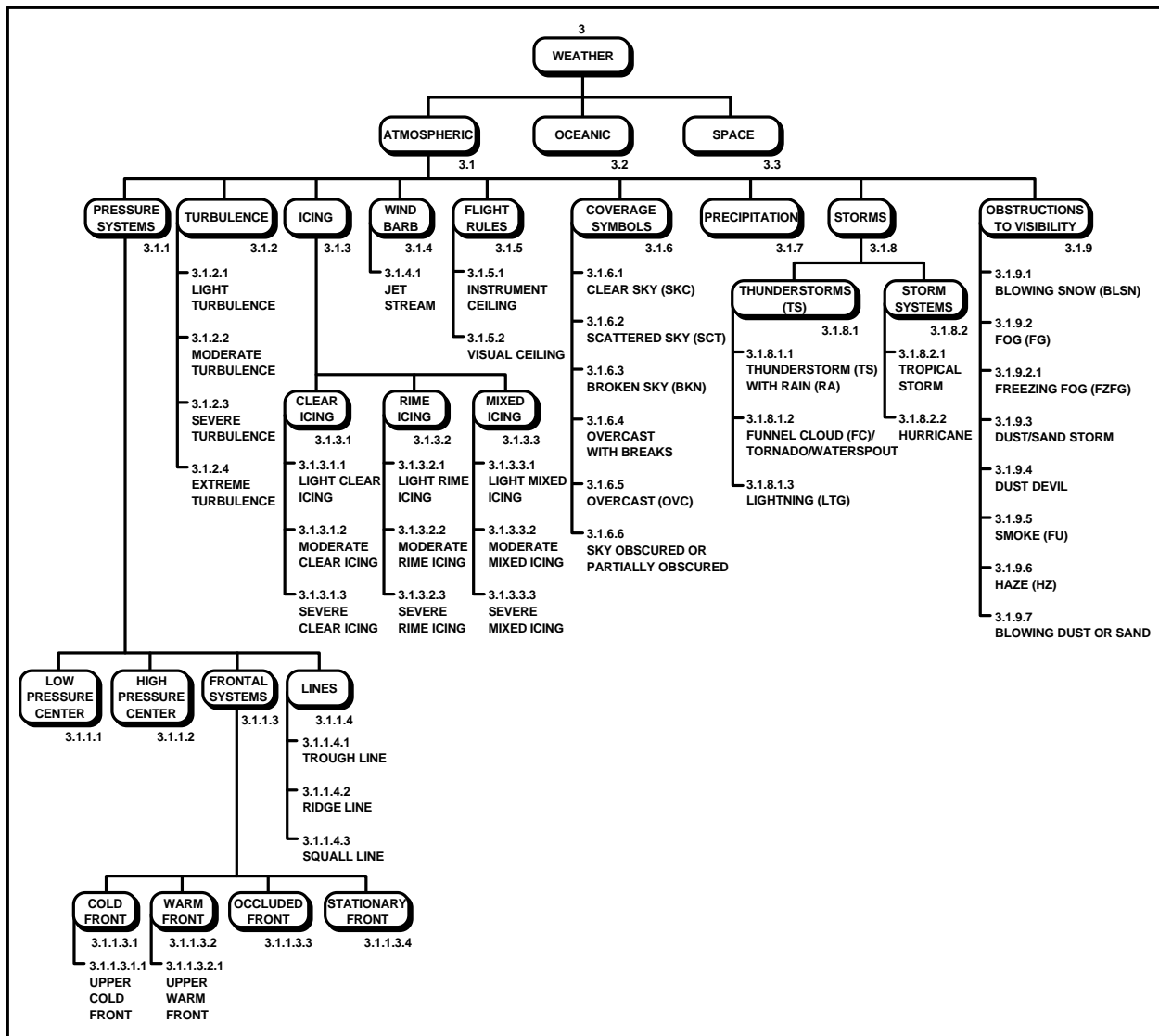
FIGURE C-1. <u>METOC</u>.

APPENDIX C
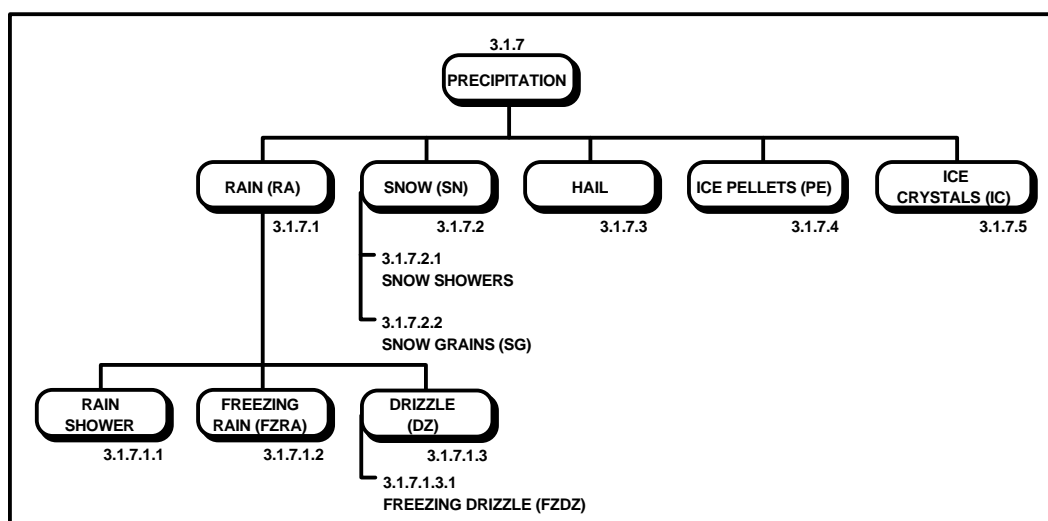
FIGURE C-2. Precipitation.

C.5.4 <u>Symbology set</u>. Table C-III provides a graphic representation of each approved METOC graphic. In the following table, the Description column provides a concise description of each graphic using operational terminology. The Hierarchy column presents the information hierarchy (taxonomy) number described earlier in the appendix. The Sym-ID portion of the Hierarchy column presents the 15-character alphanumeric identifier necessary for automated systems to create each specific METOC graphic. As indicated previously, a dash (-) indicates that no information is provided in the position. The METOC symbology provided in this appendix is an example of a special symbology set included in this standard. Although METOC symbology was derived from AF 51-12 and sources accepted by the international community, it is considered a mandatory part of this standard and shall be followed when presenting METOC symbology in MIL-STD-2525 compliant systems. The content of special symbology sets is maintained by an operational community other than the SSMC and is not under configuration management by this group. As a result, the symbology is not harmonized with the current standard and may be inconsistent with the symbology requirements presented here.

TABLE C-III. <u>METOC graphics</u>.

DESCRIPTION	HIERARCHY	METOC GRAPHIC
	SYM-ID	
METOC	3	
	W--------------	
ATMOSPHERIC	3.1	
	WA-------------	
PRESSURE SYSTEM	3.1.1	
	WA--P----------	
LOW PRESSURE CENTER **1.** An area of low atmospheric pressure which has a closed circulation that is cyclonic, i.e., as viewed from above, the circulation is counterclockwise in the Northern Hemisphere, clockwise in the Southern Hemisphere, undefined at the Equator. Because cyclonic circulation and relatively low atmospheric pressure usually coexist, in common practice the terms cyclone and low pressure center are used interchangeably. Also, because cyclones often are accompanied by inclement (sometimes destructive) weather, they are frequently referred to simply as storms.**2.** Frequently misused to denote a tornado. **3.** In the Indian Ocean, a tropical cyclone of hurricane or typhoon force.	3.1.1.1 WA--PL---------	**L** (Red)

Note: White filled icon represents
         white opaque filled icon.

APPENDIX C

TABLE C-III. METOC graphics - Continued.

DESCRIPTION	HIERARCHY	
	SYM-ID	METOC GRAPHIC
HIGH PRESSURE CENTER An area of high atmospheric pressure which has a closed circulation that is anticyclonic, i.e., as viewed from above, the circulation is clockwise in the Northern Hemisphere, counterclockwise in the southern Hemisphere, undefined at the Equator.	3.1.1.2	**H** (Blue)
	WA--PH--------	
FRONTAL SYSTEMS	3.1.1.3	
	WA--PF---------	
COLD FRONT	3.1.1.3.1	▲ ▲ (Blue)
	WA--PFC--------	
UPPER COLD FRONT Occurs when discontinuity at the forward edge of an advancing cold air mass is displacing warmer air in its path and the two air masses intersect above ground level.	3.1.1.3.1.1	△ △ (Blue)
	WA--PFCU-------	
WARM FRONT The discontinuity at the forward edge of an advancing warm air mass that is displacing cooler air in its path.	3.1.1.3.2	● ● (Red)
	WA--PFW--------	

Note: White filled icon represents
white opaque filled icon.
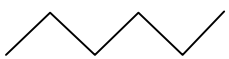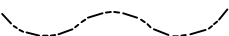
TABLE C-III. METOC graphics - Continued.

DESCRIPTION	HIERARCHY	METOC GRAPHIC
	SYM-ID	
UPPER WARM FRONT Occurs when discontinuity at the forward edge of an advancing warm air mass is displacing cooler air in its path and the two air masses intersect above ground level.	3.1.1.3.2.1	
	WA--PFWU-------	(Red)
OCCLUDED FRONT The line along which a cold front has overtaken a warm front at ground level.	3.1.1.3.3	
	WA--PFO--------	(Purple)
STATIONARY FRONT A situation in which the surface position of a front does not move; the flow on either side of such a boundary is nearly parallel to the position of the front.	3.1.1.3.4	
	WA--PFS--------	(Blue/Red)

Note: White filled icon represents
     white opaque filled icon.
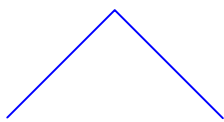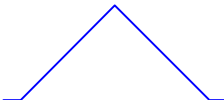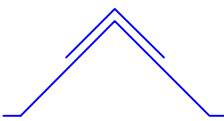
TABLE C-III. <u>METOC graphics</u> - Continued.

DESCRIPTION	HIERARCHY	METOC GRAPHIC
	SYM-ID	
LINES	3.1.1.4	
	WA--PX---------	
TROUGH LINE An elongated region of low atmospheric pressure. (dashed line)	3.1.1.4.1	
	WA--PXT-------	(Black)
RIDGE LINE An elongated region of high atmospheric pressure.	3.1.1.4.2	
	WA--PXR-------	(Black)
SQUALL LINE A line of high winds and thunderstorms in convectively unstable air, an instability line (of non-frontal nature); it may be generated by a cold front. Such a line may be some hundreds of miles in length and is sometimes called a pseudofront. It is associated with line thunderstorms, shear line of which are the squall lines, accompanied by strong gusts, hail, rain and sometimes tornadoes, but well in advance of the cold front (if present). (Alternating dash/double dot line)	3.1.1.4.3	
	WA--PXS--------	(Black)

Note: White filled icon represents
    white opaque filled icon.

APPENDIX C

TABLE C-III. METOC graphics - Continued.

DESCRIPTION	HIERARCHY	METOC GRAPHIC
	SYM-ID	
TURBULENCE Turbulence is a transitory atmospheric condition which has varying effects on aircraft operations. It is a serious hazard to pilots that may occur without warning. WA--T---------	3.1.2	
LIGHT TURBULENCE Description is dependent on associated aircraft type. WA--TL---------	3.1.2.1	(Blue)
MODERATE TURBULENCE Description is dependent on associated aircraft type. WA--TM---------	3.1.2.2	(Blue)
SEVERE TURBULENCE Description is dependent on associated aircraft type. WA--TS---------	3.1.2.3	(Blue)
EXTREME TURBULENCE Description is dependent on associated aircraft type. WA--TE---------	3.1.2.4	(Blue)
ICING WA--I---------	3.1.3	

Note: White filled icon represents
    white opaque filled icon.

APPENDIX C

TABLE C-III. METOC graphics - Continued.

DESCRIPTION	HIERARCHY		METOC GRAPHIC
	SYM-ID		
CLEAR ICING Glossy, clear, or translucent ice formed by the relatively slow freezing of large supercooled droplets. The droplets spread out over the airframe surface before completely freezing.	3.1.3.1		
	WA--IC---------		
LIGHT CLEAR ICING Description is dependent on associated aircraft type.	3.1.3.1.1		(Brown)
	WA--ICL-------		
MODERATE CLEAR ICING Description is dependent on associated aircraft type.	3.1.3.1.2		(Brown)
	WA--ICM-------		
SEVERE CLEAR ICING Description is dependent on associated aircraft type.	3.1.3.1.3		(Brown)
	WA--ICS--------		

Note: White filled icon represents
       white opaque filled icon.

APPENDIX C
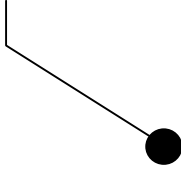
TABLE C-III. METOC graphics - Continued.

DESCRIPTION	HIERARCHY	METOC GRAPHIC
	SYM-ID	
RIME ICING Rough, milky opaque ice formed by the instantaneous freezing of small supercooled droplets which trap air within the ice as they strike the aircraft.	3.1.3.2	
	WA--IR--------	
LIGHT RIME ICING Description is dependent on associated aircraft type.	3.1.3.2.1	(Brown)
	WA--IRL-------	
MODERATE RIME ICING Description is dependent on associated aircraft type.	3.1.3.2.2	(Brown)
	WA--IRM-------	
SEVERE RIME ICING Description is dependent on associated aircraft type.	3.1.3.2.3	(Brown)
	WA--IRS-------	

Note: White filled icon represents
   white opaque filled icon.

APPENDIX C
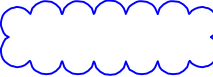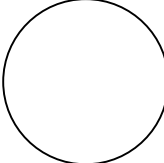
TABLE C-III. METOC graphics - Continued.

DESCRIPTION	HIERARCHY	METOC GRAPHIC
	SYM-ID	
MIXED ICING A hard rough conglomerate of ice which can cause very rough accumulation and severe loss of lift.	3.1.3.3	
	WA--IM---------	
LIGHT MIXED ICING Description is dependent on associated aircraft type.	3.1.3.3.1	
	WA--IML-------	(Brown)
MODERATE MIXED ICING Description is dependent on associated aircraft type.	3.1.3.3.2	
	WA--IMM-------	(Brown)
SEVERE MIXED ICING Description is dependent on associated aircraft type.	3.1.3.3.3	
	WA--IMS-------	(Brown)
WIND BARB Used, in different variations, to represent wind speeds.	3.1.4	
	WA--W----------	(Black)

Note: White filled icon represents
      white opaque filled icon.
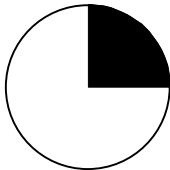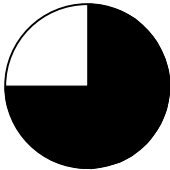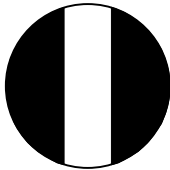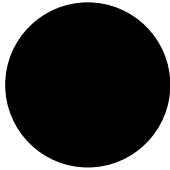
TABLE C-III. <u>METOC graphics</u> - Continued.

DESCRIPTION	HIERARCHY		METOC GRAPHIC
	SYM-ID		
JET STREAM A narrow belt of strong winds, with speeds of 50 to 200 knots, in the upper troposphere. In the Northern Hemisphere these winds usually have a westerly component.	3.1.4.1		 (Red)
	WA--WJ---------		
FLIGHT RULES	3.1.5		
	WA--F----------		
INSTRUMENT CEILING Evaluation of ceiling height by cloud measuring equipment.	3.1.5.1		 (Red)
	WA--FI---------		
VISUAL CEILING The height above the earth's surface of the lowest (thin or opaque) layer reported as broken (5-7 oktas) or overcast (8 oktas), or the vertical visibility into an indefinite ceiling.	3.1.5.2		 (Blue)
	WA--FV---------		
COVERAGE SYMBOLS	3.1.6		
	WA--C----------		
CLEAR SKY (SKC) The absence of layers of clouds or other obscuring phenomena.	3.1.6.1		 (Black)
	WA--CC---------		

Note: White filled icon represents
        white opaque filled icon.
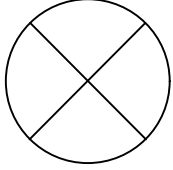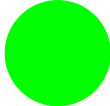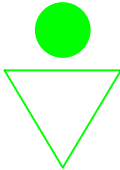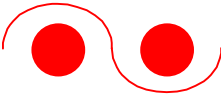
TABLE C-III. METOC graphics - Continued.

DESCRIPTION	HIERARCHY		METOC GRAPHIC
	SYM-ID		
SCATTERED SKY (SCT) A summation sky cover of 3/8 through 4/8.	3.1.6.2		 (Black)
	WA--CS--------		
BROKEN SKY (BKN) A summation sky cover of 5/8 through less than 8/8.	3.1.6.3		 (Black)
	WA--CB--------		
OVERCAST WITH BREAKS A condition in which an overcast layer has discernible break(s) totaling less than 1 okta.	3.1.6.4		 (Black)
	WA--CW--------		
OVERCAST (OVC) A summation sky cover of 8/8.	3.1.6.5		 (Black)
	WA--CO--------		

Note: White filled icon represents
        white opaque filled icon.
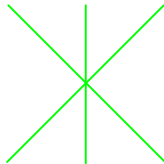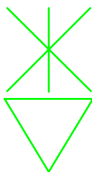
TABLE C-III. <u>METOC graphics</u> - Continued.

DESCRIPTION	HIERARCHY SYM-ID	METOC GRAPHIC
SKY OBSCURED OR PARTIALLY OBSCURED 1. <u>OBSCURED</u> - A condition in which surface-based obscuring phenomena (e.g., fog, rain, snow) are hiding 8/8 of the sky or higher layers. The terms "obscuration" and "indefinite ceiling" may also be used in relation to this sky condition. 2. <u>PARTIALLY OBSCURED</u>- A condition in which surface-based obscuring phenomena are hiding at least 1/8, but less than 8/8, of the sky or higher layers. The term "partial obscuration" may also be used in relation to this sky condition.	3.1.6.6 WA--CP--------	(Black)
PRECIPITATION	3.1.7 WA--P----------	
RAIN (RA) Precipitation, either in the form of drops larger than 0.02 inch (0.5 mm), or smaller drops, which in contrast to drizzle, are widely separated.	3.1.7.1 WA--PR--------	(Green)
RAIN SHOWER The rain changes intensity or starts and stops abruptly. These showers fall exclusively from cumuliform clouds.	3.1.7.1.1 WA--PRS-------	(Green)
FREEZING RAIN (FZRA) Rain that freezes on impact with the ground, with objects in flight, or with objects on the ground. Produces glaze (clear) ice.	3.1.7.1.2 WA--PRF-------	(Red)

Note: White filled icon represents
white opaque filled icon.
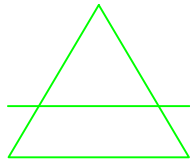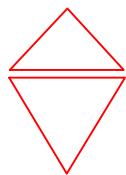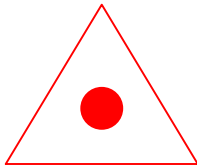
TABLE C-III. <u>METOC graphics</u> - Continued.

DESCRIPTION	HIERARCHY		METOC GRAPHIC
	SYM-ID		
DRIZZLE (DZ) Fairly uniform precipitation composed exclusively of fine drops (diameter less than 0.02 inch or 0.5 mm) very close together. Drizzle appears to float while following air currents, although, unlike fog droplets, it falls to the ground. It usually falls from low stratus clouds and is frequently accompanied by low visibility and fog.	3.1.7.1.3		
	WA--PRD-------		(Green)
FREEZING DRIZZLE (FZDZ) Drizzle which freezes upon impact with the ground, with objects in flight, or with objects on the ground. Produces glaze (clear) ice.	3.1.7.1.3.1		
	WA--PRDF-------		(Red)
SNOW (SN) Precipitation of snow crystals, mostly branched in the form of six-pointed stars, many times clustered to form snowflakes.	3.1.7.2		
	WA--PS---------		(Green)
SNOW SHOWERS Snow that changes intensity or starts and stops abruptly. These showers fall exclusively from cumuliform clouds.	3.1.7.2.1		
	WA--PSS---****		(Green)

Note: White filled icon represents
      white opaque filled icon.
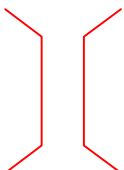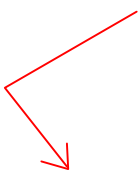
TABLE C-III. METOC graphics - Continued.

DESCRIPTION	HIERARCHY		METOC GRAPHIC
	SYM-ID		
SNOW GRAINS (SG) Precipitation of very small, white, opaque particles of ice; the solid equivalent of drizzle. The grains are fairly flat or elongated. Diameters are generally less than .04 inch (1 mm). When the grains hit hard ground, they do not bounce or shatter. They usually fall in very small quantities from stratus clouds (or occasionally from fog).	3.1.7.2.2		 (Green)
	WA--PSG--------		
HAIL Precipitation in the form of small balls or other pieces of ice falling separately or frozen together in irregular lumps. Hailstones consist of alternate opaque and clear layers of ice in most cases. Hail is normally associated with thunderstorms and surface temperatures above freezing.	3.1.7.3		 (Red)
	WA--PH---------		
ICE PELLETS (PE) Precipitation of transparent or translucent pellets of ice, which are round or irregular, rarely conical, and have a diameter of 0.2 inch (5 mm) or less. The pellets usually rebound when striking hard ground and make a sound on impact. They are two main types. Hard grains of ice consisting of frozen raindrops or melted and refrozen snowflakes and pellets of snow encased in a thin layer of ice formed from the freezing, either of droplets intercepted by the pellets, or of water resulting from the partial melting of the pellets.	3.1.7.4		 (Red)
	WA--PI---------		
ICE CRYSTALS (IC) A fall of unbranched (snow crystals are branched) ice crystals in the form of needles, columns, or plates. They are termed "ice prisms" in synoptic observations. Ice crystals are often so tiny they seem to be suspended in the air. They may fall from a cloud or from clear air. The crystals are visible mainly when they glitter in the sunshine or other bright light (diamond dust), thus producing a luminous pillar or other optical phenomena. This hydrometeor (rarely more than the lightest precipitation), which is frequent in polar regions, occurs only at very low temperatures in stable air masses.	3.1.7.5		
	WA--PC---------		

Note: White filled icon represents
    white opaque filled icon.

APPENDIX C
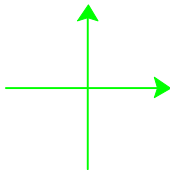
TABLE C-III. METOC graphics - Continued.

| DESCRIPTION | HIERARCHY | METOC GRAPHIC |
	SYM-ID	
STORMS	3.1.8	
	WA--S----------	
THUNDERSTORM (TS) A local storm produced by a cumulonimbus cloud accompanied by strong gusty winds, vertical currents at higher levels, and heavy precipitation with lightning and/or thunder. It is usually a few miles in both horizontal and vertical dimensions, extending from the ground up to 20,000, 40,000, or even 60,000 feet in the most vigorous examples.	3.1.8.1	
	WA--ST---------	(Red)
THUNDERSTORM (TS) AND RAIN (RA) A local storm produced by a cumulonimbus cloud accompanied by lightning and/or thunder and precipitation, either in the form of drops larger than 0.02 inch (0.5 mm), or smaller drops, which in contrast to drizzle, are widely separated.	3.1.8.1.1	
	WA--STR-------	(Red)
FUNNEL CLOUD (FC)/ TORNADO /WATERSPOUT 1. FUNNEL CLOUD (FC)- A violent, rotating column of air which does not touch the ground, usually appended to a cumulonimbus cloud. Also called a tuba. 2. TORNADO (+FC)- A violent, rotating column of air touching the ground; i.e., a funnel cloud that is touching the ground. A tornado nearly always starts as a funnel cloud (FC) and is accompanied by a loud, roaring noise. 3. WATERSPOUT (+FC)- A violent, rotating column of air that forms over a body of water, such as a bay, gulf, or lake, and touches the water surface; a tornado or funnel cloud that touches a body of water.	3.1.8.1.2 WA--STF-------	(Red)
LIGHTNING (LTG) A luminous manifestation accompanying a sudden electrical discharge which takes place from or inside a cloud or, less often, from high structures on the ground, or from mountains.	3.1.8.1.3	
	WA--STL-------	(Red)
STORM SYSTEMS	3.1.8.2	
	WA--SS---------	

Note: White filled icon represents
        white opaque filled icon.

APPENDIX C
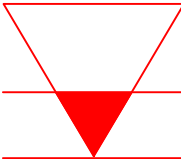
TABLE C-III. <u>METOC graphics</u> - Continued.

DESCRIPTION	HIERARCHY		METOC GRAPHIC
	SYM-ID		
1. TROPICAL STORM A tropical cyclone having winds ranging from 34 knots (39 mph) to 63 knots (73 mph).	3.1.8.2.1		 (Red)
	WA--SST-------		
HURRICANE Tropical cyclones, especially in the West Indies, in which the wind velocity equals or exceeds 64 knots (74 mph).	3.1.8.2.2		 (Red)
	WA--SSH--------		
OBSTRUCTIONS TO VISIBILITY	3.1.9		
	WA--O---------		
BLOWING SNOW (BLSN) Snow particles raised and stirred violently by the wind to moderate or great heights. Prevailing visibility is reduced to less than 7 miles (9,999 meters) and the sky may become obscured when the particles are raised to great heights.	3.1.9.1		 (Green)
	WA--OS--------		

Note: White filled icon represents
        white opaque filled icon.

TABLE C-III. METOC graphics - Continued.

DESCRIPTION	HIERARCHY		METOC GRAPHIC
	SYM-ID		
FOG (FG) A visible aggregate of minute water particles (droplets) which are based on the Earth's surface, extend vertically, and reduce horizontal visibility to less than 5/8 mile (1,000 meters). When fog is further described by the descriptors BC, MI, or PR, the prevailing visibility may be equal to or greater than 5/8 mile (1,000 meters). Unlike drizzle, FG does not fall to the ground.	3.1.9.2		
	WA--OF--------		(Yellow)
FREEZING FOG (FZFG) A suspension of numerous minute ice crystals in the air, or water droplets at temperatures below 0 degrees Celsius, based at the Earth's surface and extending vertically to greater than 6 feet (1.8 meters). FZFG reduces prevailing visibility to less than 5/8 mile (1,000 meters) and, unlike drizzle, does not fall to the ground. The water droplets may freeze upon contact with exposed objects to form a coating of rime or glaze, and it can occur even though the air temperature is above freezing. The water droplets may freeze upon contact with exposed objects to form a coating of rime or glaze. Also called ice fog.	3.1.9.2.1		
	WA--OFF-------		(Red)
DUST OR SAND STORM 1. DUSTSTROM (DS). An unusual, frequently severe weather condition characterized by strong winds and dust-filled air over an extensive area. Report a duststorm if the prevailing visibility is reduced to less than 5/8 miles (1,000 meters), but not less than 5/16 miles (500 meters). Report a heavy (severe) duststorm (+DS) if the visibility is reduced to less than 5/16 miles (500 meters). 2. SANDSTORM (SS). Particles of sand ranging in diameter from 0.008 inches to 1 millimeter carried aloft by a strong wind. The sand particles are mostly confined to the lowest 10 feet, and rarely rise more than 50 feet above the ground. A sandstorm is reported if the prevailing visibility is reduced to less than 5/8 miles (1,000 meters), but not less than 5/16 miles (500 meters). Report a heavy (severe) sandstorm (+SS) if the visibility is reduced to less than 5/16 miles (500 meters).	3.1.9.3		
	WA--OT--------		(Brown)
DUST DEVIL Well-developed dust/sand whirls (PO). An ensemble of particles of dust or sand, sometimes accompanied by small litter, raised from the ground in the form of a whirling column of varying height with a small diameter and an approximately vertical axis. Reported regardless of the visibility.	3.1.9.4		
	WA--OD--------		(Brown)

Note: White filled icon represents
white opaque filled icon.

TABLE C-III. METOC graphics - Continued.

DESCRIPTION	HIERARCHY	METOC GRAPHIC
	SYM-ID	
SMOKE (FU) A suspension in the air of small particles produced by combustion. A transition to haze may occur when smoke particles have traveled great distances (25 to 100 miles or 40 to 160 kilometers or more) and when the larger particles have settled out and the remaining particles have become widely scattered through the atmosphere. When viewed through smoke, the disk of the sun at sunrise and sunset appears very red. The disk may have an orange tinge when the sun is above the horizon. Evenly distributed smoke from distant sources generally has a light grayish or bluish appearance.	3.1.9.5 WA--OK--------	(Brown)
HAZE (HZ) A suspension in the air of extremely small, dry particles invisible to the naked eye and sufficiently numerous to give the air an opalescent appearance. This phenomenon resembles a uniform veil over the landscape and subdues all colors. Dark objects viewed through this veil tend to have a bluish tinge while bright objects, such as the sun or distant lights, tend to have a dirty yellow or reddish hue. When haze is present and the sun is well above the horizon, its light may have a peculiar silvery tinge. Haze particles may be composed of a variety of substances; e.g., dust, salt, residue from distant fires or volcanoes, pollen, etc., which generally are well diffused through the atmosphere.	3.1.9.6 WA--OH--------	(Brown)
BLOWING DUST OR SAND Dust or sand raised by the wind to a height of 6 feet (1.8 meters) or more.	3.1.9.7 WA--OB---------	(Brown)
OCEANIC	3.2 WO------------	
SPACE	3.3 WS------------	

MIL-STD-2525B

APPENDIX D

SIGNALS INTELLIGENCE SYMBOLOGY

D.1 GENERAL

D.1.1 Scope. This appendix addresses tactical symbols in the Signals Intelligence domain. The tables in this appendix present the icons for space, air, ground, sea surface, and sea subsurface. This appendix is a mandatory part of the standard. The information contained herein is intended for compliance.

D.2 APPLICABLE DOCUMENTS

This section is not applicable to this appendix.

D.3 DEFINITIONS

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

D.4 GENERAL REQUIREMENTS

D.4.1 Organization. The purpose of warfighting symbology is to convey information about objects in the warfighter battlespace. This appendix contains the technical specifications, symbol coding scheme, symbology hierarchy, and the tactical symbols for the Signals Intelligence symbology set.

D.5 DETAILED REQUIREMENTS

D.5.1 Technical Specifications. Composition, construction, display, and transmission of tactical symbols are explained in the Detailed Requirements section of the standard.

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

D.5.2.1 Code positions. The positions of the symbol ID code are described below. Since many symbols do not have an entry in every code position, a dash (-) is used to fill each unused position. An asterisk (*) indicates positions that are user defined based on specific symbol circumstances, such as affiliation or echelon/mobility. Table D-1 identifies the fields of information included in a symbol ID code and the position each occupies in the 15-character identifier. The values in each field are filled from left to right unless otherwise specified.

a. Position 1, coding scheme, indicates which overall symbology set a symbol belongs to.

b. Position 2, affiliation, indicates the symbol's affiliation.

c. Position 3, battle dimension, indicates the symbol's battle dimension.

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d. Position 4, status, indicates the symbol's planned or present status.

e. Positions 5 through 10, function ID, identifies a symbol's function. Each position indicates an increasing level of detail and specialization.

f. Positions 11 and 12 are not used in the Signals Intelligence symbology set.

g. Positions 13 and 14, country code, identifies the country with which a symbol is associated. Country code identifiers are listed in the Federal Information Processing Standard (FIPS) Pub 10 series.

h. Position 15, order of battle, provides additional information about the role of a symbol in the battlespace.

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

CODING SCHEME (1) (POSITION 1)	AFFILIATION (1) (POSITION 2)	BATTLE DIMENSION (1) (POSITION 3)	STATUS (1) (POSITION 4)

S - WARFIGHTING
G - TACTICAL GRAPHICS
W - METOC
I - INTELLIGENCE
M - MAPPING (Reserved - Under
        Development)
O - MILITARY OPERATIONS OTHER
        THAN WAR (MOOTW)
	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 SUBSURFACE
		X - OTHER (No frame)
			A - ANTICIPATED/PLANNED
			P - PRESENT

FUNCTION ID (6) (POSITION 5-10)	(POSITION 11, 12)	COUNTRY CODE (2) (POSITION 13, 14)	ORDER OF BATTLE (1) (POSITION 15)
See tables D-III through D-VIII for specific values.	Not Used	See FIPS Pub series 10	A - AIR OB E - ELECTRONIC OB C - CIVILIAN OB G - GROUND OB N - MARITIME OB S - STRATEGIC FORCE RELATED

D.5.2.2 Symbol ID code tables. Table D-II lists the codes for space, air, ground, and sea surface. As seen in paragraph D.5.2.1, a dash (-) indicates that no information is provided in the position. An asterisk (*) indicates a position that is defined by the user based on specific symbol circumstances.

TABLE D-II. Signals intelligence symbol ID codes.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			NOT USED	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
4.X	I	-	-	-	--	--	--	--	--	-	SIGNALS 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
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

TABLE D-II. Signals intelligence symbol ID codes - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			NOT USED	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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
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

APPENDIX D

TABLE D-II. Signals intelligence symbol ID codes - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			NOT USED	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
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)
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

APPENDIX D

TABLE D-II. Signals intelligence symbol ID codes - Continued.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID	NOT USED	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
4.X.5.1.2.5	I	*	U	*	SR T- --	--	**	*	TARGET ACQUISITION
4.X.5.1.2.6	I	*	U	*	SR U- --	--	**	*	UNKNOWN

APPENDIX D

D.5.4 <u>Symbology hierarchy</u>. The flowcharts illustrating the symbology hierarchy for Signals Intelligence are broken down to show individual branches of the hierarchy. Each branch—space, air, ground, sea surface, and sea subsurface—is graphically represented to its lowest level.

FIGURE D-1. <u>Signals intelligence</u>.

FIGURE D-2. <u>Signals intelligence (space track)</u>.

4.X.2
AIR TRACK

SIGNAL INTERCEPT
4.X.2.1

COMMUNICATIONS
4.X.2.1.1

4.X.2.1.1.1
CELLULAR/MOBILE

4.X.2.1.1.2
OMNI-LINE-OF-SIGHT (LOS)

4.X.2.1.1.3
POINT-TO-POINT LINE-OF-SIGHT (LOS)

4.X.2.1.1.4
SATELLITE UP-LINK

RADAR
4.X.2.1.2

4.X.2.1.2.1
AIRBORNE INTERCEPT

4.X.2.1.2.2
AIRBORNE SEARCH & BOMBING

4.X.2.1.2.3
CONTROLLED INTERCEPT

4.X.2.1.2.4
DATA TRANSMISSION

4.X.2.1.2.5
EARLY WARNING

4.X.2.1.2.6
FIRE CONTROL

4.X.2.1.2.7
IFF (TRANSPONDER)

4.X.2.1.2.8
MISSILE ACQUISITION

4.X.2.1.2.9
MISSILE DOWN LINK

4.X.2.1.2.10
MISSILE GUIDANCE

4.X.2.1.2.11
MISSILE TRACKING

4.X.2.1.2.12
MULTI-FUNCTION

4.X.2.1.2.13
TARGET ILLUMINATOR

4.X.2.1.2.14
TARGET ACQUISITION

4.X.2.1.2.15
TARGET TRACKING

4.X.2.1.2.16
UNKNOWN

FIGURE D-3. <u>Signals intelligence (air track)</u>.

4 X 3

GROUND
TRACK

SIGNAL
INTERCEPT

4.X.3.1

COMMUNICATIONS

4.X.3.1.1

4.X.3.1.1.1
CELLULAR/MOBILE

4.X.3.1.1.2
OMNI-LINE-OF-SIGHT (LOS)

4.X.3.1.1.3
POINT-TO-POINT LINE-OF-SIGHT (LOS)

4.X.3.1.1.4
SATELLITE UP-LINK

4.X.3.1.1.5
TROPOSPHERIC SCATTER

RADAR

4.X.3.1.2

4.X.3.1.2.1
AIR TRAFFIC CONTROL

4.X.3.1.2.2
ANTI-AIRCRAFT

4.X.3.1.2.3
BATTLEFIELD SURVEILLANCE

4.X.3.1.2.4
COASTAL SURVEILLANCE

4.X.3.1.2.5
CONTROLLED APPROACH

4.X.3.1.2.6
DATA TRANSMISSION

4.X.3.1.2.7
EARLY WARNING

4.X.3.1.2.8
FIRE CONTROL

4.X.3.1.2.9
HEIGHT FINDING

4.X.3.1.2.10
IDENTIFICATION FRIEND/FOE (INTERROGATOR)

4.X.3.1.2.11
METEORLOGICAL (MILITARY)

4.X.3.1.2.12
MISSILE ACQUISITION

4.X.3.1.2.13
MISSILE GUIDANCE

4.X.3.1.2.14
MISSILE TRACKING

4.X.3.1.2.15
MULTI-FUNCTION

4.X.3.1.2.16
SHELL TRACKING

4.X.3.1.2.17
TARGET ACQUISITION

4.X.3.1.2.18
TARGET ILLUMINATOR

4.X.3.1.2.19
TARGET TRACKING

4.X.3.1.2.20
UNKNOWN

FIGURE D-4. Signals intelligence (ground track).

4.X.4

SEA SURFACE TRACK

SIGNAL INTERCEPT
4.X.4.1

COMMUNICATIONS
4.X.4.1.1

4.X.4.1.1.1
CELLULAR/MOBILE

4.X.4.1.1.2
OMNI-LINE-OF-SIGHT (LOS)

4.X.4.1.1.3
POINT-TO-POINT LINE-OF-SIGHT (LOS)

4.X.4.1.1.4
SATELLITE UP-LINK

RADAR
4.X.4.1.2

4.X.4.1.2.1
AIR TRAFFIC CONTROL

4.X.4.1.2.2
ANTI-AIRCRAFT

4.X.4.1.2.3
CONTROLLED APPROACH

4.X.4.1.2.4
CONTROLLED INTERCEPT

4.X.4.1.2.5
DATA TRANSMISSION

4.X.4.1.2.6
EARLY WARNING

4.X.4.1.2.7
FIRE CONTROL

4.X.4.1.2.8
HEIGHT FINDING

4.X.4.1.2.9
IDENTIFICATION FRIEND/FOE (INTERROGATOR)

4.X.4.1.2.10
METEOROLOGICAL (MILITARY)

4.X.4.1.2.11
MISSILE ACQUISITION

4.X.4.1.2.12
MISSILE GUIDANCE

4.X.4.1.2.13
MISSILE TRACKING

4.X.4.1.2.14
MULTI-FUNCTION

4.X.4.1.2.15
SURFACE SEARCH

4.X.4.1.2.16
TARGET ACQUISITION

4.X.4.1.2.17
TARGET ILLUMINATOR

4.X.4.1.2.18
TARGET TRACKING

4.X.4.1.2.19
UNKNOWN

FIGURE D-5. Signals intelligence (sea surface track).

FIGURE D-6. Signals intelligence (subsurface track).

APPENDIX D

D.5.5 <u>Symbology set</u>. Tables D-III through D-VII provide a graphic representation of each approved tactical symbol in the Signals Intelligence set. In the following tables, the Description column provides a concise description of each symbol using operational terminology. The Hierarchy column presents the information hierarchy (taxonomy) number described earlier in the appendix. The Frame column indicates whether the icon is framed (F), unframed (UF), or frame is optional (FO). All Signals Intelligence symbols shall be framed. The Sym-ID column under each Affiliation column (Unknown, Friend, Neutral, Hostile) presents the 15-character alphanumeric identifier necessary for automated systems to create each specific icon. As indicated previously, an asterisk (*) indicates a position that is defined by the user based on specific symbol circumstances, while a dash (-) indicates that no information is provided in the position.

APPENDIX D

TABLE D-III. Signals intelligence symbology set - space.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
SIGNALS INTELLIGENCE	4.X		--------------	--------------	--------------	--------------
SPACE TRACK	4.X.1		IUPP--------***	IFPP--------***	INPP--------***	IHPP--------***
SPACE TRACK SIGNAL INTERCEPT	4.X.1.1		IUPPS------***	IFPPS------***	INPPS------***	IHPPS------***
SPACE TRACK SIGNAL INTERCEPT COMMUNICATIONS	4.X.1.1.1		IUPPSC------***	IFPPSC------***	INPPSC------***	IHPPSC------***
SPACE TRACK SIGNAL INTERCEPT COMMUNICATIONS SATELLITE DOWN-LINK	4.X.1.1.1.1	F	IUPPSCD-----***	IFPPSCD-----***	INPPSCD-----***	IHPPSCD-----***
SPACE TRACK SIGNAL INTERCEPT RADAR	4.X.1.1.2		IUPPSR------***	IFPPSR------***	INPPSR------***	IHPPSR------***
SPACE TRACK SIGNAL INTERCEPT RADAR DATA TRANSMISSION	4.X.1.1.2.1	F	IUPPSRD-----***	IFPPSRD-----***	INPPSRD-----***	IHPPSRD-----***
SPACE TRACK SIGNAL INTERCEPT RADAR EARTH SURVEILLANCE	4.X.1.1.2.2	F	IUPPSRE-----***	IFPPSRE-----***	INPPSRE-----***	IHPPSRE-----***

Note: White filled icon represents white opaque filled icon.

APPENDIX D

TABLE D-III. Signals intelligence symbology set - space. - Continued

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SPACE TRACK SIGNAL INTERCEPT RADAR IFF (TRANSPONDER)	4.X.1.1.2.3	F				
			IUPPSRI----- ***	IFPPSRI----- ***	INPPSRI----- ***	IHPPSRI----- ***
SPACE TRACK SIGNAL INTERCEPT RADAR MULTI-FUNCTION	4.X.1.1.2.4	F				
			IUPPSRM----- ***	IFPPSRM----- ***	INPPSRM----- ***	IHPPSRM----- ***
SPACE TRACK SIGNAL INTERCEPT RADAR TARGET ACQUISITION	4.X.1.1.2.5	F				
			IUPPSRT----- ***	IFPPSRT----- ***	INPPSRT----- ***	IHPPSRT----- ***
SPACE TRACK SIGNAL INTERCEPT RADAR SPACE	4.X.1.1.2.6	F				
			IUPPSRS----- ***	IFPPSRS----- ***	INPPSRS----- ***	IHPPSRS----- ***
SPACE TRACK SIGNAL INTERCEPT RADAR UNKNOWN	4.X.1.1.2.7	F				
			IUPPSRU----- ***	IFPPSRU----- ***	INPPSRU----- ***	IHPPSRU----- ***

Note: White filled icon represents
          white opaque filled icon.

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APPENDIX D

TABLE D-IV. Signals intelligence symbology set - air.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
AIR TRACK	4.X.2					
			IUAP-------- ***	IFAP--------***	INAP-------- ***	IHAP-------- ***
AIR TRACK SIGNAL INTERCEPT	4.X.2.1					
			IUAPS------- ***	IFAPS------- ***	INAPS------- ***	IHAPS------- ***
AIR TRACK SIGNAL INTERCEPT COMMUNICATIONS	4.X.2.1.1					
			IUAPSC------ ***	IFAPSC------ ***	INAPSC------ ***	IHAPSC------ ***
AIR TRACK SIGNAL INTERCEPT COMMUNICATIONS CELLULAR/MOBILE	4.X.2.1.1.1	F				
			IUAPSCC----- ***	IFAPSCC----- ***	INAPSCC----- ***	IHAPSCC----- ***
AIR TRACK SIGNAL INTERCEPT COMMUNICATIONS OMNI-LINE-OF-SIGHT (LOS)	4.X.2.1.1.2	F				
			IUAPSCO----- ***	IFAPSCO----- ***	INAPSCO----- ***	IHAPSCO----- ***
AIR TRACK SIGNAL INTERCEPT COMMUNICATIONS POINT-TO-POINT LINE-OF-SIGHT (LOS)	4.X.2.1.1.3	F				
			IUAPSCP----- ***	IFAPSCP----- ***	INAPSCP----- ***	IHAPSCP----- ***

Note: White filled icon represents
        white opaque filled icon.

TABLE D-IV. Signals intelligence symbology set - air - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
AIR TRACK SIGNAL INTERCEPT COMMUNICATIONS SATELLITE UP-LINK	4.X.2.1.1.4	F				
			IUAPSCS----- ***	IFAPSCS----- ***	INAPSCS----- ***	IHAPSCS----- ***
AIR TRACK SIGNAL INTERCEPT RADAR	4.X.2.1.2					
			IUAPSR------ ***	IFAPSR------ ***	INAPSR------ ***	IHAPSR------ ***
AIR TRACK SIGNAL INTERCEPT RADAR AIRBORNE INTERCEPT	4.X.2.1.2.1	F				
			IUAPSRAI---- ***	IFAPSRAI---- ***	INAPSRAI---- ***	IHAPSRAI---- ***
AIR TRACK SIGNAL INTERCEPT RADAR AIRBORNE SEARCH AND BOMBING	4.X.2.1.2.2	F				
			IUAPSRAS---- ***	IFAPSRAS---- ***	INAPSRAS---- ***	IHAPSRAS---- ***
AIR TRACK SIGNAL INTERCEPT RADAR CONTROLLED INTERCEPT	4.X.2.1.2.3	F				
			IUAPSRC----- ***	IFAPSRC----- ***	INAPSRC----- ***	IHAPSRC----- ***

Note: White filled icon represents
          white opaque filled icon.

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TABLE D-IV. Signals intelligence symbology set - air - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
AIR TRACK SIGNAL INTERCEPT RADAR DATA TRANSMISSION	4.X.2.1.2.4	F				
			IUAPSRD-----***	IFAPSRD-----***	INAPSRD-----***	IHAPSRD-----***
AIR TRACK SIGNAL INTERCEPT RADAR EARLY WARNING	4.X.2.1.2.5	F				
			IUAPSRE-----***	IFAPSRE-----***	INAPSRE-----***	IHAPSRE-----***
AIR TRACK SIGNAL INTERCEPT RADAR FIRE CONTROL	4.X.2.1.2.6	F				
			IUAPSRF-----***	IFAPSRF-----***	INAPSRF-----***	IHAPSRF-----***
AIR TRACK SIGNAL INTERCEPT RADAR IFF (TRANSPONDER)	4.X.2.1.2.7	F				
			IUAPSRI-----***	IFAPSRI-----***	INAPSRI-----***	IHAPSRI-----***
AIR TRACK SIGNAL INTERCEPT RADAR MISSILE ACQUISITION	4.X.2.1.2.8	F				
			IUAPSRMA----***	IFAPSRMA----***	INAPSRMA----***	IHAPSRMA----***

Note: White filled icon represents white opaque filled icon.

497

TABLE D-IV. Signals intelligence symbology set - air - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
AIR TRACK SIGNAL INTERCEPT RADAR MISSILE DOWN-LINK	4.X.2.1.2.9	F				
			IUASRMD----***	IFASRMD----***	INASRMD----***	IHASRMD----***
AIR TRACK SIGNAL INTERCEPT RADAR MISSILE GUIDANCE	4.X.2.1.2.10	F				
			IUAPSRMG----***	IFAPSRMG----***	INAPSRMG----***	IHAPSRMG----***
AIR TRACK SIGNAL INTERCEPT RADAR MISSILE TRACKING	4.X.2.1.2.11	F				
			IUAPSRMT----***	IFAPSRMT----***	INAPSRMT----***	IHAPSRMT----***
AIR TRACK SIGNAL INTERCEPT RADAR MULTI-FUNCTION	4.X.2.1.2.12	F				
			IUAPSRMF----***	IFAPSRMF----***	INAPSRMF----***	IHAPSRMF----***
AIR TRACK SIGNAL INTERCEPT RADAR TARGET ILLUMINATOR	4.X.2.1.2.13	F				
			IUAPSRTI----***	IFAPSRTI----***	INAPSRTI----***	IHAPSRTI----***

Note: White filled icon represents white opaque filled icon.

TABLE D-IV. Signals intelligence symbology set - air - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
AIR TRACK SIGNAL INTERCEPT RADAR TARGET ACQUISITION	4.X.2.1.2.14	F				
			IUAPSRTA----***	IFAPSRTA----***	INAPSRTA----***	IHAPSRTA----***
AIR TRACK SIGNAL INTERCEPT RADAR TARGET TRACKING	4.X.2.1.2.15	F				
			IUAPSRTT----***	IFAPSRTT----***	INAPSRTT----***	IHAPSRTT----***
AIR TRACK SIGNAL INTERCEPT RADAR UNKNOWN	4.X.2.1.2.16	F				
			IUAPSRU-----***	IFAPSRU-----***	INAPSRU-----***	IHAPSRU-----***

Note: White filled icon represents
         white opaque filled icon.

APPENDIX D

TABLE D-V. Signals intelligence symbology set - ground.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK	4.X.3					
			IUGP--------***	IFGP--------***	ING*--------***	IHGP--------***
GROUND TRACK SIGNAL INTERCEPT	4.X.3.1					
			IUGPS-------***	IFGPS-------***	INGPS-------***	IHGPS-------***
GROUND TRACK SIGNAL INTERCEPT COMMUNICATIONS	4.X.3.1.1					
			IUGPSC------***	IFGPSC------***	INGPSC------***	IHGPSC------***
GROUND TRACK SIGNAL INTERCEPT COMMUNICATIONS CELLULAR/MOBILE	4.X.3.1.1.1	F				
			IUGPSCC-----***	IFGPSCC-----***	INGPSCC-----***	IHGPSCC-----***
GROUND TRACK SIGNAL INTERCEPT COMMUNICATIONS OMNI-LINE-OF-SIGHT (LOS)	4.X.3.1.1.2	F				
			IUGPSCO-----***	IFGPSCO-----***	INGPSCO-----***	IHGPSCO-----***

Note: White filled icon represents
         white opaque filled icon.

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APPENDIX D

TABLE D-V. Signals intelligence symbology set - ground - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK SIGNAL INTERCEPT COMMUNICATIONS POINT-TO-POINT LINE-OF-SIGHT (LOS)	4.X.3.1.1.3	F				
			IUGPSCP-----***	IFGPSCP-----***	INGPSCP-----***	IHGPSCP-----***
GROUND TRACK SIGNAL INTERCEPT COMMUNICATIONS SATELLITE UP-LINK	4.X.3.1.1.4	F				
			IUGPSCS-----***	IFGPSCS-----***	INGPSCS-----***	IHGPSCS-----***
GROUND TRACK SIGNAL INTERCEPT COMMUNICATIONS TROPOSPHERIC SCATTER	4.X.3.1.1.5	F				
			IUGPSCT-----***	IFGPSCT-----***	INGPSCT-----***	IHGPSCT-----***
GROUND TRACK SIGNAL INTERCEPT RADAR	4.X.3.1.2					
			IUGPSR------***	IFGPSR------***	INGPSR------***	IHGPSR------***
GROUND TRACK SIGNAL INTERCEPT RADAR AIR TRAFFIC CONTROL	4.X.3.1.2.1	F				
			IU*GSRAT----***	IFGPSRAT----***	INGPSRAT----***	IHGPSRAT----***

Note: White filled icon represents white opaque filled icon.

APPENDIX D

TABLE D-V. <u>Signals intelligence symbology set - ground</u> - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK SIGNAL INTERCEPT RADAR ANTI-AIRCRAFT	4.X.3.1.2.2	F				
			IUGPSRAA----***	IFGPSRAA----***	INGPSRAA----***	IHGPSRAA----***
GROUND TRACK SIGNAL INTERCEPT RADAR BATTLEFIELD SURVEILLANCE	4.X.3.1.2.3	F				
			IUGPSRB-----***	IFGPSRB-----***	INGPSRB-----***	IHGPSRB-----***
GROUND TRACK SIGNAL INTERCEPT RADAR COASTAL SURVEILLANCE	4.X.3.1.2.4	F				
			IUGPSRCS----***	IFGPSRCS----***	INGPSRCS----***	IHGPSRCS----***
GROUND TRACK SIGNAL INTERCEPT RADAR CONTROLLED APPROACH	4.X.3.1.2.5	F				
			IUGPSRCA----***	IFGPSRCA----***	INGPSRCA----***	IHGPSRCA----***
GROUND TRACK SIGNAL INTERCEPT RADAR DATA TRANSMISSION	4.X.3.1.2.6	F				
			IUGPSRD-----***	IFGPSRD-----***	INGPSRD-----***	IHGPSRD-----***

Note: White filled icon represents
         white opaque filled icon.

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APPENDIX D

TABLE D-V. Signals intelligence symbology set - ground - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK SIGNAL INTERCEPT RADAR EARLY WARNING	4.X.3.1.2.7	F				
			IUGPSRE-----***	IFGPSRE-----***	INGPSRE-----***	IHGPSRE-----***
GROUND TRACK SIGNAL INTERCEPT RADAR FIRE CONTROL	4.X.3.1.2.8	F				
			IUGPSRF-----***	IFGPSRF-----***	INGPSRF-----***	IHGPSRF-----***
GROUND TRACK SIGNAL INTERCEPT RADAR HEIGHT FINDING	4.X.3.1.2.9	F				
			IUGPSRH-----***	IFGPSRH-----***	INGPSRH-----***	IHGPSRH-----***
GROUND TRACK SIGNAL INTERCEPT RADAR IDENTIFICATION FRIEND/FOE (INTERROGATOR)	4.X.3.1.2.10	F				
			IUGPSRI-----***	IFGPSRI-----***	INGPSRI-----***	IHGPSRI-----***
GROUND TRACK SIGNAL INTERCEPT RADAR METEOROLOGICAL (MILITARY)	4.X.3.1.2.11	F				
			IUGPSRMM----***	IFGPSRMM----***	INGPSRMM----***	IHGPSRMM----***

Note: White filled icon represents
         white opaque filled icon.

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TABLE D-V. <u>Signals intelligence symbology set - ground</u> - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
GROUND TRACK SIGNAL INTERCEPT RADAR MISSILE ACQUISITION	4.X.3.1.2.12	F				
			IUGPSRMA----***	IFGPSRMA----***	INGPSRMA----***	IHGPSRMA----***
GROUND TRACK SIGNAL INTERCEPT RADAR MISSILE GUIDANCE	4.X.3.1.2.13	F				
			IUGPSRMG----***	IFGPSRMG----***	INGPSRMG----***	IHGPSRMG----***
GROUND TRACK SIGNAL INTERCEPT RADAR MISSILE TRACKING	4.X.3.1.2.14	F				
			IUGPSRMT----***	IFGPSRMT----***	INGPSRMT----***	IHGPSRMT----***
GROUND TRACK SIGNAL INTERCEPT RADAR MULTI-FUNCTION	4.X.3.1.2.15	F				
			IUGPSRMF----***	IFGPSRMF----***	INGPSRMF----***	IHGPSRMF----***
GROUND TRACK SIGNAL INTERCEPT RADAR SHELL TRACKING	4.X.3.1.2.16	F				
			IUGPSRS-----***	IFGPSRS-----***	INGPSRS-----***	IHGPSRS-----***

Note: White filled icon represents white opaque filled icon.

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TABLE D-V. Signals intelligence symbology set - ground - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
GROUND TRACK SIGNAL INTERCEPT RADAR TARGET ACQUISITION	4.X.3.1.2.17	F				
			IUGPSRTA----***	IFGPSRTA----***	INGPSRTA----***	IHGPSRTA----***
GROUND TRACK SIGNAL INTERCEPT RADAR TARGET ILLUMINATOR	4.X.3.1.2.18	F				
			IUGPSRTI----***	IFGPSRTI----***	INGPSRTI----***	IHGPSRTI----***
GROUND TRACK SIGNAL INTERCEPT RADAR TARGET TRACKING	4.X.3.1.2.19	F				
			IUGPSRTT----***	IFGPSRTT----***	INGPSRTT----***	IHGPSRTT----***
GROUND TRACK SIGNAL INTERCEPT RADAR UNKNOWN	4.X.3.1.2.20	F				
			IUGPSRU-----***	IFGPSRU-----***	INGPSRU-----***	IHGPSRU-----***

Note: White filled icon represents
         white opaque filled icon.

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APPENDIX D

TABLE D-VI. Signals intelligence symbology set - sea surface.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
SEA SURFACE TRACK	4.X.4					
			IUSP--------***	IFSP--------***	INSP--------***	IHSP--------***
SEA SURFACE TRACK SIGNAL INTERCEPT	4.X.4.1					
			IUSPS-------***	IFSPS-------***	INSPS-------***	IHSPS-------***
SEA SURFACE TRACK SIGNAL INTERCEPT COMMUNICATIONS	4.X.4.1.1					
			IUSPSC------***	IFSPSC------***	INSPSC------***	IHSPSC------***
SEA SURFACE TRACK SIGNAL INTERCEPT COMMUNICATIONS CELLULAR/MOBILE	4.X.4.1.1.1	F				
			IUSPSCC-----***	IFSPSCC-----***	INSPSCC-----***	IHSPSCC-----***
SEA SURFACE TRACK SIGNAL INTERCEPT COMMUNICATIONS OMNI-LINE-OF-SIGHT (LOS)	4.X.4.1.1.2	F				
			IUSPSCO-----***	IFSPSCO-----***	INSPSCO-----***	IHSPSCO-----***

Note: White filled icon represents
        white opaque filled icon.

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APPENDIX D

TABLE D-VI. Signals intelligence symbology set - sea surface - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK SIGNAL INTERCEPT COMMUNICATIONS POINT-TO-POINT LINE-OF-SIGHT (LOS)	4.X.4.1.1.3	F				
			IUSPSCP-----***	IFSPSCP-----***	INSPSCP-----***	IHSPSCP-----***
SEA SURFACE TRACK SIGNAL INTERCEPT COMMUNICATIONS SATELLITE UP-LINK	4.X.4.1.1.4	F				
			IUSPSCS-----***	IFSPSCS-----***	INSPSCS-----***	IHSPSCS-----***
SEA SURFACE TRACK SIGNAL INTERCEPT RADAR	4.X.4.1.2					
			IUSPSR------***	IFSPSR------***	INSPSR------***	IHSPSR------***
SEA SURFACE TRACK SIGNAL INTERCEPT RADAR AIR TRAFFIC CONTROL	4.X.4.1.2.1	F				
			IUSPSRAT----***	IFSPSRAT----***	INSPSRAT----***	IHSPSRAT----***
SEA SURFACE TRACK SIGNAL INTERCEPT RADAR ANTI-AIRCRAFT	4.X.4.1.2.2	F				
			IUSPSRAA----***	IFSPSRAA----***	INSPSRAA----***	IHSPSRAA----***

Note: White filled icon represents
         white opaque filled icon.

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TABLE D-VI. Signals intelligence symbology set - sea surface - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK SIGNAL INTERCEPT RADAR CONTROLLED APPROACH	4.X.4.1.2.3	F				
			IUSPSRCA----***	IFSPSRCA----***	INSPSRCA----***	IHSPSRCA----***
SEA SURFACE TRACK SIGNAL INTERCEPT RADAR CONTROLLED INTERCEPT	4.X.4.1.2.4	F				
			IUSPSRCI----***	IFSPSRCI----***	INSPSRCI----***	IHSPSRCI----***
SEA SURFACE TRACK SIGNAL INTERCEPT RADAR DATA TRANSMISSION	4.X.4.1.2.5	F				
			IUSPSRD-----***	IFSPSRD-----***	INSPSRD-----***	IHSPSRD-----***
SEA SURFACE TRACK SIGNAL INTERCEPT RADAR EARLY WARNING	4.X.4.1.2.6	F				
			IUSPSRE-----***	IFSPSRE-----***	INSPSRE-----***	IHSPSRE-----***
SEA SURFACE TRACK SIGNAL INTERCEPT RADAR FIRE CONTROL	4.X.4.1.2.7	F				
			IUSPSRF-----***	IFSPSRF-----***	INSPSRF-----***	IHSPSRF-----***

Note: White filled icon represents white opaque filled icon.

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TABLE D-VI. Signals intelligence symbology set - sea surface - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK SIGNAL INTERCEPT RADAR HEIGHT FINDING	4.X.4.1.2.8	F				
			IUSPSRH-----***	IFSPSRH-----***	INSPSRH-----***	IHSPSRH-----***
SEA SURFACE TRACK SIGNAL INTERCEPT RADAR IDENTIFICATION FRIEND/FOE (INTERROGATOR)	4.X.4.1.2.9	F				
			IUSPSRI-----***	IFSPSRI-----***	INSPSRI-----***	IHSPSRI-----***
SEA SURFACE TRACK SIGNAL INTERCEPT RADAR METEOROLOGICAL (MILITARY)	4.X.4.1.2.10	F				
			IUSPSRMM---***	IFSPSRMM---***	INSPSRMM---***	IHSPSRMM---***
SEA SURFACE TRACK SIGNAL INTERCEPT RADAR MISSILE ACQUISITION	4.X.4.1.2.11	F				
			IUSPSRMA----***	IFSPSRMA----***	INSPSRMA----***	IHSPSRMA----***
SEA SURFACE TRACK SIGNAL INTERCEPT RADAR MISSILE GUIDANCE	4.X.4.1.2.12	F				
			IUSPSRMG----***	IFSPSRMG----***	INSPSRMG----***	IHSPSRMG----***

Note: White filled icon represents
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
APPENDIX D

TABLE D-VI. Signals intelligence symbology set - sea surface - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
SEA SURFACE TRACK SIGNAL INTERCEPT RADAR MISSILE TRACKING	4.X.4.1.2.13	F	IUSPSRMT----***	IFSPSRMT----***	INSPSRMT----***	IHSPSRMT----***
SEA SURFACE TRACK SIGNAL INTERCEPT RADAR MULTI-FUNCTION	4.X.4.1.2.14	F	IUSPSRMF----***	IFSPSRMF----***	INSPSRMF----***	IHSPSRMF----***
SEA SURFACE TRACK SIGNAL INTERCEPT RADAR SURFACE SEARCH	4.X.4.1.2.15	F	IUSPSRS-----***	IFSPSRS-----***	INSPSRS-----***	IHSPSRS-----***
SEA SURFACE TRACK SIGNAL INTERCEPT RADAR TARGET ACQUISITION	4.X.4.1.2.16	F	IUSPSRTA----***	IFSPSRTA----***	INSPSRTA----***	IHSPSRTA----***
SEA SURFACE TRACK SIGNAL INTERCEPT RADAR TARGET ILLUMINATOR	4.X.4.1.2.17	F	IUSPSRTI----***	IFSPSRTI----***	INSPSRTI----***	IHSPSRTI----***

Note: White filled icon represents
         white opaque filled icon.

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TABLE D-VI. Signals intelligence symbology set - sea surface - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SEA SURFACE TRACK SIGNAL INTERCEPT RADAR TARGET TRACKING	4.X.4.1.2.18	F				
			IUSPSRTT----***	IFSPSRTT----***	INSPSRTT----***	IHSPSRTT----***
SEA SURFACE TRACK SIGNAL INTERCEPT RADAR UNKNOWN	4.X.4.1.2.19	F				
			IUSPSRU-----***	IFSPSRU-----***	INSPSRU-----***	IHSPSRU-----***

Note: White filled icon represents white opaque filled icon.

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
TABLE D-VII. <u>Signals intelligence symbology set - subsurface</u>.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SUBSURFACE TRACK	4.X.5					
			IUUP--------***	IFUP--------***	INUP--------***	IHUP--------***
SUBSURFACE TRACK SIGNAL INTERCEPT	4.X.5.1					
			IUUPS-------***	IFUPS-------***	INUPS-------***	IHUPS-------***
SUBSURFACE TRACK SIGNAL INTERCEPT COMMUNICATIONS	4.X.5.1.1					
			IUUPSC------***	IFUPSC------***	INUPSC------***	IHUPSC------***
SUBSURFACE TRACK SIGNAL INTERCEPT COMMUNICATIONS OMNI-LINE-OF-SIGHT (LOS)	4.X.5.1.1.1	F				
			IUUPSCO-----***	IFUPSCO-----***	INUPSCO-----***	IHUPSCO-----***
SUBSURFACE TRACK SIGNAL INTERCEPT COMMUNICATIONS POINT-TO-POINT LINE-OF-SIGHT (LOS)	4.X.5.1.1.2	F				
			IUUPSCP-----***	IFUPSCP-----***	INUPSCP-----***	IHUPSCP-----***
SUBSURFACE TRACK SIGNAL INTERCEPT COMMUNICATIONS SATELLITE UP-LINK	4.X.5.1.1.3	F				
			IUUPSCS-----***	IFUPSCS-----***	INUPSCS-----***	IHUPSCS-----***

Note: White filled icon represents
         white opaque filled icon.

APPENDIX D

TABLE D-VII. Signals intelligence symbology set - subsurface - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SUBSURFACE TRACK SIGNAL INTERCEPT RADAR	4.X.5.1.2					
			IUUPSR------***	IFUPSR------***	INUPSR------***	IHUPSR------***
SUBSURFACE TRACK SIGNAL INTERCEPT RADAR DATA TRANSMISSION	4.X.5.1.2.1	F	D T	D T	D T	D T
			IUUPSRD-----***	IFUPSRD-----***	INUPSRD-----***	IHUPSRD-----***
SUBSURFACE TRACK SIGNAL INTERCEPT RADAR EARLY WARNING	4.X.5.1.2.2	F	E W	E W	E W	E W
			IUUPSRE-----***	IFUPSRE-----***	INUPSRE-----***	IHUPSRE-----***
SUBSURFACE TRACK SIGNAL INTERCEPT RADAR MULTI-FUNCTION	4.X.5.1.2.3	F	M F	M F	M F	M F
			IUUPSRM-----***	IFUPSRM-----***	INUPSRM-----***	IHUPSRM-----***
SUBSURFACE TRACK SIGNAL INTERCEPT RADAR SURFACE SEARCH	4.X.5.1.2.4	F	S S	S S	S S	S S
			IUUPSRS-----***	IFUPSRS-----***	INUPSRS-----***	IHUPSRS-----***

Note: White filled icon represents white opaque filled icon.

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APPENDIX D

TABLE D-VII. <u>Signals intelligence symbology set - subsurface</u> - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
SUBSURFACE TRACK SIGNAL INTERCEPT RADAR TARGET ACQUISITION	4.X.5.1.2.5	F				
			IUUPSRT-----***	IFUPSRT-----***	INUPSRT-----***	IHUPSRT-----***
SUBSURFACE TRACK SIGNAL INTERCEPT RADAR UNKNOWN	4.X.5.1.2.6	F				
			IUUPSRU-----***	IFUPRU-----***	INUPSRU-----***	IHUPSRU-----***

Note: White filled icon represents white opaque filled icon.

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APPENDIX E

MILITARY OPERATIONS OTHER THAN WAR (MOOTW) SYMBOLOGY

E.1 GENERAL

E.1.1 <u>Scope</u>. This appendix addresses tactical symbols in the MOOTW domain. The tables in this appendix present the icons for violent activities, locations, operations, and items. This appendix is a mandatory part of the standard. The information contained herein is intended for compliance.

E.2 APPLICABLE DOCUMENTS

This section is not applicable to this appendix.

E.3 DEFINITIONS

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

E.4 GENERAL REQUIREMENTS

E.4.1 <u>Organization</u>. The purpose of warfighting symbology is to convey information about objects in the warfighting battlespace. This appendix contains the technical specifications, symbol coding scheme, symbology hierarchy, and the tactical symbols for the MOOTW symbology set.

E.5 DETAILED REQUIREMENTS

E.5.1 <u>Technical Specifications</u>. Composition, construction, display, and transmission of tactical symbols are explained in the Detailed Requirements section of the standard. Framing of MOOTW tactical symbols differs slightly from C2 Symbology: U,E, I tactical symbols in that there is only one battle dimension: ground.

E.5.2 <u>Symbol Identification (ID) coding scheme</u>. A symbol ID code is a 15-character alphanumeric identifier that provides the information necessary to display or transmit a tactical symbol between MIL-STD-2525 compliant systems.

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

a. Position 1, coding scheme, indicates which overall symbology set a symbol belongs to.

b. Position 2, affiliation, indicates the symbol's affiliation.

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c. Position 3, category, indicates the symbol's primary category (violent activities, locations, operations, or items.

d. Position 4, status, indicates the symbol's planned or present status.

e. Positions 5 through 10, function ID, identify a symbol's function. Each position indicates an increasing level of detail and specialization.

f. Positions 11 and 12, symbol modifier indicator, identify indicators present on the symbol such as echelon, feint/dummy, installation, task force, headquarters staff, and equipment mobility. Table E-II contains the specific values used in this field.

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

h. Position 15, order of battle, provides additional information about the role of a symbol in the battlespace. For example, a bomber that has nuclear weapons on board may be designated as strategic force related.

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

CODING SCHEME (1) (POSITION 1)	AFFILIATION (1) (POSITION 2)	CATEGORY (1) (POSITION 3)	STATUS (1) (POSITION 4)
S - WARFIGHTING G - TACTICAL GRAPHICS W - METOC I - INTELLIGENCE M - MAPPING (Reserved - Under Development) O - MILITARY OPERATIONS OTHER THAN WAR (MOOTW)	P - PENDING U - UNKNOWN A - ASSUMED FRIEND F - FRIEND N - NEUTRAL S - SUSPECT H - HOSTILE J - JOKER K - FAKER O - NONE SPECIFIED	V - VIOLENT ACTIVITIES L - LOCATIONS O - OPERATIONS I - ITEMS	A - ANTICIPATED/PLANNED P - PRESENT
FUNCTION ID (6) (POSITION 5-10)	SYMBOL MODIFIER (2) (POSITION 11, 12)	COUNTRY CODE (2) (POSITION 13, 14)	ORDER OF BATTLE (1) (POSITION 15)
See table E-III	See table E-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

APPENDIX E

TABLE E-II. Symbol ID codes - symbol modifier.

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

TABLE E-II. Symbol ID codes - symbol modifier. - Continued

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

APPENDIX E

TABLE E-II. Symbol ID codes - symbol modifier. - Continued

CODE	DESCRIPTION		CODE	DESCRIPTION
MT	MOBILITY RAIL		MU	MOBILITY OVER THE SNOW
MV	MOBILITY SLED		MW	MOBILITY PACK ANIMALS
MX	MOBILITY BARGE		MY	MOBILITY AMPHIBIOUS

E.5.2.2 Symbol ID code tables. Table E-III lists the codes for MOOTW symbology. Since many symbols may not have an entry in all code positions, a dash (-) is used to fill each unused position. As stated earlier in paragraph E.5.2.1, an asterisk (*) indicates positions that are user defined based on specific symbol circumstances, such as affiliation or echelon/mobility.

TABLE E-III. MOOTW symbology set.

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
5.X	O	*	-	-	--	--	--	**	**	*	MILITARY OPERATIONS OTHER THAN WAR (MOOTW)
5.X.1	O	*	V	*	--	--	--	**	**	*	VIOLENT ACTIVITIES (DEATH CAUSING)
5.X.1.1	O	*	V	*	A-	--	--	**	**	*	ARSON/FIRE
5.X.1.2	O	*	V	*	M-	--	--	**	**	*	ASSASSINATION/MURDER/EXECUTION
5.X.1.3	O	*	V	*	B-	--	--	**	**	*	BOMB/BOMBING
5.X.1.4	O	*	V	*	Y-	--	--	**	**	*	BOOBY TRAP
5.X.1.5	O	*	V	*	D-	--	--	**	**	*	DRIVE-BY SHOOTING
5.X.1.6	O	*	V	*	S-	--	--	**	**	*	SNIPING
5.X.1.7	O	*	V	*	P-	--	--	**	**	*	POISONING
5.X.2	O	*	L	*	--	--	--	**	**	*	LOCATIONS
5.X.2.1	O	*	L	*	B-	--	--	**	**	*	BLACK LIST LOCATION
5.X.2.2	O	*	L	*	G-	--	--	**	**	*	GRAY LIST LOCATION
5.X.2.3	O	*	L	*	W-	--	--	**	**	*	WHITE LIST LOCATION
5.X.3	O	*	O	*	--	--	--	**	**	*	OPERATIONS
5.X.3.1	O	*	O	*	P-	--	--	**	**	*	PATROLLING
5.X.3.2	O	*	O	*	R-	--	--	**	**	*	RECRUITMENT
5.X.3.2.1	O	*	O	*	RW	--	--	**	**	*	RECRUITMENT (WILLING)
5.X.3.2.2	O	*	O	*	RC	--	--	**	**	*	RECRUITMENT (COERCED/IMPRESSED)
5.X.3.3	O	*	O	*	D-	--	--	**	**	*	DEMONSTRATION
5.X.3.4	O	*	O	*	M-	--	--	**	**	*	MINE LAYING
5.X.3.5	O	*	O	*	Y-	--	--	**	**	*	PSYCHOLOGICAL OPERATIONS (PSYOP)
5.X.3.5.1	O	*	O	*	YT	--	--	**	**	*	PSYOP (TV AND RADIO PROPAGANDA)
5.X.3.5.2	O	*	O	*	YW	--	--	**	**	*	PSYOP (WRITTEN PROPAGANA)

APPENDIX E

TABLE E-III. MOOTW symbology set.- Continued

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID			SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
5.X.3.5.3	O	*	O	*	YH	--	--	**	**	*	HOUSE-TO-HOUSE PROPAGANDA
5.X.3.6	O	*	O	*	F-	--	--	**	**	*	FORAGING/SEARCHING
5.X.3.7	O	*	O	*	S-	--	--	**	**	*	SPY
5.X.3.8	O	*	O	*	O-	--	--	**	**	*	FOOD DISTRIBUTION
5.X.3.9	O	*	O	*	E-	--	--	**	**	*	EXTORTION
5.X.3.10	O	*	O	*	H-	--	--	**	**	*	HIJACKING
5.X.3.10.1	O	*	O	*	HT	--	--	**	**	*	HIJACKING (VEHICLE)
5.X.3.10.2	O	*	O	*	HA	--	--	**	**	*	HIJACKING (AIRPLANE)
5.X.3.10.3	O	*	O	*	HV	--	--	**	**	*	HIJACKING (BOAT)
5.X.3.11	O	*	O	*	K-	--	--	**	**	*	KIDNAPPING
5.X.3.12	O	*	O	*	A-	--	--	**	**	*	ARREST
5.X.3.13	O	*	O	*	U-	--	--	**	**	*	DRUG OPERATION
5.X.4	O	*	I	*	--	--	--	**	**	*	ITEMS
5.X.4.1	O	*	I	*	R-	--	--	**	**	*	REFUGEES
5.X.4.2	O	*	I	*	S-	--	--	**	**	*	SAFE HOUSE
5.X.4.3	O	*	I	*	G-	--	--	**	**	*	GRAFITTI
5.X.4.4	O	*	I	*	V-	--	--	**	**	*	VANDALISM/RAPE/LOOT/RANSACK/PLUNDER/SACK
5.X.4.5	O	*	I	*	I-	--	--	**	**	*	KNOWN INSURGENT VEHICLE
5.X.4.6	O	*	I	*	D-	--	--	**	**	*	DRUG VEHICLE
5.X.4.7	O	*	I	*	F-	--	--	**	**	*	INTERNAL SECURITY FORCE

APPENDIX E

E.5.3 Symbology hierachy. The flowchart illustrating the symbology hierarchy for MOOTW is broken down to best show the individual branches of the hierarchy. Each branch—violent activities, locations, operations, and items—is graphically represented to its lowest level.
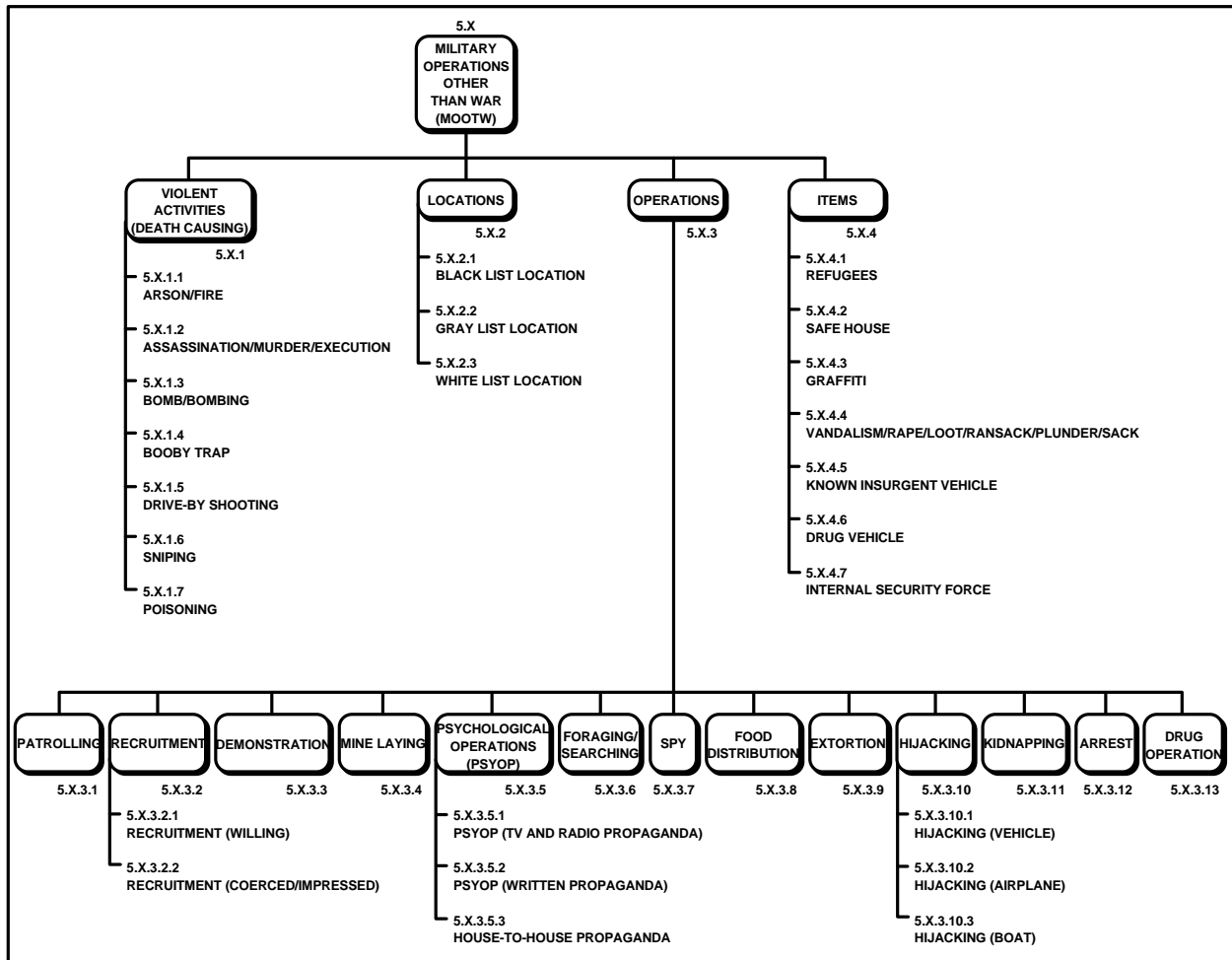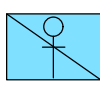
FIGURE E-1. Military operations other than war.

E.5.4 Symbology set. Table E-IV provides a graphic representation of each approved tactical symbol in the MOOTW set. In the following tables, the Description column provides a concise description of each tactical symbol using operational terminology. The Hierarchy column presents the information hierarchy (taxonomy) number described earlier in the appendix. The Frame column indicates whether the icon is framed (i.e., F), unframed (i.e., U), or framing optional (i.e., FO). The Sym-ID portion of each Affiliation column (Unknown, Friend, Neutral, Hostile) presents the 15-character alphanumeric identifier necessary for automated systems to create each specific icon. As indicated previously, an asterisk (*) indicates a position that is defined by the user based on specific symbol circumstances, while a dash (-) indicates that no information is provided in the position.

TABLE E-IV. Military Operations Other Than War.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN SYM-ID	FRIEND SYM-ID	NEUTRAL SYM-ID	HOSTILE SYM-ID
MILITARY OPERATIONS OTHER THAN WAR (MOOTW)	5.X					
VIOLENT ACTIVITIES (DEATH CAUSING)	5.X.1					
VIOLENT ACTIVITIES ARSON/FIRE	5.X.1.1	F	OUVPA----- *****	OFVPA----- *****	ONVPA----- *****	OHVPA----- *****
VIOLENT ACTIVITIES ASSASSINATION/MURDER/ EXECUTION	5.X.1.2	F	OUVPM----- *****	OFVPM----- *****	ONVPM----- *****	OHVPM----- *****
VIOLENT ACTIVITIES BOMB/BOMBING	5.X.1.3	F	OUVPB----- *****	OFVPB----- *****	ONVPB----- *****	OHVPB----- *****
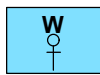
TABLE E-IV. Military Operations Other Than War - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
VIOLENT ACTIVITIES BOOBY TRAP	5.X.1.4	F				
			OUVPY----- *****	OFVPY----- *****	ONVPY----- *****	OHVPY----- *****
VIOLENT ACTIVITIES DRIVE-BY SHOOTING	5.X.1.5	F				
			OUVPD----- *****	OFVPD----- *****	ONVPD----- *****	OHVPD----- *****
VIOLENT ACTIVITIES SNIPING	5.X.1.6	F				
			OUVPS----- *****	OFVPS----- *****	ONVPS----- *****	OHVPS----- *****
VIOLENT ACTIVITIES POISONING	5.X.1.7	F				
			OUVPP----- *****	OFVPP----- *****	ONVPP----- *****	OHVPP----- *****
LOCATIONS	5.X.2					
LOCATIONS BLACK LIST LOCATION	5.X.2.1	F				
			OULPB----- *****	OFLPB----- *****	ONLPB----- *****	OHLPB----- *****
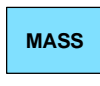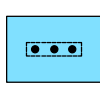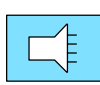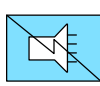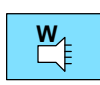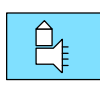
TABLE E-IV. <u>Military Operations Other Than War</u> - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
LOCATIONS GRAY LIST LOCATION	5.X.2.2	F	GRAY	GRAY	GRAY	GRAY
			OULPG----- *****	OFLPG----- *****	ONLPG----- *****	OHLPG----- *****
LOCATIONS WHITE LIST LOCATION	5.X.2.3	F	WHT	WHT	WHT	WHT
			OULPW----- *****	OFLPW----- *****	ONLPW----- *****	OHLPW----- *****
OPERATIONS	5.X.3					
OPERATIONS PATROLLING	5.X.3.1	F	P	P	P	P
			OUOPP---- *****	OFOPP----- *****	ONOPP----- *****	OHOPP----- *****
OPERATIONS RECRUITMENT	5.X.3.2					
OPERATIONS RECRUITMENT RECRUITMENT (WILLING)	5.X.3.2.1	F	W	W	W	W
			OUOPRW---- *****	OFOPRW---- *****	ONOPRW---- *****	OHOPRW---- *****
OPERATIONS RECRUITMENT RECRUITMENT (COERCED/IMPRESSED)	5.X.3.2.2	F	C	C	C	C
			OUOPRC---- *****	OFOPRC---- *****	ONOPRC---- *****	OHOPRC---- *****

TABLE E-IV. <u>Military Operations Other Than War</u> - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
OPERATIONS DEMONSTRATION	5.X.3.3	F	MASS	MASS	MASS	MASS
			OUOPD----- *****	OFOPD----- *****	ONOPD----- *****	OHOPD----- *****
OPERATIONS MINE LAYING	5.X.3.4	F				
			OUOPM----- *****	OFOPM----- *****	ONOPM----- *****	OHOPM----- *****
OPERATIONS PSYCHOLOGICAL OPERATIONS (PSYOP)	5.X.3.5	F				
			OUOPY----- *****	OFOPY----- *****	ONOPY----- *****	OHOPY----- *****

OPERATIONS
  PSYCHOLOGICAL OPERATIONS
(PSYOP)
    PSYOP (TV AND RADIO
PROPAGANDA)
	5.X.3.5.1	F				

			OUOPYT---- *****	OFOPYT---- *****	ONOPYT---- *****	OHOPYT---- *****

OPERATIONS
  PSYCHOLOGICAL OPERATIONS
(PSYOP)
    PSYOP (WRITTEN PROPAGANDA)
	5.X.3.5.2	F	W	W	W	W

			OUOPYW---- *****	OFOPYW---- *****	ONOPYW---- *****	OHOPYW---- *****

OPERATIONS
  PSYCHOLOGICAL OPERATIONS
(PSYOP)
    HOUSE-TO-HOUSE PROPAGANDA
	5.X.3.5.3	F				

			OUOPYH---- *****	OFOPYH---- *****	ONOPYH---- *****	OHOPYH---- *****
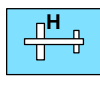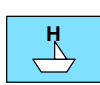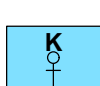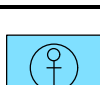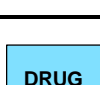
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TABLE E-IV. <u>Military Operations Other Than War</u> - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
OPERATIONS 　FORAGING/SEARCHING	5.X.3.6	F				
			OUOPF----- *****	OFOPF----- *****	ONOPF----- *****	OHOPF----- *****
OPERATIONS 　SPY	5.X.3.7	F				
			OUOPS----- *****	OFOPS----- *****	ONOPS----- *****	OHOPS----- *****
OPERATIONS 　FOOD DISTRIBUTION	5.X.3.8	F				
			OUOPO----- *****	OFOPO----- *****	ONOPO----- *****	OHOPO----- *****
OPERATIONS 　EXTORTION	5.X.3.9	F				
			OUOPE----- *****	OFOPE----- *****	ONOPE----- *****	OHOPE----- *****
OPERATIONS 　HIJACKING	5.X.3.10					
OPERATIONS 　HIJACKING 　　HIJACKING (VEHICLE)	5.X.3.10.1	F				
			OUOPHT---- *****	OFOPHT---- *****	ONOPHT---- *****	OHOPHT---- *****
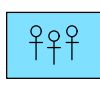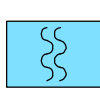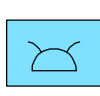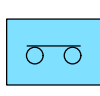
TABLE E-IV. <u>Military Operations Other Than War</u> - Continued.

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

OPERATIONS
  HIJACKING
    HIJACKING (AIRPLANE)
	5.X.3.10.2	F				

			OUOPHA---- *****	OFOPHA---- *****	ONOPHA---- *****	OHOPHA---- *****

OPERATIONS
  HIJACKING
    HIJACKING (BOAT)
	5.X.3.10.3	F				

			OUOPHV---- *****	OFOPHV---- *****	ONOPHV---- *****	OHOPHV---- *****
OPERATIONS KIDNAPPING	5.X.3.11	F				
			OUOPK----- *****	OFOPK----- *****	ONOPK----- *****	OHOPK----- *****
OPERATIONS ARREST	5.X.3.12	F				
			OUOPA----- *****	OFOPA----- *****	ONOPA----- *****	OHOPA----- *****
OPERATIONS DRUG OPERATION	5.X.3.13	F				
			OUOPU----- *****	OFOPU----- *****	ONOPU----- *****	OHOPU----- *****

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TABLE E-IV. <u>Military Operations Other Than War</u> - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
ITEMS	5.X.4					
ITEMS REFUGEES	5.X.4.1	F				
			OUIPR----- *****	OFIPR----- *****	ONIPR----- *****	OHIPR----- *****
ITEMS SAFE HOUSE	5.X.4.2	F				
			OUIPS----- *****	OFIPS----- *****	ONIPS----- *****	OHIPS----- *****
ITEMS GRAFITTI	5.X.4.3	F				
			OUIPG----- *****	OFIPG----- *****	ONIPG----- *****	OHIPG----- *****
ITEMS VANDALISM/RAPE/LOOT/ RANSACK/PLUNDER/SACK	5.X.4.4	F				
			OUIPV----- *****	OFIPV----- *****	ONIPV----- *****	OHIPV----- *****
ITEMS KNOWN INSURGENT VEHICLE	5.X.4.5	F				
			OUIPI----- *****	OFIPI----- *****	ONIPI----- *****	OHIPI----- *****

APPENDIX E

TABLE E-IV. Military Operations Other Than War - Continued.

DESCRIPTION	HIERARCHY	FRAME	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
			SYM-ID	SYM-ID	SYM-ID	SYM-ID
ITEMS DRUG VEHICLE	5.X.4.6	F				
			OUIPD----- *****	OFIPD----- *****	ONIPD----- *****	OHIPD----- *****
ITEMS INTERNAL SECURITY FORCE	5.X.4.7	F				
			OUIPF----- *****	OFIPF----- *****	ONIPF----- *****	OHIPF----- *****

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CONCLUDING MATERIAL

Custodians:
    Army - AC
    Navy - OM
    Air Force - 90

Review activities:

    OASD - DO, HS, IQ, IR, SO, WS

    Army - AR, CE, ET, IE, MD1, MI, PT, SC1, SC2, SC3, TI, TM

    Navy - AS, CG, CH, EC, MC, NC, ND, NO, NP, SA

    Air Force - 02, 09, 10, 11, 13, 16, 17, 19, 29, 33, 93

    DLA - DH, ES

    MISC - CI, DC1, DC5, DC7, DI, MP, NS, US

Preparing activity:
    Misc - DC-4

Agent:
    Not Applicable

(Project INST-0022)

Civil agency coordinating activities:

    DOT - OST

    NASA - NA

    National Communication Systems - NCS

    GPO

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3. DOCUMENT TITLE   COMMON WARFIGHTING SYMBOLOGY

4. NATURE OF CHANGE *(Identify paragraph number and include proposed rewrite, if possible. Attach extra sheets as needed.)*

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